



contest of ideas

“the art of perfection”

WONDERLAND

FUNDERMAX 

c o n t e s t o f i d e a s
“t h e a r t o f p e r f e c t i o n”

Demonstrate the multi-purpose functionality of FUNDERMAX Exterior and Interior Laminate Panels!

Contest Organizer and Subject:

FUNDERMAX Industrieges.m.b.H., with its headquarter in St. Veit an der Glan, Carinthia, in cooperation with Wonderland – Platform for Architecture invites participation in an

c o n t e s t o f i d e a s “t h e a r t o f p e r f e c t i o n”.

The subject matter of this contest is designs and concepts for the task named above. Participants are invited to develop ideas and concepts that demonstrate design possibilities and uses of Fundermax Exterior and Interior Laminate Panels. Under this contest, all 99 Wonderland teams and all young architects, designers, landscape architects and artists (students in these fields can also participate) are invited to develop and submit ideas. Special attention should be given to the cost limit specified and to the practicability of the proposals.

Type of Contest:

Anonymous one-stage invitational contest:

The invitation extends to all **99 Wonderland Teams, to young architects, designers, landscape architects and artists (students in these fields can also participate)** with the exception of those teams involved in issuing the invitation and/or delegating jury members.

Legal Information:

This contest is a private procedure. Any recourse to courts of law is excluded.

On entry of his/her contest project, each participant accepts all conditions as specified in the tender.

Participants undertake to keep secrecy, also about their own project, until the decision of the jury and expressly accept that all decisions of the jury in matters of professional expertise and/or opinion are final.

Objective:

Participants are free to choose whatever approach to the task they prefer, except for the use of the requested material. Production cost for each project or object must not exceed 4,000 € (net), planning costs not included. Participants may freely apply their creativity to the task, the general idea being to demonstrate what can be achieved, or is feasible, with Fundermax Exterior/Interior Panels as material.

Participants should take care that the exhibits are suitable for presentation in an indoor exhibition room and are easy to assemble, dismantle, and transport (van, in Austria: category B driving license).

Information on material quality and technology is available for participants at the homepage named below.

Enclosed with this invitation are some innovative examples of how this product was previously used (www.funder.at, www.maxontop.com).

Jury Guidelines:

The jury will judge the proposals submitted according to the criteria specified below, but reserves the right of modification and amendment in the jury meeting.

- Architectural and/or design quality
- Idea and originality with regard to usability and treatment of material (Fundermax Exterior/Interior Panels)
- Potential with regard to applicability/usability
- Economic efficiency with regard to production

Eligibility:

All 99 Wonderland Teams, young architects, designers, landscape architects and artists (students in these fields can also participate) with the exception of those teams involved in issuing the invitation and/or delegating jury members. Each participant may submit one project only. Multiple entries by one participant will result in the disqualification of all projects submitted by, or with the collaboration of, that participant.

Contest Schedule/Deadlines:

Emailing out of contest materials:	03 May 2006
Written questions by e-mail to office@spado.at :	15 May 2006
Questions answered by e-mail until:	18 May 2006
Deadline for contest entries:	14 June 2006
First examination of projects submitted:	16 June 2006
Jury meeting (scheduled)	19 June 2006
Announcement of winners (scheduled)	19 June 2006
Emailing out of jury minutes:	23 June 2006
Realization of winning project	end of August 2006
Exhibiting of winning project in the Wonderland Exhibition in St. Veit/Glan	September 2006

The Jury:

Harald Kogler, Fundermax Managing Director
Ernst Huemer, Fundermax Marketing Manager
Helmut Rainer-Marinello, spado architects (wonderland)
Anne Isopp, Morgenbau (wonderland)
Spela Hudnik, Monochrome Architects (wonderland)

Cash Prizes:

1st Prize	2,500 €
2nd Prize	1,500 €
3rd Prize	1.000 €

The first prize shall be considered as a cash prize for the contest winner which will be deducted from the fee for the realization of the winning project.

Eligibility for first prize is dependent on the winner's readiness to realize the project in due time, i.e. within the scheduled period.

Crafts personnel needed to produce the project will be made available by Fundermax.

The project will have to be produced between June and end of August 2006.

Fundermax also reserves the right to produce the 2nd and third price winning projects.

Furthermore, one to two recognition prices (honorable mentions) will be decided on in the jury meeting.

The jury will be obligated to advise the organizing company on any further steps to be taken with respect to the contest result.

Type and extent of participants' performance:

The contest requirement is a comprehensible representation of the concept in the form of drawings, ground plans, sectional drawings, views, layouts, and text.

Participants are free to submit renderings or models (in a scale suited for presentation in a contest).

Deadline for contest entries:

Completed projects must BE at the office of spado architects,
146 St. Veiterstraße, A-9020 Klagenfurt, Carinthia,
no later than 14 June 2006, 16:00 p.m.

Contest entries arriving after 14 June 2006 will be disqualified.

Participants shall be solely responsible for keeping the submittal deadline.

Formal requirements and markings:

Max. 1 Plan, DIN A2, upright format; Text max. ½ DIN A4 page.

Every project submitted must have a 6-digit reference code shown on the right top of the plan.

A covering letter showing the 6-digit reference code must be enclosed with the project submitted.

Covering letter information: participant's name and address, phone number, country, e-mail address, bank account number and sort code (BIC and IBAN).

Plans entered and covering letters must be enveloped for submittal. The envelope must show the project's reference code.

Realization and production period:

Every participant must confirm in writing in the covering letter his/her readiness to provide production plans or drawings in due course so as to enable production as scheduled.

Reasons for disqualification:

- Projects arriving after June 14

Announcement of contest results:

Winners will be notified by phone or email immediately after the jury meeting.
The jury meeting minutes will be emailed out to all participants and jurors.

Exhibition of contest projects:

All contest projects submitted will be presented in the Wonderland exhibition shown at the Fundernovum in St. Veit/Glan in September 2006.

Proprietary rights and copyrights:

The proprietary right to all plans, models and other renderings of contest projects shall pass to the organizer.

The copyright and all other rights deriving thereof shall remain with the authors.

See below a number of examples by architects and designers who developed objects relating to the subject of this contest.

Wash stand

designed by caramel mit fritz stiper

"Reduce to the MAX" ist ein bereits besetzter Slogan. Caramel borgen ihn sich jedoch dennoch aus; Sind es doch die Entwurfparameter des Objektes zum Thema "Feuchtraummöbel". Die Materialeigenschaften Stabilität und Oberflächenfestigkeit einerseits und Elastizität andererseits führten zur Entwicklung einer Serie von Feuchtraummöbeln für verschiedene Nutzungen und mit unterschiedlichen Ausformungen. Wasser sollte nun mal aufgefangen und geführt werden. Und das zu einem Punkt hin, an welchem gesammelt und abgeleitet wird. Nimmt man die "zweidimensionale Fläche MAX" und verformt sie unter Spannung in die dritte Dimension, erhält sie Steifigkeit. Caramel verdrehen die geschlitzte 2 mm-Platte mit Alukern um einen ausgeschnittenen Drehpunkt, dem Gully. Das Zurückweichen aus der dritten Dimension verhindert der Ständer, eine mehrfach geschlitzte MAX Compactplatte, in welche die gespannte Form eingesteckt wird. In der Folge wird der Abfluss durch Verschraubung angepresst und ein Schlauchsystem für Zu- und Ableitung angesteckt. Natürlich ist auch die Verwendung jeder (Unterputz-) Amatur möglich. Das Ergebnis ist ein sehr material- und arbeitszeitsparendes Teil, als flaches Paket liefer- und lagerbar. Einfach aufstellbar. Wunderbar



Kitchen

designed by [x architekten]

From reduction to the fourth dimension. With their OPM kitchen [x architekten] have the edge. Pure MAX, as they say themselves. The first conceptual step was to put the core properties of the Compact panels used (6 mm thick) in the foreground of the considerations. The straight lines, the plane form. The panel as a panel. As an intelligent product whose robust character meets the requirements of a kitchen.

As a starting point for multi-dimensional unfolding. The OPM kitchen stands out through its sculptural effect. The individual panels are arranged in a three-dimensional, orthogonal pattern. With each pattern having its own colour. The open form (which is unusual for a kitchen) exemplifies the visionary character which can evolve when working with MAX panels in a free-thinking way. The OPM kitchen gets its name from the three colours which are used: orange yellow, pacific and May green. As a whole they provide an exciting interplay of the colours whose contrast is important for the three directions of the subject, however in complete harmony and doing without homogeneity. The fourth dimension of the OPM kitchen is time. It is fitted in less than 15 minutes. No tools, nails, screws or glue. Installation and removal is easy. [x] number of times, if necessary. In keeping with the self-image of [x architekten], as [x] promotes plurality.



Seating

designed by propeller z

A tribute to Bucky

The two prototypes Bucky Ball and Bucky Bud are the results of a process in which the possibilities and limitations of the HPL high-pressure laminated panel were tested.

The hypothesis: it was suspected that the potential of the material, which to date has been used solely for surface applications, has by no means been fully exploited.

Thus the transformation of a two-dimensional area into a three dimensional ball shape seemed to be the ultimate challenge.

The material itself rather than its proven suitability for imitating foreign material appearances was at the centre of the experiment.

Thus in addition to the physical/technical properties, the aesthetic qualities of the laminated panel were the subject of the in-depth study.

The proof was offered in the form of a complex ball completion from one piece, the equilateral, star-shaped geometries combined in a rounded shape in such a way that a fragmental polyhedral is created. The geometric configuration developed especially for this task allows the material to bend and thus create a body of the third order, comprising a surface of the second order. As a practical application of this design principle a piece of seating furniture has been realised, demonstrating the material's new avenue of application in an exemplary way.

In his visionary work (which has remained influential to the present day) the American architect, inventor, engineer, mathematician, poet and cosmologist Buckminster Fuller studied and realised similar transformation processes, which is why both pieces bear his name.



MAX Individual decor:



Schreibflügel

designed by Heidulf Gerngross

According to the Carinthian architect Heidulf Gerngross, proportions need a counterbalance. A precise balance of the human dimension and spatial order. Gerngross has brought this conviction into being with the archiquant, developed especially by him. As a universal form element it also determines the Schreibflügel, an exhibit at this year's Architecture Biennale in Venice. Four archiquant legs, fitted to the sides of a main design panel, bear the table top - an archiquant MAX Alucompact4 panel with digital print. The extraordinary surface decor with digital print plays a large part in the Schreibflügel, inviting a wealth of associations. From the wallpaper in a child's bedroom to a wasps' nest. Thus Heidulf Gerngross not only transports his archiquant principle into living space, he does so with a good deal of humour and irony.



Sunlounger

designed by synn

Lying, sitting, and standing are in fact static resting positions which are induced by phases of movement. synn has turned the transitions between the end positions into the theme of the sunlounger, trying to find a spatial parallel to these intermediate phases. As a result of these considerations the heights which correspond to the various uses flow smoothly within each other. This defines an object whereby, despite recognisable levels, the use is largely left open. The playful approach to the robustness of the laminated material creates new, unexpected views. Thus the moisture-resistant edges of the material are consciously shown and exposed to the elements - they are in fact surfaces which are meant to be used. The Plexiglas parts support the surfaces, raise the object from the ground and underscore the effect of the flowing levels.



Mobile phone booth

designed by urbanfish architects

Ringling tones wherever you may be. Mobile phones have turned all our public places into one big phone box. Whether it's on the street, in the underground, lifts, your own car - nowadays people telephone anywhere and everywhere. At the same time, however, there is one long-standing and much used feature which has become increasingly neglected: the phone box. Urbanfish have taken up this development and enhanced it with new aspects. Their mobile phone booth gives mobile callers peace and quiet for undisturbed calls, perfect reception, a hands-free unit and charging facilities. Made possible by horizontally arranged MAX EXTERIOR cladding boards, held together by elasticated straps. Inflatable sidewalls give callers plenty of room when the booth "opens". Once the caller has finished and left the booth it returns to its original, "closed" position.

