As gathered at Carl Turner’s Architecture Studio in London, England on May 27th 2013, the following is a record of the jury’s voting process for ARCHmedium’s competition, Camelot Research & Visitors Center (CRVC).

First and foremost, the members of the jury would like to thank and congratulate all of the participants for submitting their work to this competition. It is thanks to you and the unique perspective that each of your proposals brings to the table that events like these are worth it both for yourselves, other participants and the jury.

The jury wants to stress the difficulty of this exercise. The lack of an urban grid or other meaningful elements to relate to, as well as working on a natural site with such history behind it, makes it extremely challenging to find a starting point for the project. Many projects have generated a great debate during the jury’s meeting but have been unable to create a rationality to support the decisions (how to place their building on the site, orientation, geometry, etc.) that worked as base for the rest of the project.

A competition is meant to select winners, those projects that have been able to achieve a good solution in all areas of the project and managed to stand out
from the rest for their excellence. This time however, the jury has been unable to identify a project that met the mentioned criteria, mainly due to the difficulties previously mentioned. Some teams found a great concept to work on, others found very smart solutions in order to distribute the interior spaces and other had outstanding presentations, but from the jury’s point of view there wasn’t any project that was able to combine all those points and stand out from the rest.

Both the organization and the jury think that it’s important to maintain some consistency throughout the successive openings for a competition of this kind. It’s this same consistency that gives prestige to an event like this and therefore to its winners, making students want to participate. For this reason the jury didn’t want to award a project that they weren’t completely sold on since that may transmit the wrong message as to what kind of work they expect to find in competitions like this one.

After studying each project carefully and considering what has been mentioned above the jury has decided to award three main prizes and five honorable mentions.

**Review of the projects**

**Highlighted Projects**

**TEAM:** BETON  
**COUNTRY:** POLAND  
**SCHOOL:** GDANSK UNIVERSITY OF TECHNOLOGY  
**MEMBERS:** KACPER RADZISZEWSKI  
JAKUB GRABOWSKI

Through a series of powerful images the panel explains how the Project aims to take the visitor on a clear route once they get to the top of the hill and around its perimeter while making some studied stops along the way to admire the views and generate the interior spaces.

The building uses some legendary references such as the circular shape from Arthur’s round table, using it to differentiate the various interior spaces and generate controlled outdoor spaces with different functions. The project understands the topography of the hill and uses it to generate different connections between the ground level and the roof as well as to allow some walking paths that cut through the building when this one disappears underground. The building also refers to the aspect that the armors from the knights might have had to texturize its facades with a subtle reference to the legend that gives name to the project.
This project splits the different spaces into smaller pavilions creating an interesting placing strategy on the hill slope so that the visitors can “find” them on their way to the top.

These pavilions are placed along the slope of the hill as “folies” spread on the site, leaving the hilltop untouched. The pavilions themselves are abstract cubes elevated from the ground that contrast with the organic silhouettes of the trees in the forest where they live.

The presentation board is graphically sensitive to the project with some nice artistic references that are coherent in this context.

The first decision the project makes is to separate the program into two different buildings. This decision is strong enough to generate the main strategy of the project which consists of relating these two volumes with one another and with the site itself.

The project understands that the research center has a more urban feel to it and places it in an empty plot in South Cadbury. By doing this it’s giving the town a very important piece of urban public space and also allowing an easier experience for researchers that need to go to work there on a daily basis.

The jury has appreciated the will of the project to treat the whole area of the site, generating a rationality to their architectonic proposal through the landscape. The building itself materializes as a series of ramps that help to walk through the different levels of the hilltop. The landscape elements that the project includes invite the user to extend their experience beyond the building itself and walk to the top of the hill following a pre-established route that will inform them and entertain them along the way.
The visual duality of the project makes it quite interesting. From one side the building stands at the top of the hill as an object that the visitors must reach at the end of the path, offering a somehow sculptural appearance formed by three huge solid blocs, while from the opposite side the building descends turning into a series of platforms that relate to the views and serve as viewing decks for the visitors.

The project has a specific focus in resolving the interior spaces proposed in the brief and does it quite successfully. The geometry of the drawings quickly differentiates the various needs of the interior spaces. The jury not only highlights how the interior spaces are resolved but also appreciates the intention of applying some materiality to them.

Graphically the panel is able to integrate quite a lot of information with many different scales without losing any clarity in its communication.

The building has a very rigid and strong geometry at first glance, but then shows great sensibility not only in the way it’s represented but especially in how the interior space is treated and resolved; a central piece that becomes the leitmotiv of the project, an open space with no defined shape and a concave curve in section. This space creates a natural amphitheater were visitors can gather around a symbolic element such as a bonfire to reflect on the history and legend.
TEAM: BASIC ATELIER  
COUNTRY: HUNGARY  
SCHOOL: UNIVERSITY OF WEST HUNGARY  
MEMBERS: PANNA VARGA  
ÉVA SÁGHEGYI

The project completely hides underneath the historic hill with just two precise cuts on the ground that serve as an entry/start point and an exit/ending point to the visitors route.

The projects extends longitudinally generating a clear progression path in its interior for the visitor to follow through a main space that takes in varied sections giving a sense of a natural excavation.

Prize-giving

The jury has recommended a re-distribution of the cash prize (5000€) due to the exceptional circumstances mentioned in this document. Following their recommendation the three highlighted projects will get 1500€ each and the honorable mentions will get 100€ each.