

suckerPUNCH competition



///theCOMPETITION

Lunar Crater Cultural Center

Trends in space travel are currently being shifted from government expedition and flexing of technological prowess to a commercial endeavor. Space tourism is projected to expand rapidly in the next decade creating a highly profitable new leisure activity. The Virgin Galactic Spaceport will be completed in the next year as well as several other similar facilities by competing companies. As costs come down and interest rises, the thrill of a zero gravity plane ride will be a top vacation. But who wants to go on a 3 hour flight for 6 minutes of weightlessness when they can go to the moon for a week? Richard Branson has discussed plans to create space hotels as a stopover on the way to the moon. This competition challenges entrants to consider the activities and their architecture that would be waiting on the moon for guests. You can only look at rocks and moon dust for so long, right? How about a low gravity nightclub? Neil Armstrong's driving range? A theater for a space opera?

This competition aims to consider what cultural buildings and programs would be exciting and vital for a port stop aboard a space cruise. How would the typologies of Earth mutate or adapt when implemented on the moon? With current or near future technologies would the buildings exist submerged, below, above or floating in relation to the lunar surface? Do floors stack in parallel as gravity dictates on Earth? What is the nature of the skin in terms of maintaining pressure and light control? Is the moon a sacred place full of spaces of quiet contemplation, is it family friendly, is it a place for intellectual enlightenment or is it a mecca for sin?

The program is up to the entrants. The proposal should contain at least 35,000 sq ft of built space and a port for incoming spaceships. The entries should also consider and imagine how the landscape moon is represented through architectural drawings and renderings.

///theSITE

The site for the competition is the lunar formation depicted in the photograph. It is up to the entrants to determine the scale of the craters. They can be massive valleys and peaks or small pond like craters. Entrants should consider possible relationships of built elements to the lunar surface. Are they subterranean? Above the ground? Perched on a crater rim? Embedded within a crater? Spanning multiple craters?

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///PROGRAM

At the discretion of the entrant. Built space should occupy a minimum of 35,000 square feet of the project.

///jury/AWARDS

abigail COOVER (hume coover studio, suckerPUNCH)
nathan HUME (hume coover studio, suckerPUNCH)
mike SZIVOS (SOFTlab)

\$2500 in prizes will be awarded and the winning designs will be published on suckerPUNCH.

///entryREQUIREMENTS

this is an open ideas competition. entrants will be required to digitally submit two [2] boards at 18" high x 24" wide and 150dpi in tiff format with the provided 5 digit code in a 1"x1" square in the lower right hand corner of each board. image requirements are as follows:

plans

all necessary site and floor plans to describe the project including at the minimum a ground level plan describing the form, integration of program and relationship to the site

*scale is at the discretion of the entrant

sections

one [1] north/south section

one [1] east/west section

*scale is at the discretion of the entrant

renderings

one [1] aerial view

one [1] exterior

one [1] interior

*one rendering best describing the formal and atmospheric intent of the project must be rendered at 10" high x 13" wide and 150dpi in tiff format. this image is to be included on the boards as one of the above views.

///competitionSCHEDULE

12 September 2011 competition launch

07 October 2011 deadline for questions may

31 October 2011 answers to questions will be posted on suckerPUNCH

01 November 2011 early registration deadline

16 December 2011 registration deadline

19 December 2011 project submission deadline

09 January 2012 winners will be posted on suckerPUNCH

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///registration/FEES

entrants may register by submitting payment to suckerPUNCH via paypal and contact info to competitions@suckerPUNCHdaily.com. once payment and contact info is received, an email will be sent containing all project documentation (including dimensioned cad plan, 3d model, aerial photo, site photos, and zoning information) and a 5 digit identification number to be placed in a 1"x1" square on the bottom right corner of each board. the submission procedure will also be outlined in this email.

early registration fee - \$35

registration fee - \$65

please email any questions to competitions@suckerPUNCHdaily.com