TRANSIRE TROPHY

YUGTO
2K19

NEHRU SCHOOL OF ARCHITECTURE

FOR QUERIES

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TRANSIRE TROPHY

"We don't need to lose the old,
we need to create a new from old"

Architecture has to preserve the old space/structure in order to give it back to the community.

In the context of an old space create a brand new space or/and structure. The choice of the space should be of unused in nature, having some existing perform and characters. The aim of the project is to revamp and rethink the chosen thing that would host cultural and diversion activities while not losing its existing characteristics. Designers are expected to focus on such feature carrying out an architectural intervention about to be the milestone of conservation.

SUBMISSION REQUIREMENTS

- Character and function analysis of proposed space or/and structure is required.
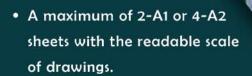- Conceptual sketches and working process is obligatory.

- A maximum of 2-A1 or 4-A2 sheets with the readable scale of drawings.
- Soft copies should be sent on or before **30th Jan 2019** to yugto2k19@gmail.com
- The format shall clearly mention "YUGTO – TRANSIRE TROPHY : (Registration Code)" at the right bottom corner of all the sheets
- The entry code will be provided after the registration.
- All the plotted sheets should be submitted during the event day.

NOTE: The identity of participants by any means should not feature in any of the sheets. All participants are requested to adhere to the mentioned specifications, failing which the entry will be disqualified.

JUDGING CRITERIA

- Understanding the character of structure
- Efficient use of space
- Design proposal
- Presentation

15K
CASH PRIZE

RULES

- Maximum 4 entries from each college.
- The participant may be an individual or a group of maximum 4

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