



MUSEUM
OUTDOOR
ARTS

Design and BuildTM

**A National
Art, Architecture &
Design
Competition**

Second Annual

2020 Challenge
“Art as Sanctuary”



Design and Build Competition Abstract

The Museum of Outdoor Arts (MOA) in Englewood, CO seeks conceptual design proposals for its *Design and Build Competition* from art, architecture, design and other creatively focused USA based collegiate students, teams, and/or classes. Submissions should address this year's challenge of designing an *Art as Sanctuary* structure that the public could use to rest, or take temporary shelter from the elements, near a public open space (natural setting) recreational trail. The design should utilize architecture and/or sculpture/installation as a solution and while considering environmental impact and sustainability in use of materials. Contestant's designs will need to respond to one of four hypothetical physical sites within this competition brief for the conceptual project. Entries will be reviewed by the MOA Board of Trustees, Executive Staff and a professional in the field, guest panelist.

MOA will award the top three entries with the following prize structure*:

1st place- \$5,000 + winning entry to be archived & featured on competition website

2nd place- \$2,500 + winning entry to be archived & featured on competition website

3rd place- \$1,000 + winning entry to be archived & featured on competition website

In addition there will be a **Guest Panelist Honorable Mention** prize of \$500.

*If entered as a university class, prize will be awarded to department in which the class resides within the university, with funds going directly to the benefit of department students.

Winning submissions will be placed on the [MOA Design and Build Competition archive website](#).

Read further for full competition brief with complete entry details.



Design and Build **2020 Competition Brief**

Organization and Program Background

Museum of Outdoor Arts (MOA)- Englewood, Colorado

The mission of MOA is to *make art a part of everyday life.*

Founded in 1981 by commercial real estate Developer, John W. Madden Jr. and daughter Cynthia Madden Leitner, **MOA** is an arts focused non-profit, private operating foundation, based in the Denver metro area. MOA offers a robust outdoor sculpture collection of over 85 pieces throughout the Englewood and Greenwood Village communities, maintains an indoor art collection, hosts indoor gallery exhibitions, provides education programs and owns and operates Fiddler's Green Amphitheatre with tenant AEG Live. More information can be found at www.moaonline.org.

Design and Build- Program Background

The mission of *Design and Build* is to *motivate invention through collaborative creativity.*

Since 1991, MOA's *Design and Build* education program has provided an opportunity for emerging artists, students and creative minds to express their creativity in collaborative art, architecture and design projects. Since the inception of the program thousands of students throughout Colorado have collaborated on site-specific installations. Assisted by professional faculty and artists in residence, *Design and Build* participants produce exciting and original site-specific art works for MOA's gallery and public spaces throughout the Denver metro area. Participants find creative solutions to practical challenges as they master the skills to transform their creative ideas into finished pieces.

Design and Build Competition

After operating the *Design and Build* program for nearly 30 years in the Denver metro area, MOA has expanded *Design and Build* to include a national competition as part of the program. 2020 marks the second annual, national art, architecture & design competition. The goal of the competition is to cultivate potential from emerging artists, architecture and design students and to allow these creatives the space to conceptualize inventive ideas within a set of boundaries.

The competition garners an online repository of art, architecture & design concepts. The competition is based on an annual theme and/or challenge provided by MOA and cash prizes are awarded to the top three submissions. It is the goal to expand the national competition to allow for international entries in the future. The competition will focus on the USA national level through at least 2022 before taking the competition to an international audience.



Eligibility Requirements

The competition is open to any undergraduate/graduate student currently enrolled in any US university (Recent graduates are eligible to enter for up to one year from graduation date). Students should be studying in the field of art, architecture, design, engineering and/or other programs that focus on creativity. Entries can be submitted by individuals, teams or as classes.

Theme & Challenge

MOA seeks *Art as Sanctuary* concepts. Submitted designs should be accessible to the public and function as a respite for its users to re-energize, contemplate, take temporary shelter from the elements and/or rest for short periods of time. The design should reflect a creative and unique aesthetic and function, and should relate to the selected site. The design should utilize architecture and/or sculpture/installation as a solution while considering environmental impact and sustainability in use of materials. The structure can be designed as a temporary or permanent installation. (See Appendix B for examples).

The concept should be designed for one of four hypothetical, accessible outdoor terrain sites (see reference images). Site options for the 2020 challenge include the following terrain environments (choose one site for your design to respond to): Wooded deciduous forest, coastal bluff, low desert or tropical rain forest. This space should be addressed utilizing a blend of sculpture and/or architecture disciplines as solutions to the challenge. The site should be assumed to be located in an open space and primarily an undisturbed, natural setting, that is publicly accessible via a recreational trail. The physical structure should not only respond to the selected hypothetical site, but it should also be functional, economical, efficient, environmentally friendly, unique in character and aesthetically pleasing. The final design should not exceed a footprint of 500 square feet and should have an estimated design and build budget of no more than \$100,000 USD.

Furthermore, we want to know how the space would function as a usable space for the public. Are there particular activities, design elements or technologies that will be implemented as part of the design? Please address this through the narrative portion of your proposal by addressing the questions found in the “items to include in your proposal” section of this competition brief.



Collaboration

The spirit of *Design and Build* has always been to solve problems and create through collaboration. All proposals must include narrative about how collaboration would be utilized in realizing the design (i.e. fabricators, engineers and architects must work together to realize any design).

Instructors who take the competition on as a class project are eligible to submit up to three proposals per class. Individual student submissions or student team submissions are also eligible for entry.

Prizes

MOA will award the top three entries with the following prize structure. Awards will be divided equally to each team member in the case of team entry* (i.e. If 1st place has 2 team members, each collaborator will receive \$2,500):

1st place- \$5,000 + winning entry to be archived & featured on competition website

2nd place- \$2,500 + winning entry to be archived & featured on competition website

3rd place- \$1,000 + winning entry to be archived & featured on competition website

In addition there will be a **Guest Panelist Honorable Mention** prize of \$500.

*If entered as a university class, prize will be awarded to department in which the class resides within the university. If entered as a team, prize will be split evenly amongst team members.

Competition Review Panel

A panel comprised of MOA Board of Trustees, Executive Staff and a professional in the field, guest panelist, will evaluate submissions. While all entries will be submitted digitally, a representative from the top five proposals will be invited to present their submissions by video conference to the panel.

Entries will be scored based on the following criteria:

- Originality
- Artistic/creative expression
- Professionalism
- Addressing the challenge
- Technical proficiency
- Safety

See items to include in your proposal and important dates on the following pages.



Items to Include in your Proposal

Proposals should be submitted electronically via the registration website at:
www.moaonline.org/design-and-build-competition.

Your proposal **MUST** be submitted as a single file in PDF format. The file size may not be larger than 20mb. **Files not in PDF format and multiple file submissions will be automatically disqualified!**

Your proposal **MUST** include all of the below items. Incomplete proposals will be disqualified.

- **Cover Page**

- Project title
- List contestant name (in the case of a team/class entry, list all team members), year in schooling, major and affiliated university.
- In case of team/class entry, Identify one team member to be the primary contact and provide phone/email/address of this individual.

- **Biography/background.** Tell us about yourself. Limited to one page per team member.

- **Resume/cv** for each team member. In case of a class entry, only the primary contact's resume/cv is needed.

- **Site Selection**

- Select one of the four site options for the 2020 challenge: Wooded deciduous forest, coastal bluff, low desert or tropical rain forest.
- Provide a site description, including why you chose this site and how your design relates to the selected site, of up to one page. *See "Appendix A" section in this packet. Provided images are simply meant to inspire a sense of place in the consideration of your design.

- **Project drawings/renderings**

- At least three drawings/renderings of proposed structure in the context of the selected site. Drawings should be from a variety of angles.
- Any other drawings/renderings you would like to share (limit to three additional drawings / renderings). *A weblink to a digital rendering may also be included*

- **Project narrative.** Explain your concept by answering the below questions in numbered order. Limited to 3,000 words total.

1. What materials and methods are used to build/install your structure?
2. What is the estimated build/setup time?
3. How would collaboration be utilized in realizing the design?
4. How will your structure be used by the public? Provide an example of how the public will interact with the space.
5. How does the structure address the climate in which it would reside?
6. What type of technology is implemented in your design?
7. What makes the design environmentally friendly / sustainable?
8. How does your project address a high quality and unique aesthetic?
9. Open question: Is there anything else you would like to tell us about your proposal?
10. Provide an estimated budget. (3,000 word limit does not apply to this requirement but the budget should be limited to one page.)

VI. Submission Instructions

- Please submit your entry via the competition registration form at:
www.moaonline.org/design-and-build-competition



MOA Contact

Please do not hesitate to reach out with any questions about the competition. We are here to help and want to make sure you are able to submit the best possible proposal. We offer conference/video calls and site visits (local), if desired.

Tim Vacca
Design and Build Program Director
MOA
303-353-1712
designandbuild@moaonline.org

Schedule & Important Dates

-December 30, 2019
Competition launches

- July 11, 2020
Submission deadline

- July 18, 2020
Top five proposals selected

-July 25, 2020
Proposal finalist presentations (in-person or via video conference)

-August 7, 2020
Winning entries announced



Appendix A

Site Reference Images

Images are simply meant to inspire a sense of place in the consideration of your design. The site should be assumed to be located in an open space and primarily an undisturbed, natural setting, that is publicly accessible via a recreational trail.



Site Option #1

“Wooded Deciduous Forest”

i.e. Eastern U.S. forest, New England forest, etc...





Site Option #2 “Coastal Bluff”

i.e. Varied climates in the California central coast, New England coast, coastal Iceland, coastal Ireland etc.





Site Option #3 “Low Dessert”

i.e. Sonoran desert, Joshua Tree National Park, western Arizona, southeastern California, northwestern





Site Option #4 “Tropical Rainforest”

i.e. Equator line, Amazon, African Congo, southern Asia etc.





Appendix B

Art as Sanctuary Examples

The following are examples of creative designs utilizing a blend of sculpture and architecture.

Example #1 “Safety Rest Areas”

Safety Rest Areas (SRAs) began as a program of the Interstate Highway System in the 1950s. The program produced sculptural shelter areas in which travelers could rest and enjoy scenery or a picnic.



Safety Rest Areas (SRAs) Oklahoma c. 1968, (artist/designer unknown) courtesy restareahistory.org

Example #2 “Art in Public Places”



A Stained glass interactive sculpture by artist, [Tom Fruin](#).
Guests can enter the structure and rest in it. Image courtesy [@liv.von.wald](#)

Example #3 “Public Art”

Many percent for art / public art programs contain a blend of sculptural/architectural works in which the public can interact, rest, take shelter from weather, or enjoy scenery.



Public art rendering (artist unknown), courtesy of artinoffices.com

Example #4 “Public Art”

Many percent for art / public art programs contain a blend of sculptural/architectural works in which the public can interact, rest, take shelter from weather, or enjoy scenery. While this competition seeks a natural setting as a site, this structure provides a good example of a blend of sculpture/architecture.



“Feather” by Jeff Erickson, 2006 (Reno, NV Public Art Program), courtesy of <https://www.reno.gov/community/arts-culture/public-art>

Example #5 “Structural Sculpture”

Sculpture as architecture. Artist, Patrick Dougherty erects temporary structures from willow branches using fundamentals of architecture. Though, sculptural in form, Dougherty’s works take on the presence of a structure and are interactive, as visitors can walk in and around the work or take rest within them.



“Stick Work” by Patrick Dougherty, 2008, Museum of Outdoor Arts, Greenwood Village, CO.
Photo courtesy of the [Museum of Outdoor Arts](http://MOAONLINE.ORG).

Example #6 “Functional Sculpture”

Sculpture often serves a function, other than just being art. In this case, Parisian artist, Pablo Reinoso, creates a sculptural bench in a contemplative setting.

This competition has no requirements of an overhead structure, so get creative!



“Circular Bench” by Pablo Reinoso, 2012, Domaine de Chaumont-sur-Lire, France.
Photo by Eric Sander, courtesy of pabloreinoso.com

Example #7 “Functional Sculpture”

Sculpture often serves a function, other than just being art. Below is a structure that was installed as a temporary installation at the Museum of Outdoor Arts by artist/architect, Doug Eichelberger.



“[P.S.]” by Doug Eichelberger, 2010, Museum of Outdoor Arts, Greenwood Village, CO.
Photo courtesy of [Museum of Outdoor Arts](http://MuseumofOutdoorArts.org).