

# The Ghost City Rendering International Competition 2020

## About AAnewnormal.com

The AAnewNormal.com is the new online website based on the recent Covid-19 events. This website was created to encourage all the designers and architects to respond actively in the design world. Several competitions, galleries, discussions, conferences and debates, will be posted on our blog and our social media channels. We hope that this site also brings new creativity to our society.

## The Ghost City Rendering International Competition 2020

### Your Work on Global Forum

The Ghost City Rendering Challenge (AAnewNormal.com): the new online challenge based on the recent Covid-19 response. For any architects and 3D artists who wish to express their imagination in terms of the new normal to the world audience. The Ghost City Rendering Challenge provides architects and 3D artists at any phase of their career — from undergraduate students to those with professional expertise — the opportunity to share their work with the world.

Shortlisted renderings, as well as the winner, will be featured on (AAnewnormal.com) as well as in the “Ghost City Rendering” eBook, which will be shared on social media.

### Competition Brief

Create **Ghost City Rendering** that powerfully expresses an architectural form or space and the experience of those that had a special condition because of Covid-19 pandemic so that it appears like a Ghost City. It can be located anywhere in the world and can be at any scale. It can take the form of a perspective, isometric projection, section, abstract or any other image format. As long as it is a computer-generated visualization that portrays a building or group of buildings in part or full. This should represent a ghost city and must be accompanied by a short description of your idea, no more than 220 words.

### Prizes

Two top winners will receive:

\$1,000 prize money & 1 favorite winner will receive \$500

120 Finalists (including the above winner and runners-up) will be published in the inaugural "Ghost City Rendering" eBook, which will be distributed to thousands of architecture firms and millions of people via AAnewNormal's social media channels.

### How to Win

The top 120 renderings will be selected by AAnewNormal's team consisting of the in-house competition jurors. These shortlisted entries will then be scored by our expert jury with 1 rendering crowned to be the final winner.

## Challenge Timeline

Opening Call for Entries: May 20, 2020 Early Bird Deadline: June 20, 2020 Regular Entry Deadline: July 20, 2020 Advance Deadline: August 20, 2020  
Late Entry Deadline: September 2020  
Last Minute Submission: October 20, 2020  
Winner Announced: November 20, 2020

## The Jury

The Ghost City rendering jury comprises of practitioners and thought leaders from the worlds of architecture, design and technology, each with a special connection to rendering. The jury represents those leaders who are actively bringing architecture to the public today, both online and in the built environment. For participants, this is an opportunity to showcase their work in front of the people shaping the way the world engages with architecture now and in the future.

## Submission Format

1 image with a minimum width of 2000 pixels (max. file size 15mb), and a 220-word accompanying description. The single image should portray a proposed building or interior space, a set of buildings or a master plan, and should be modeled and rendered on a computer using any software.

## Entry Fees

**Early Bird:** Enter before June 30, 2020: Students \$35 | Non-Students \$50

**Regular:** Enter before July 20, 2020: Students \$45 | Non-Students \$65

**Advance:** Enter before August 20, 2020: Students \$55 | Non-Students \$75

**Late:** Enter before September 20, 2020: Students \$60 | Non-Students \$80

**Last Minute:** Enter before October 20, 2020: Students \$70 | Non-Students \$90

Team entries are permissible; you are allowed to have up to 3 team members. 1 designated team leader is responsible for distributing the prize among team members if the team is selected as the winner.

## Competition FAQs

Check out the FAQs section to know the common questions regarding the competition. If you don't find the answer to your question there, please email us at [competitions@AAnewnormal.com](mailto:competitions@AAnewnormal.com) and we'll be glad to help.

## About AAnewnormal.com

AAnewnormal.com's core mission is to empower architects, designers, 3d artists and anyone in the creative industry, through our marketplace to connect with architects and manufacturers. This shall be done via our inspiring content, awards & competitions programs in order to shed light on the world's best architecture. We connect architects with the networks they need to create better architecture and cities.

## Eligibility and Rules

The AAnewNormal The Ghost City Drawing Challenge is open to all individuals and teams involved and interested in architecture, design, planning and construction. The Ghost City Drawing Challenge is an international awards program. Participants of all nationalities are welcome. There is no limit to the number of entries that may be submitted by any entrant. A completed online entry form and fee must accompany each entry.

## Unacceptable Material

Entries that contain pornographic material, propagate "hate" messages, defamatory statements or extraordinarily offensive are not eligible. Photorealistic renderings are eligible, but photographs are not accepted — the image should be identifiable as a rendering rather than a photo, and evidence of the computer-generated model may be requested if this is not clear in the submission. AAnewNormal will use its discretion to moderate images and has the final say when it comes to eligibility.

## Disqualification

Ineligible entries may be disqualified at any phase of the competition without notification.

## Acknowledgment of Entries

Entrants will receive an email acknowledgment when an entry has been received..

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## Complete Entry Instructions

Entries must be entered online using the online entry form. An entry is considered processed only after a completed entry form is received by AAnewnormal.com and payment for the entry fee is also received.

Submit your rendering, provide a link and send to us by email to [competitions@anewnormal.com](mailto:competitions@anewnormal.com) according to the deadline.

- Input the Entry Title, Description, and Entrant Information.
- Upload your 3d rendering file (15mb maximum)
- Provide the payment details and confirm.

Once the **payment** has been confirmed, you will receive a confirmation email.

## Help / Contact

For questions or comments related to the AANewNormal The Ghost City Rendering Challenge Call for Entries, please email us at [competitions@ANewnormal.com](mailto:competitions@ANewnormal.com)

## Judging

The judging process for the Ghost City Rendering Challenge is designed to reflect various architectural drawings. Our judges will be asked to select winning entries based on their, aesthetics, sensitivity, and communicative quality as well as a powerful drawing that will have an extraordinary impact on social media. Entries that stand out in the following categories have a great chance to be selected as the Winner.

The Jury will evaluate renderings based on the following criteria:

### AESTHETIC

Aesthetic rendering is more than just beauty. They convey the essence of the architecture they describe, the atmosphere or emotional strength of a space, and the sense of a place that is strong and specific. Empty or gripping city spaces, unoccupied markets or even city parks that were full of people. A well-considered rendering is able to describe a particular architectural language that speaks to a unique and specific design philosophy. Aesthetics may also involve the depiction of an otherwise chaotic architectural form or even tend to be "ugly" to paint an interesting picture of a particular environment, with disorder and chaos that can present the new aesthetic or represent the New Normal.

### COMMUNICATION

The most important architectural rendering quality is its ability to express the design intentions behind the architectural proposal. So this entails the quality of lighting, colour selection, and location settings around it. Furthermore, a good rendering can also tell the story of a building or several buildings, details and materials of the building and the people around it to show the life and atmosphere in one snapshot. Images can express a lot of different things and tend to focus on one or more of the following aspects: Technical details, spatial layout planning, materials, connections

between architectural elements, relationships with context, transitions between spaces, and others.