



Architectural Design Competition

Location: COS, Tulare College Center, Building B, Room B122

CHAIRMAN:

Rolando L. Gonzalez, M. Arch.
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College of the Sequoias

“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 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	Check In at Visalia Campus
9:15 am	Depart Visalia Campus on bus arranged by EXPO
9:45 am	Roll Taken
9:45 am - 10:15 am	SketchUp Basics
10:15-11:45 am	Competition Duration
11:45 am	Print
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.