

ARCHIOL COMPETITIONS

INTERNATIONAL RENDERING COMPETITION

PARALLEL UNIVERSE

APR – JUN 2023

"An idea is salvation by imagination."

- Frank Lloyd Wright

Archiol has organized this rendering competition to understand the possibilities of rendering techniques used in architecture design.

"Architecture is a visual art and the buildings speak for themselves"

- Julia Morgan

Presentation skills are an asset for any designer. One of the best mediums to showcase your architectural designs is through rendering. Rendering techniques support the creation of realistic visuals of the architectural design before the actual construction.

This rendering competition challenges you to develop architectural rendered images that depict Parallel Universe.

The Images can either be digital or hand drawn.

"To create, one must first question everything."

-Eileen Gray

Purpose:

This competition aims to understand the possibilities of rendering techniques in architectural design and the extent of imagination in architecture.

To do:

Architectural rendered images that depict Parallel Universe.

"Architecture is a dangerous mix of power and importance."

- Rem Koolhaas.

Participation:

- This competition is open to all.
- You can participate individually or as a team (Maximum 4 members in a team)

Submission Requirements:

- 2 5 rendered images jpeg. / jpg. Format. (dimension: 30cm x 30cm, file size: 25mb)
- A summary explaining the rendering technique with a title (Min. 300 words) docx. / docs. Format

Submission Guidelines

Email your submission to the details mentioned below:

Email address: <u>submit@archiol.com</u>Email Subject: PARUNI2023_your code

Timeline:

Registration deadline: 31ST July 2023

ADVANCED REGISTRATIONS

• **AR1:** APR 3 – APR 12

• **AR2:** APR 13 – APR 22

• **AR3:** APR 23 – May 02

STANDARD REGISTRATIONS

• **SR1:** MAY 03 – MAY 17

• **SR2:** MAY 18 – JUN 02

• **SR3:** JUN 03 – JUN 17

• **SR4:** JUN 18 – JUN 28

LATE REGISTRATIONS

• **LR1:** JUN 29 – JUN 30

LR2: JUL 01 – JUL 15

• LR2: JUL 16 – JUL 31

Submission Starts: 27th June 2023

Submission Ends: 12TH August 2023

Result Announcement: 18th September 2023

Prizes:

Winners (X3): Certificate of achievement + Publication + Interview

Honourable mentions (X3): Certificates + Publication

Shortlisted entries (X10): Certificates

*All the certificates will be attested and e-format.

Fees

REGISTRATION	TIMELINE	INTERNATIONAL FEES (USD)	INDIAN FEES (INR)
ADVANCED REG 01	APR 3 – APR 12	25	500
AR 02	APR 13 – APR 22	27	800
AR 03	APR 23 – May 02	32	900
STANDARD REG 01	May 03– May 17	37	1000
SR 02	May 18 – Jun 02	39	1500
SR 03	Jun 03 - Jun 17	42	2000
SR 04	Jun 18 – Jun 28	47	2500
LATE REG 01	Jun 29 – Jun 30	57	2600
LATE REG 02	Jul 01 – Jul 15	59	2610
LATE REG 03	Jul 16 – Jul 31	60	2620

^{*(}INT) – International payments /*(IND) – Indian payments.

Registration:

Visit our website: www.archiol.org

Click the competition banner:

Parallel Universe Render Challenge: https://www.archiol.org/competitions/parallel-universe-2023

Organisers:

ARCHIOL COMPETITIONS: www.archiol.org/



Contact:

Doubts /Queries related to the competition: contact@archiol.org

FAQ's:s

Do the presentation boards have to contain our participation code for identification?

A: No, only the files need to be named with the participation code.

How to submit the competition entry?

A: Follow the submission guidelines mentioned in the brief, which are as follows:

Email address: submit@archiol.com

Email Subject: As mentioned in the guidelines

I forgot my participation code, where can I find my participation code?

A: Email your query to <u>contact@archiol.org</u> in the format mentioned below:

- Email Subject: Participation Code Query Competition Name
- Email Body:
- Competition Name:
- First name followed by last name:
- Email id:
- Country:
- Phone number:
- Date of registration:

Submission format

All submissions should be digital:

- Text submissions and illustration notes, must be submitted digitally in .doc format.
- Image must be submitted in .jpeg format

Media Partners:

























