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International Design Challenge

URBAN SCULPTURE WALK: DESIGNING SCULPTURAL MOMENTS FOR EVERYDAY MOVEMENT

First Edition

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Urban Sculpture Walk

DESIGNING SCULPTURAL MOMENTS FOR EVERYDAY MOVEMENT

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Introduction

Cities are experienced in motion—walking, pausing, observing, and interacting. The Urban Sculpture Walk competition invites designers to rethink public art as a spatial, experiential journey rather than isolated objects. The brief challenges participants to design a sequence of sculptural interventions that enrich everyday urban movement, transform ordinary paths into memorable experiences, and strengthen the cultural identity of public spaces.

Objective

The objective of this competition is to explore how sculpture, landscape, and urban design can merge to create an engaging pedestrian experience. Participants are encouraged to design a cohesive sculptural walk that responds to human scale, movement, context, and sensory engagement while fostering social interaction and urban belonging.

The Building Program

Participants are expected to propose a conceptual master plan and design guidelines for an urban sculpture walk, including:

- A sequence of sculptural installations or spatial moments
- Pedestrian circulation and pause points
- Interactive or experiential elements
- Integration of landscape, lighting, and materials
- Accessibility and inclusivity considerations
- Night-time and seasonal adaptability

The scale, number, and typology of sculptures are open to interpretation, provided they work as a unified narrative.

Site

The site is an open, hypothetical urban pedestrian corridor that may include streets, promenades, riverfronts, transit edges, parks, or mixed-use public zones. Participants may choose a context of their own, clearly defining the urban condition, scale, and character while justifying how the sculpture walk enhances everyday movement within it.

Timeline

Launch Date: 1st May 2026

Registration deadline: 4th September 2026

Submission deadline: 14th September 2026

Result Announcement: 20th November 2026

Submission Requirements

Participants must submit:

- Design Panels – minimum 2 panels and maximum 6 panels (panel size: A2, Landscape, format jpeg./jpg.)
- A brief **concept description** (format docs. File)

Drawings may include:

- Concept diagrams
- Plans, sections, elevations
- 3D views / visualizations
- Exploded diagrams or process sketches

Important:

- No participant names, university names, or identifying marks are allowed on the submission sheets
- Design title and slogans are permitted
- Submissions must follow anonymity rules strictly

Jury

The jury panel will consist of experienced architects, designers, educators, and industry professionals from diverse backgrounds. Entries will be evaluated based on:

- Conceptual Clarity & Narrative
- Integration with Urban Context
- Experience of Movement & Human Scale
- Creativity, Innovation & Artistic Expression
- Feasibility, Sustainability & Inclusivity

The jury's decision will be final and binding.

Eligibility

- Open to all.
- Individual and team entries are allowed
- Team size: [minimum 01 – maximum 4] members
- No restrictions on age, nationality, or academic background

Contact Details

Brief link: https://www.archiolcompetitions.com/competitions/urban_sculpture_walk

Email: info@archiolcompetitions.com

Organizers

Archiol Competitions

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