



# Architectural Design Competition

Location: COS, Tulare College Center

## CHAIRMAN:

Lisa Baesemann, Architect

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College of the Sequoias

Industry & Tech Department

## "INTERLOCK"

### PRE-COMPETITION PRACTICE:

The computer program SketchUp will be used for the competition. Competitors are advised to go to the SketchUp website at [WWW.SKETCHUP.COM](http://WWW.SKETCHUP.COM) to download the computer program to practice. Use dictionary.com and the internet to assist with "INTERLOCK" ideas. **This is only recommended. High School Instructors are free to send their students without preparation.**

### COMPETITION SCHEDULE:

9:00 am	Arrive at COS Tulare Campus
9:15 am	Roll Taken
9:15 -11:45 am	Competition Duration
12:00 pm	Depart Tulare Campus to return to Visalia for lunch, exhibitors, awards ceremony

### ELIGIBILITY:

High School students only. Individual entries only. 25 Maximum participants.

### COMPETITION DESCRIPTION:

A city has hired you, a famous architect, to design an architectural sculpture for a local park. The sculpture shall convey the concept of "INTERLOCK". The computer program SketchUp shall be used to generate the design.

### PRESENTATION REQUIREMENTS:

One (1) color 3D View in a park setting on 8 1/2" x 11" paper.

Indicate your name.

Show a 6'-0" high human figure, landscaping, sidewalk and bench.

Feel free to print an extra copy to take home.

### EQUIPMENT AND MATERIALS:

Bring a Thumb Drive to save your work.

Bring a Sketchbook and Writing Instrument to explore ideas.

Printing will be provided.

### JUDGING CRITERIA:

Projects will be judged by local architects based on the following criteria:

Adherence to Project Requirements, Design Quality, and Graphic Presentation.