

ROME CONTEMPORARY CHAPEL



Introduction

"Architecture is the will of the time translated into space"
-Mies Van der Rohe

For centuries the population undertook great efforts to materialize their buildings and shape the cities they lived in. Taking advantage of the conditions of the surroundings and using common sense they built residences, shops and temples that connected with their spirituality.

The worship of the gods was represented in many ways depending on the culture; with offerings, rituals, monuments or buildings. In the occidental world, the construction of churches was very important to fulfill the liturgical functions, and at the same time, express the architectural style of the period. The ambition to better the churches allowed the architecture to evolve, being that in their projects the construction methods and the technology of the period was taken to its limits.

Rome is the cradle of the occidental civilization and the most important witness of the multiple cult constructions along history. In Rome more than 900 churches coexist, being that it is the world center of Christianity and the experimental enclave for these type of buildings.

The city summarizes the perfect examples of brilliant architecture for worship purposes: some of them are the temples of the ancient Roman Empire which collect the Greek traditions in their floor plans and facades with only a few modifications. Another example is the Pantheon, whose presence and function in the city continues in force even though the population does not practice the same religion for which it was conceived. Several Christian churches coexist in the city that were study exemplar in architecture history. From the firsts Christian churches like Saint John Lateran to

the baroque churches like the Church of the Gesù or even the Saint Peters basilica in the Vatican City.

In spite of the great amount of churches that exist in Rome, each one of them contributed something that the other did not have. In all of these cases, the successive layers of history express the ideology and technique of each age, enriching the spaces in a natural evolution of architecture. Today, with new techniques and languages, this type of program is still suggestive in regards to the treatment of light, spaces and gloom.

Nowadays the majority of the population live in cities, transforming the urban landscape into something complex and vertiginous moving away from those popular constructions that were made with common sense. The churches continue to be peaceful places disconnected from the noises of the city where citizens admire and enjoy the atmosphere without necessarily sharing religions. The penumbra and silence that the architecture proposes elevates the human being to connect with its interior and to reflect on its existence.

Proposal

Rome accumulates in its streets thousand of years of history. Its rich culture, its people and the intense and vibrant activity turn it into a reference world capital. Today, the city of Rome offers a different scenario according to society in which we live in marked by the mobility, the technology and the individuality. In a delicate European context, still in an economic crisis but proud of their racial crucible and welcoming refugees, spaces for introversion and shared dialogue are increasingly needed.

For this reason, ARCHmedium proposes to rethink spiritual and worship spaces in the cities. One only temple for the dialogue of all religions, a common place for all creeds. Rome Contemporary Chapel aims to be a place of encounter, a space for dialogue and hope for peace in a complex world.

Located in the historic Via Giulia of Rome, one of the most important streets in Rome and of the world, the scope of intervention is an urban enclave which has been unresolved for decades as a result of demolitions carried out by Fascism. That is why in this competition we propose to solve the architecture of a chapel and the public space of the immediate urban environment.

Site

Rome is a city that is more than 2500 years old and has always lived in constant change. In the course of its history, spanning three millennia, it came to dominate the entire Mediterranean and much of Europe establishing itself as one of the first great metropolis of mankind. On the shore of the Tiber River, the city was always a source of natural and cultural richness that influenced other cultures in society, literature, art, architecture and philosophy among others, being the city with the highest concentration of architectural assets in the world.

The scope of the Rome Contemporary Chapel competition is absolutely urban and historic. It is in the Piazza della Moreneta in the historic center of the city of Rome, between Via Giulia and Via di Monserrato. The surroundings have been heavily modified along history, some of the biggest

modifications were the demolitions executed by the Fascism prior to World War II. The projects established for the location were never completed, leaving an urban space unresolved for decades.

A facade without a building that supports it, unfinished buildings and a slight slope in the site establish the surroundings of the competition as a space with potential. The plaza, typically urban, is located a block away from the Tiber River and has residences, a supermarket, cafes, a press post and the San Filippo Neri church.

The plaza is next to the famous Via Giulia, the first and longest street at the time. It was commissioned by the pope Giulio II to the architect Donato Bramante with the sole purpose to open a new street to the center of Rome and regain strength as European power. Inaugurated in 1508, it became the most popular street of the Renaissance, with new commerce, bank buildings and the presence of the Florentine community, where they built their houses, churches and fraternities. With time, the Via Giulia turned into a street with modest houses with gardens interleaved with more ambitious edifications. Some examples are the Palazzo Farnese gardens that are connected with a bridge that passes through the Via Giulia designed by the one and only Michael Angelo. In 2008 they commemorated the 500 years of this historic street.

In the site of the competition is the San Filippo Neri church popularly known as San Filippino because of its small dimensions. It was built in 1603 by Rutilio Brandi who next to the church built a conservatory for poor women and a small hospital. In 1728 Filippo Raguzzini completely restored the building and gave it a facade, although in 1853 the flood of the Tiber River damaged the complex and had to be restored once more. After the previously mentioned demolitions in the area before World



>vatican city

>pantheon

>rome contemporary chapel

War II the church was abandoned for years, it was even transformed into a market for some time. Since 1993 it was restored and is now once again used to worship.

In the last few years, between the della Moreneta Plaza and the Tiber River, a new public plaza was built with the objective of cleaning the Via Giulia of vehicle parking. On top of the parking various proposals were contemplated, some more suitable than others. For our competition we will contemplate the winning project of the Swiss architects Diener & Diener, where the parking cover is an urban park that recreates the street units and offers a new public space for citizens.

2.2 Program

The program for the Rome Contemporary Chapel competition is understood as reduced and flexible. The established facilities for worship and reflection should include, an access hall, a main space with elements to rest (chairs or benches), an altar or an area to place a statue and public bathrooms. It should also include a second access, 2 small offices, a private restroom and changing rooms.

The small pavilion should take into account the access through the plaza and the relation with the exterior space.

Public

| | |
|---------------------------|-------------------------|
| Access Hall | 20 m ² |
| Main room | 150 m ² |
| Altar | 20 m ² |
| Public restrooms (WC) | 20 m ² |
| Exterior patio (cloister) | 50 m ² |
| | 260m² |

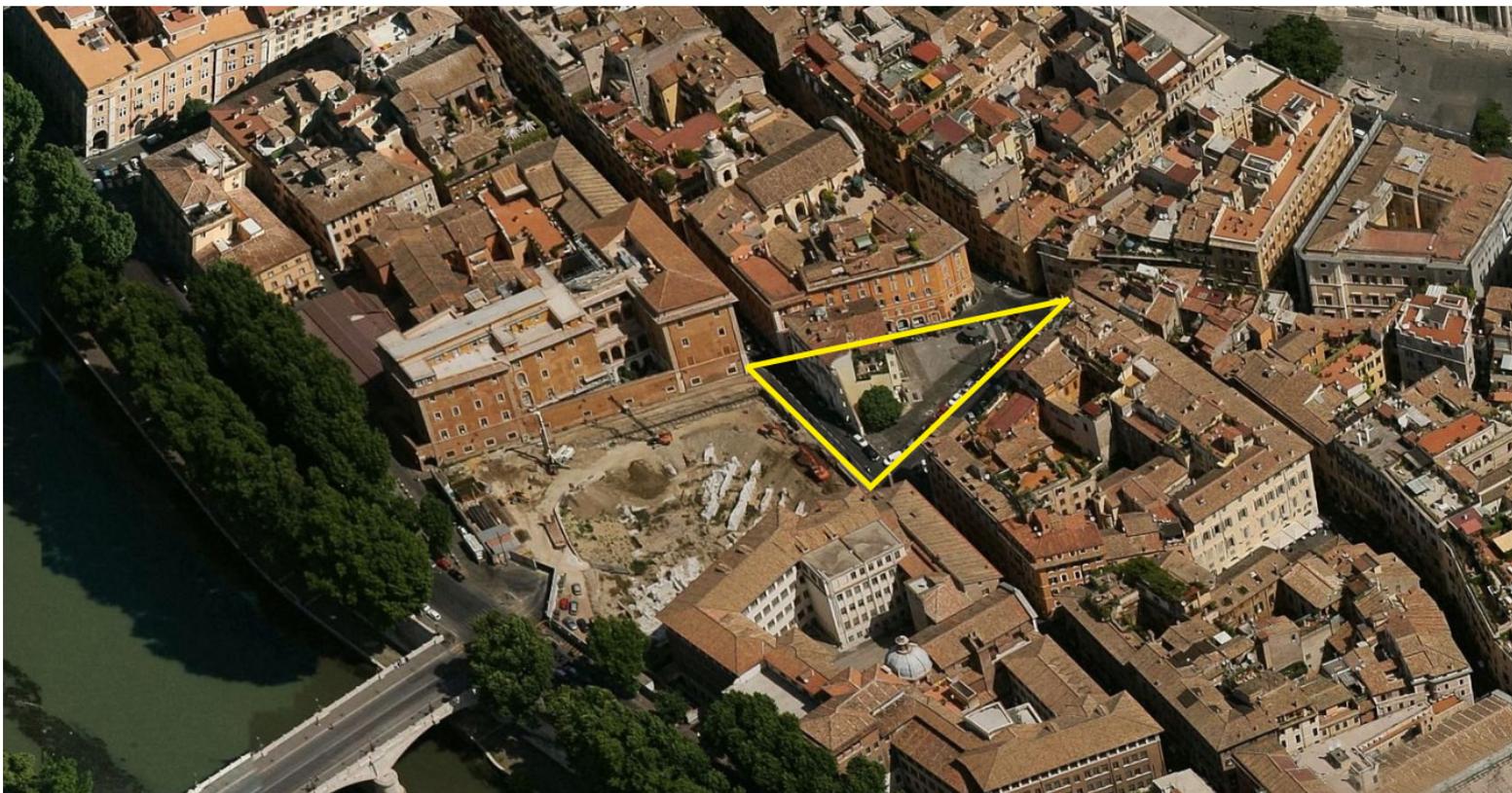
Private

| | |
|-----------------------------------|------------------------|
| Access Hall | 10 m ² |
| Offices (2u x 15 m ²) | 30 m ² |
| Storage | 20 m ² |
| Private restroom (WC) | 5 m ² |
| Changing rooms | 15 m ² |
| | 80m² |

| | |
|--------------|-------------------------|
| Total | 340m² |
|--------------|-------------------------|

* You can enlarge or reduce areas by 10 % depending on the will of each project. Attention will be paid to the relationship with public spaces outside the site and to the flexibility of the interior space layout.

NOTE: * Being as it is an academic competition, the proposed areas in this brief should be taken as guidance. You can add or eliminate areas to the program in order to fit your proposal, provided that it justified in the panel.



3. Organization Criteria

3.2 Prizes

3.1 Eligibility

3.1.1 Students

This category will accept architecture and related fields undergraduate students who can prove their student status on the day the competition launches with some official document (student ID or enrolment papers).

Graduate, masters, and PhD students who are currently enrolled in some official course can also participate, but only if they obtained their undergraduate degree less than 3 years ago.

The 3 year rule applies to graduate, masters and PhD students who are CURRENTLY ENROLLED only!

3.1.2 Young Architects

This category will accept young professional architects who graduated less than 10 years ago (according to their degree expedition date) can also join the competition and opt to win the “young graduates” prize which will be awarded separately from the student prizes.

In both categories teams can be formed by just one member or up to six (6). Members of a team don't necessarily have to be students at the same university or live in the same country.

It is not necessary that all members of a team are architecture specialists. Having a photographer, artist, philosopher, etc. on a team can help to see the project in a new way, thus enriching the final result. However, it is recommended that at least one member of the team has some experience in architecture. The teams may also be formed by both students and young architects.

The registration fee is paid per team, regardless of how many members form it.

3.2.1 Students

| 1° | 2° | 3° |
|--------|--------|------|
| 2.000€ | 1.000€ | 500€ |
| | + | |

- Considered for publication in an architecture magazine.
- One-year subscription to an architecture magazine.
- Reviews in digital magazines and several architecture blogs.
- 1 year subscription to ARCHcase Premium.

10 Honorable mentions

- Considered for publication in an architecture magazine.
- Reviews in digital magazines and several architecture blogs.
- 1 year subscription to ARCHcase Premium.

3.2.2 Young Architects

| 1° |
|--|
| 2.000€ |
| <ul style="list-style-type: none"> • Considered for publication in an architecture magazine • One-year subscription to an architecture magazine. • Reviews in digital magazines and several architecture blogs. • 1 year subscription to ARCHcase Premium. |

3 Honorable mentions

- Considered for publication in an architecture magazine
- Reviews in digital magazines and several architecture blogs.
- 1 year subscription to ARCHcase Premium.

The Young Architects prize will be awarded separately from the student prizes. Students won't opt to win this prize in the same way that young architects won't opt to win student prizes. The projects submitted by these two groups will be judged separately.

*Publications and subscriptions are subject to the agenda and availability of the magazines.

*Participants with cash prizes are subject to a 19% withholding due to Spanish regulations. (Withholding of income tax on capital gains).

3.3 Jury

The jury will be formed by the following members:

- **Cino Zucchi Architects**
- **Matteo Ferroni**
- **Davide Cauciello**

*All members of the jury have expressed their willingness to take part in the voting process of this competition. However, their participation is subject to their professional commitments.

3.4 Calendar

| | |
|------------------------|---|
| April 10th 2017 | Special Entry period starts |
| June 12th 2017 | Special Entry period ends |
| June 13th 2017 | Early Entry period starts |
| July 10th 2017 | Early Entry period ends |
| July 11th 2017 | Regular Entry period starts |
| July 31st 2017 | Regular Entry period ends |
| Aug 14th 2017 | Submission deadline |
| Aug 16th 2017 | Publication of projects received (list) |
| Sept 11th 2017 | Winners announcement |

3.5 Registrations

The entry periods will be divided as follows:

| | | |
|----------------|------------------------|---------|
| Special | April 10th - June 12th | 60.50€* |
| Early | June 13th - July 10th | 90.75€* |
| Regular | July 11th - July 31st | 121€* |

*Registration prices include VAT (value added tax).

The registration fee is per team, regardless of how many members are on the team.

If a team wants to submit more than one proposal to the competition they will have to register each proposal separately and pay an additional fee for each proposal they wish to submit.

For a project to be accepted the team must be properly registered to the competition. All registrations will be done through the ARCHmedium website (ARCHmedium.com), where you will be asked to choose between several payment options.

After completing the registration form each team will be assigned with a registration code. It's important to keep this registration code in a safe place since it will allow your team to access the intranet where you'll have access to your registration status, payment tools, and the upload form to submit your project as we will explain in further sections of this document.

3.6 Payments*

All payments made through Bank Transfer must be identified with the registration code of the team they belong to so that we can relate them correctly. If we receive a payment that is not properly identified we won't be able to relate it to your team and your participation will not be confirmed until you provide a proof of payment.

Accepted payment methods:

Credit or Debit Cards.

You may use any major credit or debit card (VISA, MasterCard, American Express, etc.). All payments will be handled by PayPal to ensure the highest security standards on the web. ARCHmedium will never get direct access to your card details. Your registration will be confirmed automatically. We do not charge any extra fees for the use of this payment method.

Pay-Pal.

It is the fastest, easiest, and most secure way to pay online. Your registration will be received instantly. We do not charge any service fees when you use Pay-Pal, debit cards, or credit cards.

Bank Deposit

You must make a deposit of the stipulated amount (according to your registration period) to the account below. **

Bank: BBVA
Account holder: ARCHmedium
Account: 01824609940200734513
Concept: Registration Code (three letters)
IBAN: ES7901824609940200734513
SWIFT: BBVAESMMXXX

* Once the payments are received and the registration is confirmed the fees won't be refunded or transferred to other competitions under any circumstance.

** The date that must be considered to identify which registration period you belong to is the date that ARCHmedium will receive the deposit and not the day that it is sent.

*** Any bank fees that this operation might generate must be paid by the sender.

3.7 FAQ

During the competition, all participants are permitted to ask questions which help them better understand the project description and/or any other aspect of the competition.

Any questions that are not resolved in this document or in the FAQ section on our website must be made through the ARCHmedium's Facebook page. This ensures that all participants have access to the same amount of information.

3.8 Documentation

All the necessary documentation to develop the project, such as pictures of the site, videos, AutoCad drawings, etc. will be available at the ARCHmedium website so that anyone can download them before or after joining the competition. They may access and download the materials as many times as they need to. No additional information or working material will be provided to teams after registering.

Participants are free to use all this material in the context of this competition. They are also allowed to create their own graphic documents or to find new ones from other sources.

3.9 Presentation

Each team will submit only one din-A1 size (59,4, 84,1cm), landscape or portrait panel with their proposal.

This panel must be identified with the registration code of the team and the registration code **ONLY**; any panel including team names or personal names might be disqualified without refund.

Each team is responsible for choosing which information they include in their panel so that the jury may gain the clearest understanding of their project.

The representation technique is completely free (2D drawings, pictures of models, sketches, renders, collages, etc.). The jury will not only evaluate the quality of the project but also the clarity and quality of the presentation.

We do not recommend including large amounts of text on the panel. The project should be explanatory enough through the graphic material. However, certain notes might be acceptable. These notes must be written in English **ONLY**—any text written in a different language will not be taken into account and may lead to a team's disqualification.

3.10 Submission

Submissions must be done through the ARCHmedium's intranet only, before the date indicated on the competition calendar. You must log in with your username and password and follow the upload process. No submissions will be accepted by e-mail or any other medium. The submission page will be automatically closed after the submission date and time are reached, not allowing any modifications or aggregations after that, so please, try to upload your project 24 hours in advance so that you have time to solve any issues that might come up along the way (they always do!).

The panel must be no other size than Din-A1 and be in no other format than JPG. The maximum weight of the file is 12MB.

3.11 Evaluation Criteria

The jury will be in charge of establishing the key points that this project needed to address based on the site, brief, etc. and evaluate each project accordingly.

As part of the design process we recommend that each team takes the necessary time to research the working site as well as other case study projects that might relate to the brief in hand to determinate what aspects of the project are the most unique and therefore need to be addressed and successfully solved to achieve a good result.

Remember that this is an ideas competition, an opportunity for experiment and explore the limits of architecture. The jury reserves the right to award any proposal that fails at any of the parameters mentioned in these rules, as long as it justifies the breach of the rule in favor of the architectural design of the proposal.

The voting system to choose the winning projects is as follows:

1. ARCHmedium team, following the jury's instructions, will make an initial selection of 50 projects in response to the above criteria.

2. The members of the jury will study both the pre-selected projects and all others privately and include, if they consider it necessary, any of the non-selected projects in the initial list of 50.
3. At the meeting, the jurors will discuss all the pre-selected projects (The ARCHmedium's selected 50 projects plus the projects added by the jury) to decide the winner, second and third prize and honorable mentions.

3.13 Intellectual Property

All the material submitted to the competition will become part of ARCHmedium's files. ARCHmedium will have full rights to publish and promote this material, always making proper mention of their authors. For any other purposes the authors of the projects will keep full rights over their design.

By submitting a proposal you are giving ARCHmedium the right to use the received material in both printed and on-line publications. ARCHmedium will also have the right to modify any of the mentioned material at its will in order to better adapt it to the different formats and layouts that different publications might have.

3.14 Additional Notes

- ARCHmedium reserves the right to make any changes to this document (dates, deadlines, requirements, etc.) as long as the changes benefit a majority of the competition participants. Any modifications will be announced on the ARCHmedium's Facebook page. It is each team's responsibility to check the ARCHmedium's Facebook page on a regular basis to follow and incorporate all changes.
- Under no circumstances will members of the jury, members of the organization, or persons with a direct personal or professional relationship with members of the jury or the organization be allowed to participate in this competition.
- The project of this competition is a fictitious job and will not be built. The provided documentation has been modified to better meet the goals of this competition and, as a result, the provided documents do not fully correspond with reality.
- This project is only an exercise, and therefore it will not necessarily follow any existing building or urban planning regulations.

- No one has hired or contacted ARCHmedium in order to organize this competition. The idea and program of this competition have been fully developed by ARCHmedium to serve solely as an academic exercise.
- ARCHmedium has no relation to the owners of the site where this exercise is proposed to be and therefore cannot guarantee that participants will have any access to the property.
- ARCHmedium is not held responsible for a breach of contract regarding the publications and subscriptions of the magazines.

3.14 Thanks

ARCHmedium wants to thank the collaborators that have contributed to the organization of this competition. We would also like to thank the jury members, without whom this project would not have been possible.

