



The architecture competition for students by students spanning 120 hours

It's the moment you've all been waiting for!
Here is the assignment for the 2015 edition of 120 HOURS!
Please read this document and the provided source material very carefully!

PRESERVING PYRAMIDEN

SITE:

PYRAMIDEN, Billefjorden, Spitsbergen Island, Svalbard, Norway.
Latitude: 78°40'45" Longitude: 16°23'43"

PROGRAM:

Self-determined program or theme that clearly states and illustrates your vision for what could be the new ideals, principles and methods guiding architectural preservation.

BACKGROUND:

Far to the North, on the Arctic archipelago of Svalbard, lies the deserted Russian coal-mining settlement of Pyramiden. Formerly a prosperous community and a model of Russian endeavor and enterprise in the Arctic, all was brought to a sudden halt with the abrupt closure of its mines in the spring of 1998. Over the next two months, the entire settlement was evacuated, leaving behind an entire town as if frozen in time.

In a Norwegian as well as an international context, Pyramiden represents a unique cultural heritage site, tracing the century-old mining traditions of Svalbard's recent past. Moreover, from the early wooden dwellings of the original Swedish settlers to the Soviet-era planning ideals, its architecture reflects the changing tides of history that have shaped the town in its wake. And as it was then, so it remains today, as the town and its surroundings continue to be shaped by a very distinct set of conditions, not only related to the local environmental and climatic extremes, but also in terms of the overall economic, political and cultural circumstances that currently impact on the Arctic region as a whole.

Today, Pyramiden remains a deserted town, but for a few hardened locals who welcome the occasional tourists to its harbor. Nevertheless, for all its desolate character and sheer isolation, the majestic scene of its glacial surroundings imparts on it a serene quality, as if waiting, one day, to be brought back to life.

TASK:

Under the current practice of architectural preservation, the deserted town of Pyramiden could easily be sentenced to serve as yet another retroactive collection of outdoor museum pieces. For this year's 120 HOURS, we want to question this approach and challenge your position on architectural preservation. We want you, as architects, to develop new perceptions and novel ideas and to experiment with concepts and programs for the preservation of Pyramiden that break the dictum of current practices.

You are free to specify your own program and/or theme, but your final project should consider Pyramiden as a whole.

EVALUATION:

Your competition entry will be evaluated based on the following criteria:

Originality - The project should present a clear concept for the preservation of Pyramiden, which clearly illustrates your personal interpretation on experimental preservation.

Spatial concept - How does your proposed intervention relate to the site and your chosen theme/program?

Argumentation and representation - Are the arguments for your proposal convincing and well presented, both in terms of program, spatial concept and formal execution?

JURY:

Julien De Smedt, Pernilla Ohrstedt, Jorge Otero-Pailos, Maria Fedorchenko and Jesper Henriksson.

FORMAT:

Your proposal must be presented on maximum two landscape oriented A1 sheets using any techniques of your own choice (sketches, diagrams, 3D visualizations, model photos, CAD drawings, etc.) All text must be in English. You may use the material provided, but this is not a requirement. All delivered material must be marked with your team number, presented clearly in the bottom right-hand corner of BOTH your boards. Your boards must not include ANY information that may give away your identity. Do NOT include the team name on your boards, only the team number.

Your A1 charts should be uploaded to www.120hours.no as PDF-documents within the deadline of February 14th, 14:00 (UTC+1). See "Delivery" section below for more information on file names and sizes.

Any infringements of the instructions above will lead to automatic disqualification, and will not be considered by the jury.

Keep in mind that your boards will be downscaled and printed in A3 for the jury. Also remember that your project will be one of very many, so make sure your boards are crystal-clear and stand out!



DELIVERY:

Please read this information very carefully. You are going to make **FOUR** files for the upload process:

1. High-resolution PDF containing both A1 posters for your project. This file will be used for the exhibition.
THE MAXIMUM FILE SIZE IS 20MB FOR THIS FILE.
THE NAME OF THE FILE YOU SHALL USE IS: teamXXXX-large-PDF.pdf
2. Low-resolution PDF containing both A1 poster of your project. This file will be used for the jury process.
THE MAXIMUM FILE SIZE IS 2MB FOR THIS FILE.
THE NAME OF THE FILE YOU SHALL USE IS: teamXXXX-small-PDF.pdf
3. FOR PRINT: High-resolution illustration of your project. This is the main illustration for your project. This can be a render, picture, collage, model photo, drawing etc. This file will be used for our web page and promotional purposes.
THE FILE FORMAT MUST BE A JPEG, WITH 300DPI RESOLUTION.
THE MAXIMUM FILE SIZE IS 5MB FOR THIS FILE.
THE NAME OF THE FILE YOU SHALL USE IS: teamXXXX-large-JPEG.jpeg
4. FOR WEB: Low-resolution illustration of your project. This is the same illustration as the High-resolution illustration. This file will be used for our web page and promotional purposes.
THE FILE FORMAT MUST BE A JPEG, WITH 72DPI RESOLUTION.
THE MAXIMUM FILE SIZE IS 500KB FOR THIS FILE.
THE NAME OF THE FILE YOU SHALL USE IS: teamXXXX-small-JPEG.jpeg

* teamXXXX - insert your own team number

IF YOU FAIL TO FOLLOW THESE INSTRUCTIONS WE WILL AUTOMATICALLY DISQUALIFY YOUR PROPOSAL, SO PLEASE MAKE SURE THAT YOU HAVE USED THE CORRECT FILE NAMES WHEN YOU UPLOAD YOUR PROJECT. YOU WILL ALSO ONLY BE ABLE TO UPLOAD YOUR PROJECT ONCE, SO BE SURE TO CHECK THAT YOU ARE UPLOADING THE RIGHT FILES, BECAUSE WE WILL UNDER NO CIRCUMSTANCES CHANGE THE FILES FOR YOU.

If you have any questions, you may search for answers in the online FAQ and our Facebook page, or send us an e-mail at contact@120hours.no Remember to mark the e-mail with your participant code.

Good luck!

