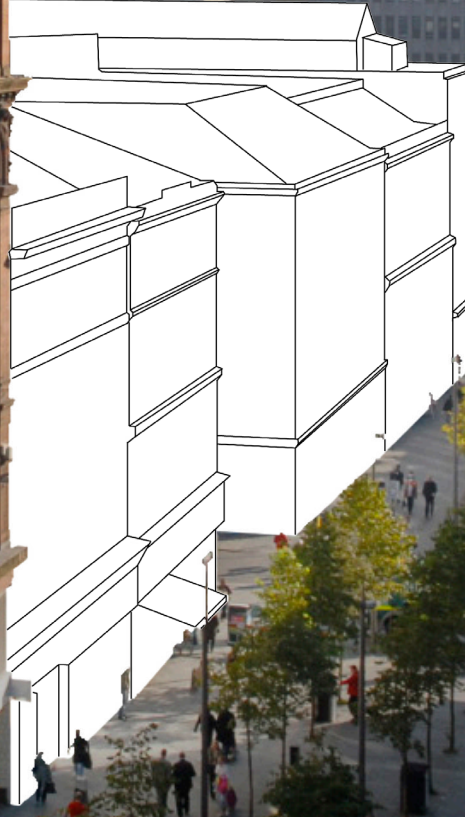
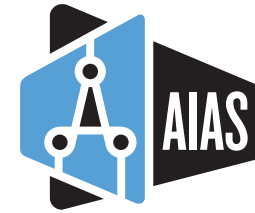


CITY ENTERTAINMENT CENTER



www.aias.org/trespa



**AMERICAN INSTITUTE OF
ARCHITECTURE STUDENTS**

SPONSOR

Trespa International

Trespa International defines its core activities as the production, sale and marketing of high-quality decorative panels for its global customer base. These customers utilize Trespa's products and expertise to arrive at innovative solutions for their decorative and structural needs.

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Trespa North America Ltd.
12267 Crosthwaite Circle
Poway, CA 92064
T: 800.487.3772
info@trespanorthamerica.com

COOPERATING ORGANIZATION

American Institute of Architecture Students

The American Institute of Architecture Students (AIAS) is an independent, nonprofit, student-run organization dedicated to providing unmatched programs, information, and resources on issues critical to architectural education. The mission of the AIAS is to promote excellence in architectural education, training, and practice; to foster an appreciation of architecture and related disciplines; to enrich communities in a spirit of collaboration; and to organize students and combine their efforts to advance the art and science of architecture.

American Institute of Architecture Students
1735 New York Avenue, NW
Washington, DC 20006-5292
T 202.626.7472
www.aias.org

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INTRODUCTION

Taking the lessons learned from the strip mall designs of the 1980's and the more recent design principles promoted by community planners, cities have developed small pedestrian centers within the city that specialize in entertainment venues for adults. With a collection of restaurants, bookstores, theaters, coffee shops and small retail spaces, these entertainment centers create a small community within the whole of the larger city.

The exterior design and materials of these centers is very important due to the need to attract patrons and serve as a vibrant and visually interesting destination. Modern finishes, bright colors, cleanable surfaces and durable materials are the mainstays for these designs. Trespa panels are an ideal material both to meet the needs of the project and to allow for the design of a creative and engaging space.

ABOUT THE COMPETITION

Sponsored by Trespa International and administered by the American Institute of Architecture Students (AIAS), the program challenges students to learn about building materials, specifically architectural wall panels and systems in the design of an engaging and sustainable City Entertainment Center. The competition is open to any design student in North America. Total prize money is \$7,675, including \$2,500 for the first place winning design.

The objectives of this competition are:

- To research, respond to and highlight the unique aspects of designing an outdoor urban space that serves the selected site and community
- To build knowledge about materials, products, and installation (primarily Trespa products as an innovative solution for decorative and structural needs)
- To encourage the use of sustainable and universal design principles for development of both the building and the selected site*
- To design a facility that looks to the population, cultural and service needs of the selected community both now and into the future

- To introduce aspects of urban and large scale design challenges to architecture and design students

The designer (or team) may select a site from any metropolitan area in North America. The selected site must:

- be within a city that has a population greater than 25,000
- be connected to the city through some form of public transportation
- contain a minimum of two blocks in one direction (must contain a corner condition)
- be located in an neighborhood that would benefit from the new project and the added revenue
- not propose the demolition of any significant/occupied building to make space for the new development

Requests to disregard any of these requirements may be granted on a case by case basis. Any and all requests must be made to the AIAS prior to registration for the competition.

*The AIAS does not support or endorse specific credentialing programs in the determination of a buildings level of sustainability.

ELIGIBILITY

The competition is open to all students of architecture and design in North America (and members of the AIAS not residing in North America). Entries will be accepted for individuals as well as team solutions. Teams should be made up of no more than four students. Submissions should be principally the product of work in a design studio, building materials class, design charrette, or a person's spare time.

REGISTRATION

All information and materials needed to successfully participate in the competition are contained in this program document. There is no entry or submission fee required to participate in the competition for AIAS members. There is a \$10.00 submission fee for non-members. Competition entries may be the work of an individual or team.

Registrations must be completed through the competition Web site at www.aias.org/trespa by 5:00 pm, Eastern Time, on Monday, November 30, 2009.

Confirmation of registration will be emailed to individual(s) with instructions on submitting final design files. Please keep a copy of this confirmation for your records as verification.

If payment is needed for registration, payment through the Web site or a check or money order made out to the AIAS must be sent by the registration deadline in order to be successfully registered for the competition.

SUBMISSION REQUIREMENTS

Entries must be uploaded through the competition Web site at www.aias.org/trespa by 5:00 pm, Eastern Time, on Friday, December 4, 2009. If the submission is from a team of students all student team members will have the ability to upload the digital files. **Once the final submissions are uploaded no additional edits, uploads, or changes can be made.** Upon upload of the final submission each student will receive a confirmation email notification.

FILE FORMAT

A final Submission upload must contain the following files in a single (ZIP) folder not exceeding 20 MB*:

- Completed submission information cover page including all team members and faculty sponsors
- Each of the four 20"x20" boards as a high resolution Portable Document Format (PDF) file, or individually as 150 DPI Image (JPEG, or GIF) files
- A copy of the design essay as a high resolution Portable Document Format (PDF) file or Document (DOC) file

DESIGN ESSAY

A brief 500-word essay should appear as part of the presentation boards describing the most important concepts of the design project. The essay should explain how the design affects the dynamics of everyday use within the city entertainment center and how the design is expressive of the businesses and community that frequent the space. Keep in mind that the presentation should graphically convey the design solution as much as possible, and therefore it should not rely on the design essay for a basic understanding of the project.

*Winning designers will be required to submit a CD containing original files/images for use in competition publications and exhibit materials. All presentations must be suitable for black-and-white reproduction. Students may use color if desired, but must ensure that distinct colors will be readily distinguishable tones when reproduced in black-and-white.

EVALUATION CRITERIA

In addressing the specific issues of the design challenge, submissions will be evaluated on the following:

- Cleverness and appropriate use of Trespa panel systems (the percentage of Trespa products utilized will be evaluated)
- Creation of a City Entertainment Center that evokes a presence within the community
- Response to the specific usage of the street facade and site elements
- Implementation of sustainable and universal accessibility design principles for development of both building and site
- Demonstration of knowledge about materials, products, and installation contributing to a safe and usable design
- Clear and easily comprehensible design
- Originality

Award-winning entries will be selected by a jury no later than December 19, 2009.

AWARDS

On December 21, 2009, the award winners and honorable mentions will be announced via the AIAS Web site. The award winning entries will be displayed at the AIAS FORUM 2009 in Minneapolis, December 29, 2009 - January 1, 2010 and at the 2010 AIA Convention and Design Exposition in Miami, June 10-12, 2010. A press release listing the winning projects will be sent to the schools of all participating students as well as posted on the AIAS Web site (www.aias.org/trespa).

Winning students/teams and their AIAS chapters* will receive cash prizes totaling up to \$7,675, with the distribution as follows:

First Place	\$2,500 (AIAS Chapter: \$500)
Second Place	\$1,500 (AIAS Chapter: \$275)
Third Place	\$1,000 (AIAS Chapter: \$200)
Three Honorable Mentions:	\$500 each
Four Merit Awards:	\$50 each

The winning entries will be published in the spring 2010 issue of Crit, Journal of the AIAS. Trespa and the AIAS reserve the right to publish photographs of all entries and names of student entrants without compensation.

* If there is not an AIAS chapter at the student's school, the chapter prize money will go towards development of a new chapter there.

SCHEDULE

Monday, March 30, 2009	Competition officially announced
Friday, August 28, 2009	Jury members announced (announcement via competition Web site)
Monday, November 30, 2009	Deadline for competition registration
Friday, December 4, 2009	Deadline for competition submissions
Saturday, December 19, 2009	Selections made by the jury
Monday, December 21, 2009	Results posted on the AIAS Web site.
December 29, 2009 - January 1, 2010	Display of winning entries at 2009 AIAS FORUM in Minneapolis
Spring 2010	Publication of winning designs in Crit 69.
June 10-12, 2010	Display of winning entries at 2010 AIA Convention and Design Exposition in Miami

IMPORTANT NOTES

Upon receipt all entries become the property of the AIAS and Trespa. The AIAS and Trespa reserve the right to publish drawings, written descriptions, photographs and the names of entrants, without compensation.

To obtain additional promotional materials, receive program updates or inquire about concerns related to the competition please contact the American Institute of Architecture Students:

Attn: City Entertainment Center
1735 New York Avenue, NW
Washington, DC 20006-5292
T 202.626.7497
F 202.626.7414
E competitions@aias.org
www.aias.org/trespa

PROGRAM

OVERVIEW

Serving as both the gateway to the city for tourists and a social meeting space for the community, a city entertainment center should express the vibrant culture of the surrounding neighborhood. Furthermore, planned urban spaces must be the embodiment of a city's economic and strategic goals for the future. Many cities have looked to shopping and entertainment centers to contribute positively to the architectural fabric of the local community. Five basic principles should be addressed when designing a new City Entertainment Center:

1. Location to ensure maximum accessibility for the community
2. Clarity of design concept (addresses the needs for entrance and access for pedestrians, workers and service people)
3. A focus on sustainable design principles to ensure energy efficiency for both renters within the space and the cities carbon footprint
4. Development of an interesting and appropriate street facade for both pedestrian and motorists (use of design, Trespa products, material selection, landscape, space planning and circulation to produce a fully useable urban shell)
5. Overall design that is sympathetic of the surrounding community and existing architecture

Secondary programmatic functions of the Entertainment Center that must be incorporated in the final design include:

1. A portion of the design serves the community with social/community centered spaces
2. The design is designed to promote pedestrian access and a walkable environment
3. Facility has convenient parking (if required of the area)

SITE SELECTIONS

This competition suggests a program for an urban space containing specific building typologies. However the size and

square footage of the final design can vary depending on site conditions, urban density and height constraints imposed by the surrounding community. A collection of overall space planning percentages are offered as a general guideline for the entertainment center.

Designers are asked to investigate a solution for a self selected site from any metropolitan area in North America. The selected site must;

1. be within a city that has a population greater than 25,000,
2. be connected to the city through some form of public transportation,
3. contain a minimum of two blocks in one direction (must contain a corner condition),
4. be located in an neighborhood that would benefit from the new project and the added revenue, and
5. not propose the demolition of any significant/occupied building to make space for the new development.

As you select your site, keep in mind the minimum size of the program. Thorough research on the specific site location, along with a comprehensive understanding of site conditions will be necessary to successfully complete this program. The program encourages competitors to develop strong ideas about sustainable design with regard to the site and building.

All designers should consider the site and building from an accessibility standpoint. Consideration should be given to ensure that designs comply with the Americans with Disabilities Act. For more information designers should consult with the US Access Board at www.access-board.gov or 800.872.2253.

planning

SPACE REQUIREMENTS

The program gives recommendations for space allotment. The percentages refer to the overall square-footage within the entertainment center and do not represent the required breakdown of building or space types present at street level.

10%	Residential*	
	Rental Units	7%
	Condominiums	3%
25%	Commercial*	
	Office Space	10%
	Retail (Street Level)	15%
40%	Hospitality/Entertainment*	
	Theater	15%
	Sit-down Restaurants	10%
	Casual Restaurants	10%
	Coffee Shop/Boutique Cafe	5%
15%	Exterior Spaces	
	Park/Green Space	3%
	Stage/Amphitheater	7%
	Pedestrian Paths	5%
10%	Service	
	Parking (Garage)	7%
	Parking (Surface)	3%
	Transit Area (cab stand, bus shelters, light rail station, etc.)	(as needed)
	Alleyway	(as needed)

percentage

Total space allotment

**Space planning and elevations only. General floor plans or spatial designs only needed if essential to convey design intent.*

DEFINITIONS

Residential - With so many activities, shops and places to eat the entertainment center is a logical place to offer some residential space. The best way to have community buy-in for a new development is to offer modern and upscale living spaces to draw in a permanent crowd. A single mixed-use building or multiple upper story living quarters offer residents a dynamic neighborhood while allowing for privacy between the entertainment center and living space.

The biggest problems with adding living space to a city development is the need for privacy, sound control and security. Creative use of screens, materials, views and elevation tend to offer the best design options without making the spaces affordable to only a select few. A floor plan and necessary images of a single unit is requested to understand how the design addresses these issues within the site.

Commercial - A new development such as an entertainment center brings along the potential for both retail and office space. The lively atmosphere and buzz created by a newly designed urban space attracts businesses for both retail and staging. The mixed use and draw of people to the site offers new clientele and business opportunities. Offices and shops mixed among the restaurants and entertainment allows for the site to be viable during the day as well as evenings and weekends. Typical businesses that purchase or rent space in these urban settings include salons, banks, music stores, designer showrooms, galleries and owner operated businesses.

Hospitality/Entertainment - Making up over half of the built space on your site, the hospitality and entertainment spaces define the space. These areas are also most often associated with more radical or non-traditional design elements. Typically the architecture conveys the liveliness of their programming through none traditional shapes, colors, lighting and signage. This also adds to the flavor of the urban space, giving the site a unique personality.

Depending on the overall size of your site the theater may be a single screen show house or a modern day multi-plex offering the best and latest in the theater going experience. Similarly the surrounding food services need to add to the overall character of the entertainment programming. Interior and exterior seating should be considered when developing the selected site.

Exterior Spaces - The natural environment is as important as the built environment. Green space and designed exterior spaces not only add dimension to the overall site but offer small vignettes of nature within the urban surroundings. The site does not need a “central park” patch of land, but rather small green spaces spread out over the entire site allow for a more user friendly environment.

An additional benefit of green space is its ability to function as programmable space. Developing an exterior amphitheater space allows for evening concerts, community plays, holiday events and other group activities. The space does not need to fit a stadium sized crowd, but rather offer a green space with some form of structure or pavilion for outdoor performances by local theater and music groups.

Service - As a destination within the city, a large number of people will need transportation to and from the site. While public transit and pedestrian travel is preferred in urban spaces, inevitably automotive transit will be used. There are multiple ways of handling your site’s vehicular traffic. Some cities have opted for boulevard systems or pedestrian only areas with larger parking structures placed on site but off the main thoroughfare. This allows your site to be more natural with a human element of scale.

Depending on the location of your selected site, adverse weather conditions and cultural bias may make this option unwise. Developing a more straightforward plan to mitigate a large chunk of your vehicular traffic in surface parking and strategically locate parking garages may offer a more user friendly approach in these areas. Additional transit options including cab stands, bus routes, light rail stops, bicycle lanes and back alleys should be considered when developing your overall service plans for the site.

DRAWING SUGGESTIONS

To best convey the design intent of this large scale project some specific drawings should be included:

- General site plan within city context
- Detailed site plan with landscaping, materials, surfaces and circulation paths indicated
- Elevations of all street facades and interior spaces as needed to demonstrate the design intent and use of Trespa Architectural Panels

ADDITIONAL RESOURCES

- Sections through site (including street section)
- “Pedestrian point-of-view” renderings or perspectives of the main streetscape
- Additional floor plans and renderings as needed to convey overall design
- Minimum of one detail or complete wall section of a Trespa Wall System used within the design (interior or exterior)

ADDITIONAL CONCERNS

One of the main challenges of this competition is to design an attractive and current entertainment center that will continue to serve the needs of its community in a creative and sustainable manner for years to come. In many cities a newly developed city entertainment center serves not only as the focal point for tourists but as the identity and architectural precedent for future buildings, both civic and public. The **minimum** estimated percentages for space should not be the limiting factor of your design. This is your opportunity to develop an economic and creative urban space that will serve as a new architectural identity for your selected site’s community.

Depending on the selection of the site, some or none of these design elements are required in the design of the site:

- Vehicular Access
- Pedestrian Access
- Bicycle Access
- Bicycle Racks
- Site Lighting
- Storm Water Run-off
- Trash Collection/Recycling

All site improvements should be designed to help in the overall performance of the buildings and must meet local building and zoning codes.

Trespa International

www.trespa.com

Go to the “Trespa Products and Solutions: Exterior” section to learn about the wide range of products that will work great in your design.

Visit applications to learn about how Trespa products are made and used in buildings

U.S. Green Building Council

www.usgbc.org

Accessibility/ADA (US Access Board)

<http://www.access-board.gov>
800.872.2253

Mayors Institute on City Design (MICD)

<http://www.micd.org/>

CNU Project Database

<http://www.cnu.org/search/projects>

Sample of a City Entertainment Center (PDF)

<http://www.ci.lynnwood.wa.us/Docs/CCP-DesignGuidelinesMarch2005.pdf>

American Planning Association

<http://www.planning.org/>

U.S. Green Building Council

www.usgbc.org

Additional resources can be found at the competition website:

www.aias.org/trespa

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