

ARCHITECTURE COMPETITION

# ARCHHIVE

## ARCHITECTURE IN VIRTUAL REALITY

COMPETITION CONDITIONS



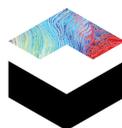
POWERED BY:



VIVIDLY

Bee Breeders architecture competition organisers  
in partnership with  
**VIVIDLY – Virtual Reality Check**  
have prepared this document for  
the purpose of arranging the  
*ARCHHIVE: ARCHITECTURE IN VIRTUAL REALITY*  
architecture competition.

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architecture competition organisers  
hello@beebreeders.com  
beebreeders.com



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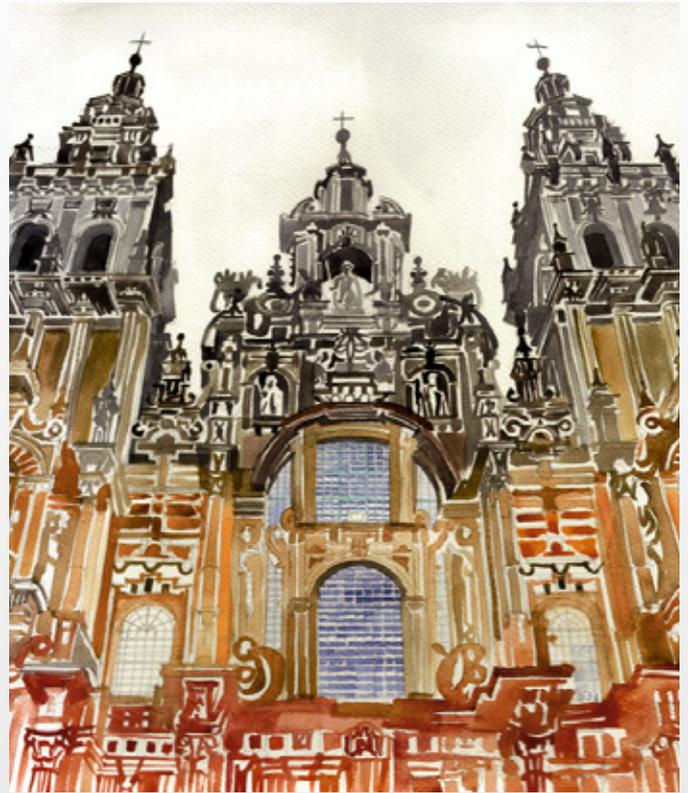
# INTRODUCTION

Architecture digitalization is having a huge impact on the lives and work of architects, allowing them to create and deliver their message to potential clients in an often more efficient manner. Working in partnership with the revolutionary virtual reality software company “Vividly”, Bee Breeders are looking to explore the capabilities of this digital tool to create a unique virtual reality based exhibition gallery to be known as the Archhive.

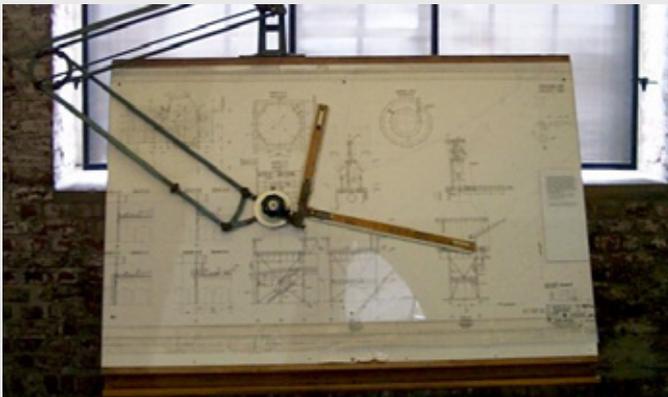
# COMMUNICATING ARCHITECTURE THROUGH TIMES

As new technology is developed, architects have greater access to resources and can share their designs with an ever-widening audience. And while digitalised architecture designs are fast becoming the norm, architecture tools have seen a steady if slow evolution over the years.

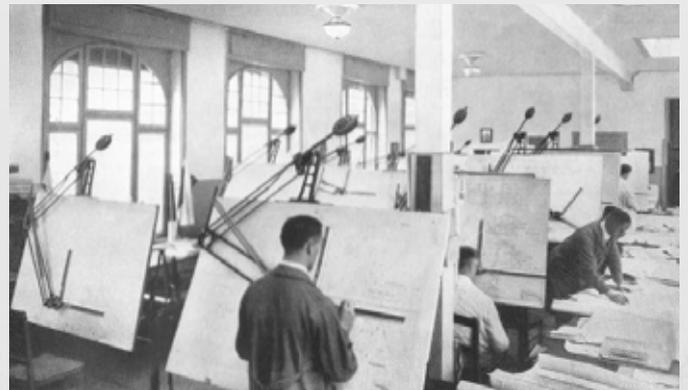
The first major leap in architecture technology came at the turn of the previous century, before which architectural drawings were practically works of art. They were valuable collectibles that were often created using watercolours. It was a requirement of the patent office that if designs were to be patented, they would need to be supplied in a more standardised format, like engineering drafts. Charles H. Little created the Universal Drafting Machine in 1901, which allowed drafters to create perpendicular and parallel lines without depending on compasses and T-squares as they had previously.



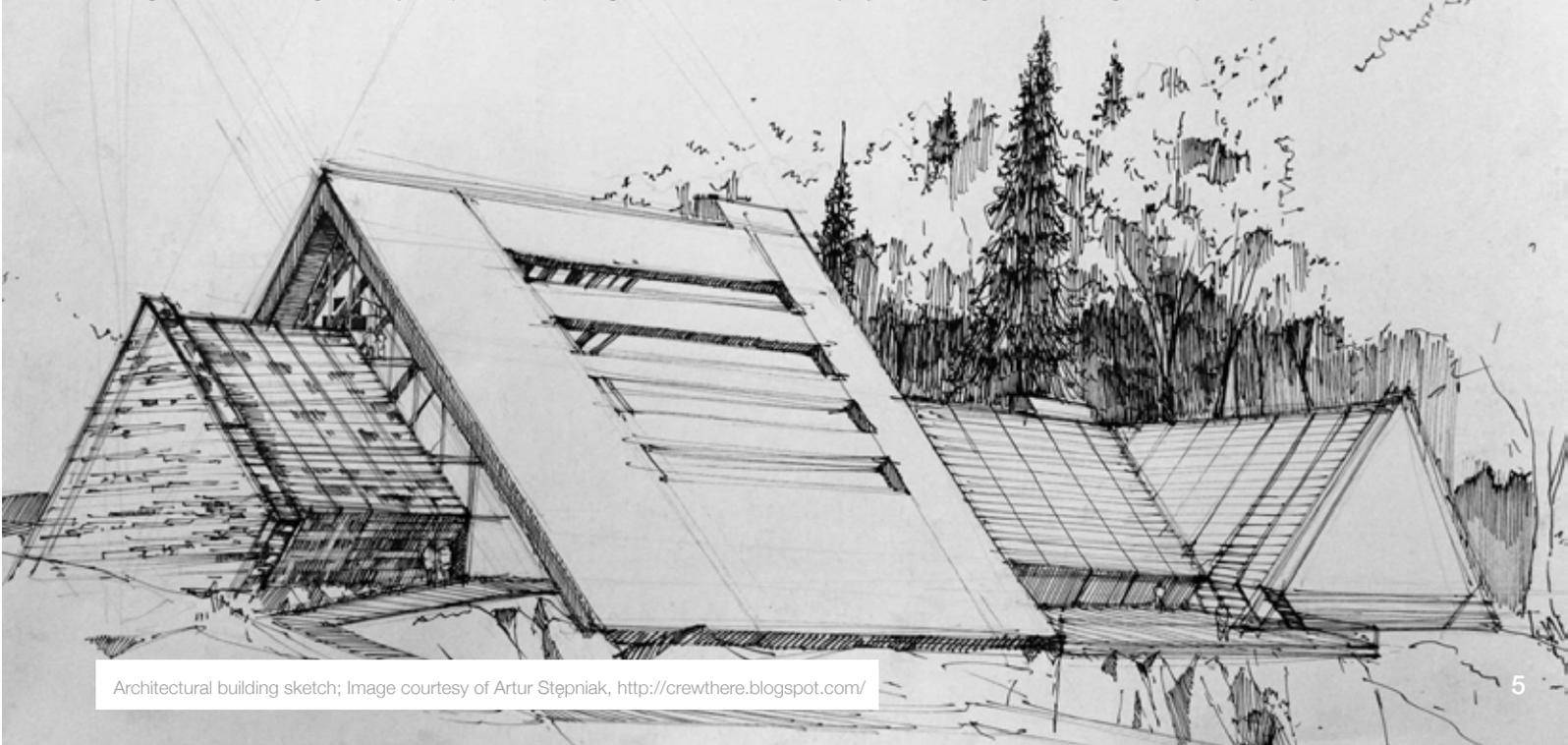
Watercolor work of Santiago de Compostela;  
Image courtesy of <http://fractal-kiss.deviantart.com/>



Drafting machine table; Image courtesy of <https://en.wikipedia.org/>



Heyday of the drafting machines; Image courtesy of <http://schmidt-haensch.com/>



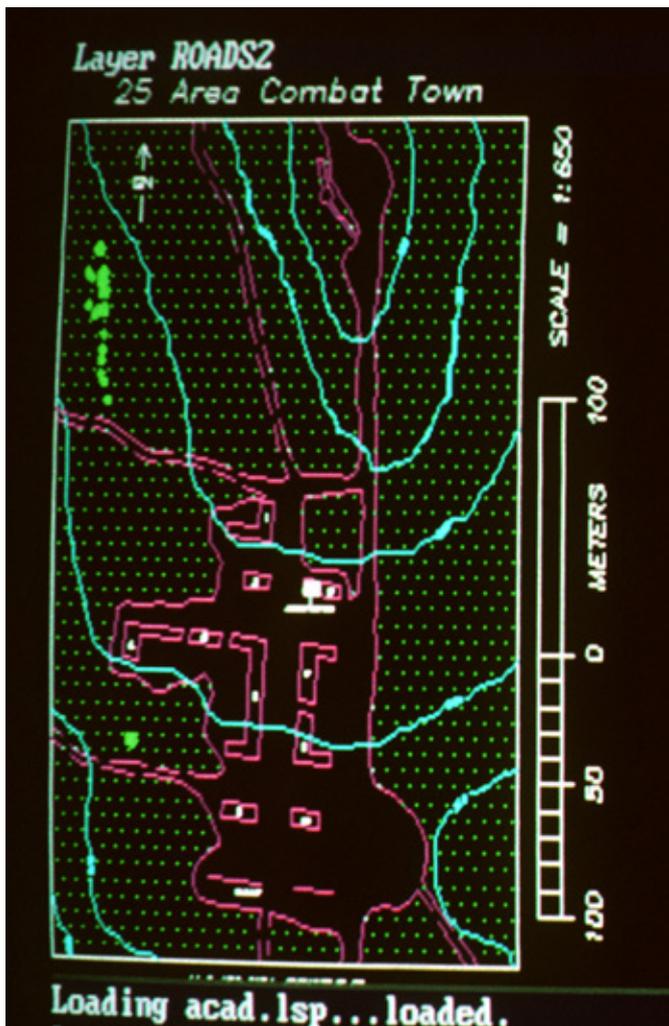
Architectural building sketch; Image courtesy of Artur Stępnik, <http://crewthere.blogspot.com/>

From that point on, the most influential forces driving architectural technology advancements were the military, automotive and aerospace industries. These industries began collaborating directly with universities and other research institutions, and this collaboration resulted in the first CAD/CAM systems being developed in the late 1960s. Though technology advanced throughout the 60s and 70s, computers remained far too expensive to be used individually until the PC explosion in the 1990s.

The appearance of Autodesk, and its first version of AutoCAD in 1982, opened the door to the world of 3D modelling and became a strong competitor in the field of digital representation, form-finding, and system development. Since then the architectural community has seen a cascade of software debuts, and the evolution of software has meant that architectural firms now have a greater demand for fast and reliable computer systems they can use for architectural visualization. The constant technological advances make it hard to imagine that only a few decades ago, designers were manually drawing splines and struggled to create simple geometric modifications.



AutoCAD v1.0., 1982; Image courtesy of <https://aehistory.wordpress.com/>



AutoCAD used for US Navy needs; Image courtesy of <http://www.wikiwand.com/>



Modern 3D Architectural Visualization; Image courtesy of <http://www.intiaz.com/>

# DIGITAL ARCHITECTURE

Digital architecture is an exciting new venture that allows for unparalleled expression and creative thinking. Without the limitations of physical construction, digital architecture often leads to a collaboration between architects and artists. Projects like the Panther Modern\* - <http://panthermodern.org/> create a virtual space that can be digitally explored as if in real life. The Panther Modern is a file-based exhibition space that encourages artists to create site-specific installations for the internet.

Artists are able to choose the format in which their installations can be experienced as there is a huge variety of methods available in this totally digital space, and completed rooms can be added to the existing architecture allowing the space to change with each project.



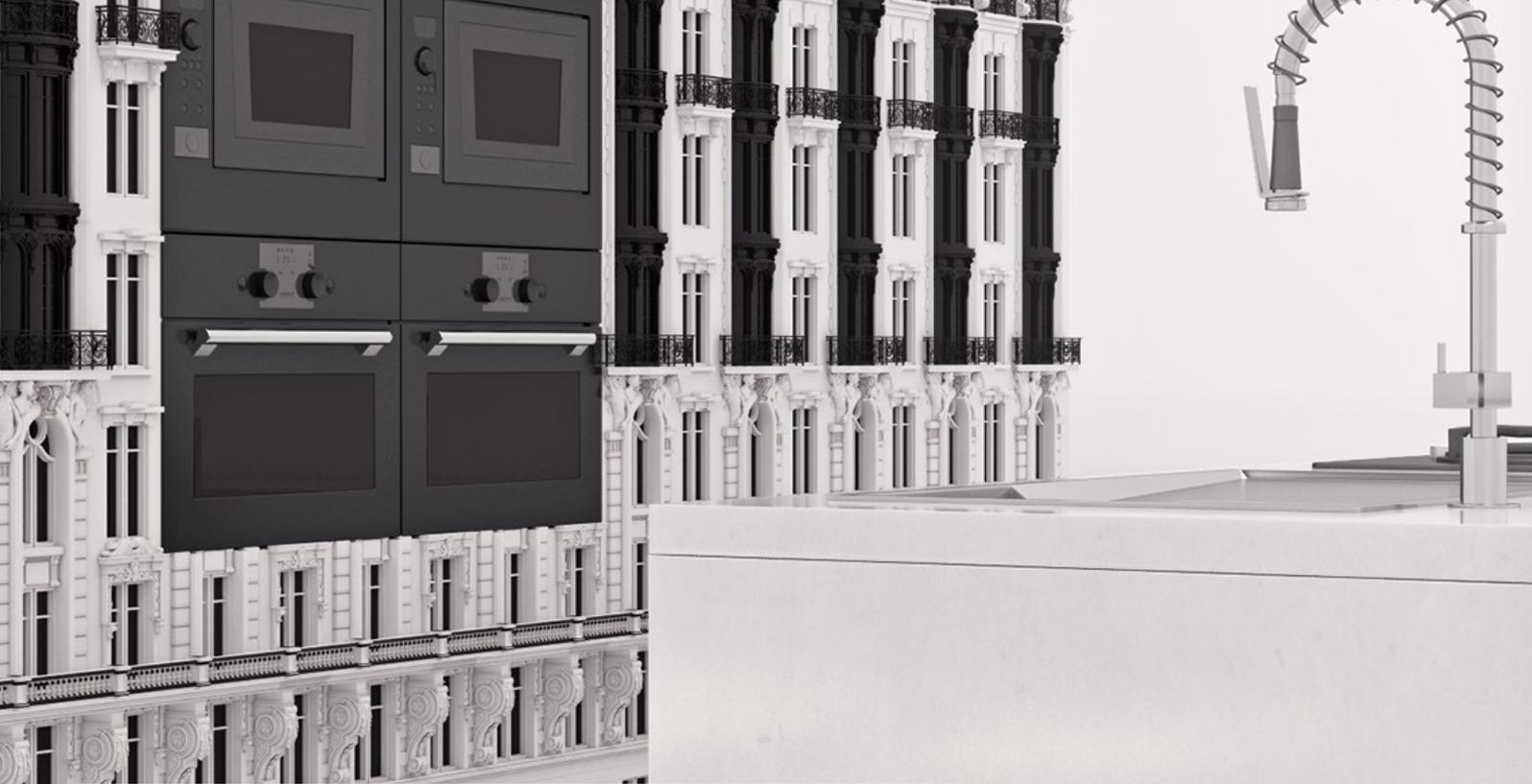
Panther Modern virtual room structure; Image courtesy of <http://panthermodern.org/>

\*As stated on Panther Modern Facebook page - the website is currently offline but will be operating as normal by November.

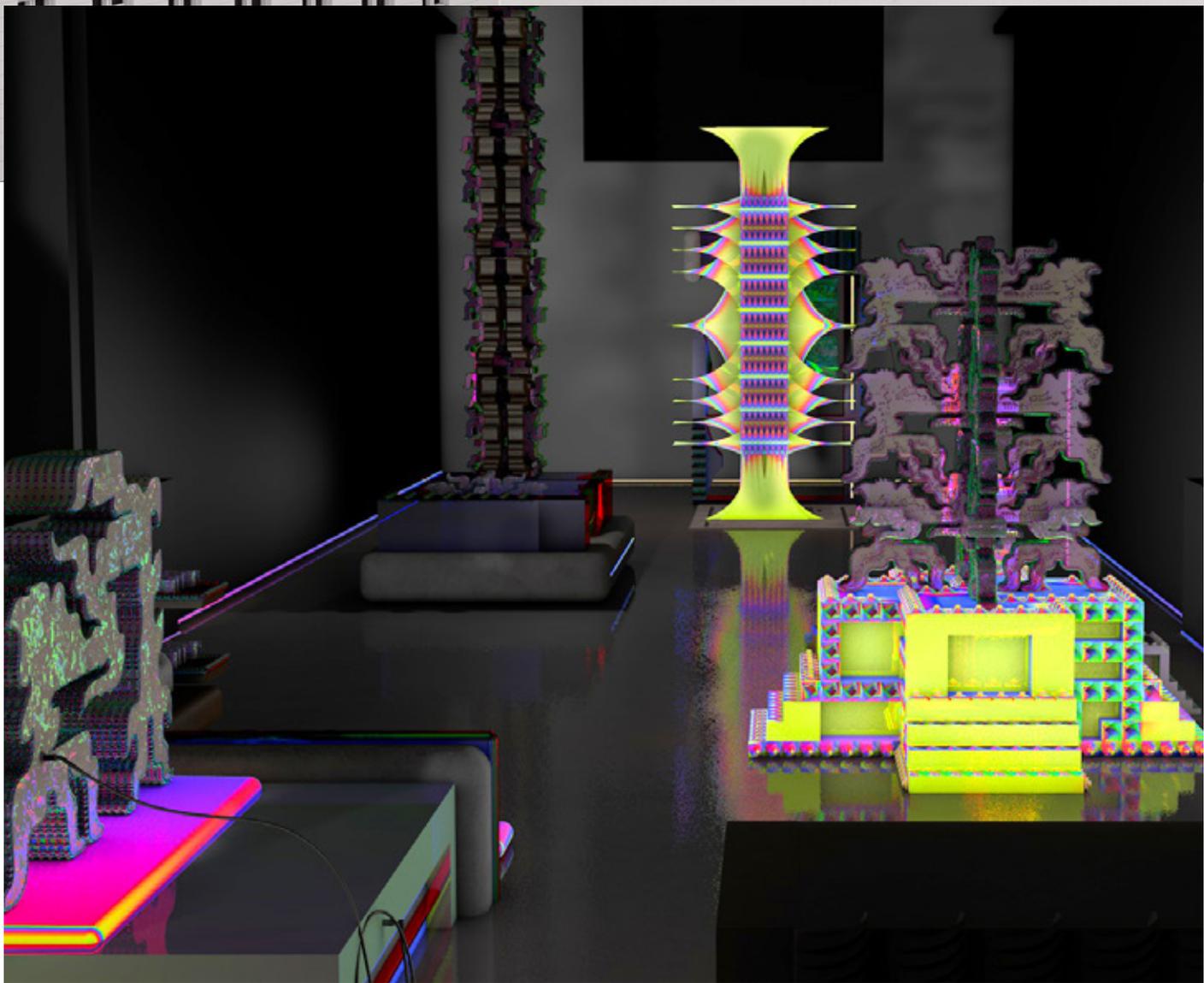


Room Fourteen "JONATHAN MONAGHAN" in Panther Modern; Image courtesy of <http://panthermodern.org/>



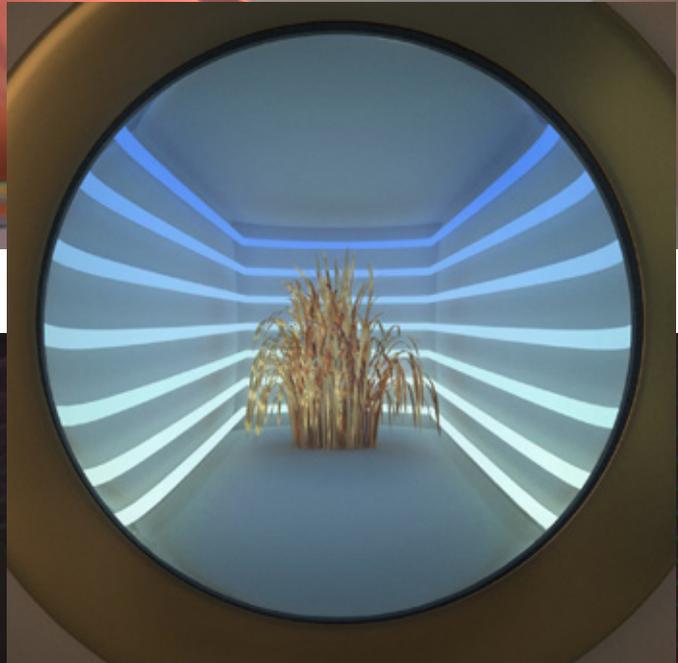
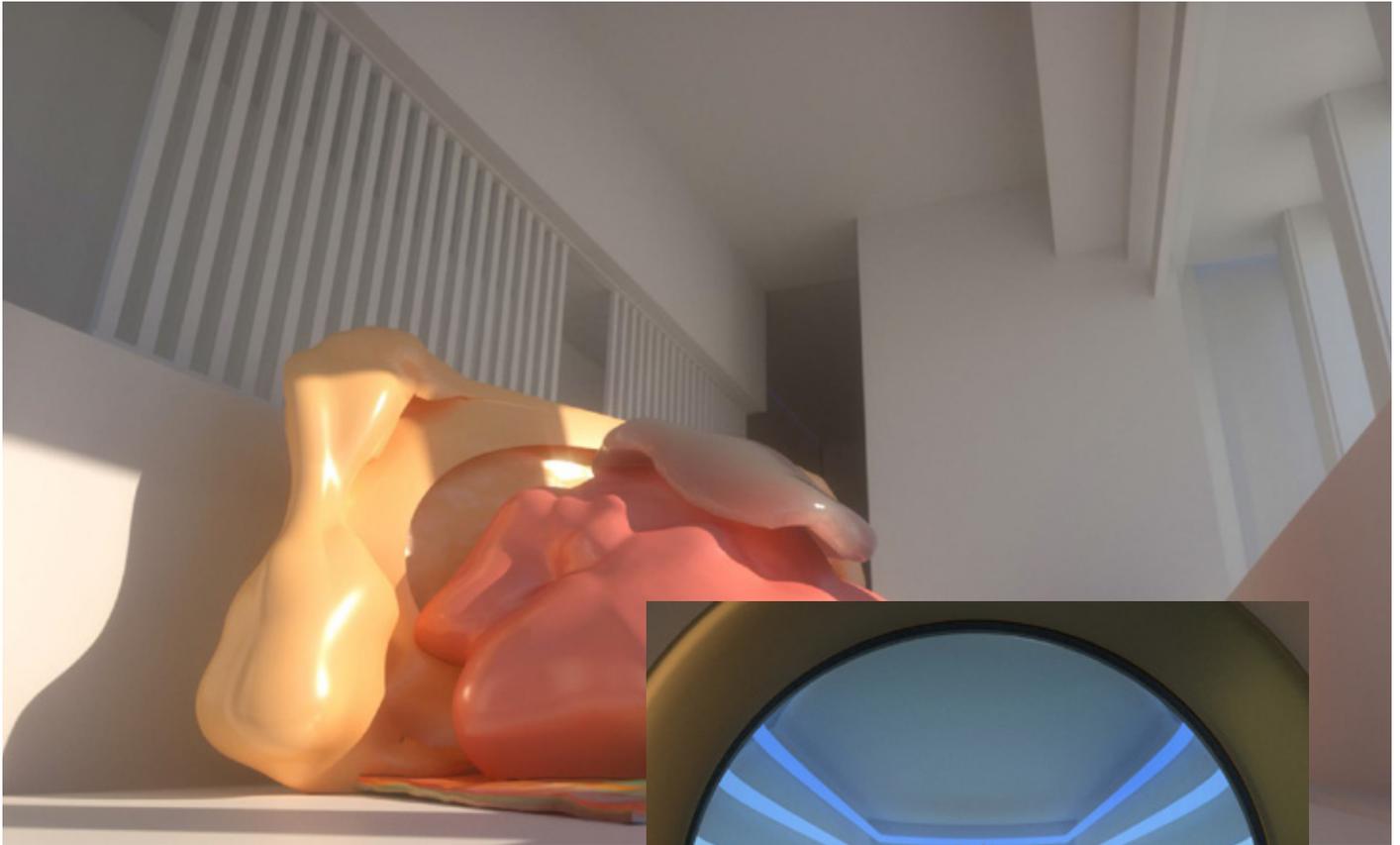


Room Fourteen "JONATHAN MONAGHAN" in Panther Modern; Image courtesy of <http://panthermodern.org/>

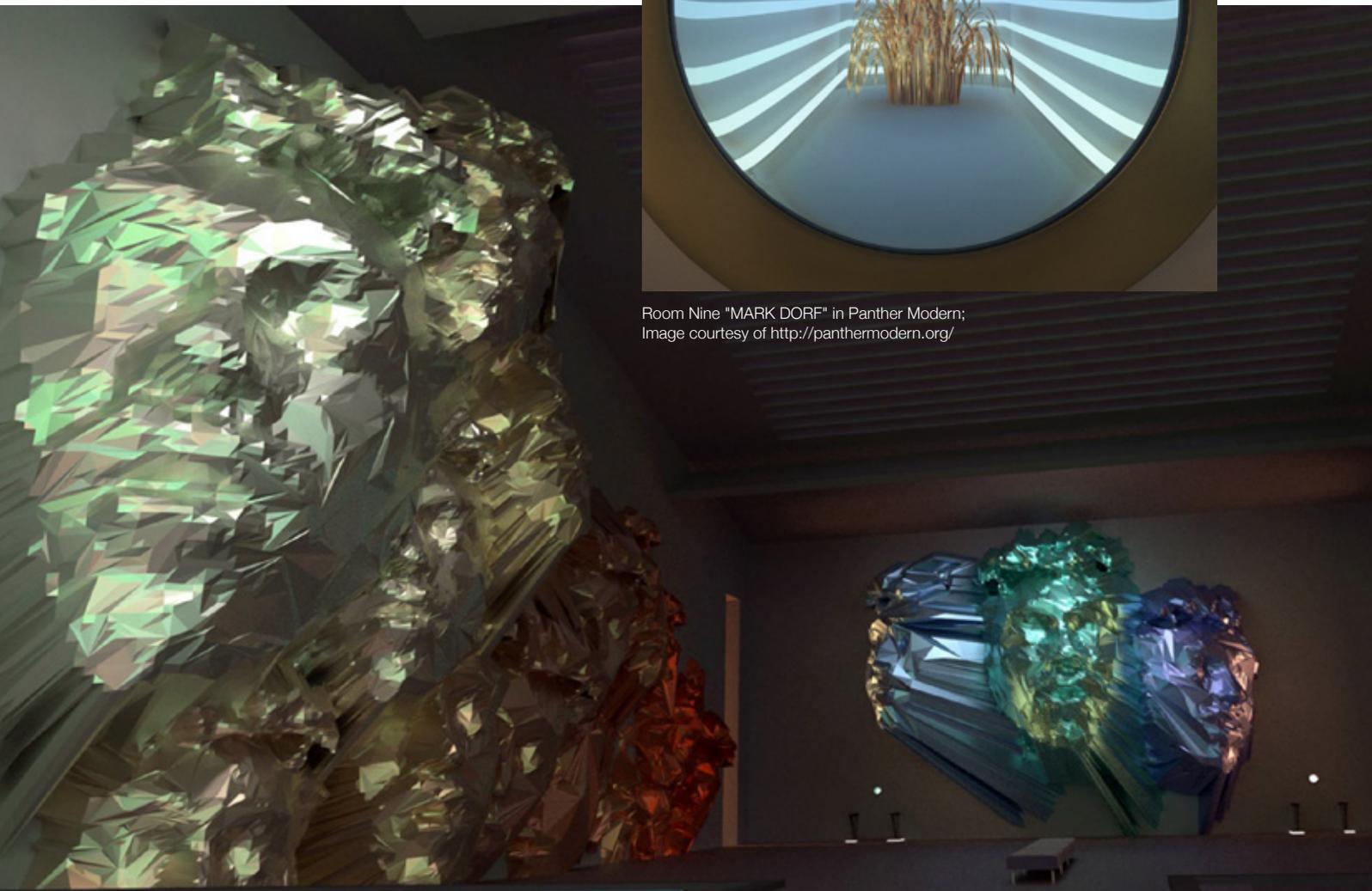


Room Ten "MSHR - BRENNAN MURPHY AND BIRCH COOPER" in Panther Modern; Image courtesy of <http://panthermodern.org/>

Room One "OLIVER HAIDUTSCHEK" in Panther Modern; Image courtesy of <http://panthermodern.org/>



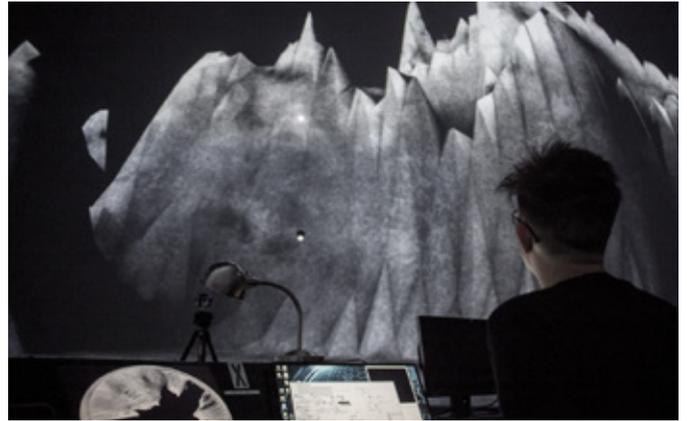
Room Nine "MARK DORF" in Panther Modern; Image courtesy of <http://panthermodern.org/>



Room Nine "MARK DORF" in Panther Modern; Image courtesy of <http://panthermodern.org/>

Brussels-based French visual artist Joanie Lemerrier unveiled an audiovisual performance inside St-Michel Basilica in Bordeaux in 2016 which was part of the ECHO A VENIR festival. The piece, known as ARTEFACT, was a monumental site-specific piece that embraced the church's gothic architecture, and combined it with live organ melodies and electronic sounds.

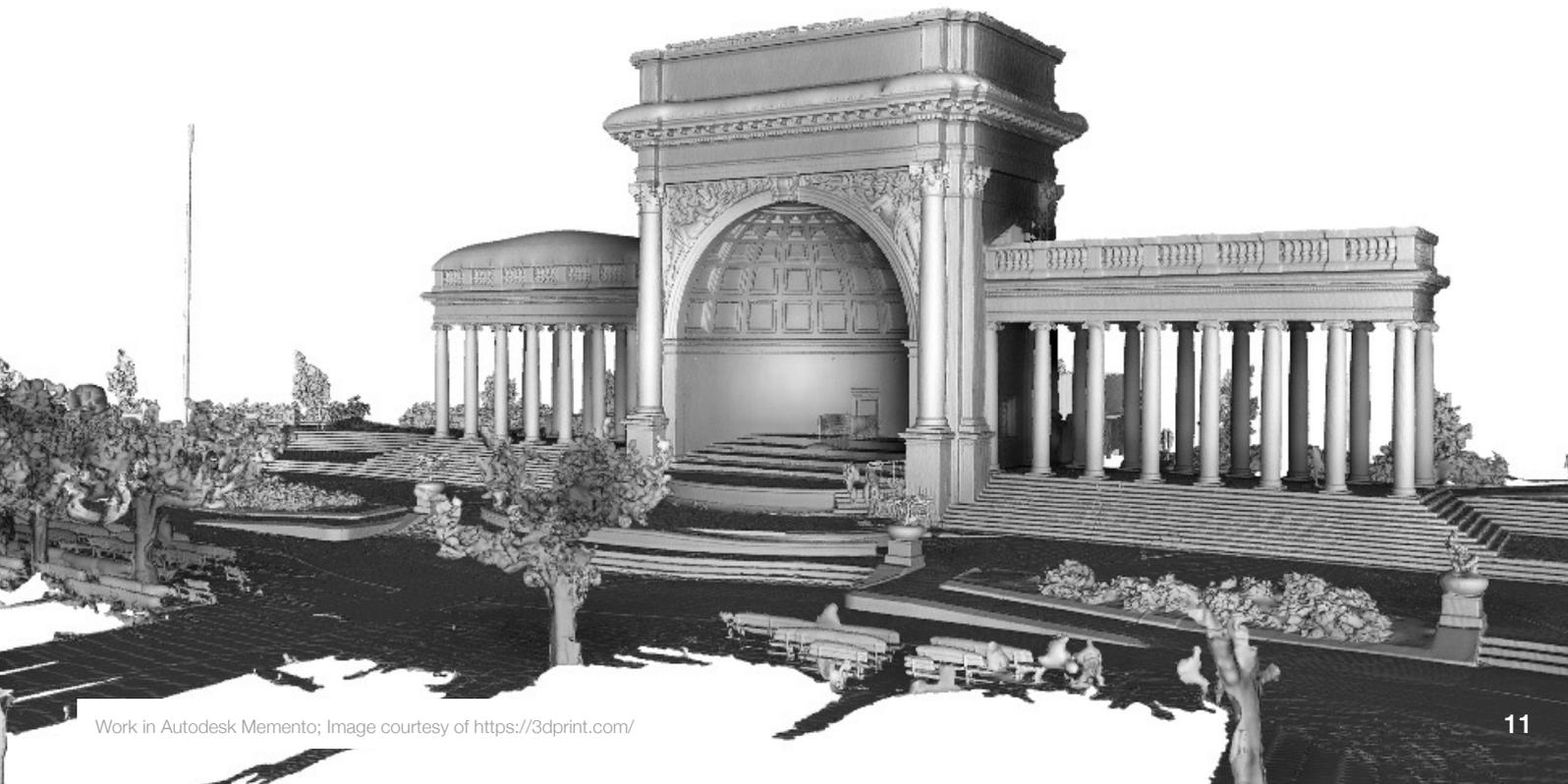
It was created using new tools and photogrammetry to reconstruct a model of the whole cathedral, and the entire piece was modeled virtually. The eclectic aspects of this installation were made by a mix of sounds and an Autodesk Memento and vvvv-generated visual environment.



Joanie Lemerrier performing; Image courtesy of <https://vimeo.com/>



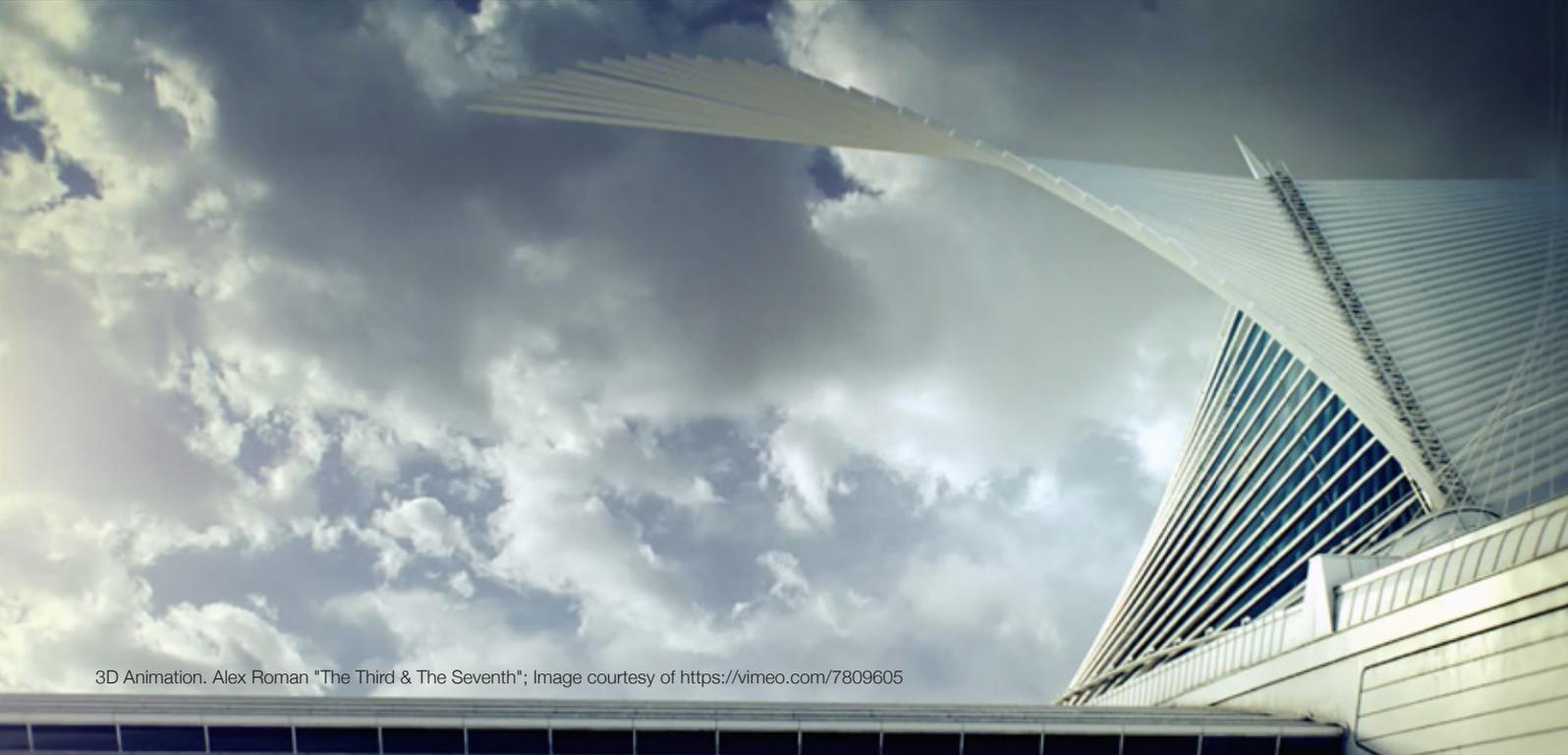
Joanie Lemerrier's ARTEFACT; Image courtesy of <https://vimeo.com/148405558/>



Work in Autodesk Memento; Image courtesy of <https://3dprint.com/>



3D Animation. Alex Roman "The Third & The Seventh"; Image courtesy of <https://vimeo.com/7809605>



3D Animation. Alex Roman "The Third & The Seventh"; Image courtesy of <https://vimeo.com/7809605>



3D Animation. Alex Roman "The Third & The Seventh"; Image courtesy of <https://vimeo.com/7809605>

# VIVIDLY - VIRTUAL REALITY CHECK

Vividly is an innovative company that have created technology that easily allows 3D models to be converted into a virtual reality experience. The advantages of incorporating this technology in the early stages of project development are significant. Immersive virtual reality allows clients and developers to experience the feel and inner workings of a project long before the first brick is even laid.

The software that allows architects and designers to visualise and experience their designs in virtual reality leads to a more thorough understanding of the project, and allows them to make changes where necessary that can reduce costs significantly.

Find Vividly online:

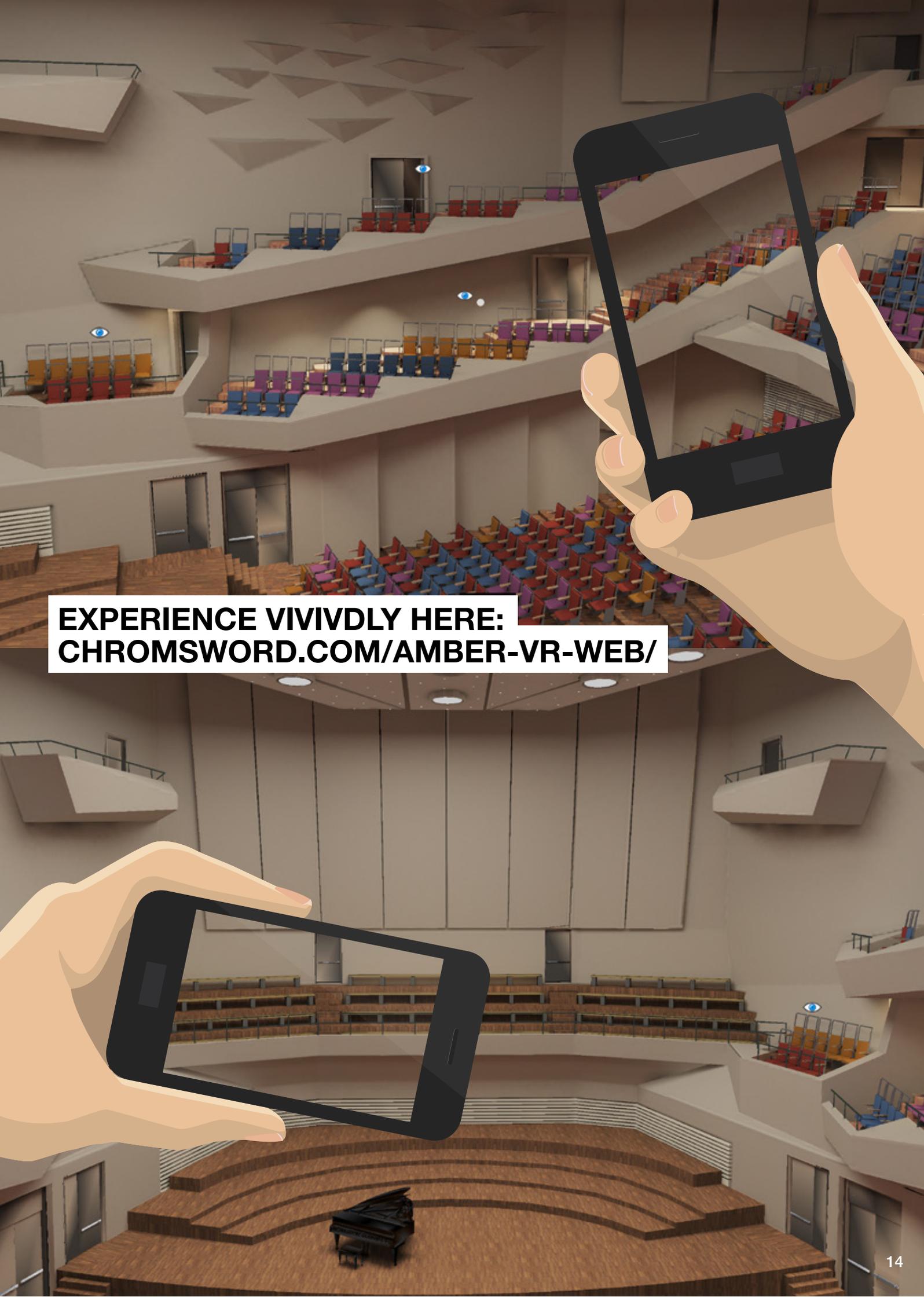
**Website:** [vividlyapp.com](http://vividlyapp.com)

**Facebook:** [facebook.com/VividlyApp](https://facebook.com/VividlyApp)

**Twitter:** [twitter.com/Vividlyapp](https://twitter.com/Vividlyapp)

**SM Tag:** #vividlyapp





**EXPERIENCE VIVIDLY HERE:  
[CHROMSWORD.COM/AMBER-VR-WEB/](http://CHROMSWORD.COM/AMBER-VR-WEB/)**

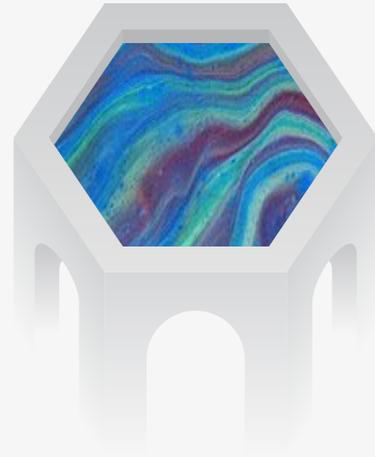
# THE COMPETITION

## ARCHHIVE: ARCHITECTURE IN VIRTUAL REALITY

For the ARCHHIVE: ARCHITECTURE IN VIRTUAL REALITY competition, participants are being tasked with designing a virtual exhibition gallery in which to showcase Bee Breeders' former and upcoming competition winners. This digital hall of fame would exist entirely online and would allow visitors from all over the world to “walk” around this virtual gallery and explore the work of the selected previous winners as well as occasionally invited guest contributors.

This competition allows architects to work with any digital 3D modeling tools they prefer, and since the exhibition space would exist solely in virtual reality, there are no construction restrictions. It's all about the virtual reality's architectural spatial quality.

The selected Archive winners design will be realised as a new digital project - [archive.info](http://archive.info) - providing significant publicity for the designers of this virtual gallery. The Archive is being planned as a large scale media project that will run indefinitely, launching soon after the completion of the competition.



# AVENUE PROGRAMME

We ask that the participants accommodate several functions in addition to the Archhive's primary purpose of acting as a virtual Hall of Honour, permanently exhibiting the selected Bee Breeders' architecture competition winners. In addition to the Hall of Honour, the Archhive would also feature a Guest Artists Hall, where invited artists and architects would temporarily install their exhibitions.

Expected functions:

- **Reception** - an area where the virtual reality “walk” begins and that allows the visitors to choose between the Bee Breeders Hall of Honour and the Guest Artists Hall.
- **Hall of Honour** - permanently exhibiting the selected Bee Breeders' architecture competition winners. There would initially be 5 projects on display, growing to a maximum of 25. The area must be coherently organised and presented, with a clear explanation of the strategy on how the spaces can be added easily to the existing gallery in order to allow it to grow and accommodate additional presentations. The spaces must be neutral enough to exhibit the miniature installations that would function as the representation of certain former Bee Breeders' architecture competition winners work. These “miniature installations” would act as a gateway, allowing visitors the option to select that particular project to explore in greater detail in full size virtual reality.
- **Guest Artist's Hall** - an iconic space that would also function as the “heart of the Archhive.” This space would be offered to invited artists and architects to be temporarily modified by merging it with their proposed 3D installations/sculptures. Recommended area 60-90 m2.

*The AVENUE PROGRAMME is flexible, open for modifications and improved development strategies.*

# RESTRICTIONS AND RECOMMENDATIONS

This competition allows architects to play with or utilise any 3D modeling tools without being restricted by gravity or construction restrictions. The primary project focus should be based on architectural spatial quality of this virtual environment.

The gallery visitor will be human size, and it is recommended to keep the gallery to a human-friendly scale.

# SUBMISSION REQUIREMENTS

- Participants are required to upload four (4) A2 landscape-orientated presentation boards (must not exceed 5mb per .jpg/.jpeg file) with sketches, renders, plans, sections, elevations, diagrams and/or other presentation tools to explain their proposal.
- 3D Models must be prepared by following the setup guidelines below, and submitted at the Bee Breeders administrator's request. **Only the selected top 40 projects** will be asked to submit the 3D models.
- No video files are accepted.
- All information provided in writing must be in English.
- All submissions must be uploaded via the beebreeders.com upload panel. Access information and instructions on how to upload the presentation panel are issued to participants via email immediately after successful registration.
- Presentation boards must not indicate any information related to the individual's/team's identity.

Participants that do not comply with the requirements will be disqualified without a refund.

# SUBMISSION CONTENT



Multiple internal and external perspectives demonstrating the spatial qualities of the building. Clear and coherent building plan layout and clearly explained visitor circulation system;



Explained presentation method for the Hall of Honour miniature installations. Some examples could include a project presentation on the “wall” as an image(s), or a smaller 3D model that visitors can “walk” around before selecting it to explore it in full virtual reality. Participants are encouraged to present alternative solutions.



Clearly explained strategy on how to effectively and coherently add new gallery spaces to present the new Hall of Honour winners with maximum exposition count reaching from 5 to 25 presentations.

3D models must be prepared by following the setup guidelines below, and submitted at the Bee Breeders administrator’s request. **Only the selected top 40 projects will be asked to submit a 3D model.**

3D modeling requirements:

## 1. Materials:

- The materials available in the software library are preferred.
- No material properties are transferred except the color and texture. Other attributes such as shininess, glossiness, transparency etc are not transferred.

## 2. Meshes:

- No more than 40 meshes are allowed (some can be combined).
- A mesh must not exceed 60,000 vertices.
- If materials are added to the model, the .mtl file must be provided along with every texture. Please note - only the colour and texture of each material will be used.
- Maximum allowed texture size - 1024x1024. If there is more than one texture in the scene the recommended size must not exceed 512x512.

## 3. Interior objects:

- The use of low-poly objects is strongly recommended.
- All objects must be located in a separate layer.
- Objects should not exceed 60k vertices.

## 4. Export to obj:

- The .mtl file that stores all the used materials must be provided with the obj file.
- Obj file must be less than 10mb.

## Webinar:

The selected top 40 teams will receive invitations via email to attend the "How to prepare your 3D model for submission" webinar. This webinar will allow the shortlist of participants to get their questions related to the model building answered, after which the teams will be given 2 days time to prepare the models and send them for further evaluation.

Please note the webinar will address questions ONLY regarding the technicalities of the 3D model submission. All questions regarding the competition must be addressed via email.



## PRIZES

3 winning proposals and 6 honourable mentions will be selected. Bee Breeders will award a total of US \$5,000 in prize money to competition winners as follows:

 <p>Prize money <b>US \$5,000</b></p> 
<p>1st Prize <b>US \$3,000</b></p>
<p>2nd Prize <b>US \$1,500</b></p>
<p>3rd Prize <b>US \$500</b></p>
<p><b>+ 6 HONOURABLE MENTIONS</b></p>

### PRODUCTION and PUBLICITY:

The selected "Archive" winner's design will be realised as a new digital project - **archive.info** - providing significant publicity for the designers of this virtual gallery. The Archive is being planned as a large-scale media project that will run indefinitely, launching soon after the completion of the competition and will be promoted via a strong, continuous media presence.

### CERTIFICATE:

Bee Breeders will also acknowledge the outstanding performance of all winners and honourable mentions with Certificates of Achievement.



### \*\*WEBINAR:

The selected top 40 teams will receive invitations via email to attend the "How to prepare your 3D model for submission" webinar. This webinar will allow the shortlist of participants to get their questions related to the model building answered, after which the teams will be given 2 days time to prepare the models and send them for further evaluation.

Please note the webinar will address questions ONLY regarding the technicalities of the 3D model submission. All questions regarding the competition must be addressed via email.

## REGISTRATION FEES

	Enthusiasts and companies	Students*
Early Bird Registration	<b>US \$80</b>	<b>US \$60</b>
Advance Registration	<b>US \$100</b>	<b>US \$70</b>
Last Minute Registration	<b>US \$120</b>	<b>US \$80</b>

\* See requirements here: [beebreeders.com/competition-registration-types](http://beebreeders.com/competition-registration-types)



**VIVIDLY LICENSES x100**

The first 100 registered teams will receive exclusive access to Vividly software for free. The recipients of the licenses will be notified after the registration deadline.

## COMPETITION SCHEDULE

Early Bird Registration  
**SEPTEMBER 29 - OCTOBER 19**

Advance Registration  
**OCTOBER 20 - NOVEMBER 23**

Last Minute Registration  
**NOVEMBER 24 - JANUARY 11**

Closing date for registration  
**JANUARY 11, 2017**

Closing date for submission  
**FEBRUARY 1, 2017 (11.59pm GMT)**

\*\*Webinar  
**FEBRUARY 6, 2017**

Announcement of the winners  
**FEBRUARY 15, 2017**

\*\*Only top 40 projects invited. The selected participants will be notified via email.

# JURY & EVALUATION PROCESS

Competition jury consists of two jury panels:

- **Core jury panel**
- **Consultative jury panel**

*Full jury panel members list is published on [archive.beebreeders.com](http://archive.beebreeders.com).*

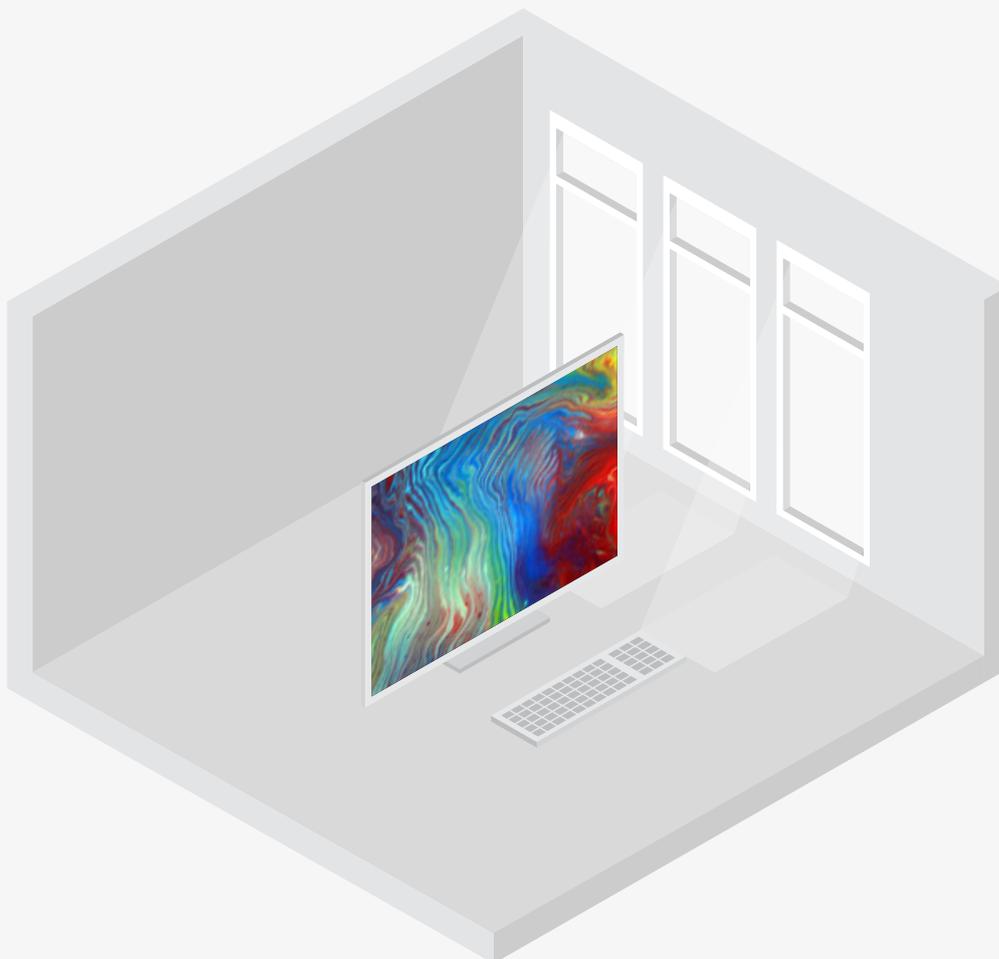
The core and consultative jury panel will be responsible for setting the criteria that participants need to fulfil based on the site and brief, and will evaluate each submission accordingly.

Participants are advised to research previous similar case studies as part of the design process.

“ARCHHIVE: ARCHITECTURE IN VIRTUAL REALITY” is an ideas competition which encourages participants to experiment with the limits of architecture. The jury may choose to reward projects that show extreme creativity in this area, even if they breach any of the rules, so long as it's justified.

## Evaluation phases:

- ① Consultative jury panel will produce a shortlist of 40 from all submitted entries.
- ② The selected top 40 projects will be invited to attend "How to prepare your 3D model for submission" webinar after which the teams will be given 2 days time to prepare the models and send them for the further evaluation.
- ③ Consultative jury panel will select 9 competition finalists from the shortlist.
- ④ Core jury panel will evaluate the 9 finalists and select the top 3 winning projects and the 6 honourable mentions.



## STUDENTS

Bee Breeders architecture competition organisers would like to hear from representatives of universities, schools & colleges worldwide.

Contact us to receive special student rates for **group registrations** (discount applies for 3+ registrations from one university/school) as well as further information and support to get your students involved in architecture competitions.

Send us request from your **university email address** along with basic information about yourself and your university/school.

Please note that only recognized university staff can apply for the reduced student rate.

## ELIGIBILITY

Competition is open for all. No professional qualification is required. Design proposals can be developed individually or by teams (4 team members maximum).

Under no circumstances will jury panel members, organisers, nor any persons with whom they have direct personal or professional relationships, be allowed to participate in this competition.

## MEDIA PARTNERS

A full list of media partners who have committed to present the competition winners in their publications can be found on [archive.beebreeders.com](http://archive.beebreeders.com)

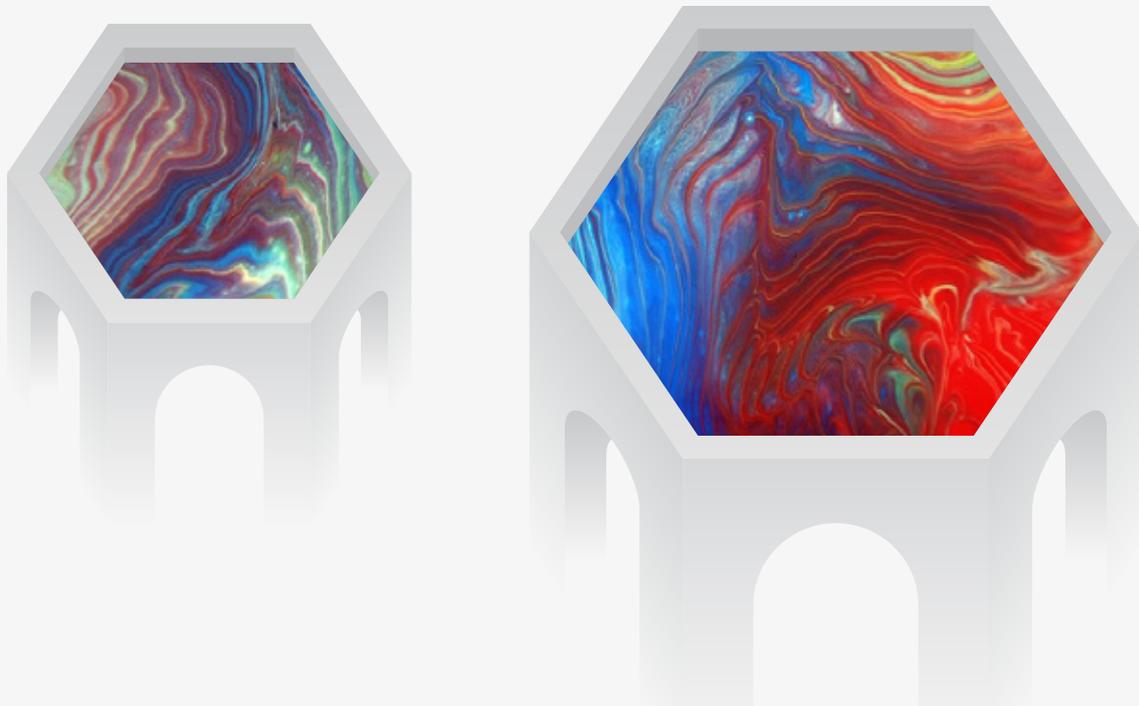
*For potential media partners who are also interested in covering the present competition and its winners, please contact us on [hello@beebreeders.com](mailto:hello@beebreeders.com)*

*Competition press kit (in English) and banners are available on [archive.beebreeders.com/press](http://archive.beebreeders.com/press)*

## COMPETITION DOCUMENTATION

The brief and all associated documentation for this competition are for the sole purpose of an academic exercise and are not legitimate documents.

The provided materials can be used or alternatives can be created or sourced at the participant's discretion.



# LEGAL NOTICES

## PRIVACY POLICY

Bee Breeders is committed to upholding the Website user's (the "User") privacy and security through the following Terms and Conditions.

The User agrees that he/she will only use the Website in a way that is consistent with the Website's Terms and Conditions.

By registering for a Competition, the User agrees to these Terms and Conditions set out below.

### Privacy Policy

1. All information collected on the Bee Breeders website ("Website") is only used to process and administer Competition Submissions in accordance with the Competition's Terms and Conditions.

### Security Policy

2. All data entered by a user ("User") and collected through the Website is collected, stored and processed through Bee Breeders' data administration system and treated with the utmost care and respect.

3. All payment information such as payment details are processed in accordance with Payment Card Industry Data Security Standard (PCI DSS) through "Payment Gateway" - Secure Sockets Layer (SSL) protected channel.

### Changes

4. Bee Breeders reserves the right to amend Website Terms and Conditions without prior notice. It is the User's responsibility to check regularly, in order to ascertain if any changes have been made to these Terms and Conditions.

5. Bee Breeders reserves the right to modify or withdraw the Website at any time without liability.

### Copyright Protection

6. All registered trademarks, symbols, or words are owned and protected property of the respective trademark owners.

### Information Collection

7. Bee Breeders collects User's personal information at the Registration for a Competition. Personal data asked upon registration includes Entrant's full name, country and email address. Registered User's personal data is used only for Competition submission administration and processing. User's contact details are used to inform him/her about Competitions updates and may be used to inform about future competitions.

8. Bee Breeders may use cookies, if allowed by the User's Internet browser's settings. Cookies are small text files sent from a web server to the User's browser whenever he/she visits a website. Cookies record information on viewed pages and general navigation of the Website. Cookies do not allow access to a User's computer and personal data.

9. Bee Breeders reserves the right to monitor Website's activity and traffic patterns to improve its functionality.

### Data Protection

10. Bee Breeders will hold and use the User's personal data strictly in accordance with Hong Kong data protection legislation.

### Limitation of Liability

11. Bee Breeders disclaims any liability for the contents of Entrant's Submission and expressed opinions in relation to Competitions, products or services on this Website, as well as opinions expressed or published about Bee Breeders Competitions outside the Website.

### General Indemnity

12. The User agrees to indemnify Bee Breeders from all claims, liability, damages, losses, costs, expenses and legal fees arising out of breach of these conditions by the User or any other liability arising out of the User's use of this site.

## TERMS AND CONDITIONS

### Preamble

1. Bee Breeders is a trading brand of Concept Labs Limited registered in Hong Kong. Registration No. 2290360. Legal address: Room D, 17/F., Billion Plaza 2, 10 Cheung Yue Street, Lai Chi Kok, Kowloon, Hong Kong. For Online Payment processing: West Coast Inter LP Suite 2, 78 Montgomery Street., Edinburgh, EH7 5JA, Scotland, United Kingdom

2. Bee Breeders sets forth the following terms and conditions ("Terms and Conditions") which regulate the architecture and design competitions (the "Competitions") hosted on <https://beebreeders.com> (the "Website"). Competitions hosted on the Bee Breeders Website are organised and administered by Bee Breeders (the "Organiser").

3. Bee Breeders reserves the right to assign judges, agents, or other authorised administrator to administer its competitions, including making any decision or exercising such decisions at its discretion.

4. Bee Breeders reserves the right to amend these Terms and Conditions at any time without notice. Bee Breeders may also create rules, which will apply to a specific competition only.

5. By entering a competition, the Entrant agrees to these Terms and Conditions set out below and agrees that all submissions adhere to these Terms and Conditions.

### Entrant Eligibility

6. Bee Breeders competitions are open to anyone ("Entrants") aged 18 and over. An individual aged over 18 years must represent entrants under 18 years of age.

7. Employees of Bee Breeders, members of the judging panel and their employees, associates or family members are prohibited from entering the competition.

### Submissions

8. In order to participate in the Competition, Entrants must register through Bee Breeders registration panel ("Registration").

9. Entrants may register and make a submission either individually or as a team. Teams are restricted to a maximum of four people.

10. Submission ("Submission") must be the original work of the Entrant and must not have been previously published.

11. Entrants are prohibited from the sale, assignment, or transfer of any of their submission rights to a third party.

12. All Submissions must strictly conform to the Terms and Conditions and the Rules and Guidelines set out in the Competition Brief.

13. Submissions to the Competition should be made solely through the specified upload panel, access to which is granted upon successful Registration. Submissions received by email or any other delivery method will not be considered.

14. Once a payment is received, the Entrant will receive an automatically generated confirmation email containing their unique registration code - UIC (see Unique Identification Code below). The Entrant may continue to upload submission edits through the Website control panel up until the Submission deadline.

## Ensuring the Integrity of the Competition

15. To ensure Entrant anonymity and to protect the integrity of the Competition, upon registering with Bee Breeders each Entrant will receive a Unique Identification Code ("UIC"). The UIC will be used to administer, organize, process and evaluate the Entrants submissions to the Competition. All information collected regarding the Entrant will be stored under their UIC.

16. All Submissions shall be devoid of any marks, logos, symbols, or signs that may identify its authority or source. Any infringement of these rules will lead to immediate disqualification.

17. The judging panel will be made aware of an Entrant's' identity only after the winners have been selected.

## Publicity

18. By entering the competition, the Entrant acknowledges and accepts that all aspects of any Submission - including but not limited to narratives, descriptions, details, images, illustrations, and animations - may be used by the Organiser for publicity purposes.

19. Publications advertised in the Competition Brief are not binding to the Organiser. The Organiser shall make an effort to follow the announced Publication schedule, but can not be held responsible for Publishers' decisions.

## Registration Fee

20. Entrant must submit the Registration Fee ("Registration Fee") at the time of Registration for the Competition.

21. All costs and disbursements incurred by an Entrant in preparing a Submission are the sole responsibility of the Entrant. Registration fee is non-refundable except in the case when the Competition is suspended.

## Payment Methods

22. Bee Breeders accepts Registration Fee, payable in U.S. Dollars through PayPal payment system or by credit card.

## Entrant Disqualification

23. Submissions that do not comply with the submission guidelines or contain any registered trademarks or designs shall be disqualified. Bee Breeders is under no obligation to notify the Entrant of the disqualified Submission.

24. All Submissions received after the Submission closing date will be automatically disqualified.

## Cancellation of the Competition

25. Bee Breeders reserves the right to cancel or suspend the Competition or alter the Competition rules at any stage, if in its opinion it is considered necessary, or if circumstances arise outside of its control. In case of Competition suspension Entrant registration fees shall be returned.

## Selection of the Winner

26. The decision of the Judges Panel is final, no appeals will be entertained and no further correspondence shall be entered into.

27. If the selected winning Entrant can not accept, receive or becomes ineligible for the prize for any reason, the prize shall be awarded to the next highest ranking Submission from the remaining entries that meet the winning criteria.

28. Unless stated otherwise Organisers association with the Competition judges is not legally binding and does not imply any contract or partnership.

## Prize

29. Prize is announced in the Competition Brief for each Competition separately.

30. Bee Breeders will endeavor to send prizes within 30 working days after the Competition result announcement.

## Publicity and Promotion

31. Upon request Entrants agree to participate in Promotional activities and Publicity arrangements in respect to the Competition. The Organiser is authorised to use all statements made by the Entrant in connection with the Competition without additional approval.

32. Organiser reserves the right to run promotions on the Website, as well as to discontinue any of its promotions at any time.

## Intellectual Property Right and Copyright

33. Intellectual property Right and Copyright of Bee Breeders Competitions are governed by Copyright Law of Hong Kong, stating that copyright belongs to its author.

34. No Entrants shall receive or be entitled to receive any payment in any form for Submissions or for granting the Organiser right of their use, other than the Prize money payable to Competition winning Submissions as advertised in Competition brief.

35. By entering the Competition all Entrants grant to the Organiser an unrestricted, worldwide, irrevocable and royalty-free license (but not the obligation) to use his/her Submission as follows: publicly display by any means and in any media now and hereafter known, copy, modify, translate and/or adapt, archive and distribute in relation to Competitions and Publicity purposes without any further notice or remuneration to the Entrant.

36. The Entrant reserves an equal right to publish, reproduce and use his/her work (Submission) without limitation.

37. All credits in connection with the Submission are associated with the registered Entrant's name. Organiser shall (but is not obliged to) make a reasonable effort to display the author's name on any Submission whenever published or otherwise featured.

## Liability Indemnity

38. By entering the Competition, all Entrants agree to release, discharge, and hold harmless the Organiser and its partners, representatives and judges from any claims, losses, damages, expenses and liabilities (including attorney's fees and settlement fees) arising out of their participation, Entrants participation, Submission or any Competition related activities.

39. By entering the Competition, all Entrants agree to release, discharge, and indemnify the Organiser and its partners, representatives and judges from any claims, losses, damages, expenses and liabilities (including attorney's fees and settlement fees) brought by any third party against the Organiser due to or arising out of the Entrant's Submission, Organiser's use of Entrant's Submission or Entrant's participation in competition, including claims for copyright and trademark infringement.

40. By entering the Competition, all Entrants agree that any disputes, claims and causes of action between Entrant and Organiser arising out of or connected with a Competition or any prize awarded shall be resolved individually, without resort to any form of legal action or class action. In case of the legal action or a claim, brought by the Entrant against the Organiser or its agents the Entrant shall pay Bee Breeders' or its agent's attorneys' fees and legal costs arising from the claim should it fail.

41. Unless otherwise stated, Competitions are design concept only and do not imply Organisers intention for the proposals to be constructed or built.

## Governing Law

42. These Terms and Conditions are governed by and in accordance with the laws of Hong Kong.

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