ARCHITECTURE

LANDSCAPE & TERRITORIES

PRODUCT

ART & PHOTOGRAPHY

INTERIOR DESIGN

CONSTRUCTION & REAL ESTATE

COMMUNICATION & BRANDING

STUDENT

19th edition
GRANDS PRIX DU DESIGN

DISCIPLINES & CATEGORIES

LIGHTING PROJECTS

FIRMS & STUDIOS

1. ARCHITECTURE

1.1 COMMERCIAL & HOSPITALITY BUILDING

1.1.1 Retail & Small Commercial Building
Buildings for small- to mid-size retail and neighborhood services.

1.1.2 Restaurant, Bar & Nightlife Building

1.1.3 Market & Shopping Center
Public markets and multi-tenant shopping centers, including malls. Excludes standalone shops (see Retail & Small Commercial).

1.1.4 Hotel & Resort

1.1.5 Office Building
Buildings primarily for office use: towers, HQs, campuses, coworking. If substantially mixed, see Mixed-Use Building.

1.1.6 Mixed-Use Building
Buildings combining two or more uses (e.g., retail + housing, office + hotel).

1.1.7 Factory & Warehouse
Production, assembly, storage, or distribution facilities (including logistics hubs)

1.1.8 Agricultural Building
Buildings for agricultural production, livestock, and processing: barns, livestock buildings, greenhouses, equipment sheds, silos, dairies / cheese plants, winery cellars, and post-harvest facilities (grading / packing).

1.1.9 Real Estate Sales Center
Temporary or permanent spaces designed to market a real estate development: reception, model displays, presentation rooms, digital experience

1.2 INSTITUTIONAL, CIVIC & EDUCATION BUILDING

1.2.1 Library, Community & Cultural Center

1.2.2 School & Preschool Education Building
Preschool, primary and secondary schools — new buildings, additions or campuses.

1.2.3 Higher Education & Research Building
Universities, colleges and specialized schools: teaching buildings, libraries and research buildings.

1.2.4 Hospital & Healthcare Building
Healthcare facilities — hospitals, clinics and care centers

1.2.5 Museum & Gallery

1.2.6 Government & Civic Building
City hall, courthouse, public service centers.

1.2.7 Theater & Performance Hall

1.3 SPORTS, LEISURE & WELLNESS BUILDING

1.3.1 Sports & Recreation Center
Gymnasium, arena, aquatic center, ski lodge, fitness center, indoor track, climbing gym, ice rink, multi-sport fields and courts, skatepark

1.3.2 Wellness Center & Spa
Thermal resorts, bathhouses, saunas and hammams, medispas / medical-aesthetic centers, floatation baths, thalassotherapy, wellness retreats, and recovery centers.

1.4 RESIDENTIAL BUILDING

1.4.1 Private House — Small & Medium (≤ 185 m² / ≤ 2,000 sq ft)

1.4.2 Private House — Large (> 185 m² / > 2,000 sq ft)

1.4.3 Multi-Unit Housing — Low Rise (1–5 floors)

1.4.4 Apartment & Condo — Mid / High-Rise (5+ floors)

1.4.5 House Renovation
Partial or complete transformation of an existing residence.

1.4.6 Cottage & Country House

1.4.7 Affordable Housing

1.4.8 Prestige House

1.4.9 Prefabricated / Modular House

1.4.10 Micro House (≤ 50 m² / ≤ 500 sq ft)

1.4.11 House Extension
An extension added to an existing home.

1.5 OTHER CATEGORIES IN ARCHITECTURE

1.5.1 Concept & Unbuilt
Unrealized or conceptual architectural projects.

1.5.2 Façade
Facades of residential, commercial, institutional, and mixed-use buildings.

1.5.3 Infrastructure
Bridges, tunnels, utilities and transportation structures.

1.5.4 Temporary Installation
Temporary or ephemeral architectural structures.

1.5.5 Continuing Value (≥ 20 years)
Buildings demonstrating lasting architectural value after 20+ years.

1.5.6 Open Category (Architecture)
Projects that don't fit other categories.

1.5.7 AI-Assisted Architectural Project
Built or conceptual buildings where AI tools played a material role in ideation, visualization, layout / optimization or documentation.

1.6 SPECIAL AWARD

1.6.1 Architecture + Art & Artistic Integration
Highlights the integration of art into architecture—from co-design to in-situ works—to enrich narrative, use and identity.

1.6.2 Architecture + Interdisciplinary Collaboration
Rewards effective co-design processes bringing together designers, engineers, users and partners.

1.6.3 Architecture + Color & Atmospheres
Recognizes expressive, well-controlled use of color, daylight and textures to shape ambiance.

1.6.4 Architecture + Lighting
Note: If lighting is a significant component of the project, also submit it under the "Lighting Projects" discipline.

1.6.5 Architecture + Stair
Showcases the stair as a structuring element: spatial quality, safety, crafted detail and user experience.

1.6.6 Architecture + Ceiling
Highlights ceiling quality (relief, technical systems, acoustics, light) and its contribution to identity.

1.6.7 Architecture + Site & Landscape Integration
Assesses building–landscape integration: siting / massing with topography, views / access, ground / material continuity and water management — across all typologies.

1.6.8 Architecture + Wood
Rewards structural relevance and architectural expression of wood, with durable implementation.

1.6.9 Architecture + Materials
Salutes coherent material / structure / envelope integration (metal, concrete, glass, stone, bionbased) and execution quality.

1.6.10 Architecture + Representation & Narrative
Recognizes clarity of plans, sections, axonometrics, models and visuals (photos / renders) in communicating the project.

1.6.11 Architecture + Small Budget / Big Impact
Rewards spatial and technical excellence achieved with limited resources (indicate total cost and, if possible, cost / m²).

1.6.12 Adaptive Reuse, Salvage & Heritage
Honors transformation of existing buildings, component / material reuse and heritage conservation / valorization.

1.6.13 Innovation & Technologies
Rewards innovative construction (prefabrication / DFMA, digital fabrication), smart systems, digital twin and AI.

1.6.14 Social Impact & Accessibility
Assesses inclusion, universal accessibility, safety, wellnbeing and tangible community benefits.

1.6.15 Sustainability, Low-Carbon & Resilience
Assesses energy / carbon (operational & embodied), circularity / reuse, LCA, user comfort and adaptation to risks (heat, flooding, extremes).

2. INTERIOR DESIGN

2.1 OFFICE

2.1.1 Office: Small & Medium
(≤ 1,860 m² / ≤ 20,000 sq ft)

2.1.2 Office: Large
(> 1,860 m² / > 20,000 sq ft)

2.1.3 Office: Brand & Client Experience
Reception, client journey, experience centers and showrooms — brand storytelling and hospitality.

2.1.4 Office: Agile (ABW) & Co-working Environment
Activity-based workplaces (unassigned seating; collaboration / focus / social zones) and co-working with shared services.

2.1.5 Meeting & Collaboration Space
Meeting rooms, project / war rooms and hybrid suites enabling co-creation (AV / IT, acoustics, flexibility).

2.1.6 Workplace Dining & Social Hub
Coffee points, dining areas and social hubs integrated into the workplace.

2.2 RETAIL

2.2.1 Retail: Small & Medium
(≤ 500 m² / ≤ 5,400 sq ft)

2.2.2 Retail: Large (> 500 m² / > 5,400 sq ft)

2.2.3 Retail: Food
Food market, specialty grocery, bakery / pastry, wine & spirits.

2.2.4 Retail: Beauty, Health & Wellness
Cosmetics, fragrance, hair / esthetic care, health & wellness retail / clinics.

2.2.5 Real Estate Sales Center / Sales Office
Interiors designed to market a real estate development

2.2.6 Retail: Pop-up, Kiosk & Exhibition Space
Temporary pavilion / stand, in-store / gallery pop-ups, mall / fair kiosks, brand stands.

2.3 CULTURE, COMMUNITY, SPORT & WELLNESS

2.3.1 Culture: Museum & Gallery
Permanent / temporary exhibitions and scenography.

2.3.2 Culture: Theater & Performance Hall

2.3.3 Culture: Library & Media Library

2.3.4 Community: Community Center & Cultural Center
Multipurpose halls, studios, classrooms / workshops, neighborhood resource spaces.

2.3.5 Sport & Leisure: Sports & Recreation Center
Interior sports & leisure spaces: gymnasiums, pools / aquatic centers, locker rooms and wet areas, fitness studios (yoga / pilates / spinning), indoor tracks, climbing walls, ice rinks and spectator zones, team lounges / pro shops and training rooms.

2.3.6 Wellness: Wellness Center & Spa
Thermal baths and urban / medical spas.

2.4 Education, Civic & Health

2.4.1 Education: Early Childhood
Preschools, kindergartens, daycares (CPE / private / workplace).

2.4.2 Education: Primary & Secondary

2.4.3 Education: College / CEGEP & University

2.4.4 Civic: Government & Civic Building
City hall, courthouse, public service centers, civic facilities.

2.4.5 Health: Hospital & Research Facility
Acute-care or specialty hospitals, teaching hospitals, health / research centers.

2.4.6 Health: Clinic & Professional Office
Outpatient clinics, medical / dental / physio practices, imaging and lab facilities.

2.4.7 Senior Living: Residence & Service-Enhanced Housing
Senior residences, retirement homes, serviced condos / apartments.

2.5 Hospitality — Accommodation, Restaurant & Bar

2.5.1 Accommodation: Hotel & Resort
Boutique and chain hotels, resorts.

2.5.2 Accommodation: Experiential Lodging
Treehouses, glamping, eco-lodges / refuges, B&B; / guesthouses and other experience-based stays.

2.5.3 Restaurant

2.5.4 Café, Counter Service & Food Court

2.5.5 Bar, Lounge & Nightclub

2.6 RESIDENTIAL

2.6.1 Residential: Small & Medium
(≤ 250 m² / ≤ 2,700 sq ft)

2.6.2 Residential: Large
(> 250 m² / > 2,700 sq ft)

2.6.3 Cottage & Country House / Retreat & Vacation Home
Cabin / chalet, country, seaside / mountain retreats.

2.6.4 Residential: Classic / Timeless
Traditional or modern-classic language.

2.6.5 Residential Kitchen
New build, extension or remodel.

2.6.6 Residential Bathroom
Primary, secondary or powder room.

2.6.7 Primary Suite
Bedroom + bathroom + walk-in / closet.

2.6.8 Children & Teens' Spaces
Bedrooms, play / study areas.

2.6.9 Home Office
Integrated workspace for remote work.

2.6.10 Residential Amenity Spaces
Lobbies, lounges / terraces, gyms and shared areas.

2.7 Other categories in interior design

2.7.1 TRANSPORT: VEHICLE INTERIOR
Aircraft cabins, train / metro / bus cars, ships / ferries

2.7.2 Transport: Stations & Infrastructure
Airports, bus & train stations, ports & marinas, parking structures

2.7.3 Interior Design: Open Category
Projects that don't fit other categories

2.7.4 Interior Design: Concept (Unrealized)
Interior design concept, studies / proposals not yet built.

2.7.5 AI-Assisted Interior Design
Built or conceptual interiors where AI tools played a material role in ideation, visualization, layout / optimization or documentation.

2.8 Special Awards

2.8.1 Interior + Interdisciplinary Collaboration
Effective interdisciplinary collaboration (other professionals, clients, manufacturers / makers, users).

2.8.2 Interior + Art & Artistic Integration
Collaboration with artists and projects that incorporate art into the built environment; site-specific works / commissions integrated into the spatial narrative.

2.8.3 Interior + Colour & Atmospheres
Interior design—commercial, public, or private—that makes judicious use of color, natural light, and textures to create strong impact.

2.8.4 Interior + Lighting
Note: If lighting is a significant component of the project, also submit it under the "Lighting Projects" discipline.

2.8.5 Interior + Acoustic Comfort
Absorption, isolation and reverberation control that support well-being.

2.8.6 Interior + Materials
Project that integrates new, experimental, or unconventional materials, or reimagines conventional materials through innovative use.

2.8.7 Interior + Craft & Custom Millwork
Built-ins, joinery and craftsmanship quality that elevate the space.

2.8.8 Interior + Stairs
Project in which the staircase is the centerpiece of the interior design.

2.8.9 Identity, Signage & Branded Environments
Wayfinding and spatial branding integrated with the interior.

2.8.10 Renovation (Before & After)
Transformative remodel, extension or re-planning (show before / after).

2.8.11 Heritage Conservation & Adaptive Reuse
Respect and enhancement of heritage; sensitive dialogue between old and new; reversibility.

2.8.12 Small Budget / Big Impact
High spatial and technical quality achieved with limited resources.

2.8.13 Healthy, Low-Carbon & Certified Interiors (LEED, WELL, Fitwel)
Indoor environmental quality, healthy / low-emission materials, circularity and reuse, reduced embodied / operational carbon; aligned with or achieving certifications.

3. LANDSCAPE & TERRITORIES

3.1 URBAN DESIGN

3.1.1 General Urban Masterplan
Urban design or redevelopment plans at the scale of a neighborhood, zone, or municipality.

3.1.2 Community initiative & tactical urbanism
Temporary interventions, citizen co-creation, and public-space activation at the neighborhood scale.

3.1.3 Mobility & greenway network
Planning of pedestrian / cycling networks and greenways: connectivity, continuity, safety, and comfort.

3.1.4 Waterfront & riverfront masterplan
Integrated planning for waterfronts / riverfronts: public access, continuous promenades, ecology, and climate adaptation.

3.1.5 TOD & mixed-use district
Transit-oriented development: density, compactness, mixed uses, and active mobility.

3.2 LANDSCAPE ARCHITECTURE

3.2.1 Streetscape & shared street
Design of a built street segment, including shared streets: multimodal coexistence, safety, and greening.

3.2.2 Campus, cultural & institutional
Landscapes for campuses, museums, hospitals, schools, and civic venues: identity, accessibility, and sustainability.

3.2.3 Commercial, office & hospitality
Exterior spaces for commercial, office, hotel, and resort developments.

3.2.4 Ecology & green & blue infrastructure (site)
Site-scale projects combining ecology and water management: habitat restoration, bioretention, rain gardens, swales, basins, green roofs / podiums.

3.2.5 Park & plaza
Detailed design of parks, squares, and plazas: uses, planting, materials, drainage, lighting.

3.2.6 Waterfront park & promenade
Built public spaces along water edges: continuous promenades, water access, and shoreline resilience.

3.2.7 Private residence — landscape architecture
Private residential landscape authored by a landscape architecture — led team, at any scale.

3.2.8 Housing – multi-unit & collective
Courtyards and outdoor spaces of multi-unit housing: quality of life, safety, and shared management.

3.2.9 Sports & recreation
Sports and recreation landscapes: functionality, safety, and landscape integration.

3.3 LANDSCAPING

3.3.1 Residential facade landscaping
Landscape treatment of a home's front facade: frontage, plantings, borders, and entry path/steps.

3.3.2 Private residence garden
Garden on a private lot, focused on planting, circulation and atmospheres.

3.3.3 Terrace, backyard & pool
Design of terrace, backyard, and pool areas: daily use and seasonal comfort.

3.3.4 Storefront & café / restaurant patio
Storefronts and café / restaurant patios: vibrancy, comfort, and identity.

3.3.5 Small Urban Site
Constrained small sites (residential or small commercial).

3.3.6 Roof Terrace & Green Roof
Landscape on slab / roof: planted terraces, rooftop gardens, extensive / intensive green roofs, kitchen gardens, stormwater management, wind screens, and integrated furnishings.

3.3.7 Prestige landscaping
High-end project showcasing excellence in craft and finish (premium materials, bespoke detailing, outstanding horticulture), residential or small commercial.

3.3.8 Seasonal & pop-up installation
Pop-up gardens and temporary outdoor installations.

3.4 CONCEPT

3.4.1 Concept (Project not realized)
Concept and project not built at the time of submission.

3.5 SPECIAL AWARDS

3.5.1 Accessibility & community engagement
Inclusive design (universal access) and participatory process, equity, and social outcomes.

3.5.2 Environmental impact & low-carbon
Measurable reduction of impacts: carbon, water, biodiversity; clear methods and results.

3.5.3 Innovation & new materials
Innovative approaches, techniques, or materials with low impact and high performance.

3.5.4 Art integration
Artworks and artistic journeys integrated into the landscape and user experience.

3.5.5 Landscape + Lighting
Outstanding lighting of a landscape: safety, ambiance, and nighttime identity.

4. CONSTRUCTION & REAL ESTATE

4.1 CONSTRUCTION

4.1.1 Commercial, Office & Hospitality Construction
Buildings for retail, offices, hotels, bars / clubs, markets / shopping centers.

4.1.2 Institutional & Cultural Construction
Schools, healthcare, libraries / media centers, museums, theaters, public buildings.

4.1.3 Residential Construction
Houses, condos / apartments, residential complexes.

4.1.4 Industrial Construction
Factories and warehouses.

4.1.5 Renovation, Expansion & Interior Fit-Out
Alterations to existing buildings: additions / extensions, envelope / structure upgrades, interior fit-outs.

4.2 Real Estate Development

4.2.1 Retail, Office & Industrial Development
Business parks, office / industrial campuses, logistics or retail districts.

4.2.2 Residential Development
Subdivisions, multi-building housing, condo / rental communities.

4.2.3 Mixed-Use Development
Integrated projects combining two or more programs (e.g., housing, retail, office, hospitality, civic).

4.2.4 TOD (Transit-Oriented Design) Development
Developments concentrated around transit nodes; walkable, mixed density and uses.

4.2.5 Future Project – Coming Soon
Announced projects not yet built or under construction

5. PRODUCT

5.1 KITCHEN & BATH

5.1.1 Bathroom Furniture
Vanities, cabinets and storage for bathrooms.

5.1.2 Bathroom Product
Vanities, faucets, showers and tubs, whirlpools, toilets, bidets, sinks, fans, towel warmers...

5.1.3 Kitchen Cabinetry
Base / wall cabinets, fronts, drawers and integrated storage / organization components.

5.1.4 Kitchen Faucets & Sinks
Kitchen faucets, sinks and integrated accessories.

5.1.5 Home Appliances & Fireplaces (see main Home & Everyday category)

5.2 LIGHTING

5.2.1 Indoor Lighting Fixture
Luminaires designed for indoor use (pendant, recessed, surface-mounted, linear, track, portable).

5.2.2 Outdoor Lighting Fixture
Architectural & landscape fixtures for outdoor use (façade, pathway, area, bollard, pole-top, flood).

5.2.3 Decorative Lighting Fixture
Table / floor lamps, chandeliers, decorative pendants, decorative sconces, artistic / custom pieces primarily aesthetic (indoor).

5.2.4 Custom & Small-Series Lighting Fixture
Hand-made, limited edition, made-to-order or site-specific piece

5.2.5 Lighting Systems, Components & Controls
LED sources & modules, drivers / power supplies, optics / lenses / reflectors, tracks & systems, controllers / dimmers (DALI / DMX / 0-10V / PoE), sensors, gateways, management software / platforms; may include emergency / exit when submitted as a system.

5.3 HOME & EVERYDAY

5.3.1 Home Appliances & Fireplaces
Large and small kitchen and laundry appliances (gas / electric / induction), plus fireplaces, stoves and inserts.

5.3.2 Consumer Goods Product
Kitchen accessories, cookware and cooking utensils, tableware, personal care, wellness and beauty, tools...

5.3.3 Decorative Product
Decor objects and accessories for interior spaces (accessory, vase, chandelier, mirror, cushion, bedding, window covering, rug...).

5.3.4 Fauna & Flora Product
Gardening tools, hydroponic devices, watering devices, pet products and accessories; equipment and gadgets for plants and animals.

5.4 FURNITURE

5.4.1 Office Furniture
Workplace furniture and systems (desks, task / meeting seating, storage, partitions).

5.4.2 Contract & Institutional Furniture
Furniture for retail, hospitality, education, healthcare and public spaces.

5.4.3 Residential Furniture
Indoor residential furniture (seating, tables, storage, beds...).

5.4.4 Custom & Small-Series Furniture (Residential, Contract & Built-In)
Made-to-order pieces, limited editions and built-ins / millwork (banquettes, counters, bookcases, reception desks, bars, cabinets, vitrines) designed for a specific site or client. Excludes kitchen / bath (see "Kitchen & Bath") and outdoor (see "Exterior").

5.4.5 Babies & Children — Furniture & Products
Furniture, accessories and gear designed for babies and children.

5.4.6 Outdoor Furniture (see main "Exterior" category)

5.5 EXTERIOR

5.5.1 Outdoor Furniture
Patio / garden furniture and structures (swings, hammocks, play structures, parasols, cabanas), outdoor kitchens, barbecues, fountains, fireplaces, gazebos, spas / saunas / pools...

5.5.2 Site Amenities & Outdoor Installations
Pergolas, shading systems, fences / gates, decks, planters, bike / ski racks, shelters, wayfinding totems, bins and recycling stations.

5.5.3 Urban & Street Furniture
Benches, shelters, bike racks, planters and other site furnishings for public realm.

5.5.4 Outdoor Lighting Fixture (see main "Lighting" category)

5.5.5 Exterior Materials & Systems (see main "Architectural Products" category)

5.6 ARCHITECTURAL PRODUCTS

5.6.1 Surfaces, Finishes, Acoustics & Architectural Hardware
Interior finishes for floors / walls / ceilings: tile, solid surfaces, plaster and finishing systems, acoustic panels; architectural hardware.

5.6.2 Stairs, Partitions, Doors & Windows
Stairs and guardrails; interior partitions (solid or glazed, fixed or demountable); doors and windows for interior or exterior openings.

5.6.3 Exterior Materials & Systems
Exterior cladding and siding, roofing systems, rainscreens and curtain-wall / façade systems.

5.7 ELECTRONICS & DIGITAL

5.7.1 Digital Tools for Design & Visualization
Apps, configurators, AR / VR / XR experiences, plugins and software for design, specification and visualization.

5.7.2 Interface & UX Design
User interfaces and interactions for digital products and connected environments—web, mobile & wearables, device HMIs, kiosks / service flows; may include voice, gesture and AR / VR; accessibility included.

5.7.3 Consumer Electronics & Digital
Consumer electronics, peripherals, media devices and connected products.

5.8 COMMUNICATION

5.8.1 Signage & Wayfinding Products
Signs, pictograms, tactile / ADA elements and wayfinding systems integrated with interiors.

5.9 LIFESTYLE, LEISURE & TRAVEL

5.9.1 Lifestyle & Travel
Travel goods, luggage, personal accessories, watches / eyewear / jewellery and everyday lifestyle products.

5.9.2 Sports, Play & Recreation
Board games, toys, hobby / maker kits, and equipment for indoor / outdoor sports and recreational activities.

5.10 MEDICAL & SCIENCE

5.10.1 Medical & Scientific Equipment
Medical devices, laboratory equipment, scientific instruments, hospital furniture, therapeutic goods and home health care.

5.11 MOBILITY & TRANSPORTATION

5.11.1 Vehicles & Equipment
Cars, motorcycles, buses, trains, trucks, boats and aircraft; excludes interiors.

5.12 OTHER CATEGORIES — PRODUCT

5.12.1 Concept (Product not realized)
Product concept, study or prototype not yet built or commercialized.

5.12.2 Unclassified Category in Product
Projects that do not fit any other category.

5.13 SPECIAL AWARDS — PRODUCT

5.13.1 Products + Aluminium
Excellence in aluminium design, fabrication and finish.

5.13.2 Products + Wood
Excellence in the use of wood (solid, engineered or hybrid).

5.13.3 Products + Materials
Outstanding innovation in materials or material systems.

5.13.4 Sustainable & Environmental Design
Products demonstrating circularity, low-carbon impact, durability and repairability.

6. COMMUNICATION & BRANDING

6.1 BRAND DESIGN

6.1.1 Brand Identity (Creation & Rebrand)
Complete brand identity system: logo, palette, typefaces, key visuals, templates and brand guidelines.

6.1.2 Logo Design
Creation or evolution of a distinctive logotype, monogram, or symbol.

6.2 COMMUNICATION DESIGN

6.2.1 Poster & Print Collateral
Posters and promotional print collateral (flyers, cards, invitations, series, light POS).

6.2.2 Corporate Communication & Publishing
Corporate communication tools and publishing (brochures, stationery, presentations, annual reports, books, magazines).

6.2.3 Digital Content & Social Marketing
Digital and social campaigns and content (static / video assets, banners, emails, landing pages).

6.2.4 Website, Apps & UI / UX
Design of websites, apps and digital products: information architecture, interface and user experience (UI / UX).

6.2.5 Illustration & Typography
Original illustrations, lettering, type families and type specimens.

6.3 ENVIRONMENTAL DESIGN

6.3.1 Branded Environments (Retail & Spaces)
Brand-led spaces: retail, pop-ups, showrooms, headquarters and brand-oriented exhibitions.

6.3.2 Signage, Wayfinding & Murals
Signage systems, wayfinding and environmental graphics; murals and integrated artworks.

6.4 PACKAGING DESIGN

6.4.1 Packaging
Packaging across sectors (food / beverage, beauty / personal care, home, e-commerce): structure, graphics and sustainability.

7. ART & PHOTOGRAPHY

7.1 ART

7.1.1 Standalone Artwork
Independent artwork (painting, sculpture, installation, digital / video art, fine-art photography, mixed media). Not site-specific.

7.1.2 Site-Specific Artwork
Artwork integrated in a site (public & urban, commercial, residential). Murals, street art, sculpture, installation, light art. *Specify space type at entry.*

7.2 PHOTOGRAPHY

7.2.1 Architectural Photography
Single image or series depicting an architectural project (commercial or editorial).

7.2.2 Interior Design Photography
Single image or series depicting an interior design project (commercial, residential, institutional).

7.2.3 Landscape Photography
Single image or series on landscape architecture, landscape design or urbanism (commercial or editorial).

7.2.4 Product Photography
Single image or series of products (packshot, staged, macro) for commercial or editorial use.

8. LIGHTING PROJECTS

Recognizes excellence and innovation in project lighting. Open to lighting designers, architects, interior designers, landscape architects, or manufacturers acting as project lighting designers. Important: does not cover luminaires (products). Submit those entries under the Products discipline.

8.1 PROJECT LIGHTING

8.1.1 Interior Lighting — Residential & Office
Project lighting for dwellings (houses, condos, apartments) and workplaces (offices, headquarters).

8.1.2 Interior Lighting — Commercial & Institutional
Retail and hospitality (shops, hotels, restaurants, performance venues, etc.) and institutional settings (education, healthcare, libraries, museums, sports centers, public buildings).

8.1.3 Exterior Lighting — Building
Illumination of façades, entrances, circulation routes, and architectural components.

8.1.4 Exterior Lighting — Landscape
Gardens; urban or rural sites; landscape ensembles; parks, plazas, bridges, trails; installations and festivals.

8.1.5 Lighting — Infrastructure & Transport
Transport hubs, stations, footbridges, tunnels, pedestrian and cycling paths—safety, wayfinding, comfort.

8.1.6 Energy-Efficient & Environmental Lighting
Exemplary designs emphasizing efficiency, glare control, durability, and overall energy performance.

8.1.7 Experiential & Immersive
Experiential and immersive lighting concepts (installations, journeys, interactive scenographies).
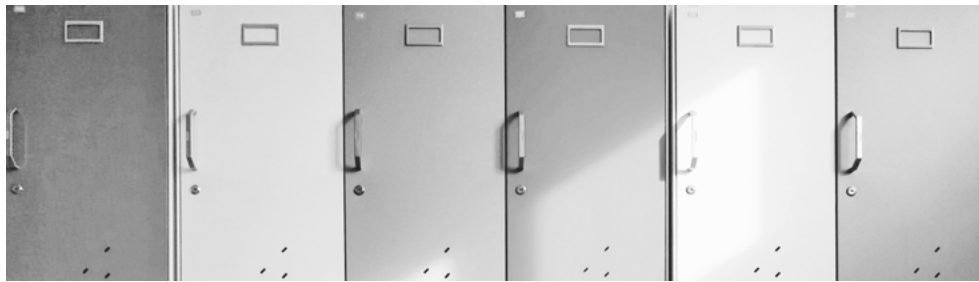
9. STUDENT

Unrealized concept or product developed by students or student teams enrolled in a postsecondary program in design, architecture, landscape architecture, urban design, or graphic design.

9.1   STUDENTS WORK

9.1.1   Student — Architecture

9.1.2   Student — Interior Design

9.1.3   Student — Graphic Design

9.1.4   Student — Industrial Design / Product / Furniture

9.1.5   Student — Urban Design / Landscape

10. FIRMS & STUDIOS

Open to design firms, architecture practices, lighting and landscape studios. Manufacturers / companies may enter if acting as designers and presenting a realized project portfolio.

10.1   FIRM OF THE YEAR

Recognizes sustained excellence over multiple years. Judged on portfolio quality and innovation, impact, sustainability, and studio culture. Firm submits 5 — 7 realized projects

10.1.1   Small (≈ 1 — 10)

10.1.2   Medium (≈ 11 — 49)

10.1.3   Large (50+)

10.2 EMERGING PRACTICE

10.2.1 Emerging Practice
Recognizes emerging practices; eligibility is limited to firms founded within the past 10 years.

* If the jury deems it necessary, projects may be evaluated in categories other than those indicated on the registration form. The jury reserves the right to modify or group certain categories together.