

SKY HILL

Sky Hill SHINE a LIGHT / DESIGN Competition 2021 *concurs de idei ... realizabile*



Sky Hill SHINE a LIGHT / DESIGN Competition 2021 - is an object design competition that aims to offer students, young artists, architects or designers under the age of 30, the opportunity to think and then to actually make the prototype of an object lighting, being guided in the production process, during a workshop, by guest teachers and craftsmen.

Short history

Sky Hill is a place, a space, that you do not easily forget once you have visited and assimilated it.

The project started here in 2005 by the Archaeus Foundation is developed year by year and continues in 2021. (see the presentation in images from the attached documents and here [http://www.studioarchaeus.ro/fundatia/img/proiecte/GENERAL%20PRESENTATION%20SKY % 20HILL.pdf](http://www.studioarchaeus.ro/fundatia/img/proiecte/GENERAL%20PRESENTATION%20SKY%20HILL.pdf)).

The initiative has international guests, who present their research on various topics and enjoy unanimous appreciation. Multidisciplinarity is a state of mind and an approach that proves to have an exceptional potential. Thus, in all these years, the Foundation has invited for workshops or presentations: architects, artists, landscapers, graphic designers, musicians, photographers, fashion designers, perfumers, psychologists, doctors, physicists, artists, directors and filmmakers, master chefs and last but not least craftsmen from whom forgotten or little used techniques were learned. Everything for excellence.

Beyond this educational approach, in 2011 a library was founded to which all participants have access, providing an ideal context for outdoor reading and complete silence.

In 2014, the Foundation organized the first international project competition

Sky Hill PRO/light/TYPE Competition 2014, the first prize taking place in the summer of the same year. *The project was awarded at the 2014 Architecture Annual for the best educational project.*

Sky Hill PRO/light/WORK Competition 2017, the first prize being executed in the summer of the same year and in 2018. *The project was nominated at Bringing Light to life - Velux, Sofia in 2019 and at the BETA 2020 Biennial.*

More than 93 guests / craftsmen and over 475 students have enjoyed all these years the facilities offered by the Foundation.

For the next activities, the Foundation considers the collaboration with young designers, architects and artists, who are invited to practice the poetry of the theme on a subject full of substance with the implementation of manual technologies in the contemporary object of design.

An aerial photograph showing a rural landscape. A small, dark, rectangular building is situated in the center of the frame, surrounded by a mix of dark, dense vegetation and lighter, cleared areas. A road or path runs diagonally across the upper portion of the image. The terrain appears to be a combination of forested land and open fields or pastures.

Local crafts are preserved with the science of the local people to work with the land and their joy of working.

These statements serve as starting premises for the theme of the competition and the approach to the proposed objects.

A collection of four conical woven pendant lights. The top-left light is covered in small, light-colored, shell-like or seed-like objects with red and green accents. The top-right light has a woven pattern with a dark bird silhouette on its side. The middle-right light features a dense, dark woven texture with a gold-colored band near the base. The bottom light is a wide, shallow cone with a complex woven pattern and a gold-colored band near the base. All lights are illuminated from within, casting a warm glow.

Starting from the idea that design is, above all, a creative activity, integrating symbols and meanings, the theme of the contest is the creation of lighting objects, mostly natural materials, some made available on site, others brought and put in relationship with previous. The geographical positioning of the camp makes the

area one with a rich resource of natural stone and volcanic rock, these being some of the materials suggested to be used for our theme.

The number of available materials to work with will be in a limited variety and moreover, the proposed objects will be limited to a maximum of 3 materials to be used in each proposal. Given the craft character that the camp integrates, it will be **mandatory** to use woven twigs in the proposed compositions. Their realization will be made by a guest craftsman, present, who will execute in real time, the shapes imagined by the participants from the woven twigs. In this way, each participant will be able to observe and learn what this craft consists of.

Along with the above-mentioned stone and woven twigs, the use of wood, metal or glass is encouraged, all in association with the central element of the theme, the LIGHT. Classic light sources or various modern technologies can be used and the use of renewable light sources is also encouraged, as solar energy is in fact the main source of power for the workspace.

The way in which the objects will be made is one that wants to involve designers directly in the execution process, thus stimulating an essential aspect that over time has existed in the process of materialization of objects developed by designers, namely using the “hand brain” in the materialization of one's own ideas. It is an essential aspect for a designer, artist or architect to be familiar with different work processes and techniques for processing various materials. This approach of the creative process stimulates the imagination in a unique way, which can only be found through direct involvement and the acquisition of new practical knowledge. The objects will be made using hand tools, both electric and classic in combination with various traditional techniques.

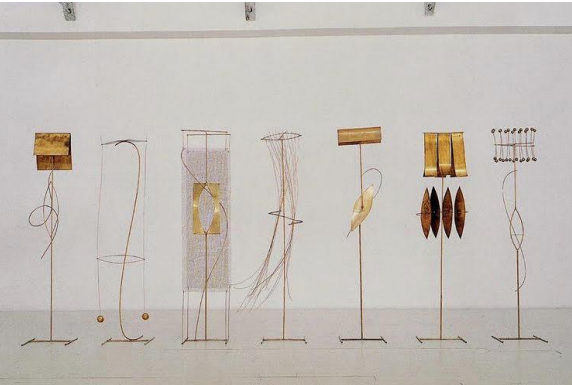
Taking into account the natural materials and the way in which the objects will be made, the results sought are meaningful, sincere, which rather capture some subtleties of the materials, correct proportions, creative questioning or their relationship in relation to the subject, human scale and / or perception through the senses.

Materials

Quarry stone and volcanic rock (different sizes and shapes; possibility of raw material processing in order to obtain specific shapes)

Wood (different profiles and essences; material with multiple possibilities of experimentation, from techniques in order to modify its surface, by burning for example, to technical ways of joining different elements).

Braided twigs / mandatory material (they can be modeled in different volumes, relatively easily and in a not very long time; different shapes can be made to block the light, or to serve as a lampshade, etc. all these shapes will be modelled by a craftsman with this specialization)



Glass (simple shapes, rough cutting, basic processing - edge grinding, drilling)

Metal (we suggest its use as a structure in the primary form of the material; it is desired to avoid welding)

Whatever materials are used, their questioning in relation to time and touch is also required.

Synthetic

Theme - floor lamp max height = 2.00 m,

Materials - use of a maximum of 3 materials chosen from; quarry stone or volcanic tuff / wood / metal parts / glass and mandatory braiding of twigs or wide straw.

Open contest – The contest is addressed to student architects, architects, designers, visual artists under 30 years. Maximum 2/team.

Calendar 2021

- V March 26 - Call for entries
- D April 25 - Question session
- D April 30 - Answering session
- D May 23/24.00 - The deadline for submitting projects online in the layout established by the regulation
- V Mai 28 - Selection of the 10-12 finalist projects, the authors will participate in the 1:1 scale prototyping workshop
- V Iunie 18 / 27 -International prototyping workshop Dealu Cerului 2021
- S Iunie 26 - The judging and the festivity of announcing the winners of the contest prizes 2021
- * 2021 / 2022 - Presentation in various exhibitions.

Formats

On the vertical format 40x150 cm according to the layout attached to this theme and the competition rules.

Jury

RO - Maria Neneciu	- Romanian Design Week
FR - Fabien Barrero-Carsenat	- designer FBC
RO - Radu Abraham	- designer RA
RO - Ovidiu Hrin	- grafician SYNOPSIS
RO - Cosmin Gălățianu	- architect STARH și UAUIM
RO - R / Marius Miclăuș	- Foundation ARCHAEOUS

Prizes*

1'st prize - diploma of excellence and the amount of 200 euros, Presentation of the project on the website of the Archaeus Foundation, The status of guests at Dealu Cerului Camp from July 12 to August 2, 2021 (covering the costs of participation, accommodation and meals) Publication of the project in partner journals and its exposure to events organized by the Archaeus Foundation,

2'nd prize – diploma of excellence and 150 euros, Presentation of the project on the website of the Archaeus Foundation, The status of guests at Dealu Cerului Camp from July 12 to August 2, 2021 (covering the costs of participation, accommodation and meals) Publication of the project in partner journals and its exposure to events organized by the Archaeus Foundation,

3'rd prize – diploma of excellence and 100 euros, Presentation of the project on the website of the Archaeus Foundation, Publication of the project in partner journals and its exposure to events organized by the Archaeus Foundation,



Prize money may be covered in cash and / or products / vouchers from sponsors. These may increase depending on the funding lines found throughout the competition.

Assessment criteria

- The most important word in the project is - the expression in relation to light
- Creation of a design object integrated in the theme, with meaning
- Minimum means - maximum effect in a fair scale - light - budget - creativity ratio,
- Innovation in the construction of the structure and its assembly, transport,
- Interpretation of the spirit of the place

Some more technical ones

1. The promoter of the contest is the Archaeus Foundation / Romania.

2. The secretariat is provided by the specialized department of the Foundation, based in Timișoara, Str. Cosminului no. 3, postal code 300586, tel./fax: +40745637735.

e-mail: office@studioarchaeus.ro, www.studioarchaeus.ro/fundatia,

3. The communication method with the competitors will be exclusively in writing on the e-mail address - office@studioarchaeus.ro or on facebook / Archaeus Foundation. All the answers to the questions will be systematized in a material that will be uploaded on the facebook page and will be sent by e-mail.

After the competition, the secretariat will publish the project gallery.

4. Registration for the contest is free and is done between March 26 and May 10, 2021 by sending an application by email. Once registered, the competitor will receive the materials by e-mail.

5. Questions and answers asked by competitors will be asked only within the time limit set for this and only in writing. These will be formulated in Romanian and English. The answers will be posted on the site or on Facebook. The final list of answers will be available on the facebook page and by email to each registered team.

6. The submissions will be online directly on the above e-mail address, obligatory until 24:00 on May 23, 2021. Important - project.zip name format in which there will be 4 directories JPG 300 DPI, JPG 75 DPI, PDF and CREDITS. In the first three the poster will be posted at the indicated resolutions, and in the credits directory there will be 3 documents - in A4 format, written with Times new roman 11, project title / author (s) / work team / all contact details (credits .doc). CVs of team members in the same format (CV project name.doc) and the list of required materials and the estimated euro budget of the prototype. (project budget.doc name).

The drawings will not contain the distinctive names of the authors. Each team will receive a code (upon registration) by email, which will write on the electronic boards, the secretariat will reveal the code after the vote and decision of the jury.

7. Appeals. The evaluation of the jury cannot be contested, it is final and irrevocable.

8. Intellectual property The use of images and / or texts in the discourse of the concept and the project, more than the citation, will be done with respect to the copyright of the holders. The Promoter will not be responsible for any attempts at plagiarism, or for the unauthorized use of any graphic materials by competitors.

The Archaeus Foundation is the beneficiary and developer of prototyped projects. The winning team will transfer exclusively the patrimonial rights for the implementation and for the use of the project images, photos, films, etc. for promotional purposes. Moral rights and authorship remain with the winning team, and the promoter undertakes to mention the names of the authors in all promotional materials. A possible discussion on the sale of the realized object will be based on a contract between the parties.

9. Obligations of the winner of the competition

The contest selectors will participate in the prototyping workshop. Their unjustified refusal to complete this mission assumed by this



competition regulation gives the Archaeus Foundation the right to "morally" withdraw the prize and to offer the team ranked next in the competition, all the opportunities of the first entrants.

10. Final provision. The submission of the project represents the a priori acceptance of these conditions without any other contract or agreement between the parties.

March 26, 2021 – Archaeus Foundation

Notes

- * The amounts due as prizes mentioned above are taxed according to the Fiscal Code in force and are offered in lei at the NBR exchange rate.
- In case of selection for the prototyping workshop, the accommodation expenses, materials, tools and work tools are covered.
- Photo credits - Radu Abraham, arch. Ovidiu Micșa, arch. Marius Miclăuș.

Images selected and used in the presentation(only for exemplifying):

<http://www.arnaudeubelen.be/index.html?fbclid=IwAR0WSrC0PLj0iJyHeDySmMFJCpZiIJBW9kAv2L0fmtte8oZulzwcD4aSEYA>

Archaeus Foundation –

www.studioarchaeus.ro

<http://www.arhiforum.ro/agenda/dealu-cerului-project-2013>

www.borangic.com

<http://e-zeppelin.ro/>

<http://www.studioarchaeus.ro/fundatia/img/proiecte/GENERAL%20PRESENTATI ON%20SKY%20HILL.pdf>

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