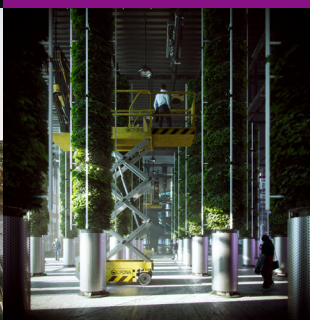




Architizer  
One Rendering  
Challenge  
2019







# Introduction

Renderings spark the imagination like nothing else in architecture. With the help of extraordinarily powerful software, visualizations form a magic bridge, taking us from drawings to completed buildings in a heartbeat. These days, almost any designer can create a rendering with an incredible degree of photorealism. So, what next? Nowadays, a rendering has to be more than just eye candy — it needs to tell a story, helping people envision not just what a building will look like, but how it will feel to gaze up at, live alongside and stand within.

Enter the One Rendering Challenge, a new ideas competition posing a simple question: Can you create a single rendering that tells a compelling story about architecture and its inhabitants?

Each participant's rendering could be located anywhere in the world and be at any scale. It could take the form of a perspective, parallel projection, section, abstract or any other image format. Eligible renderings had to be computer generated and portray part or all of a building or group of buildings, and be accompanied by a short description.

After being reviewed by an esteemed jury of architects and creative thinkers, the following 100 renderings came out on top. These visualizations tell a powerful story about architecture and its impact on our world today. Explore the following pages and consider how you might communicate an architectural story through a single image. What will you create for the next One Rendering Challenge?

*Paul Keskeys, Content Director, Architizer*



# One Rendering Challenge

Top 100

Thank You to Our Sponsors

**fiverr**

Freelance services. On demand.



**SUBSTANCE**  
SOURCE



**CHAOSEGROUP**



Quixel  
**MEGASCANS**





Student Winner	8
Non-Student Winner	14
10 Commended Entries	21
88 Finalists	43



## Lifting Longyearbyen

by Brandon Bergem / *student winner*

Scene from the incomplete Museum of Natural History to Ultima Thule.

Museum Didactic:  
Lifting Longyearbyen

An official from the governor's office exclaimed: "The ground is melting!" She cautioned the town folk that "We can no longer trust the permafrost." The governor needed to devise a strategy simultaneously mitigating the unrelenting bombardments by natural forces while maintaining the town's natural heritage. Her innovative solution was to remove and lift the houses from their foundations then insert them into a mega-structure tall enough to hover above the impending flood. The townsfolk were relieved to see their cheerfully painted homes were unharmed. A collective pride inspired the community to rename their town from Longyearbyen, to Askeladden, a name derived from Ashlad, a small child from Norwegian folklore who succeeds when all others failed.

Architizer's inaugural One Rendering Challenge presented an incredible assemblage of architectural visualizations that told captivating stories. The top winner in the Student category was "Lifting Longyearbyen" by Brandon Bergem, a 2019 MArch graduate at the University of Toronto. In partnership with Fiverr's new architecture and building design services, this submission was awarded a grand prize of \$2,500, along with pro rendering software from the likes of Chaos Group, Adobe Substance, Evermotion and Quixel.

"Lifting Longyearbyen" was inspired by the dramatic, barren landscape of Svalbard, Norway. It tells two stories at once. Set in the near future, one perspective depicts an incomplete museum and the other shows a town being reassembled and elevated to mitigate the effects of an impending flood.

Juror Mengyi Fan of SHoP Architects loved the composition, describing it as "a complex construction built of layers on layers, tied together seamlessly with skillful control of color and lighting. I love the muted color story presented here — the subtle bit of muddiness reinforces the artificial nature of the carefully crafted environment."

We caught up with Brandon to understand more about his inspiration, process and feelings on the success of this One Rendering Challenge-winning project.

**Nathaniel Bahadursingh: What does winning the 2020 One Rendering Challenge mean to you?**

Brandon Bergem: I have had no education or training in visualization, so winning was both a complete surprise and a form of validation: that whatever it is I have been doing must be doing something right.







### **What were the primary challenges of conceiving your work, from forming the idea to the actual physical process of rendering?**

As the student finalist, my image is one of ten I created for my architecture graduate thesis on the transformations happening in the remote Arctic archipelago, Svalbard, due to climate change. The challenge was how to tell a story about the current and possibly future calamities of this place. This developed into depicting the future of the island from the perspective of an even more distant future museum, being built after the arctic disappears. So there is an inversion, treating the future as if it were the past. In the process, it becomes a bit allegorical.

One challenge was in depicting one scene inside of another. Here, there is a diorama of the town being re-assembled and then the incomplete museum surrounding it. There is a subtle surreality to the scene as the town, and the landscape is of a very vast scale compared to the museum

interior containing it. Still, there is not a clear transition where the scale shifts (the secret is that almost everything is modeled 1:1). There is a lot of use of optical illusions tricks, such as forced perspective, to achieve that.

### **How did the process and workflow of creating this work compare to traditional architectural rendering practices?**

Typically one would have a complete digital model of a building design, then go through a process finding of favorable vantage points, and so on, and so on, until you have a complete rendered representation of a building.

Here the process was different. Here the camera never moved – everything was modeled and composed to it. These renderings are not intended to be representational (as many of the scenes depicted are impossible spatially anyway), rather they are their own form of story-telling.

### **What connection does the theme of this project have to you and your experience?**

A couple years ago I travelled to Norway for a month on a travel scholarship. A cancelled portion of my original itinerary led me up to Svalbard for a couple days. Despite the short time there, I was completely captivated by the history, mythologies, and other strange oddities of Svalbard, its landscapes beautiful, and at times distressing. This short encounter would lead it to become the subject of a year long-thesis research project.

### **Do you have any other work as conceptual as this? If so, how does your previous work compare?**

Previous works have frequently been conceptually interested in similar themes, folklores, mythos, cultural histories of the different places I have studied. None of the works have been this intense regarding the breadth of research, and how they formed a project – let alone a set of renderings. Each of the ten images



produced have their own conceptual quality that sets them apart but also makes them a set. This particular image I am fond of as I stayed in the real town of Longyearbyen, whose colorful houses are a vibrant contrast to the landscape.

**What one tip would you give students and architects looking to win next year's One Rendering Challenge?**

Tell a good story!.







## Zoom to the future

by Carlotta Cominetti / *non-student winner*

Rendering it's mostly about the future; a future project, a future vision, a future situation.

But there's always something that persists, protecting our life routine. Imagine waiting for your dear to come back home after work, it's late and cold, your courtyard (in need of a refresh since years) it's dark and you have to keep a safe distance from the trash, neighbors are chatting behind enlightened windows.

You've been living in the building for almost 14 years, you know by heart every crack, every leak every pot, every dead plant. You have seen dozens of families moving out and moving in, the world outside speeding up.

The elevator is out of service, again, you have to take the stairs and that's F\*\*\*ing annoying!

Please take your time to zoom in! #full3D #zerophotoshop

The top winner in the Non-Student category was “Zoom to the Future” by Carlotta Cominetti, Tamás Fischer and Camelia Ezzaouini of visualization studio Virginlemon. In partnership with Fiverr’s new architecture and building design services, this submission was awarded a grand prize of \$2,500, along with pro rendering software from the likes of Chaos Group, Adobe Substance, Evermotion and Quixel.

“Zoom to the Future” tells the story of an elderly man resting his weary feet in the courtyard of his residence. However, it takes a futuristic turn by incorporating an odd alternative means of transportation that’s reminiscent of a thrill ride at an amusement park. The rendering seems to be in two time periods at once, one that is aged and in a state of gradual decay and one that is propelling swiftly into the future.

We caught up with one of the project’s creators, Carlotta Cominetti, to learn more about the inspiration, process and feelings on the success of this One Rendering Challenge-winning piece.

**Nathaniel Bahadursingh: What were the primary challenges of conceiving your work, from forming the idea to the actual physical process of rendering?**

Carlotta Cominetti: The primary challenge was to represent a “conflict of time,” finding the right balance between light and shadows, old materials and shiny futuristic shapes.

**How did the process and workflow of creating this work compare to traditional architectural rendering practices?**

Somehow the process was the opposite of a traditional architectural visualization workflow. From the beginning, we had quite a strong idea about the point of view and composition, but the architecture kept on changing during the process and took form gradually. In a usual rendering project, at Virginlemon, we model the project and surroundings first, then play with the view to find the most interesting compositions.



**What connection does the theme of this project have to you and your experience?**

We are always inspired by personal experiences and travels, by the beauty we find all around us. For this image, we chose Budapest as the main reference; we explored the way one lives in the city a little closer and focused our attention on the intimacy of a typical Hungarian building.

**Do you have any other work as conceptual as this? If so, how does your previous work compare?**

We do have similar work as conceptual as this one. They all have the same purpose of creating a different concept of reality, and aim to share a stronger message.

**What does winning the 2020 One Rendering Challenge mean to you?**

It was a great surprise and we feel even more motivated for future projects!

**What one tip would you give students and architects looking to win next year's One Rendering Challenge?**

First of all: have fun! Rendering is magical and architecture is always a place with a beautiful story to tell.







# Top 10 Commended Entries



## Joey loves Monday

by Adonis Gabriel Gumba / *commended*

Big house with open plan. Swimming pool on all sides. Magnificent view all day long. Sun is hot but the nights are breezy. Sea foods all the time. Joey lives here...

Hes in fifth grade, loves to draw and good in math. He loves school and very good in class.

He never miss school. In fact he'll be in school even on weekends if its allowed. He promise himself he'll go to college and finish study. He wants to be an astronaut.

He's certain he will be.

Must be realistic. Create the non-existent. Emphasize the beauty. Highlights the potential,

Visualize dream. Make it real. Make it feel real...

This is my attempt to render something more than realistic.

Inspired and referenced from “stilt houses” in Philippines, Myanmar, China and Bangkok.





## The Vent

by Dennis Allain / *commended*

The Vent was an architectural design exploration that was based on a world overcome by structure. From a design perspective I had been interested in this idea of construction and how it can overcome that which was once thought valuable and beautiful. The object of past idealism is portrayed in the white structure placed in middle ground. In setting up the composition it was important to use the bridge to extend the viewer into the image. The water and refuse in the foreground was also an attempt to add depth. The background also played a role in creating depth and defining silhouette of the city. As an artist I am constantly trying to perfect a color palette and examine how: form, color, value and texture work in concert to tell a story that resonates with the viewer.





## **Electric Rain**

by Vittorio Bonapace / *commended*

A moment, suspended in time. Feel the vibe in the rain. Get inspired by city night reflections.

Moody, cinematic and a bit futuristic, this image aim to express lonely feelings in a cold rainy night and the desire of a warm safe place where find Community energy again, after a solitary walking.

The continuous relationship between what a city gives you and what a city takes from you.



## **The first day of spring**

by Maciej Józefiak and Rafał Stachowicz  
(AESDE) / *commended*

The presented work is a reflection on architectural visualizations in general.

Architectural visualization aims to present architectural visions in an attractive, interesting and complete way. Its task is to show how the architectural design will become a finished, existing building. The attractiveness of visualizations, with a superficial approach to the subject, is usually limited to showing the object in a fake and unreal scenery. However, is bending reality necessary to create a successful frame? Does a good visualization have to mean a caricatured image full of happy people? The reality that surrounds us is completely different. This does not mean, however, that it is less interesting. Contrary. The world around us is full of inspiration to create an image, which in addition to the banal external appearance will try to show the presented object in an intriguing and true way, because this is the purpose of our work.





# Urban Farm Temple

by Duy Phan / *commended*

Melbourne will be home to 8.5 million people by 2050. Infrastructure does not keep up with the population leading to the construction area of residential areas. More and more people have to expand their homes into farming areas while the demand for food will constantly increase to meet the daily consumption needs of the population. The picture of the food supply becomes even darker when the bushfires kill million animals and plants and cause severe air pollution. In the near future, food will become a new religion where hungry megacities devour dozens of tons of vegetables and meat every day running out of supplies. In the heart of the city, the deepest place in the desert of concrete created by ourselves to be isolated from nature, The Temple of Urban Food offers a picture of the future tense, where the green of vegetables brings belief for urban people survive.





# Deadline

by Erik Peter / *commended*

The story

We all have been there. It is the last day of the last week before holidays. The busiest time of all. You can not wait to go home. But there is still so much work to get done, before that happens. So let's just do it! While we are working hard and having fun, there is no time to notice how cold is outside. How steam and smoke from traffic down below and chimneys is rising above the roofs and how the snow flakes are flying about. There will be enough time for all that, on our way home... Once we meet the deadline.

The buildings facade is inspired by the Greifswalder Office Building design by Tchoban Voss Architekten in Berlin, Germany. Rooftops are alike typical Berlin rooftop scenery, to be true to the original location of the building.



## Time Traveling

by Tigran Hakobyan / *commended*

Its an interesting and challenging thing: to tell a story in one still image. And during the thoughts about it I saw "Antwerp Port House" projects by Zaha Hadid Architects, which has amazing contrast view of an old building and a new futuristic shape. It perfectly demonstrates the connection between centuries. Thats' why it was chosen to show time traveling.

Like the movie "The Time Machine (2002)" in which the main hero was time traveling using a Machine that stays static location-wise, the render shows how the atmosphere and the surroundings will be changed by going back in time, while the main building stays the same.



## Dog, bird and man

by Toni Schade / *commended*

There is no rational concept for this image but a strong reference with a strong feeling: the movie Nostalgia (from 1983) of the russian director Andrej Tarkowskij and its magical final scene: a russian farm house, a man and a dog and a camera that is slowly moving backwards to reveal that this very scene is embedded in the ruin of a seemingly enormous italian cathedral. It is an image about home and outland, so strong and thus so emotional that it stuck in my mind since I have watched the movie for the first time about 15 years ago.

All I wanted to do is to create a personal interpretation of this scene and thus of this emotional image that was impressed in my soul many years ago and remains there until today.

I hope you see, feel and like it.







# Orchard Jenga - Start of the night shift

by Duy Phan / *commended*

To cope with urban heat island effect and lacking trees canopy coverage in cities cramped context, on top of the existing two-level car park, Orchard Jenga proposed to plant not only trees but eatable vegetations vertically which casts healthy shadow for open public space underneath and produce organic fresh foods for the nearby Queen Victoria Market by applying the technology from the adjacent University of Melbourne research centre. Covered by the transparent water tank, the unique facade allows semi visual connection from in and out by caustically reflecting and refracting the light when it passes through. The image is the moment of a night shift begins to start. When those very last sun rays pour on the side facade while internally the aquaponic lights bright up. It is not intentionally blending itself with the context but proudly being vivid, stating the message of the city's sustainable future.



ты  
никто.

## Architecture survives the idea

by Yuliya Arzhantseva / *commended*

Architecture is function combined with esthetic. And when architects create something, they make an assumption of how people are going to interact with their brainchild.

This bus stop is an example of how architecture storytelling changes with time. Made in the soviet time bus stops like this one also had an ideological function – to tell a story of the country people were living in. But architecture lives longer than ideas.

With time the USSR's brutalist oasis in the middle of nowhere became a shabby reminder of the past. Instead of a buzzy crowd of local workers, there is a cow grazing on grass. And the modern man is standing, detached, near the stop. He doesn't want to interact with the idea of what this bus stop embodies. It's now better for the cow – they don't care. Because ideas pass by, but architecture stays.



# 88 Finalists





# 2°C

by Nuria Juanbaro

2°C is a dystopic image based on the effects of climate change. It's said that a 2°C raise in temperature will raise ocean levels and flood many coastal cities, as seen recently in Venice.

I have lived in Barcelona for most of my life and I have always been marveled by Eixample's apartments. As an interior designer I am lucky to work with some of these spaces and I wanted to create my rendering using one existing apartment in Casp Street.

The image wants to portray this climatic problem we are facing and avoiding. I wanted to show that someday, it might be too late and it will be our own homes that we will have to leave behind. I wanted to create a nostalgic atmosphere where something has been lost and will never return, hence the lighting and materials.



# A Jungle In The Warehouse

by Beiler François Fritsch

This project is located in a former warehouse for the steel industry that will be rehabilitated. The idea of the project is to integrate a layout that is clearly legible compared to the existing building. As if a new civilization had taken possession of the place, the architectural language is completely different. Vegetation grows there and the fittings are in raw wood.





# A Place of Belonging

by Steven Phillips and Jingsi Lang

It's the end of a long day, I'm home. Through a dimly lit hallway I find my comfort zone, my organic realm. The sound of softened footsteps across cedar boards replaces the noise of the city as the thoughts from my day are washed away.

I settle in our usual place for this time of night, where inside meets outside. A connection to nature. Everything is in harmony. Light bounces off of the greenery. The glow of summer fireflies fading in and out in front of my eyes.

I feel the serenity as I breathe in the warm air of a Kyoto evening. Time freezes. I can only reminisce about the moment before, where I was myself, in my own element, along with the tiny glowing souls.





# A square in a square in a square

by Vardan Serafimov

A square in a square in a square! When you take the most famous square in the history of art ("Black Square" by Kazimir Malevich) and you put it on display in its own marble box museum full of squares and proportions and then capture it all in a square format. It's a metaphysical concept ironically challenging our obsession with the digital and the technology and staring at those small square pixels all day everyday. How about less phones and more art for a change?







## An alarming morning in the Ukrainian Carpathians

by Serhii Seinov

A cold autumn morning in the Ukrainian Carpathians made its way to the bone. Sticky fog streams flowed down from the huge windows of an elite cottage of ordinary Ukrainian farmers who suddenly became rich after the land reform.

Old dog in the yard, whined plaintively and hid in the corner of his chic doghouse. The clock in the hallway stopped ticking, and even on new watches the seconds hands froze. The boiling kettle on the stove did not make a sound. The grandmother snoring in the bedroom mysteriously gurgled and fell silent. The ringing silence was dry in my mouth. And only from the balcony of the top floor of an elite cottage came the piercing cry of Praskovya: "Fucking aliens, return my cows." A desperate woman screamed, stretching her arms toward the light, completely oblivious to her husband, chaotically dangling between cow carcasses in the air ...





# Apartment Living

by Eric Reid

Modular Communities  
APARTMENT ROOFTOP

What does the future of Apartment living look like? Can we add onto and expand or contract our apartments to suit our needs? With my design of a modular system that allows the residents to customize and expand their apartments based on their specific needs from year to year. The apartment views are not only of the surrounding area, but of a protected courtyard that inspires a sense of community. At the centre of the outdoor courtyard is a central pool is surrounded by a series of terraced apartments and balconies. These unique and customizable apartments finds harmony between personalization and community.

Designed, modeled and rendered by Eric Reid in 2 days.  
Inspired by BIG and Precht Architects

Would you live here?





## ArchiPaper

by Rafal Barnas

ArchiPaper is an experimental image that tells a story about architecture in an unconventional way. It is a portrait of house project located near to Krakow, Poland. The basis and starting point for this work was a physical model of a house designed by my brother. After lighting and photographing the model, I transformed it into an image that teems with life, creating a slow-paced, story immersed in an abstract world built solely out of paper elements. ArchiPaper is thus an attempt at finding new, atypical stylistic means in communicating architecture. The task also appeared interesting because we are on the cusp of a revolution in the visual arts industry. Photorealism is already attainable, and it will also become easy to implement and cheap very soon. When that moment comes a sharp turn in the search for new means of expression in telling stories using images will take place.



# Architecture of Absolution

by Klemens Sitzmann

After the financial crisis of 2039, the economy lies in shambles and carefully planned interventions by the economist's elite were not able to restart the markets. Months of decline and growing despair to reboot the economy among emerging chaos let to desperate politicians and economists to seek help in superstition. A 200m wide ring was erected above the financial district, fairly balanced on three-point supports. The ring was slim in diameter and emitted 100m<sup>3</sup> of blessed water in the form of steam. A group of priests were exercising the ministry of absolution on the water before it being pumped up only to descend slowly down to Wall Street and the surrounding financial district, in an effort to pardon the marketplace for its past sins in a hope that this absolution would be able to make up for the fallout that capitalism brought upon the planet.





## Autumn jazz

by Jakub Zasun

Every year, a jazz festival is organized in Wrocław, which is coming to an end. It's raining all day today. This does not bother lovers of this music to get to the concert on time. The jazzy club will open in a few minutes ..... The feast for the senses will begin soon.







# Back Together

by Miguel Angel Andrade Perez

This image contains a concept project for an undersea building, Calling for that necessary reconciliation between humans and the seas, with all the creatures that live in it, recreating a Future scene where we can be part of their world and they can be part of ours in a more direct way.

This building will have an educative use, with some exposition areas and also concerts looking directly at the sea and listening the actual sounds of the sea, ending the era of Aquariums.

The type of Architecture is modern, Metal structures mixed with glass and acrylic strong panels as visors, giving a sensation of being inside the deep waters.

Its Special because its looking for a better future for all of us; the creatures living in the planet, Its my way to say: I want to be Back Together with you all, as the tittle of the image says.





# Beirut

by Jean-Paul El Hachem

Between the sullen days of clouds and dust, and the stormy nights of rain and darkness, stretching across the east, all the way to the west, a soaring monument stands tall.

The tower of bitterness rests unfinished; its construction interrupted by the war. Yet, it still stands as a reminder of the horrors and cruelty the nation has overcome.

In spite of it all, the day has finally come to bring the tower back from the dead.

On that day, the sunset didn't look like anything else. Out of nowhere, fireflies filled the streets, emerging from the city trees, and stormed into the monument. Hijacking the interior spaces, the tower somehow became a beacon of light, a lantern in the middle of the darkness.

The tower was my obsession, so I hastened to the scene to inspect this marvel.





## Between a Rock and a Hard Place

by len Boodan

Infrastructural milieus have always fascinated me. Hidden beneath the city, spaces are designed and constructed to sustain so-called “regular” life for those above. Because these spaces were never intended to be inhabited, they remain inaccessible or forbidden and their significance is forgotten. In my professional experience, I have rarely seen architectural visualization employed to tell stories about marginalized spaces and people, so with the technology available to me today, I depicted my impression of how the tunnels beneath a New York City sidewalk might be appropriated for domesticity.

“All material in nature, the mountains and the streams and the air and we, are made of Light which has been spent, and this crumpled mass called material casts a shadow, and the shadow belongs to Light” (Louis Kahn). With this image, I argue that whatever surface Light strikes is an architecture worthy of representation and remembering.



## Bound By Time

by Mihhail Jassinover

The image is made based on an actual project we have made for our customer.

The main building of this architectural ensemble was built as apartments in 1878. Since the 1940s, it was used as the Art Museum of Tartu for almost 70 years; now it's turning back to its roots and becoming an apartment residence again.

New buildings made in Northern Europe's typical contemporary architectural style are wrapped around the old one.

With this artwork, we wanted to highlight the respect for the historical part that the architect has given by adding some retrospective fantasy life to the image, to show the invisible bond between past and present and the modern vibe that this property certainly gets—small but smart, and eclectic with minimalist and classical elements this image.







## Call of the Wild

by Tuan Nguyen

Once home to red, hot, raging lava, there was no sign of life but the life of living earth itself. 1.25 million years later, the dust has settled, the crust is ready and life returned like icing on a cake, flora and fauna. Pristine and unspoiled. Then come human, homo-sapiens inhabitant of the earth, exclusively scientists. Calling themselves exiles for greater good of nature, they mold an outpost. It seem like the layer of earth crust opens up for another eruption, a warm cave. Every curve and bends redirect and channel winds effortlessly over the building. Calm and quiet inside, the exiles observe their surroundings, study them, and befriend them.



## Cast(e) away

by Naveen Kumar K

The picture's intention is to highlight the increasing caste inequity and bigotry that possess a lethal threat to Indian unity. Watching the dreadful stories of ostracized and honour killed inter-caste relationships has put many people into fear, agony and depression. Has the humanity failed to exist?

The scene portrays the current social misery where a loving inter-strata couple is stranded inside a holy shrine chiseled in the rocks, masking their faces out of horror and desolation to face the brutal society. The dull gloomy weather reflects the impelling societal burdens they are anxious about. Is there a way to overcome?

Yes, change starts with us and we don't require laws to make us realize that. That is how we change our mindsets and nurture coherent social living into our future generations. 'Be the change you wish to see in the world'- Mahatma Gandhi.







## Circle of Life

by Vicky Chan

Can architecture work like a living organism? Circle of Life imagines an architectural typology that doesn't exist in modern design. This quality to embrace nature and work with local material is more apparent in indigenous buildings. The essence is about materials and spaces that are not permanently defined but are ever changing to adapt to the surrounding nature. The building can grow, change, die and reborn to shape different quality of spaces. Inhabitants are become the master builder to improvise solution and improve the spaces for the next inhabitants. We believe this idea of circular economy and evolution will change the next generation of architecture.



## Closing time

by Gourav Neogi

This project explores an impending future scenario in which the existence of humanity as we understand it today, no longer recognizable. We find a monument hidden deep to immortalize the loss of our humanity. In this fiction of radical individualism the monument represents ones inner struggle for altruism. Designed in collaboration with an artist the monument is an installation open for the public till last light.

Dug into the earth it is visible from all sides of its carved walls. You are suggested to work together while descending through a series of precarious ladders and ledges in order to reach the base. Passing a number of the carved niches offering a moment for pause and contemplation.

At the base the visitors are triggered by the bodies frozen in emotion, confronted with an unfamiliar virtue of the past.





# Collage City

by Krisztina Takacs

This is a story of the creation of a City Above the City and it takes place in the Creative Quarter of Munich.

Built in the 19th century, this neighbourhood has served various purposes throughout its life cycle. Since 1995 the Quarter has been the place for communal activities and has since developed into the playground of creative minds. Some single-storey buildings are currently being used as art-studios and galleries, while multi-storey ones are being inhabited.

The future of Creative Quarter lends itself as an important topic because of Munich's growing housing crisis. To this end, many architects see the solution in the full or partial replacement of the neighbourhood with residential buildings.

Collage City represents a series of futuristic images with the purpose of raising awareness about the importance of a continuous urban layering. Palimpsest analogous, the city needs to be 'rewritten' upon its existing foundations.







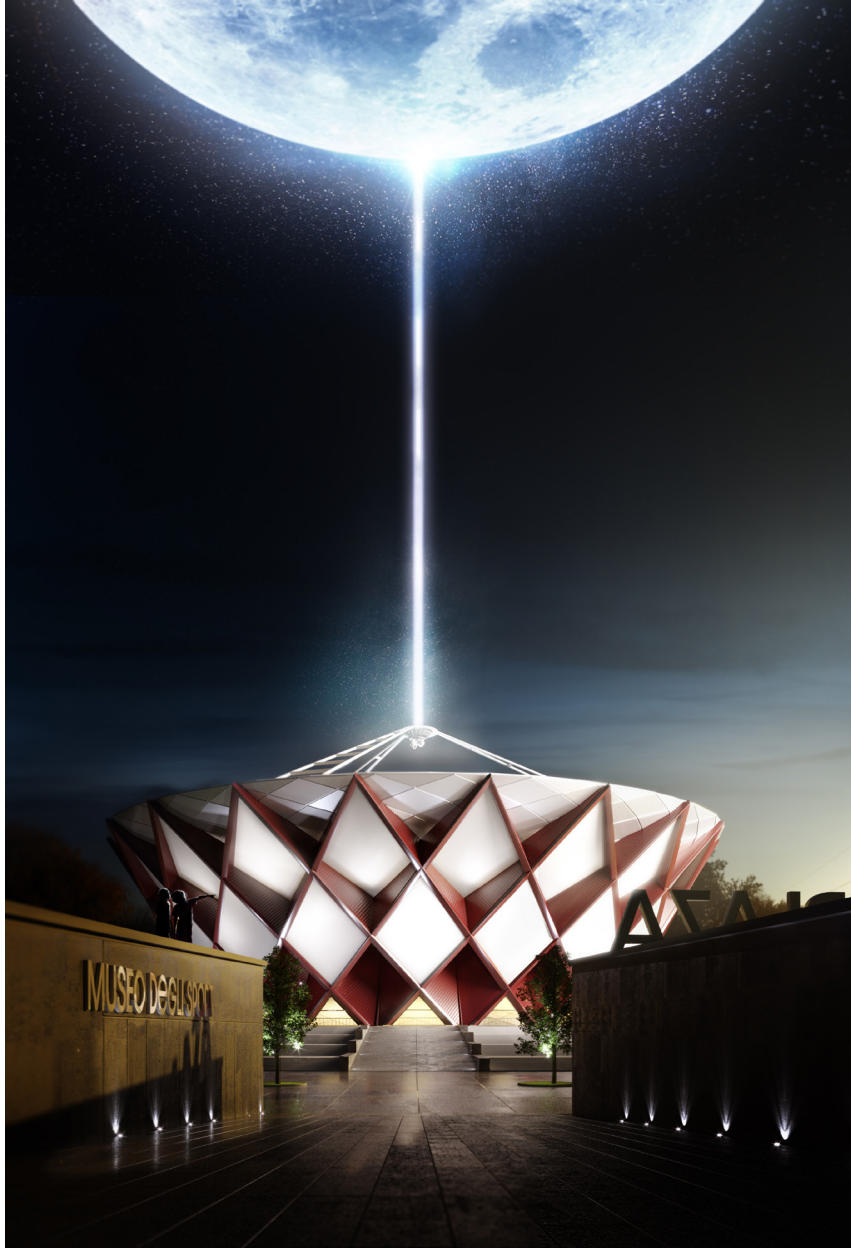
## Compensation as Ascending Order

by Chuanjingwei Wang and Xuan Wang

The major branch of Yangtze River in Wuhan, China, has a long and storied history that in many ways shaped the city's development. In order to incorporate the river into the urban landscape with more accessibility, we introduced a new civic vision of riverside promenades with the retrofit of the abandoned ship factory.

The existing columns and roofs of the factory are preserved in this proposal, as they hold great values in calling back the industrial memories of the city. The impressive spatial order is then interpreted and extended to the upper level, with new spaces including sport center, theater and library added above the existing roof to allow public access.

The rendering technique is specially developed to address the building's sculptural form and its monumental existence in the riverside landscape. The solemn scenery is organized to simulate the typical weather and material composition in the surrounding neighborhood.



# Contact

by Seyed Iman Kimiaei

10 years ago, on a cold night, we departed. That is the end of an era, but life went on just like it goes on for every other citizen who lives under the same authoritarian darkness. We were divided by the height of oceans and seas of mountains. All signals were lost. Where is he? Is he alive? I asked my self every night. The sleepless nights when I was waiting to see the morning, and the mornings when I was so sad that I waited for the night. I was looking at the moon, and I hoped he does the same. I was confident that I can never see him again yet every time when I went to a new building, I could feel the chance of his earlier presence. Maybe the stairs, maybe the corridors. Maybe he touched the concrete wall when he was walking along with it.







# COSMOS

by Somin Lee

“We are the change that we seek.” Barack Obama

This drawing illustrates the site plan of the Obama Presidential Library located in Southside of Chicago. Our solar system is originated from the sun, and the star illuminates the planets. Likewise, the sphere will exist as a beacon of hope that rejuvenates Southside of Chicago. The beacon leads people to go to the right way and illuminates their shining moments as a beacon is something that is there to shine light and guidance for those who need it. Furthermore, it can act as a core element unifying with other local Southside institutions.

Breaking the shell, a concrete shed and linear openings would harmonize with the natural surrounding landscape and catalyze the current depressing situation in Southside of Chicago. After walking along the path and traveling down under the water, one experiences the sequence of active public engagement.



# Dancing with the Gods at Zion

by Tuan Nguyen

Within the hundreds feet tall walls of the Slot Canyon is a space totally devoid of modern world distractions. There, she wades her way deep into the crevasse that is actively being formed by current of water. She is tired, wet and cold from wounding her way against the current. But the canyon, of course doesn't stop anytime soon for her, her mind wonders what is beyond the next turn. The free soul wanders.

Not until she stumbles up on a peculiar structure that is elevated off the wet river floor of the canyon. There she ascends, taking her mind through the layers of time within the excavated earth. The final steps has given her a sense of arrival for her wanderlust.

She once danced with the Gods at Zion, and her soul is at rest.





# Distraction

by Olle Jönsson

When i'm walking to job my body and mind get's filled with fascinating nature and landscapes, this atmosphere and story i tried to recreate in an image i would like to call Distraction.

One of Oslo's most famous tourist attractions is the park Vigelandsparken, for tourists it's a experience of a lifetime but for me you take it for granted.

The idea behind the Composition was to recreate the feeling you're having when entering a park in a city you've never been to and to work with the connection to the city.

I wanted to mediate a tight feeling between the open landscape and the avenue of the trees with a distraction far away into the park.

What i see so interesting in parks is the close connection to the city and what an unique atmosphere that's creating.





## Egon's

by Hazal Gulsan

It is a cold but sunny Sunday afternoon. A living room in the city. The breeze is wondering inside the house. You are waiting for your guests. They are late.

The image have created with a sense of waiting and wondering. On contrary to warm colors and light that fills the house, it is still the cold and distant in that moment.



Il ne fait rien lâcher,  
C'est un combat de  
tous les instants.  
Mais le combat leur  
obstination ? \*



10 ANS

AGRICULTURE



# ENSA Nantes - 10 years celebration

by Charles Poulain

Why :

This picture represents an utopian city built from the structure of the National School of Architecture of Nantes.

I create this image to celebrate the 10th anniversary of the school, a masterpiece of Lacaton Vassal's architecture. I studied 6 years on this school, and gave it a lot of my nights.

Composition :

The eye travels through the image following the ramp. There are several elements that refer to the history of the school : some artworks that took place on it's roof and the texts, that remind "Archiculture", an event which took place every year in the school since it's opening ( a 5 days party in the school, with music, dinner and workshop !)

It's full 3D and rendered with corona. In post-production, I wanted a comics effect and worked an engraving effect to match with the utopian idea.



# Far away

by Jesús Mejías

“Far away” is a personal project that tries to explain the history of a future where poverty invades every corner of the planet and all cultures, races and social classes coexist in “housing hives.”

Time passes and the architecture adapts to the overpopulation and gap between citizens.









## Flying tree

by Submarina Studio

Winter has come ... Steam from my mouth, frost on my eyelashes. Sliding along the street, the rays of sun say that everything is fine! We tried to move the viewer to a walk on a cozy winter morning.





## Fog House

by Alessandro Giraldi

This image represents the project of a residence in the mountainous region of Rio de Janeiro, Brazil. With a fog climate and a building supported by the ground, a scene is completed with the surrounding nature and a lush swimming pool. 3dsmax, Corona Render and Quixel Megascans was used to create this work.







## Friend or Foe?

by Phil Hunter

The architecture featured is Oscar Niemeyer's family house and is recognized as one of the most significant examples of modernist architecture in Brazil. The main concept of the building is to be minimal, similar to the Farnsworth house, but organic and free.

"the vegetation could enter them without separation or departure from the straight line."

This image is a canvas for some recurring dreams I have been having recently. The environment is the dreamscape, featuring themes from my childhood, from my studies and my professional career.

Similar to my dreams, the mist is entering the proximity of the house and figures, partially emerging and then receding into the haze.

The Iron Giant was a favorite film of mine growing up. Although appearing from the fog, the boy is inquisitive of the figure but yet to determine whether a friend or a foe.





## future

by Vic Nguyen

future

sw: 3dmax, corona and PS.

CG: vicnguyenDesign.

In the future, where will it go?

The environment is slowly being destroyed.

How will future generations live?

A dawn, father and son: Looking to the future?

That's the big question mark!





## Go to the South

by Alberto Pasqualetto

Heading South, one long hiking walk in the middle of the forest revealed a hidden house, where nature embraces the architecture and shows the relationship between the environment and human beings.

The explorer is fascinated and it is overwhelming even more evident when viewed from his perspective. Let this peaceful environment speaks...





## Grandpa's best friends

by Lautaro Vogel

"The museum is not open yet, but he doesn't go there to see the art inside anyways."

This is a personal project (architecture was created by me specifically for this shot) of a museum and its public front-yard where I explored the possibilities of a more interactive design process using 3D and rendering, so just with the basic overall shapes and dimensions of the building, I set up the viewpoint, lighting and main compositional elements, and made design choices based on it.

The architecture is really simple and minimalist, so I opted out of the chaos of having a crowd using the space, which would've broken the strong sense of orthogonality. The "story" in the shot is enhanced by the colours, lighting, and depth of the image, with the sky playing a major role in setting the overall mood.







## Halley VI

by Aleksandra Sazon

Halley VI was moving across icy land of Antarctica for couple of last months. This is the first season scientists are using new sliding “building- centipede” for their expedition and it’s doing fine so far. Halley is their home and work-space during long polar night and midnight sun seasons. Since the setup is movable it’s making a research so much easier. Crew is trying to gather as much data as possible on abnormally occurring cracks in the ice shelf. They moved as close as they could to the newest one close to Transantarctic Mountains. It’s forty-second day of polar night and snow storm is coming. After setting up, connecting all the modules they finally have some gunfire tea and have a closer look at the ice crack that recently have started strangely glowing.

(Based on Halley VI Research Station by Hugh Broughton Architects)



# Heights

by Diego Preghenella

A feeling of tranquility, that unique sense of detachment from the daily reality that one perceives in these places as if it were a world apart. Isolated from the world below thanks to the clouds but projected towards the natural beauties that rise in front of it. That's the mood I want to transmit with my rendering.

Born and raised in northern Italy, I am very close to the natural beauty of the Alps. In occasion of this One Rendering Challenge my familiarity with the Dolomites led me to represent a building immersed in them. The building is a hybrid between a refuge and a belvedere, it adapts to the ground through its supporting structure and overlooks the sur-rounding landscape at 360 degrees.







# HIDE

by Anton Kalambet

The rendering is based on private house designed by me. I'd like to show perfect environment where you can hide from problems and merciless speed of nowadays`'s life inside.

Strong and tall trunks. Smell of needles. Wind blowing through ferns. Forest rustle. Bonfire crackle. The place where you can relax, meditate and re-think your visions.

I chose pine forest, because in my opinion you can feel hidden and protected from urban life. This is the place which can bring peace and harmony.

The idea of the render is solitude which bring balance. Balance between light and dark, wild forest and coziness, nature and human. The building is fully integrated to the environment, but at the same time brings contrast to the landscape. You can't find any urban communication to the building, so it`s not an easy journey to reach the house, which is on of the conditions leading to desired destiny.





## House in the Forest

by Nodar Dekanosidze

Forest is a natural habitat space for various forms of life, in fact, the forest itself could be considered as a living being or congregation of them. A house a sovereign zone inside the complexed composition of multilayered creatures of nature is already serving humans the main destination point. House brings privacy and safety feeling inside this beautiful but still wild nature and represents as a bastion for human inhabitants. "House in the forest" has already inspired so many novels and fairy tales because of its best collaboration of natural inhabitants which always brings interesting stories around it. A safe and pleasant place for the human inside the dense labyrinth of Trees which is guiding you to this sacred an enjoyable place, at the same time inviting you to go inside and relax indoors meanwhile enjoying outdoor views. The triangularity gives another tint inspired by fantasy fairy tales, that will serve ideally for cold winters inside the misty forest.









## Island of the Invisible

by Minsung Kim

“What is the light in the architecture means to us?”

I believe that beautiful and good experiences all closely related to light, which means the light has strong energy affecting one’s emotion. The quality of lighting in a space defines its character and creates impressions. The human eyes perceive its form through the incidence and reflection of light and in that way acquires information about the ambiance in a given place. Visual impressions are interpreted in our brains and put in context to create emotions that move us to take particular actions. Therefore, light moves one’s mind and makes an emotional space.

In this “edgeless” space, everything including architecture, water, atmosphere, and even your mind is existing as a flow. As the light captures the intangible streams and visualizes them, one can be deeply immersed in their mind and space leads them to capture and reflect their minds.



## Jump Cut

by Pietro Mendonca

A building which struggles to reconcile a sudden break in its orthogonal form, revealing apertures which make evident the discontinuous floorplate. In an instant, one can be fully present on one side of the floor plate as well on the other. Yet the building core which tries to append the discontinuity in the floor plate only further creates a discontinuous image; slicing the image of the body into an exquisite corpse. Here we find a spatial manifestation of the cinematic technique of the Jump Cut, one which disrupts the displacement of real space and cinematic space- bringing awareness to the artifact, the craft of filmmaking. In the likeness of film or these series of spaces, one can be here, in the real, or there, in the imaginary. Yet the jump cut disrupts this comparative relationship and reveals something other, and in otherness we find ourselves both fragmented and whole.





## Late Shift

by Saman Gardy

Uncharted metropolitan city ...

Who was that? My college asked

I was talking to my wife I told her to be ready in an hour , once I finish the work I will go to pick her up and going to her parents place to have dinner . I like December because its gathering month

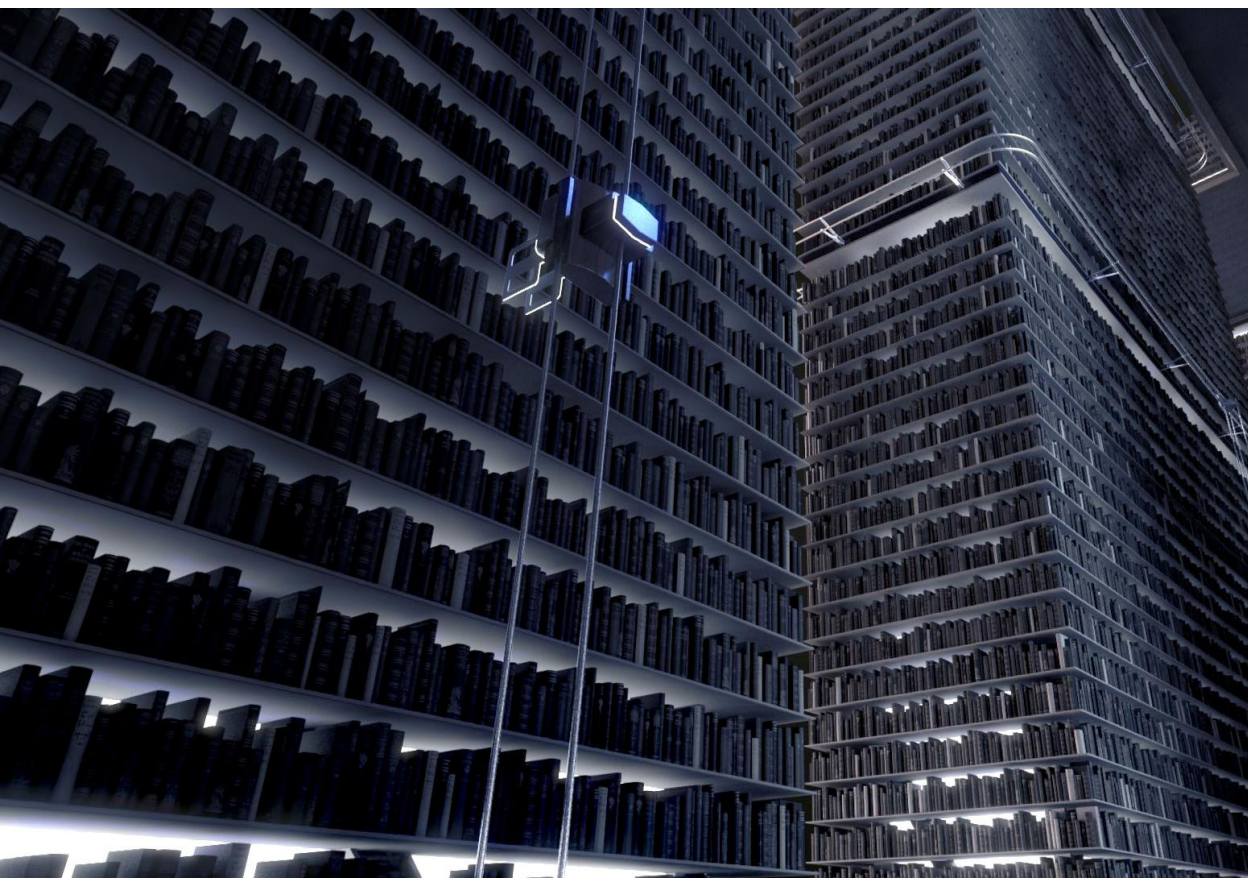
Meanwhile she said seems you haven't seen the email!

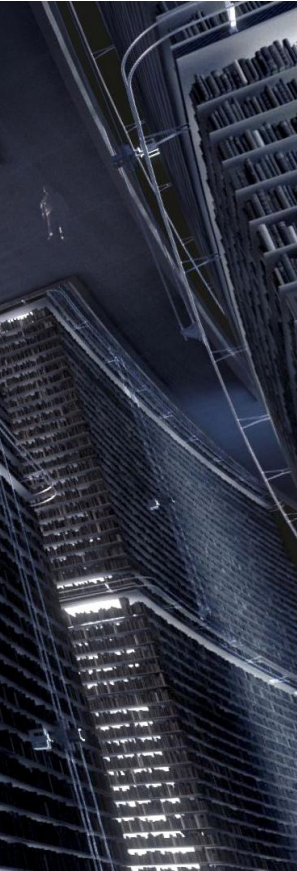
I said no I haven't, did they ask for change again?

Unfortunately yes that's why I had to cancel my cinema plan with my kids , that was my college's respond with a sad face .

I called back my wife...

Honey I'm sorry I cannot be there we have got comments which has to be done I'm afraid I have to stay its late shift!





## Logium - the absolute library

by Klemens Sitzmann

Logium investigates the most revolutionary invention of humankind, the written language. The transcription of thoughts was the first medium able to overcome the natural generational boundary and pass on knowledge to future generations. Logium is in the sense of the ancient library of Alexandria an absolute library, an archive which concentrates a copy of every book ever written in one place. Far away in the Canadian Arctic, in a disused diamond mine, the Logium collects the knowledge of the world. An architecture created to endure time allows the visitor who takes the journey to immerse himself in the written consciousness of humanity. Independent of wars, political systems, economic crises and time, the Logium protects people's knowledge, ultimately also from themselves.

<https://vimeo.com/307557174>







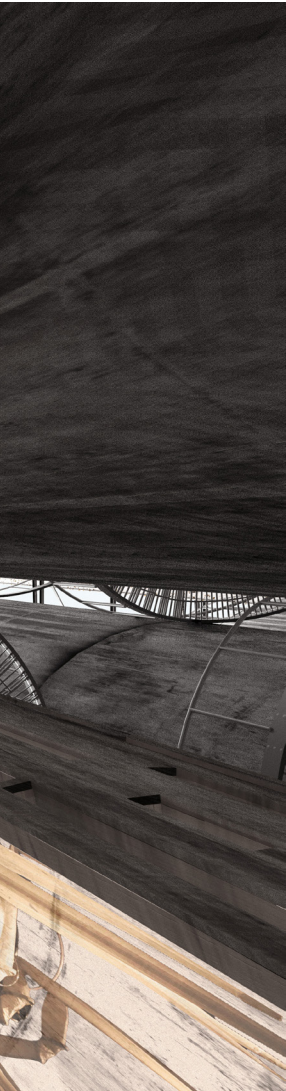
# LOST

by Lara Clemente

Lost is the story of an explorer who discovers a local village, secluded in a secret oasis in the African desert.

In a moment the harsh nature vanishes in a fresh water pool, providing a charming place for life to settle.





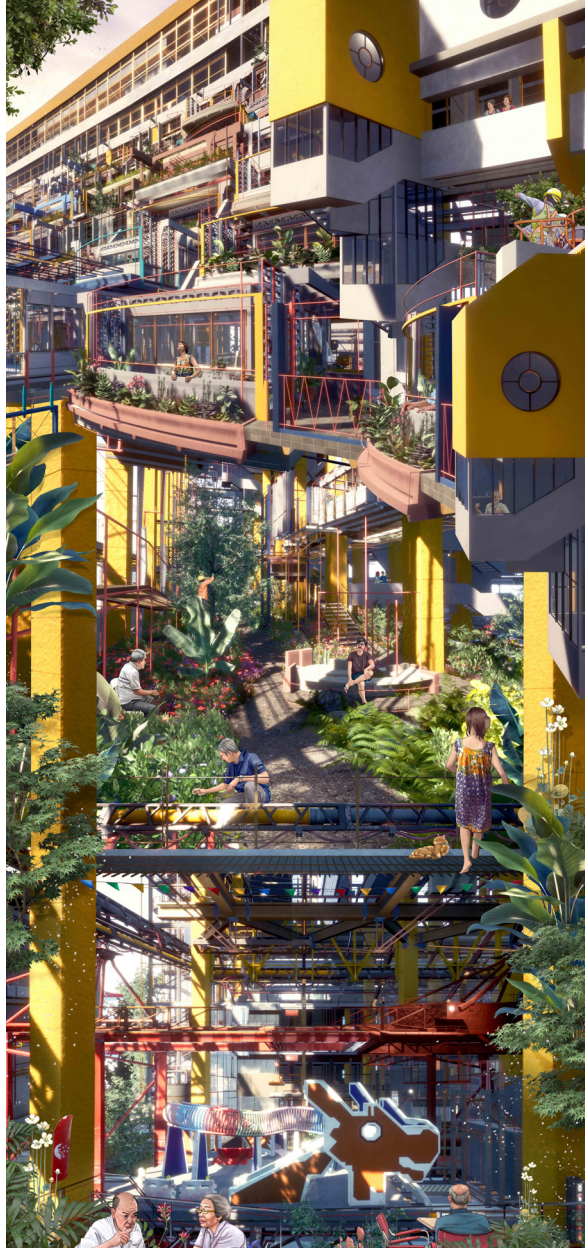
## Memories and Present

by Chia-Chia Liu

Red Hook is a town in Brooklyn with rich industrial history. The rise and decline of the town has always been centralized around warehouses and factories. However, it is now portrayed as the new “hip” place in New York as it is heavily gentrified.

The project is a reconstruction of Red Hook Grain Terminal. The program of the project is a science lab for the Red Hook community. Making one of the most prominent industrial landmark inhabitable, the silos are transformed into a large park. Science labs are rooms inserted in the silos, and catwalks are added so visitors are able to meander around the silos and experience the industrial atmosphere and learn new science, as well as art related topics in different silos. The project attempts to remind both the locals and new visitors of Red Hook’s industrial history while learning about present.







# Metabolist Regeneration of a Dementia Nation

by Jerome Ng Xin Hao

Singapore's Golden Mile Complex would be celebrated in many other countries, as an important icon of 1970's Metabolist urbanism, yet in its home city - it faces imminent demolition. More than eighty similar sites have already been destroyed, as part of a progressive nation building program. I speculates on an alternative vision for this huge residential block, that not only saves the building, but allows it to absorb physical artifacts from Singapore's threatened urban infrastructure. A prototype for an alternative pattern for future development and craft-making in architecture; capable of allowing new and existing residents to forge new memories, whilst giving space for the past to breathe. The drawing documents the lives of a series of Golden Mile residents, urging us all to resist the power structures that would see our urban memories so readily erased.



# My Imaginary Forest

by Yasmin Tzeiman

Soft rivers invite me to swim in them and rest embraced by their fluffy texture. I float, filled with tranquility. Their color enhances my peaceful state of mind.

The trees, in harmony with the river from which they are born, wrap and frame the place. The rays of the sunset travel through them and paint the space with its color.

I would like to share with you the materialization of my imagination, a place where I dream to be.

I invite you to enjoy and watch the sunset from my imaginary forest.







## Neo Kowloon

by Arnaud Imobersteg

"5:30; I cannot sleep. At the same time, this city never stops. And with these damn cargo ships that are flying the whole day. Or the night. I don't know anymore.

It's still raining. In any case, it did not discourage the neighbors to have a party on the rooftop.

Maybe I should join them? I don't really know my neighbors though.

Everything is done digitally now, it's much more practical.

Oh yeah indeed, eating is one of the only things we cannot do in a virtual reality so far.

At least, one can eat at any time in Neo Kowloon especially on the shopping streets.

Maybe I will order some won-tons instead, I saw some advertisings; Wang's brother-in-law delivers by drone now!

I remember the time we used to hunt Pokemons in the sub district with Wang before his family moved up..."



## **New place to live**

by Maciej Józefiak and Rafał Stachowicz (AESDE)

The theme of the picture is a single-family building.

Visualization focuses on showing the specific situation that takes place in front of the building and is directly related to it. The narrative we used is only an excuse to depict the climate, scale and function of the building. Such a non-commercial and not obvious approach to the topic will allow you to feel part of this place.

G COMPANY

BIG WEST **AWB** BREWING







## Night Out at the Brewery

by Daniel Temple

Unlike the traditional bar, breweries are places where all ages can gather, young and old. You'll likely see a couple sitting at one end of a communal table, someone working at a laptop at the other end. Parents with young children flock together for brews and cider while the kids can run around. Night Out at the Brewery aims to highlight the informal atmosphere of the brewery and the diverse clientele it attracts. Layers of design and community mix together to create a warm and inviting glow.





## Not In My Backyard

by Simon Oudiette

The present entry is an attempt at depicting the issues suburbs might soon have to tackle in regard to densification. Playing on the NIMBY/YIMBY dichotomy, the idea here is to depict a stark contrast between a simple low suburb housing typology and a new housing tower complex that will overlook the whole area.

Though not the most suiting lighting if we were to boast the architectural qualities of the projected building, in our case it helps in shifting the narrative, by emphasising the impact such a tower can have on the surrounding neighbours by putting the viewer directly in the cast shadow, behind helpless inhabitants, facing a seemingly endless tower under construction.





# One Rendering

by Aristotle Gaddi

Centre culturel Tjibaou

The building is surrounded by natural and wild landscaping, which is also inspired by traditional Kanak design elements. A ridge separated the area from the lake which created the ecology of the area with the lake side experiencing strong easterly winds. Intense heat of subtropical sun was also another factor that affected the design of the building. The planning aimed at a unique building which would be, as the architect Piano stated, to create a symbol, a cultural centre devoted to Kanak civilization, the place that would represent them to foreigners that would pass on their memory to their grand children. Another aspect of the Kanak's building tradition was that it did not fit in with the concept of a permanent building. They lived in temporary type of buildings made with locally available material which needed to be replaced from time to time in the subtropical climate.





## OPERATION FILTRATION

by Honglin Li

OPERATION FILTRATION portrays the epic story of human thriving to clean up the Great Pacific Ocean Garbage Patch. Located in the North Pacific Ocean Gyre, FILTRATION tower is a modular, prefabricated megastructure that provides regenerative solution to floating waste. With an inclusive range of detachable plants and facilities, including Material Recovery Facilities and Water Treatment Plants, FILTRATION pumps floating garbage and polluted water to the apex of the building, then filters water and recyclable material down to the bottom to be transported by container ships.

Atmospheric manipulation in the render is achieved through dichotomy between left/right, foreground/background, and light/shadow. The sunken garbage in the foreground decreases as they are filtrated at the background. Dead whale and stormy sky to the left reflects existing pollution crisis, whereas lively sea creatures and rising sun on the right symbolizes a reviving ecosystem, and the future hope to embrace a cleaner ocean environment.





## Over saturated

by Paul de Cathelineau

In a society where the image is used as a tool of mass manipulation, how to become aware and disconnect?

The Tokyo metropolitan area is home to nearly 38 million people. It is the most populated megalopolis in the world. It is at the Shinjuku stop, hosting a station crossed by more than 1.3 billion people a year that the project site is located. This over-crowded place has become the playground of the largest Japanese companies that decorate the urban landscape.

This suspended public space makes a state of visual pollution of the neighborhood. Composed of two walls and a body of water, it reveals, through a reflection and an assumed framing, a saturated media landscape.

The project sets up as an urban temple in the middle of this frenetic world. To become aware before retiring, higher up, in the disconnected spaces



VESTIARIOS VISITA

# Overcoming

by Lautaro Vogel

I've always been fascinated by Brazilian architecture and its use of rough materials and monumental scales. The architecture in this scene belongs to the Paulistano Athletic Club building by architect Mendes Da Rocha, but I took the liberty of tweaking the scale a bit to enhance the feeling of monumentality.

We are used to seeing this kind of huge spaces full of lights, colours and people, but for this project I wanted to achieve a more emotion-evoking image by using a monochromatic(ish) colour-palette, enhancing the contrast in scales by having just one character, and playing with sunlight to guide the viewer's attention.

This image tries to fight trends in arch-viz and show a different way of describing the essence of buildings and materials.

The story in this image follows the same path: a boxer going against the tide to achieve his goals and training when everyone else is still asleep.







# Parasol

by Daniel Szalapski

Xi'an Train Station Competition Image.

The image was conceived after extensive research into the City of Xi'an and its rich historical and architectural heritage. The Dome concept for the train station derived from Emperor Qin Shi Huang's bronze chariot and in particular the circular bronze parasol that protected the driver from the elements. The bronze chariot was discovered about 20 meters west of the mound of Qin Shi Huang Mausoleum. Secondary elements like the arches represent shapes found in traditional Chinese architecture. The project was modeled and textured in 3ds Max, Rendered in Vray. Architecture designed and rendered by Daniel Szalapski.





## Parking house/temple

by Petr Stojanov

This render shows the design of a parking house in the outskirts of the industrial city of Ostrava in Czech Republic, where are located mostly office buildings. The image should capture an evening gloomy atmosphere, when people end up at work and return home. The parking house is being emptied and is waiting for new visitors who are going to visit the new concert hall on the opposite side of the road. Because it is primarily a parking house, the entire building is supposed to give a technical and simple impression and clearly separate the functions in the form of facade and shape elements. The business parterre is functionally and architecturally different from the rest of the building by its large glass areas, while the arched structure forms distinctive architectural elements and visually floats the whole object.







## Petra

by Abedel-Rahim Hilal

Petra, the rose city, located in Jordan has captured the hearts and imagination of people across history. Carved by the Nabateens in mountain stone during , it is seen as an architectural and technological marvel culminating in it becoming one of the Seven Wonders of the World. Nobody knows how or when the Nabateens died out but had they lived, this is what I imagine their market to look like located at The Siq (The Canyon). The inspiration for the market shops is derived from the small houses scattered around the area that can still be seen today. I also drew inspiration from grand bazaars found in Jordan and the Levant region. It is a depiction of what might have been but sadly was never realised.





## PHE Column 0772

by Cricket Day

Once it became clear that the ice caps were truly on the verge of collapse, the world governments finally decided to act. After a century of downplaying evidence and deferring action that could abate the problem, the Polar Heat Exchange project was approved. The project to refreeze the northern pole only gained public support after the sea walls and surge barriers in New York and Hong Kong failed after years of increasingly powerful storm seasons, causing tens of billions in damage.

The 1,200 sea water exchange columns are strategically located between Greenland, Svalbard, and Norway, and across the Bering strait. By circulating the incoming currents through the columns the localized water temperature is currently approaching pre-industrial temperatures. The North Polar Heat Exchange system has been active for 30 years and there are encouraging signs. For the first time since 2047, glaciologists have recorded positive ice levels and are cautiously optimistic.





# Phytohealing.

by Thibault Nguyen

The gas station, icon of the automotive era, represents today one of the most widespread generic spaces. If the petrol car disappears, what would happen to this structure?

Today, the desire for requalification of urban space is at the center of concerns and the gas station represents a major challenge. The oil offered by the latter has caused soil contamination and currently prevents any rehabilitation. So this project draws its strength from the local flora and it is through phytoremediation that we will try to cure this sick soil.

This recycled materials tower will then become the support for a new plant life. Young shoots of hyperaccumulating plants and fast growing plants can be grown there. Once ripe, these super-plants with cleaning powers will be planted in the contaminated soil to play their role. Bonus: bees and crickets will repopulate our streets.

(Project in collaboration with Frédérique Trottier and Xavier Nolan)





## Pillars of Salt

by John Wightman

The Earth is inhabited by nearly 8.7 million species, creating a shared familiarity of flora and fauna. Mars offers the opposite — the removal of the recognizable. How do you find solace when you are missing all the norms of home? In a landscape of an unknown world we can find comfort by building familiarity. As all pioneers explored new ground, they forged their homes in isolated terrain.

The 'Pillars of Salt' build familiarity on Mars by showing reverence to the Inuit people. The Inuits were successful because their community created temporary structures that permitted their explorations in the toughest conditions. These 3D printed stations draw on Inuit wisdom with the igloo's characteristics and offer community on a planet of stark isolation. Beacons of light cast their beams into the sky so that other pioneers know they are not alone.







## **Pink House**

by Gabriela Lagomarsino

True architecture is far from being luxurious or possessing a large scale. Sometimes there are details that make it special, unique and even transmits a beautiful sensation that doesn't find words but quite the opposite, a long silence that lasts the time that we are admiring it. This single family house located in a humble neighborhood of Guanajuato, México combines a mixture of sobriety, joy and simplicity that charms anyone who sees it.



PROTECT ME FROM WHAT I WANT

# Protect me from what I want

by Toni Schade

The subtle horror of climate change is related to our consuming habits by borrowing the astonishing quote of Jenny Holzer here: a brutalist mega structure has been erected on land back some time ago to serve as a storage facility for life on earth. But climate change has happened and thus the land around it has drowned. The invocation “protect me from what I want” remains as a warning of an exploitive economic system.







## Rain, Rain, come again

by Allen Christopher

Summer in India was about to end and the sky reflected my mood as dark clouds engulfed the sun. I sat looking through the window of my room into the courtyard below where Rooney sat licking his paws. I was dejected because Mother had forbidden me to go out to play with my friends. Then I heard it, thunder, and without further warning, the rain came pouring down. Rooney, startled at first, quickly ran to shelter. I hastily wore my orange jacket and boots, wading my way down the stairs, through the living room and into the courtyard, which had been my favorite place to idle away this summer. I jumped into a puddle of water, Rooney barked his disapproval at first and then ran in after me, his coat soaking as he tried to shake it off. Summer was over but happiness had no season.





## Red arcades

by Albin Doillon

Forgotten, erased, protected. We enter in a forest with no name. Where the vegetation has no limit. The trees surround and define the living space, in their own terms. Tranquility irradiates from their branches, embracing and enveloping. They seem to be talking to each other.

In this timeless place stands a monument. A temple with red arcades. Divinity of yesterday or tomorrow, no precise cult.

The arches open up playfully, the round edges form tension. The columns call for the elevation of the spirit.

An invitation.









## River Dawn

by Hami Aghajani

River dawn is portraying the first touches of sun on a modern, minimalist architecture and it's wild landscape environment!





## Roof-top of the world

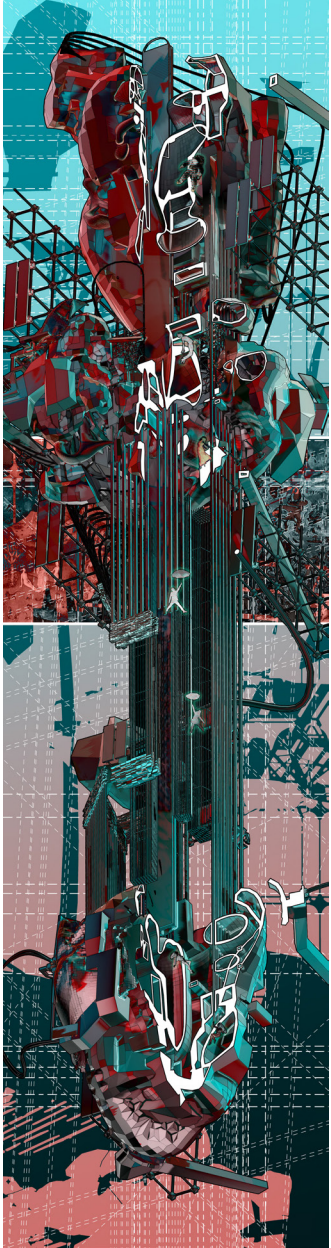
by Khaksar Nima

Light, thoroughly present, flawless radiation. The team completed their ascent. They reached shelter. A confident progression that led them to the top.

Right there, mountain tops dialogue with the sky. Materials mimic to better fade away. The metal merges with the rocks. The light comes from outside, yet it seems to emanate from within. It is a time of contemplation for all.

A space of dramatic beauty with (almost) no life. The team is resting; observing - ignoring that they are also being watched.

Nima - Studio Alma





# Salubrious

by Jad Moura

Through a series of digital and physical model exploration a parasitical formal design language was established, to inform the superstructure that begins to integrate itself with “Jazera Al Hamra” in Ras Al Khaimah. The goal is to sustain a salubrious relationship with the decaying infrastructure to rehabilitate the abandoned ghost village.

That phase proposed a temporary superstructure that is alien in form to the abandoned site, but achieves a symbiotic relationship through providing the missing infrastructure, food, electricity, and water. The Project interaction with the site activates unused programs and facilities such as the mosque, majlis, and courtyard houses. The Project's program is a space for users to experience virtual spaces through the means of virtual and augmented reality, this becomes the means of income to sustain resources and continue in reactivating spaces through providing electricity to the housing, food to the majlis, and water for the mosque.



# Sangan Hotel

by Alireza Kazemirad

Sangan hotel is located in a desert context. Per architect's vision, it was to blend into the desert and create a Persian bazaar in its heart. Therefore the key elements in creating such atmospheres is ambiance and appropriate lightning.

To better illustrate the vision of a bazaar, ( to feel the taste and smell of the bazaar) bright and warm colors was used to appropriately recreate the atmosphere of a bazaar.

Emphasizing more on the bazaar aspect of the project, the facade of the project is also populated with masses of the people, referencing the influx of a typical local bazaar and reminiscing the traditional experience of a local marketplace.

The total ambiance and lightning of the project is inspired by its desert context, again a featuring bright color pallet, as well as referencing the traditional architectural typologies in its themes and colors.







# Sculpting Mountains

by Francesco Piffari

Since the university times I've been wondering if we could sculpt our homes rather than building them; it's clearly a provocation which in this image is taken to its extreme.

The idea is to literally sculpt the peak of a mountain in order to obtain buildings at high altitude extremely integrated into the landscape. In this way indeed it would either disappear or being completely built with nature in a way that would turn it into a genuine presence in the natural environment (rather than an imposed artificial object). It could be constructed in some of the most breathtaking locations of the world, even in places difficult to reach thanks to a cable car connection, and it could take advantage of the rock to be well insulated and more sustainable. It could even become the sparkle for a different life style: at a slower pace, more human and more natural.



## **six in the morning**

by Jakub Zasn

Six in the morning in the city is an hour of miracles. Someone got lost on the way home and someone can see e.g. a historic train. In the morning of summer in the city is a magical time where everything can happen.







## Sol's First Day

by Logan Hendricks

"Sol, up and at em'. You've got to do your chores before the bus comes," I hear mama holler from the kitchen. I pull the bed covers tighter around me. I need to gather my courage. Today is momentous. Ginormous. I'm a little scared. Today I start 6th grade. This morning I'm beaming aboard the school bus to zip to my new school on planet Unis. I've never even ever left Guernsey and today I'm rocketing to Unis! You should know, us kids on Guernsey are known as the hicks of the galaxy. We're way out beyond the asteroid fields. I bet most folks couldn't find us on a map of the galaxy if their lives depended on it. We don't see many outsiders and daddy says there's no reason to go anywhere 'cause we have everything we need right here on Guernsey. Except schools, I guess.





## Startup

by Toni Schade

Robot dalmatians with laser eyes? When talking about innovation and new working environments, the Tabakfabrik Linz takes these words seriously. In this case, we have been working together with director Chris Müller on the architectural and visual concept of the Strada del Startup. The concept consists of the idea, that young entrepreneurs will be working door to door to experienced companies and each will benefit from the other. All of this in a special environment, referring to the modernistic streets of Tel Aviv. Thus, the robot dalmatians are meant to be seen as a visual metaphor for innovation. Although, who knows, it might not even take very long until we all have one..

Well anyway...the guy on the right just got interrupted by the robodog while explaining the concept of his mechaflly being projected on the windows of his office to a potential investor.







## Station .059

by Fayad Shahim

'When we suffer, we garner more beauty in one vein than every curve of your godforsaken architecture', Sabrina reminds herself, as she stares at Station .060, a colony nicknamed The Garden of Eden designed for the rich and the wealthy. Her envy and resentment capsuled in every tear, she looks around barren and depleted Kansas and begins to fantasize of a time when society preferred neighborhoods over segregated, private districts. Sabrina then scoffs, mocking every subtlety of the forbidden oasis, 'I don't get why commuters even waste their time on such posh snobs, is it their golden staircase... how pretentious, or their rippling facades... how embellished or their lavish gardens... how deceitfully debonair', Sabrina sighs. Staring down at the ground, silence begins to creep in, replacing her frustration with despair, surrendering her pride. Sabrina, broken with humility, admits, '...how can something so beautiful, be so heartless...'



## Tales of farm

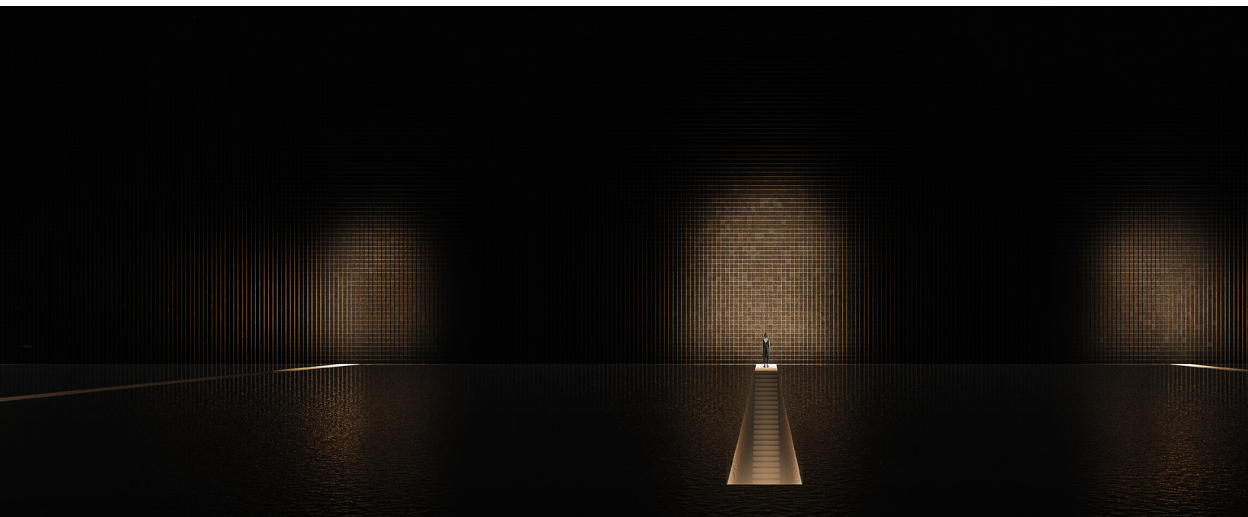
by Cristina Patane

A young farmer lives in a countryside.

The farmer produces milk and every morning prepares barrels to transport them to the city in his van. One day an unexpected event happens: the van breaks down and it seems that he cannot transport his fresh milk! There is another obstacle: his hen decides to lay its eggs outside the henhouse. The farmer has already understood that he will have to chase the hen back home. But despite the unexpected, the young boy wants to transport the milk to the city.

It will take him longer than usual, but it seems that the only solution is right behind him. An old cart!

There is also his horse friend ready to help him. But first he wants to walk and look around a bit. And the cart? Does it still work? Will the farmer be able to bring this milk to the city?





## The library of memories

by Petr Kornishin

Each person has memories that come back to us now and then. This happens unconsciously - by a simple touch of an old thing familiar to us, or a sensual fleeting smell, which once had a deep meaning. We are transported into the past, across the border of the real and imaginary world. We cling to the strings of memories that are so fragile. How to return to them again?

The library of memories is a poetic image of space in which human memories are stored. In this metaphysical space of cosmic loneliness human is left all alone with memories. Every peace of memory is an image, formed into the cell in form of a square. Memory cells form endless wall which responds to and interacts with a person. What the wall will show is unknown, each has its own story







## The NEST: A New Fort Typology for Bartholdi's Statue of Liberty

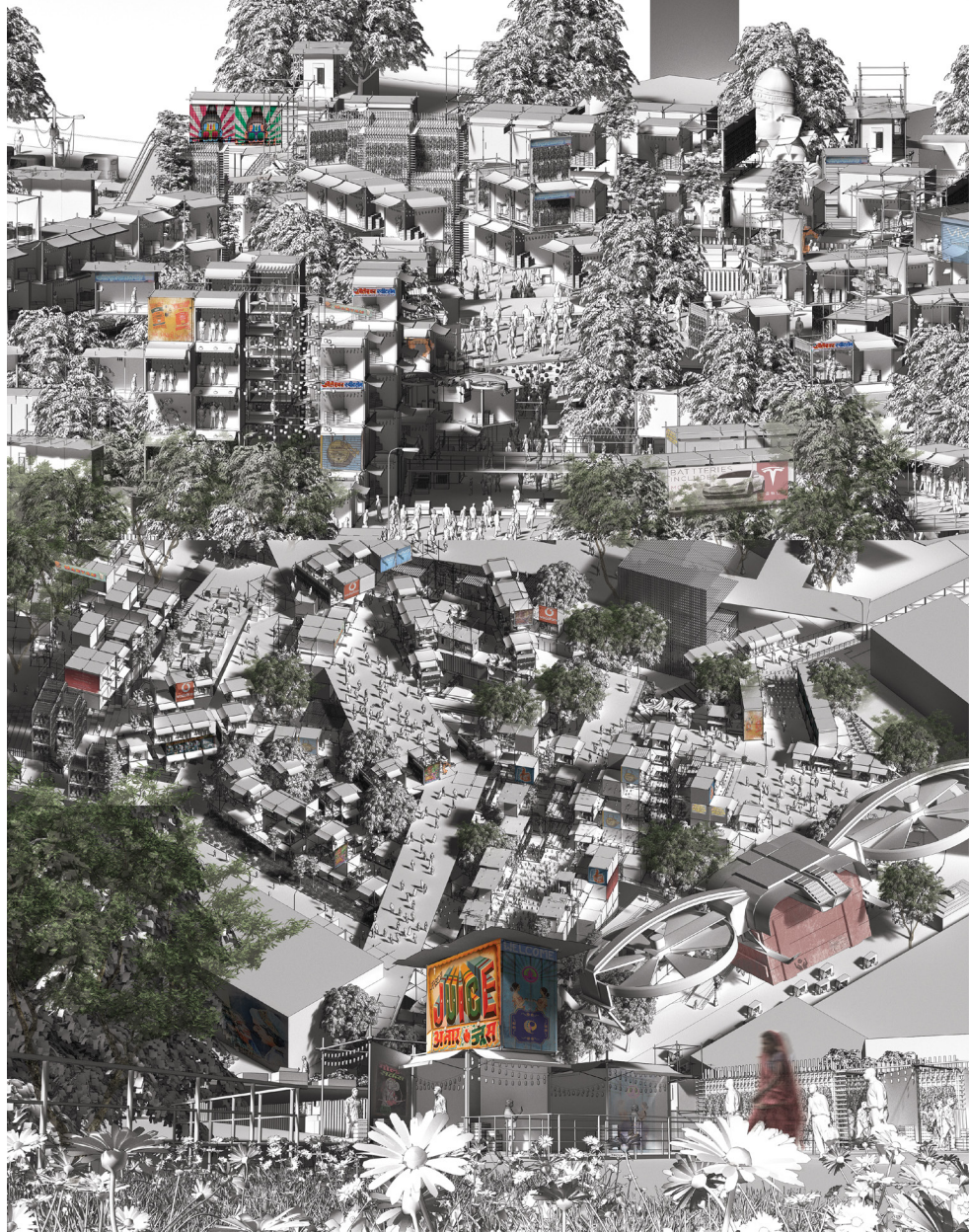
by Ian Lai

Since the conception of the Statue of Liberty, Frederik Bartholdi specified that the location of his sculpture had to be situated in a site away from the city. He believed that “architectural effects” could heighten the visitors’ experience through a deliberate design of the procession to the Statue.

In Bartholdi’s spirit, our project proposes an alternative island conceived as a platform, facilitating various activities and engages the aesthetic and theatrical experience of inhabiting the theater. Similarly, to the Statue’s application of novel construction methods and fabrication techniques, the project challenges contemporary construction norms, and explores alternative systems that can perform as structural and aesthetic objects.

Where Bartholdi once pushed boundaries of metal construction and geometric cladding to a worldwide pinnacle, decades have passed, and we owe it to him and his builders on take the advances of architectural design and construction to new heights for our age.







# The New Normal

by Anuj Modi

With the constant flux in our cities, why doesn't the architectural field address the aspects of reconfigurability, adaptability, and sensitivity to its environment?; this question is perhaps, the beginning of a new normal. The project is a speculation of a future market in the Indian context which has space for all. It tries to eliminate the term "informal" and provides an affordable framework for people to get their hands-on. The idea of quick deployment and volatile architecture is the basis of the modules which can be deployed into the framework. The interesting part of these modules is its usability. The users can thus use its edge, surface, as well as volumes based on their affordability. Thus, the start of a new era is not to add new elements to the environment but to re-use and re-configure its existing ones.





## The Night Sky

by Brad Domingue and William Netter

In the 1700s, Etienne-Louis Boullée designed the Cenotaph as a monument to Newton. One enters the monument during the day, immediately plunging into darkness to be unexpectedly greeted with a starry night sky.

Visitors gradually realize the stars are holes punctured through the wall's exterior, an effect most apparent in the moon. Minimal ambient lighting allows visitors to experience the cavernous expanse of the Cenotaph. The atmosphere creates a sense of calm in the context of today's bustling urban environment.

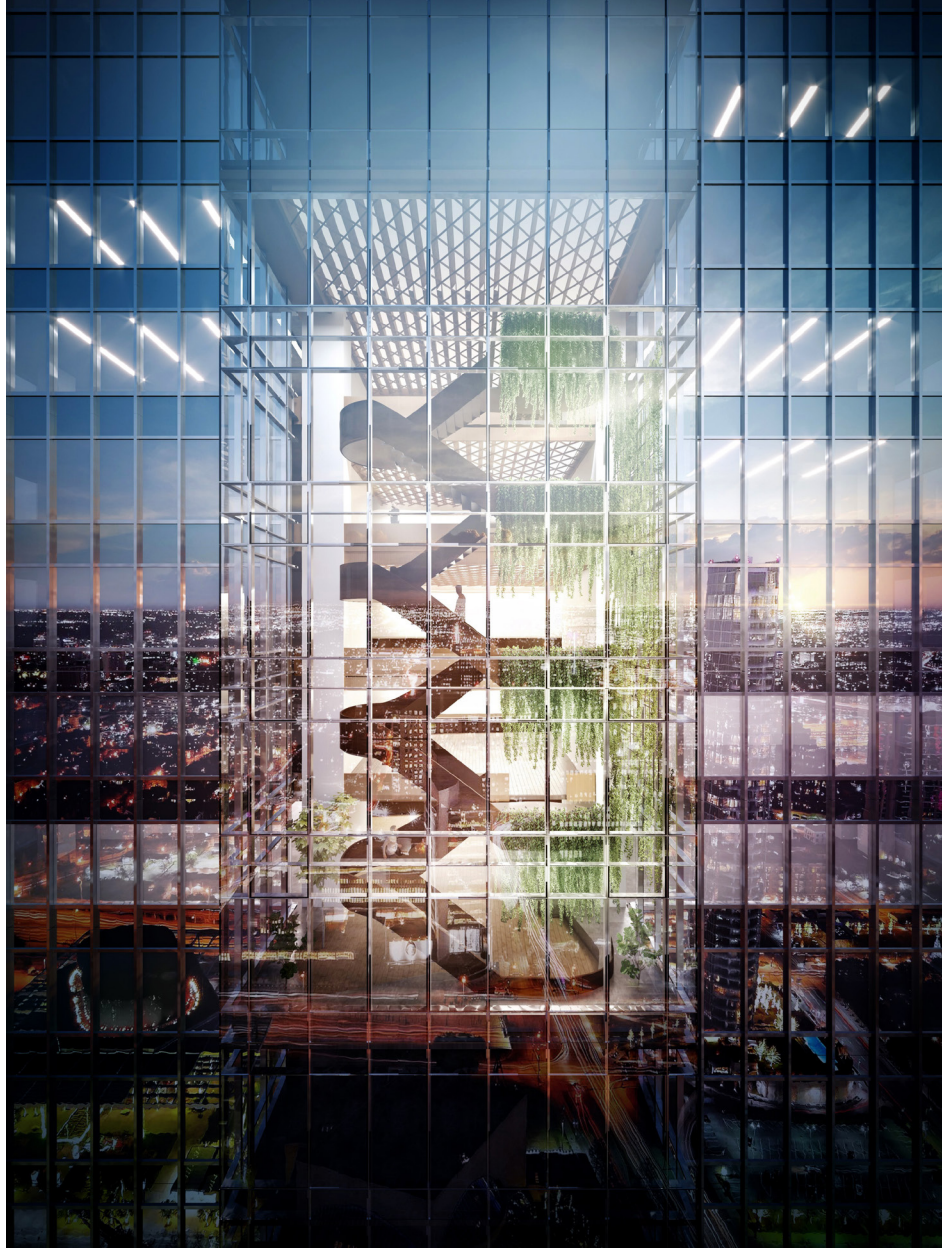
As cities grow taller and brighter, how do you explain that the universe has more stars than grains of sand on a beach?

You don't.

You show them.

The space challenges the architectural shrouding of our night sky and fulfills our inherent desire to return to total darkness, viewing stars as nature intended. Let's bring back humility and wonder.

Let's bring back the night sky.





## The night stair

by Lewis Garrison

This image was used to demonstrate the possibilities of an interconnecting stair within a Class A office building. The stair was designed through the renderings as the center piece, featuring hanging greenery, high-end and finishes, lighting and dramatic uninterrupted views out. This image shows the impact the design has, not only to the space inside of the tower but its overall impact on the tower from outside. At night the clear silhouette of the feature stair becomes a part of the articulation of the overall tower.





## The Perfect Morning

by Olga Zharkova

What does your perfect morning look like? The beauty of mornings is that they're the perfect time to connect more deeply with yourself and your spirit and to set an intention for the day. There is an energy in the early hours of the day that is beautifully silent, still and peaceful, thus so much can be accomplished before the rest of the world is awake. The visualization tells the story about the family for whom this house is designed. The built environment and its surroundings reflect their strong passion for nature, natural materials and sustainable lifestyle. The house is harmonized with its environment while preserving as much natural vegetation as possible.







# The Pit

by Stefan Mantu

The Pit is an imaginary safe place, what could be an escape for those of us overwhelmed by urban chaos. It is an adaptation of a wild environment to modern human needs, without alteration of natural resources, and also a transposition of nature into our needs. The place is peaceful and cozy, smelling like moss and springs, and its architecture is a minimal adjustment of the 'mother-ship' cave, done to accommodate the modern human looking for a sustainable living.





## The stroke of inspiration

by Pablo Vargas

It's midnight. There is no work schedule. Just a great idea in their heads that can't wait until tomorrow. Is today. Is now. No computers or advanced technology, just the basics to design.







# The watchman

by Marina Yarnova

This is an old guesthouse. An example of modernist architecture. It was the most popular holiday destination. Now the building is standing alone. There are hundreds of kilometres to the nearest city around. Nobody needs it, except for one person. The watchman. Once bringing happiness to thousands of people, it has become a prison for one. But maybe he ended up here of his own free will. He is also lonely, useless to anyone, he found a reflection of himself in this cold, gloomy, old-fashioned, but kind house. Such a kind of friendship between a building and a person. However, this fragile idyll is broken by an unexpected guest. And we don't know who it is. Is the watchman glad of his arrival or not? Does he know him? Did he wait for him? There is a secret. If we take a closer look, we can answer all these questions.



# Treehouse

by Edward Kim

Rendering produced for a project based on client's request to build a play structure for their two youngsters.

While it provides play experience for all age groups and abilities, playhouse is more specifically designed for "players" of 6 to 12 years. The design offers participants a variety of age appropriate challenges (e.g. crawling, climbing, drawing, dwelling, sliding). Active players of different ages can climb over, through, and around the structure while idle players can rest and engage in a more contemplative self-reflection and to allow the child to break from unnecessary external stimulus when wanted. The objective of the design was to offer a place where children can exercise their autonomy while remaining within the supervision of their parents.



# VAUXVILLE

2022

WORK & PLAY





# Vauxville

by Brent Haynes

This project looks at potential industry development along the Irish border based on Tariff relating ramifications and loopholes of Brexit. The project is focused in Belleek, a town situated along the border, becoming the testing grounds for a Vauxhall factory and Model Village.

This unprecedented condition allows for the consideration of new urban and architectural typologies. Large factories placed along the border end up aligning with the existing village's Highstreet, thus influencing a Model Village design merging commerce with industry. Homes are attached to the factory's side facade to effectively bring the enormous volume down to the human scale while simultaneously formulating a new housing typology: the "Factory House".

The final drawing style takes inspiration from late 1800 adverts of Model Village living often encompassing beautiful images of the village with bold text selling the viewer on a lifestyle of pure bliss.

\*Can you spot the clovers and Northern Lapwing?





## Velenjak Restaurant

by Alireza Kazemirad

This project included the design of a restaurant and was constituted of two main parts.

It was located in a garden of tall trees in an environment with a cold and arid climate.

To the architect the facade of the project was in fact a key element, which was made of metal curtains.

What was of great importance to me in the visualization process of this project, was this sense of warmth and hospitality behind these curtains, which was the calm and relaxing environment of this restaurant. I attempted to create this ambiance between these tall trees and this environment, making it the most impact full to anyone entering this space for the first time in their imagination.







## Volcanic Turf House

by Joseph Kim

What happens when vernacular architecture encounters different environments; can traditions adapt? What if an Icelandic turf house were perched above a volcanic site; how would it adapt? Perhaps the volcanic language could burst open lava pillar chimneys and skylights to breathe life into the cozy visitor's center. Maybe the roof rises as if it were lifted by a pocket of lava, thereby opening a panoramic view towards the volcanic site. Now, the roof invites visitors to scale above the horizon, overlook the landscape, and continue on their journey down into the volcanic site.

The rendering promotes this symbiotic relationship between context and architecture. Context molds architecture, and architecture accommodates the needs of the context.



## Water on the cliff

by Javier Hinojosa Medina

Today in the world where architecture becomes only value in numbers and costs.

It is necessary to return to the origin,

To living in ...

To see space as something that transmits and provides sensitivity ...

Like music or painting ...

Like what it feels like to see a piece of art ...

Or as melancholy in its most primitive state.

Like a sunset ...

Or the dawn of any day ... At the foot of the sea.





## When it's dark outside

by Ilaria Ciancibello

In a tiny house on the edge of a beautiful lake surrounded by the woods lives a woman. She's hiding from nowadays life, from the cities and the chaos of our society. In the silence of the forest, with nothing but a land of water in front of her shelter, she can finally recover and enjoy that magical moment when darkness comes and mist rises from land and water. A deep moment of peace.



## WoZoCo housing by MVRDV

by Massimiliano Marzoli

This image is about an existing building, WoZoCo housing in Amsterdam, by MVRDV. I decided to portray this building with a foggy atmosphere, in a wintry morning. I think this mood was perfect to help me enhancing the beautiful colored balconies and the jutting wooden blocks that make this building so unique. Fog also helps to soften or remove the unnecessary colors coming from the surrounding in order to drive the focus just on what I wanted to portray. The only person in the scene is a man who's adjusting his jacket before entering in the car. I decided not to lit the light pole on the right because it was stopping the sight too much in the foreground and I wanted to keep the eyes going with a sort of circular movement. What makes this image special is probably the mood and that it creates enthusiasm around this Architecture.

