



QUECHUA
ARCHITECTURE COMPETITION

20 JULY - 2020
01 OCTOBER - 2020

Picture by @xbeatrizmartinsx

ACONCAGUA MOUNTAIN GLAMPING COMPETITION

MAURICIO
LUZURIAGA



JOSEP FERRANDO



Cash
Prize **800 \$**

1. INTRODUCTION

Quechua Architecture Competition's objective is to find hidden talents who are looking for an opportunity to show their skills and show the world a new form of architecture based in **principles and ideas**; that fit in the new globalized and digitalized world. Our desire is not only to find new talents but also to give them the opportunity to prove themselves by competing against **designers from all over the world** in different types of competitions. Additionally, Q.A.C. hopes that these competitions increase the global exposure and reach of the architecture developed in **Latin America** and the potential offered by this region.

Quechua Architecture Competition, **Q.A.C.**, welcomes all participants to take part of this challenge which consists in presenting and developing a project that explores diverse fields of thinking and design. The challenge for this occasion is "**Aconcagua Mountain Glamping**".

Feeling on top of the world has been accomplished by few human beings. **Mountaineering** is an extreme activity where you defy nature testing your body at the limit and even risking your life. In this process architecture has gained an important role connecting humans and nature to ease this interaction. From the base of the mountain to the summit, architecture has the role of protecting visitors through the journey.

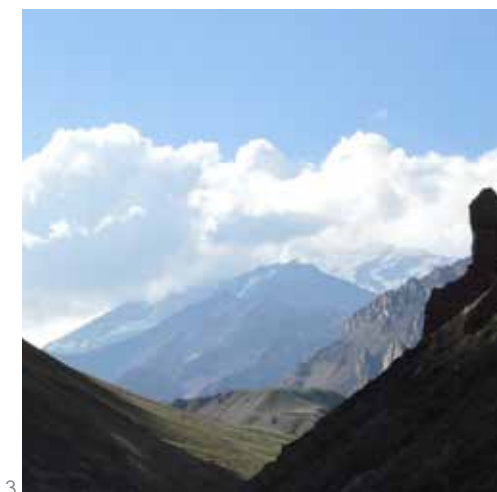
Climbing a mountain is a **ritual** for many; the process of arriving to the site, overpassing nature to the base camp, remaining at the refuge, and preparing the expedition to the summit are some of the challenges that every mountaineer faces. Every designer will be challenged to bring their imagination to the limit to accomplish this competition. In this occasion, we select the highest point in South America where its natural conditions and position is a matter of studies for designers in the selected site: **Aconcagua - Mendoza, Argentina.**

Q.A.C. thanks and admires all designers who are willing to take up the challenge.

1. Horcones Lagoon inside Parque Provincial Aconcagua.

2. Treking inside Parque Provincial Aconcagua.

3. Viewer to Aconcagua hill.



2.

SITE

Reaching the top of the world is a dream for many but achieved by few. In 1897 Matthias Zurbriggen became the first person to reach the **summit** of the highest mountain in **America**. From this moment, the desire for many to conquer the grandest places in the world along with its architecture became a reality. In this context **Q.A.C.** invites all designers who are willing to take the challenge of discovering **South America** through architecture. For this time, we are at the highest point on the continent, the **Parque Provincial Aconcagua in Mendoza, Argentina**.

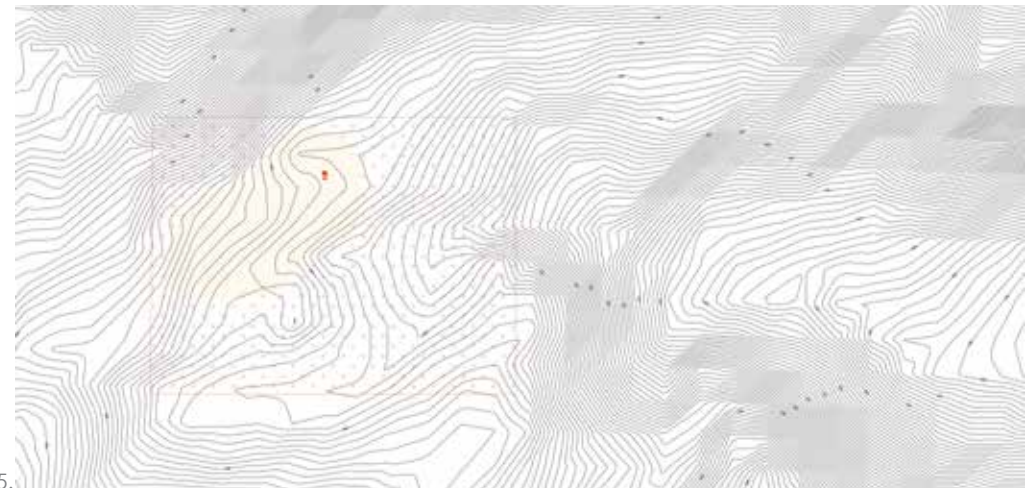
With a maximum altitude of **6962** meters above sea level, surrounded by snowed mountains and glaciers, and near to 165 kilometers from the Mendoza city, settles **Aconcagua** mountain. It is officially the highest point in the world after the Himalayas, and the highest summit in the American continent. The mountain rests on the **Andes** Mountain Range in the west of the Argentine Republic, in the province of Mendoza, and is part of the Parque Provincial Aconcagua. Declared a protected natural area and with an extension of approximately 65690 hectares hosts near **120 thousand** tourists per year who arrive aiming to conquer it.

The **place** for this occasion is delimited on the slopes of the imposing Aconcagua in the area established as the base camp and known as **Plaza de Mulas**. However, the specific location for the proposals should be a designer's choice^A. Among the aspects to highlight of the place we find extreme **weather** conditions, strict **transportation** conditions, the use of sustainable **materials** within the site, and the restrictions of intervention in the **place**. In this matter, designers must analyze the conditions of the place and the case to be study, glamping, in order to generate **ideas and concepts** to use it as a key element for their proposals.

A. Intervention site is detailed in a .dwg file shared by Q.A.C.

4. Summit of Aconcagua mountain.

5. Map of Parque Provincial Aconcagua.



3.

GLAMPING

Glamping is a concept that comes from the activity of **camping** outdoors with all the comforts of a **luxury** hotel. Recently, Glamping has become a popular term for mountaineers worldwide. Having the possibility of reaching the most remote places on the planet and counting with suitable infrastructure is a dream that takes place in **Aconcagua Mountain Glamping Competition**. It is here where architecture takes shape and fulfills the role of protecting each mountaineer on his journey through nature to the top of the world, having as its premise the meaning of **inhabiting** and its direct contact with the **place**.

The case of study for this occasion is **Glamping**. Understanding this concept from the architectural point of view and the conditions of **inhabiting** a place leads us to remember the beginnings of architecture and its direct links with nature. The frontispiece of the *Essai sur L'Architecture* by Marc-Antoine Laugier from 1755 recalling **The Primitive Hut** from Vitruvius is a clear example for the study of the origins of architecture, the relationship of **humans** with **nature**, and its way of inhabiting it. Thus, Glamping proposes to explore the relationship between people and place, thinking on the beginnings of architecture and opening the door to new **interpretations**.

The concept of **luxury** has a subjective condition within what we know, and architecture is not adverse to it in this sense. When a mountaineer is up to **4000** masl exposed to extreme conditions and testing his body to the limit, what does the concept of luxury means? **Q.A.C.**, proposes to each designer the challenge of asking themselves, what is luxury? How can I define luxury through architecture? How can I conceptualize this term within each proposal? All these questions are the ones that each designer must face for this occasion, pushing their imagination to the limit to create a unique space for **Aconcagua Mountain Glamping**.

6. Plaza de Mulas inside Parque Provincial Aconcagua.

7. Structures of nonpermanent facilities inside Parque Provincial Aconcagua.

8. Nonpermanent facilities inside Parque Provincial Aconcagua.



4.

PROGRAM

Due to the interest in understanding **glamping**, Q.A.C. finds that the best place for studying such an element is **Parque Provincial Aconcagua**. Given the conditions that the place presents together with its needs, the contest proposes two types of architecture program: **permanent structures and temporary structures** that are located in the slopes of the base camp, **Plaza de Mulas** at 4300 masl. Each designer must implement their proposals within the established limits, and follow the given program, having the choice to add or remove any programmatic element according to the approach of their proposal, but taking into account a maximum impact on the land of **1000 m²** for permanent structures and **25m²** for each temporary structure.

Permanent structures fulfill the first order needs for the operation of the base camp **throughout the year** such as: Rooms for at least 2 Rangers, training center, expedition control area, general kitchen, common service areas, first center aid, storage for food and medical supplies, etc. Regarding the strict construction restrictions and the impact of building within a **protected natural area** such as Parque Provincial Aconcagua, each designer must understand a constructive system according to the extreme conditions that take place at this altitude and must have an architectural approach that follows these needs, but is **sustainable** with its environment.

Temporary structures fulfill the habitability and living functions for each expedition. These structures must offer **flexible spaces** that can be inhabited within the same structure such as: single rooms, double rooms, triple rooms, living area, dining room, meeting room, etc. This structure must be designed with **modular** approaches in such a way that each one can have a function according to the needs of each expedition. These structures, in addition to the conditions of the place, must take into account the methods of **transport** to the base camp and to the high altitude camps, the maximum **measurements** of each construction element, the **weight** of each element, and the necessary **tools** to its execution.

9. Trekking to base camp inside Parque Provincial Aconcagua.

10. Current facilities in the base camp inside Parque Provincial Aconcagua.

11. Base camp inside Parque Provincial Aconcagua.



9.



10.



11.





12.

Fredy Massad
QUT Ediciones

Argentina

Fredy Massad (Buenos Aires, 1966) is an architecture critic and contributor to various international media. He is the author of *La viga en el ojo*, a key reference blog among the Spanish-speaking architectural community. He is Professor at the School of Architecture, Universitat Internacional de Catalunya (Barcelona, Spain); Visiting Professor ad honorem at the Faculty of Architecture and Urban Planning, University of Buenos Aires (Argentina) and Visiting Professor at the Vilnius Dailės Akademija (Vilnius, Lithuania). Founder and director of QUT Ediciones. His latest published books are *La viga en el ojo*. *Escritos a tiempo* (Ediciones Asimétricas, Madrid, 2015) and *Crítica de choque* (Bisman Ediciones/QUT Ediciones, Buenos Aires - Barcelona, 2018). He is currently preparing *El factor sentimental*. *Populismo y arquitectura* (working title), due for release through Ediciones Asimétricas in 2020.

12. Fredy Massad. QUT Ediciones.

13. Rafael Gómez - Moriana. ArqEstructura.

14. Mauricio Luzuriaga. Mauricio Luzuriaga.



13.

Rafael Gómez - Moriana
ArqEstructura

Canada-Spain

Rafael Gómez-Moriana has a professional architecture degree from the University of Waterloo (Canada) and a post-professional master's from the Berlage Institute (Netherlands). He is co-founder of the Barcelona studio ArqEstructura, which was a finalist in the BCN-NYC Affordable Housing Challenge in 2019, and is director of the Barcelona term-abroad program of the University of Calgary School of Architecture, Planning and Landscape. He is a regular contributor to several architecture periodicals, including *The Architectural Review*, and is a member of the Comité international des critiques d'architecture (CICA) as well as the Federación española de deportes de montaña y escalada (FEDME).



14.

Mauricio Luzuriaga
Mauricio Luzuriaga

Ecuador

Mauricio Luzuriaga is an architect by the Central University of Ecuador (Ecuador, 1988); Architect from the Simón Bolívar University (Venezuela, 2014); Master of Community Planning at the University of Cincinnati (USA, 1995); PhD in Cultural Heritage from the Latin American and Caribbean University (Venezuela, completed 2020 pending degree). Quitumbe City. International Prize for Urban Design VII Quito Architecture Biennial (Ecuador, 1990); Eastern Corridor Transit Study. Best Project Award, Ohio Conference of Planners (Cincinnati — USA, 1994); Casa Voladero, VII Biennial Malaussena Architecture Prize (Venezuela, 2011), 1st place in the "Carabobo: Give Voice to Your Monuments" contest, Institutional Assets of Venezuela and Arts Connection Foundation (Venezuela, 2016); 2nd prize V Ecuadorian Design Salon, Bauhaus 100, Faculty of Design, Architecture and Art, Universidad del Azuay (Ecuador, 2019).





15.

Carolina Rodas
Rama Estudio

Ecuador

Architect Co founder of RAMA studio, and Torno Co. Lab, collaborative platform. Master in city and housing from the Polytechnic University of Madrid, MCH in collective housing, architect from the Pontifical Catholic University of Ecuador. First prize in the International Competition of the Quito Metropolitan Corridor 2020 as Co-author. First prize at the national level in rehabilitation and recycling at the 2014 Pan American Architecture Biennial. Researcher at the Catholic University of Quito 2017. Academic coordinator of the 2012 Panamerican Architecture Biennial. International Coordinator of the University Competition CIUHABITAT, at HABITAT III. She was Speaker at the TEDx 2016. Lecturer at national and international level on issues of collaborative work, city, community processes, and recursive architecture. She has collaborated in architecture studios in Taiwan and Colombia. Currently teaching at the University of the Americas.

15. Carolina Rodas. Rama Estudio.

16. Josep Ferrando. Josep Ferrando Architecture.

17. Gustavo Cevallos. Mountain Adventures.

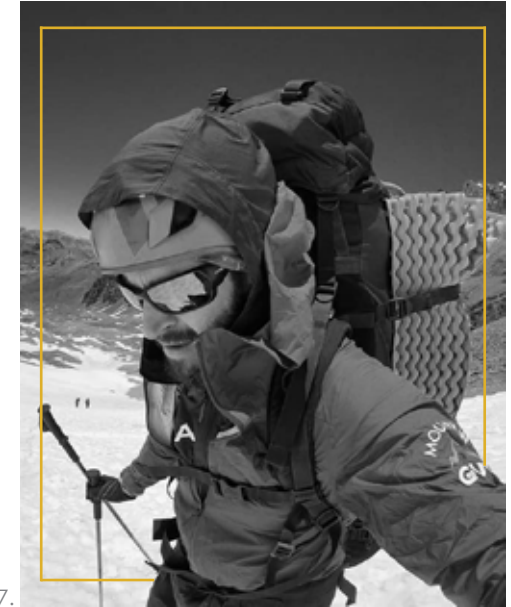


16.

Josep Ferrando
J. Ferrando Architecture

Spain

Josep Ferrando is an architect from the Technical School of Architecture of Barcelona (ETSAB), founding partner of Josep Ferrando Architecture, Dean of the La Salle Barcelona Technical School of Architecture (ETSALS) and Director of the Barcelona Open Architecture Center (COAC). He combines profession, teaching and cultural management from the very beginning of his career. His work has been exhibited in various countries. He has made several exhibitions of his work at the Biennale di Architettura di Venezia 2014, the prestigious Architekturforum Aedes gallery in Berlin and the Museum of Modern Art (MAM) in Rio de Janeiro. He has lectured at the "GSD" at Harvard, Cornell University, the Catholic University of Chile, the IUAV in Venice, the HCU in Hamburg, the Facoltà di Architettura in Palermo, among others; and at international conferences such as the UIA'11 in Tokyo and the BIAU'19 in Asunción.



17.

Gustavo Cevallos
Mountain Adventures

Ecuador

Gustavo Cevallos is a sociologist with a specialization in development from the Pontificia Universidad Católica del Ecuador PUCE. Professional mountain guide ASEGUIM. International mountain guide applicant UIAGM. Professional ultra-resistance athlete and personal trainer. Gustavo has a specialization in mountain races, ultra-distance races, and is a specialist trainer in functional training. He has experiential facilitation Adventure Based Counseling ABC. He also has Level I - II - III experiential facilitation and Bridge Consulting.

6.

CALENDAR

Competition Announcement

June 25

Giveaway registration starts
Giveaway registration ends

July 13 (h 00:30 GMT-5)
July 19 (h 00:30 GMT-5)

Early registration starts
Early registration ends

July 20 (h 00:30 GMT-5)
August 10 (h 00:30 GMT-5)

Regular registration starts
Regular registration ends

August 10 (h 00:30 GMT-5)
August 26 (h 00:30 GMT-5)

Late registration starts
Late registration ends

August 26 (h 23:30 GMT-5)
August 28 (h 23:30 GMT-5)

Material Submission Deadline

August 30 (h 23:30 GMT-5)

Jury Meeting

August 31

Results Announcement

October 01

7.

PRIZES

PREMIO ANDES - 1st Prize

500 \$ + Free registration for the next Q.A.C. competition + Publication in Q.A.C. website, social media and magazine.

2nd Prize

200 \$ + Publication in Q.A.C. website, social media and magazine.

3^{er} Prize

100 \$ + Publication in Q.A.C. website, social media and magazine.

6 Honorable Mentions
1 Expertise Jury Mention

Publication in Q.A.C. website, social media and magazine.

20 Finalists

Publication in Q.A.C. website, social media and magazine.

Q.A.C. is currently working to find the best media support for our awards. Our goal is to find new ways for global recognition.

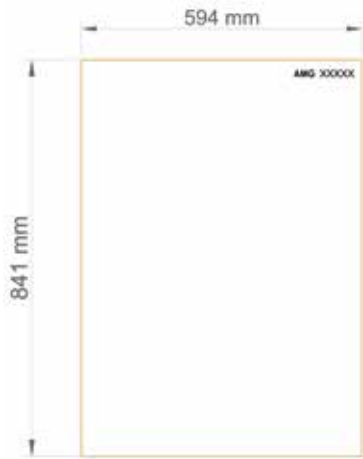
*QAC Magazine is a Project that will be launch in 2021 including every winner of Quechua Architecture Competition.



8.

PRESENTATION

1. Participants must present a **single A1 Board** (841 mm x 594 mm) in .jpg format. The maximum size file is 10 mb. It should be a vertical layout.



18.

The team code (AMG XXXXX) obtained at the time of registration must appear at the upper right corner. Boards delivered without the code will be excluded from the competition.

File name must be: AMG_Teamcode_A1.jpg (i.e. if your team code is AMG 00001, file must be named AMG_AMG00001_A1.jpg)

This layout must contain all the required information to understand the project.

It must contain an abstract where it shows the conceptual idea of the project.

Teams are free to develop their own graphic representation to illustrate the proposal (Plans, facades, sections, axonometries, 3d views, renderings, pictures, hand sketches, collage, etc.) the scale is relative and chosen by every team.

2. Participants must present a **single cover** (1000 px x 1000 px) in .jpg format. The maximum size file is 5 mb. It should be a relevant image which illustrates the project by itself.

File name must be: AMG_Teamcode_Cover.jpg (i.e. if your team code is AMG 00001, file must be named AMG_AMG00001_Cover.jpg)

Cover must be only one art. It can be a Plan, facade, section, axonometry, 3d view, rendering, picture, hand sketch, collage, etc.

3. Participants must present a **single abstract** (no more than 100 words) in .docx format. The maximum size file is 1 mb. It should be a synthetic description which illustrates the project conceptual idea by itself.

File name must be: AMG_Teamcode_Abstract.docx (i.e. if your team code is AMG 00001, file must be named AMG_AMG00001_Abstract.docx)



9.

SUBMISSION

Submission will be online via email. All files must be zipped in only one .zip file with all the required documents. The submission should be of only one .zip document. Any document delivered by itself will be excluded from the competition. Teams must only submit their file once, if any team submits more than once, first submission will be the one taken in consideration for the competition.

File name must be: teamcode.zip (i.e. if your team code is AMG 00001, file must be named AMG00001.zip)

We encourage every team to check their files and make sure there are no issues with them before submitting them.

All files must be eligible.

Submission is open from Monday, July 20 until Sunday, August 30 (h 23:30 GMT-5).

File must be sent from the leader's email registered at the time of registration and must be send to **info@quechuaarchitecturecompetition.com**

Every team will receive a confirmation email within 72 hours from submission.

Any information delivered must be eligible and written in English or Spanish.

A1 board, cover, and abstract cannot have any name or reference to designers. Any information delivered with any name or reference to a designer will be excluded from the competition. The only way to identify every project will be the team code (AMG XXXXX) obtained at the time of registration. Projects must not be published or shared in any form until the results announcement. This is strictly forbidden in order for the jury to be able to vote on an anonymously basis.

Every proposal will be evaluated by its clear presentation, composition and mostly the quality of architectural

10.

FAQ

Teams can address any question to better understand the competition during the whole contest until submission deadline. Any enquiry should be submitted through our social media channels or sent to info@quechuaarchitecturecompetition.com. Q.A.C. will answer via email, and the most asked questions will be published in our social media.



11. REGISTRATION

The registration process for a Q.A.C. competition is meant to be digital, online, and available for anyone around the world without any restriction.

The information related to registration is shared and open in our web site: www.quechuaarchitecturecompetition.com , it is also shared through our social media channels.

The registration process should be carefully followed in order to not miss any deadlines or payments.

It is highly recommended to register early and make any registration-related payments on a time.

Every registration will be validated with a confirmation email containing all information related to the competition. It will be sent to the emails submitted during the registration process.

12. INELIGIBILITY

Any information with texts written in other languages apart from English or Spanish will be excluded from the competition.

Any information showing any names or references to a designer will be excluded from the competition. The only valid identification is the team code (AMG XXXXX) obtained at the time of registration.

Files which do not follow the prescriptions on the chapter "Presentation, Submission and Rules" will be excluded from the competition.

Any information which is considered incomplete to the jury criteria set in the prescriptions on the chapter "Presentation, Submission and Rules" will be excluded from the competition.

Any information submitted after the deadlines will be excluded from the competition.

Any information submitted incorrectly will be excluded from the competition.

Teams without a complete registration and a team code (AMG XXXXX) will be excluded from the competition.

Teams who attempted to reach out to any jury member will be excluded from the competition.

Teams with any business relation with any jury member will be excluded from the competition.



Competitors can be anyone interested to participate. It is not mandatory to be involved in architectural disciplines or enrolled in architectural associations.

Teams are free to join the competitions. If a team decides to the competition, it is in acceptance of the rules, terms of service and privacy policy of Quechua Architecture Competition.

Competitors can join the competition either individually or with a team.

Teams can be formed by 1 member and up to a maximum of 4 members.

Team code obtained at the time of registration allows to present only one proposal per team.

Teams must follow every instruction regarding to the presentation and submission material.

Teams must respect calendar dates, procedures, and fees.

Competition follows different kind of registration deadlines. In case to join the competition in a payed deadline, is only possible to join by paying the fees according to the calendar. Fees are determined by the calendar.

Q.A.C. do not accept any kind of refunds.

It is forbidden for teams to reach out to any jury member to ask about the competition.

It is forbidden for teams to have any business relation with any jury member.

Prizes include bank commissions and fees. If there is any international transaction commissions and fees, it will be discounted from the prize.

Prizes are established regardless of the number of members of the team. Prizes will be given and coordinated with the winners after the results announcement.

It is forbidden for teams to publish or share in any form their proposals before the results announcement.

If any team do not follow the mentioned rules, they will be excluded from the competition.

The jury's verdict is incontestable.

The authorship of every proposal is equally attributed to each member of the team, by joining the competition every team agrees with Q.A.C. to make any modification with published purposes only and without modifying or changing the integrity of the proposal.



14.

NOTES

By joining the competition, teams accept the competition's terms and conditions of Quechua Architecture Competition.

Q.A.C. is not responsible for any mistakes during the registration process or any false details provide. Teams are responsible for any information and details provided to Q.A.C.

Q.A.C. has the right to make any modification in order to improve any aspect of the competition. Any changes will be published and shared through all Q.A.C. media channels.

Q.A.C. is not responsible for any online malfunctioning or technical difficulties during the competitions. It is highly recommended to make any registration or submission as early as possible ahead of the deadline.

Q.A.C. has the rights to publish and exhibit all the submitted projects.

Q.A.C. can make any modification with publishing purposes only and without modifying or changing the integrity of the proposal.

Q.A.C. Is not responsible for the submission of every team. Competitors must submit proposals under their responsibility. Proposals must be original and authentic to their authors following the rights of intellectual property.

15.

JURY

Fredy Massad. QUT Ediciones.
Rafael Gómez - Moriana. ArqEstructura.
Mauricio Luzuriaga. Mauricio Luzuriaga.

Carolina Rodas. Rama Estudio.
Josep Ferrando. Josep Ferrando Architecture.
Gustavo Cevallos. Mountain Adventures.

The jury has been selected by Q.A.C. team following a strict selection protocol. Jury members are professionals currently involved in architectural disciplines or enrolled in architectural associations. Every jury member has shown their interest to be part of the competition and offer their experience for this opportunity.

Every jury member will be part of the voting process to select the winners. However, their participation is subject to their professional and academic commitments with their own studies and projects. For the winner's selection every jury member will have access to the admitted proposals issued by Q.A.C. They will evaluate the proposals anonymously.

Prizes will be given only by unanimous decision of the jury. The jury reserves the right to exclude or declare invalid any proposal in the competition. The jury can declare null any of the prizes according to its criteria. If the jury declares any prize null, these will not be distributed among the other winners. Likewise, the jury may select more than one winner if appropriate, distributing in this case the total amount equally.



16.

EVALUATION

The evaluation and winner's selection will be done only by the jury commission. Winners will have to be selected unanimously by the jury.

Every jury member will evaluate the admitted proposals based in their own vision of architecture and experiences. However, the criteria must follow the aspiration of the competition.

Proposals will be evaluated according to every aspect which may concern to every jury member. For the winner's selection, evaluation must follow the Q.A.C. concerns. This means to reach the highest levels of architecture developed around the response for the current competition following terms of concepts, ideas, research, methodology, graphic representation, and the proposals as a completed work.

The jury's verdict is incontestable.

17.

ABOUT US

Quechua Architecture Competition, Q.A.C., is an organization created by a group of architects with the aim of developing design competitions in Latin America due to the lack of this kind of opportunities in the region.

Q.A.C., aims to create a platform to promote young designers who are willing to demonstrate their skills to the world through conceptual competitions that promote local architecture.



18. MEDIA COLLABORATION

@xbeatrizmartinsx

Inka Expediciones - Aconcagua Specialists

19. PARTNERS

MAURICIO
LUZURIAGA

JOSEP FERRANDO



The logo features a large, grey, stepped square shape with a white outline. Inside this shape is a complex, repeating geometric pattern in a light tan color, consisting of various squares, rectangles, and lines. Overlaid on the center of the logo is a white circle with a thick white border. A white diagonal line extends from the bottom right of the circle towards the bottom right corner of the logo.

QUECHUA

ARCHITECTURE COMPETITION