ARCHITECTURE

LANDSCAPE
& TERRITORIES

PRODUCT

ART &
PHOTOGRAPHY

INTERIOR
DESIGN

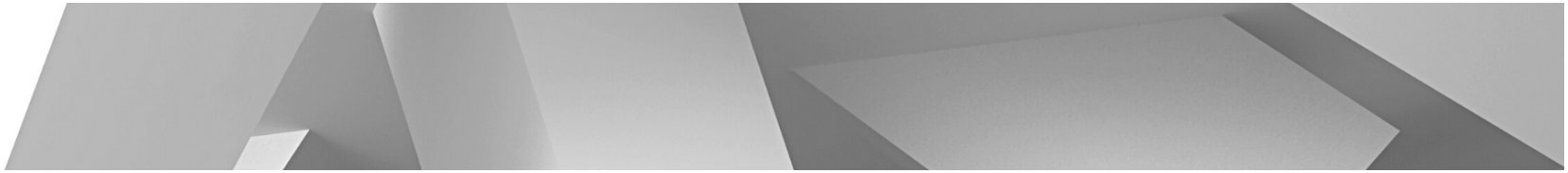
CONSTRUCTION
& REAL ESTATE

COMMUNICATION
& BRANDING

STUDENT

16th edition
GRANDS PRIX
DU DESIGN

# DISCIPLINES & CATEGORIES



# 1. ARCHITECTURE

## 1. COMMERCIAL BUILDING

1.1.1 Retail, Health Clinic & Small Commercial Space

1.1.2 Restaurant, Bar & Nightclub

1.1.3 Market, Department Store, Shopping Center & Mall

1.1.4 Hotel & Resort

1.1.5 Low-Rise Office Building
*(< 5 storeys)*

1.1.6 Mid & High-Rise Office Building
*(≥ 5 storeys)*

1.1.7 Mixed-Use Building:
*Built architectural complex with multiple and combined functions of residential, commercial, institutional or cultural.*

1.1.8 Factory & Warehouse

## 2. PUBLIC BUILDING

1.2.1 Cultural Building:
*Museum, library, gallery, exhibition hall, theater hall, pavilion, religious building...*

1.2.2 Sports & Leisure Building:
*Spa, stadium, arena, gym, swimming pool, skiing facilities, sports and recreation center...*

1.2.3 School & Preschool Education Building:
*Kindergarten, daycare, elementary and high school.*

1.2.4 Higher Education & Research Building:
*College, university and research center.*

1.2.5 Institutional Building:
*Hospital, government and civic building.*

1.2.6 Urban Building:
*Public landmark, memorial, viewpoint...*

## 3. RESIDENTIAL BUILDING

1.3.1 Private House ≤ 2 000 pi$^2$
*(≤ 185 m$^2$)*

1.3.2 Private House > 2 000 pi$^2$
*(> 185 m$^2$)*

1.3.3 Multi-unit Housing ≤ 4 storeys

1.3.4 Apartment & Condo of 5 to 9 storeys

1.3.5 Apartment & Condo ≥ 10 storeys

1.3.6 Cottage & Country House

1.3.7 Affordable Housing

1.3.8 Prestige House

1.3.9 Prefab Home

1.3.10 Tiny/Small House:
*< 500 sq.ft. (< 50 sq.m.)*

1.3.11 Residential Annex:
*Secondary lodging, garden pavilion, pool house, granny suite.*

## 4. OTHER CATEGORIES IN ARCHITECTURE

1.4.1 Concept & Unbuilt:
*Project not yet realized or conceptual project that will not be realized.*

1.4.2 Facade

1.4.3 Infrastructure:
*Arch, Bridge, Viaduct, Gateway...*

1.4.4 Temporary installation:
*Temporary and Experiential Installation, Short-Lived Installation & Pop-Up Store.*

1.4.5 Continuing Value:
*Building over 20 years old still standing the test of time.*

1.4.6 Unclassified Category in Architecture

## 5. PRIX SPÉCIAUX

1.5.1 Architecture + Art:
*Collaboration with artists and project that bring and integrate art into the built environment.*

1.5.2 Architecture + Colour:
*Project where the colour has an impact on the building environment.*

1.5.3 Architectural + Light:
*Project that uses lighting and its effects in a creative and innovative way.*

1.5.4 Architecture + Stairs:
*Project in which the staircase stands out as a central feature of the building.*

1.5.5 Architecture + Ceiling:
*Project in which the ceiling stands out as a central feature of the building and incorporates innovative or creative design, whether through the use of clever details, materials or technologies.*

1.5.6 Architecture + Landscape:
*Commercial, public or private building that is integrated into the landscape and its natural environment in a harmonious and remarkable way.*

1.5.7 Architecture + Aluminium:
*Commercial, public or private building that makes good use of and highlights aluminium.*

1.5.8 Architecture + Concrete:
*Commercial, public or private building that makes good use of and highlights concrete.*

1.5.9 Architecture + Wood:
*Commercial, public or private building that makes good use of and highlights wood.*

1.5.10 Architecture + Glass:
*Commercial, public or private building that makes judicious and innovative use of glass and its effects.*

1.5.11 Architecture + Materials:
*Commercial, public or private building that incorporate new, experimental or unconventional materials, and project that use conventional materials in pioneering ways.*

1.5.12 Architecture + Collaboration:
*Project that has been successfully realized in collaboration with others, including associate architects, engineers, designers, consultants, artists, product manufacturers, and more.*

1.5.13 Architecture + Models and Renderings:
*This category recognises the detailed work and communicative aspect of the models and renderings created for the project.*

1.5.14 Architecture + Low Cost Design:
*Project built or conceptualized on a low budget, economically efficient architecture, affordable housing, architecture designed for regions where reduced construction costs are necessary for their development.*

1.5.15 Sustainable Architecture:
*Project that demonstrates solutions to its social, economic and environmental footprint.*

1.5.16 Building Conversion & Adaptive Reuse:
*Project that involve the transformation of outdated, derelict or abandoned architecture for a new use.*

1.5.17 Architecture + Climate Change

1.5.18 Architecture + Renovation

1.5.19 Architecture + Heritage Enhancement



# 2. INTERIOR DESIGN

## 1. OFFICE

2.1.1 Office ≤ 5,400 sq.ft.
*(≤ 500 sq. m.)*

2.1.2 Office 5,400 - 54,000 sq.ft.
*(500 - 5 000 sq. m.)*

2.1.3 Office > 54,000 sq.ft.
*(> 5,000 sq. m.)*

2.1.4 Office: Creative & New Tech Firms

2.1.5 Office: Professional & Financial Service Firms:
*Law firms, accounting, insurance, bank...*

2.1.6 Agile work Environment:
*Workplace that adapts to the changing demands of employees and where the same space may serve different purposes at different times for different groups of people.*

2.1.7 Co working:
*Work-sharing spaces, third place, between work at home and work in a company, used by self-employed workers or companies for their nomadic or regionally domiciled employee.*

## 2. COMMERCIAL SPACE

2.2.1 Commercial Space ≤ 1,600 sq.ft.
*(≤ 150 sq.m.)*

2.2.2 Commercial Space 1,600 - 5,400 sq.ft.
*(150 - 500 sq.m.)*

2.2.3 Commercial Space > 5,400 sq.ft.
*(> 500 sq.m.)*

2.2.4 Beauty/Cosmetics

2.2.5 Grocery Store

2.2.6 Pop-Up Shop

2.2.7 Showroom

2.2.8 Booth & Exhibition Space

## 3. CULTURE, SPORTS & LEISURE

2.3.1 Library

2.3.2 Community Center

2.3.3 Wellness Center & Spa

2.3.4 Gym, Sports & Recreation Center

2.3.5 Event Design & Ephemeral Installation

2.3.6 Museum & Gallery:
*Permanent or temporary exhibition*

2.3.7 Theater, Show Hall & Auditorium

## 4. EDUCATION, INSTITUTION & HEALTHCARE

2.4.1 Elementary School & Kindergarten

2.4.2 High School & College

2.4.3 University & Higher Education

2.4.4 Government & Civic Building:
*Courthouse, police station, correctional center...*

2.4.5 Health Facilities & Research Center:
*Hospital, laboratory, research facility...*

2.4.6 Professional Office & Clinic:
*Dentist office, private clinic, rehabilitation center, medical clinic...*

2.4.7 Senior Residence, Retirement Home & Condo with Services

## 5. ACCOMMODATION, RESTAURANT & BAR

2.5.1 Lodging, Cottage & Cabin for Rent

2.5.2 Inn, Motel, Bed & Breakfast

2.5.3 Boutique Hotel

2.5.4 Chain Hotel

2.5.5 Restaurant ≤ 1,600 sq.ft.
*(≤ 500 sq. m.)*

2.5.6 Restaurant > 1,600 sq.ft.
*(> 500 sq. m.)*

2.5.7 Bar, Lounge & Nightclub

2.5.8 Café & Food Concession

2.5.9 Food Court

## 6. RESIDENCE

2.6.1 Residential Space ≤ 1,600 sq. ft.
*(≤ 150 sq. m.)*

2.6.2 Residential Space 1,600 - 5,400 sq.ft.
*(150 - 500 sq. m.)*

2.6.3 Residential Space > 5,400 sq.ft.
*(> 500 sq. m.)*

2.6.4 Classic/Timeless Residential Space

2.6.5 Cottage & Country House

2.6.6 Intergenerational House

2.6.7 Senior-Living Private Residence

2.6.8 Residential Tower & Condominium Project - Common Space:
*Lobby, corridor, swimming pool, waiting room...*

2.6.9 Real Estate Project Sales Office

2.6.10 Home Office

2.6.11 Kitchen

2.6.12 Main bathroom

2.6.13 Secondary bathroom and powder room

## 7. AUTRES CATÉGORIES EN DESIGN D'INTÉRIEUR

2.7.1 Common Area:
*Lobby, circulation area, waiting area, reception, information desk and more for offices, hotels, retail, cultural and institutional establishments.*

2.7.2 Transportation Infrastructure:
*Airport, train station, public transit station...*

2.7.3 Unclassified Category in Interior Design

2.7.4 Interior design concept:
*unrealized project.*

## 8. SPECIAL AWARDS

2.8.1 Acoustic:
*Commercial, public or private interior design that pays special attention and stands out for the quality of their acoustics.*

2.8.2 Interior Design + Aluminium:
*Commercial, public or private interior design that makes good use of and enhances aluminium.*

2.8.3 Interior Design + Wood:
*Commercial, public or private interior design that makes good use of and enhances wood.*

2.8.4 Interior Design + Materials:
*Project that incorporate new, experimental or unconventional materials or that use conventional materials in pioneering ways.*

2.8.5 Interior Design + Colour:
*Commercial, public or private interior design that makes judicious use of colour and where colour creates impact.*

2.8.6 Interior Design + Lighting:
*Project that uses lighting and its effects in a creative and innovative way.*

2.8.7 Interior Design + Stairs:
*Project in which the staircase stands out as a central feature of the design.*

2.8.8 Interior Design + Art Integration:
*Collaboration with artists and a project that combines and integrates art into interior design.*

2.8.9 Interior Design + Collaboration:
*Project that has been successfully realized in collaboration with others, including designers, architects, engineers, consultants, artists, product manufacturers, and more.*

2.8.10 LEED & WELL

2.8.11 Low Cost Design

2.8.12 Renovation (Before & After)

2.8.13 Heritage Preservation

2.8.14 Signage & Branding

2.8.15 Kids zone



# 3. LANDSCAPE & TERRITORIES

## 1. URBAN DESIGN

3.1.1 Urban Design Plan:
*Master Plan or study of a significant area within a municipality that provides a development or redevelopment strategy for urban transformation.*

3.1.2 Civic Design Project:
*Civic improvement project such as a park, a public space or environmental infrastructure which has been implemented as the result of an urban design plan or initiative.*

3.1.3 TOD Project:
*Transit-Oriented Design - Landscaping structured around a transport station.*

3.1.4 Community Initiatives:
*Built project initiated and implemented by a community-based organization that enhances the public realm. Street landscaping, public art, commemorative or interpretive installations, and environmental initiatives are examples.*

## 2. LANDSCAPE ARCHITECTURE

3.2.1 Landscape Architecture - Commercial & Office Project

3.2.2 Landscape Architecture - Cultural & Institutional Project

3.2.3 Landscape Architecture - Housing Project

3.2.4 Landscape Architecture - Private Residence

3.2.5 Landscape Architecture - Terrace Roof

3.2.6 Landscape Architecture - Rural Areas

3.2.7 Landscape Architecture - Public Space:
*Public space, park, urban beach...*

3.2.8 Green Roof:
*Green roof accessible or not, allowing the cultivation of low vegetation that tolerates drought well.*

3.2.9 Pedestrian Street / Shared Street:
*Street planning that combines safety and comfort of pedestrians, in removing cars as much as possible while taking into account the development realities of a street including access to firefighters, the many overheadwires, underground infrastructure...*

3.2.10 Parkland / Street Terrace:
*Permanent or temporary space that uses some parking spaces to convert into terrace, small private or public parks or outdoor chat rooms.*

## 3. LANDSCAPING

3.3.1 Courtyard

3.3.2 Facade Landscaping

3.3.3 Landscape of the House Perimeter:
*Facade, side, courtyard, terrace.*

3.3.4 Prestige Landscaping

3.3.5 Restricted Space Landscaping

3.3.6 Swimming Pool & Terrace Landscaping

3.3.7 Terrace & Landscaping for Housing Project

3.3.8 Terrace & Landscaping for Commercial and Office Project

## 4. CONCEPT

3.4.1 Concept:
*Project not realized.*

## 5. SPECIAL AWARDS

3.5.1 Landscape + Wood

3.5.2 Landscape + Water

3.5.3 Landscape + Lighting

3.5.4 Landscape + Innovative Idea

3.5.5 Landscape + Art Integration

3.5.6 Landscape + New Materials:
*Project that incorporate new, experimental or unconventional materials or that use conventional materials in pioneering ways.*

3.5.7 Environmental Project:
*Ecoresponsible intervention, water management project, biodiversity, re-naturalization...*





# 4. CONSTRUCTION & REAL ESTATE

## 1. CONSTRUCTION

4.1.1 Commercial Construction

4.1.2 Institutional & Cultural Construction

4.1.3 Apartment & Condo

4.1.4 New Single-Family & Mutli-Unit Housing

4.1.5 Prestige Construction

4.1.6 Renovation Project

## 2. REAL ESTATE DEVELOPMENT

4.2.1 Shopping Center, Mall & Retail Development

4.2.2 Cultural, Sports & Leisure Complex Development

4.2.3 Hotel & Resort Development

4.2.4 High-Rise Commercial, Office & Business Development

4.2.5 High-Rise Residential Development

4.2.6 Low-Rise Residential Development

4.2.7 Mixed-Use Development

4.2.8 TOD (Transit-Oriented Design) Development:
*Real Estate Development structured around a transit station, such as a train, bus or subway station. The TOD is a district that combines active transport, social mix and urban planning.*

4.2.9 Future Project-Coming Soon:
*Real estate development already under construction or scheduled to begin construction soon.*

# 5. PRODUCT

## 1. INDUSTRIAL DESIGN

5.1.1 Lighting fixture - Indoor

5.1.2 Lighting fixture - Outdoor

5.1.3 Furniture - Office

5.1.4 Furniture - Contract & Institutional

5.1.5 Furniture - Urban & Street

5.1.6 Furniture - Residential

5.1.7 Furniture & Product - Outdoor:
*Patio/Garden furniture, swing, hammock, play structure, parasol, cabin, outdoor kitchen, barbecues, fountain, fireplace, gazebo, spa, sauna, pool...*

5.1.8 Bathroom furniture

5.1.9 Furniture & Product - Babies and Children:
*Accessories, baby bottles, baby carriers, child seats, children's bicycles, children's furniture, play equipment, playpens, pregnancy and parenting products, school bags, strollers, travel cots...*

5.1.10 Kitchen cabinets

5.1.11 Kitchen Taps & Sinks

5.1.12 Product - Bathroom:
*faucets, showers and tubs, whirlpools, toilets, bidets, sink, fans, towel warmer...*

5.1.13 Product - Household Appliances & Accessories:
*Refrigerator, freezer, cooking appliance, dishwasher, ventilation, washer, dryer, built-in coffee machine, vacuum, air conditioner and air quality...*

5.1.14 Product - Architectural:
*Building materials, interior and exterior floor and wall coverings, door and window, staircase, fireplace, architectural hardware...*

5.1.15 Product - Acoustic:
*Panel, material and product providing acoustic solutions.*

5.1.16 Product - Decorative:
*Accessory, vase, chandelier, mirror, cushion, bedding, window covering, rug...*

5.1.17 Product - Fauna & Flora:
*Gardening tools, hydroponic devices, watering devices, pet products and accessories, equipment, gadgets or products for plants and animals...*

5.1.18 Product - Consumer Goods:
*Kitchen Accessories, Cookware and Cooking Utensils, Tableware, Personal Care, Wellness and Beauty, Tools...*

5.1.19 Game, toy & hobby

5.1.20 Product - Signage:
*Signage, communication, display product...*

5.1.21 Product - Media, Consumer Electronics & Digital:
*TV, video and audio equipment, home theatre system, security system, computer, phone, mobile device, camera, gaming console, electronic accessory and connected object...*

5.1.22 Product - Medical & Scientific Apparel:
*Medical device, laboratory equipment, scientific instrument, hospital furniture, therapeutic goods and home health care.*

5.1.23 Sports & Recreation Equipment:
*Professional and recreational sporting equipment, playground equipment, bicycle, scooter, skates, exercice equipment, sports clothing, shoes, outdoor and camping equipment, game and toy...*

5.1.24 Lifestyle & Travel:
*Watches, eyewear, jewellery, wallet, luggage, bag, umbrella, luxury Goods...*

5.1.25 Automotive & Transportation:
*Automobile, automotive component, motorcycle, bus, train, truck, aircraft, watercraft...*

## 2. PRODUCT DESIGN IN SMALL SERIES & HAND-MADE

5.2.1 Lighting fixture

5.2.2 Residential, Commercial & Built-In Furniture

5.2.3 Object, Accessory, Kitchen & Bathroom Product

## 3. OTHER CATEGORIES - PRODUCTS

5.3.1 Concept:
*Product not realized.*

5.3.2 Unclassified Category

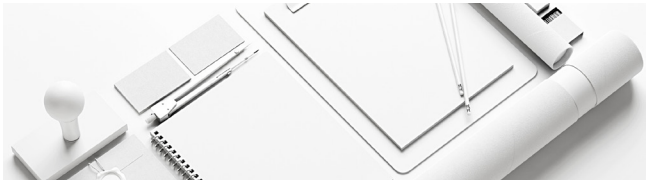
## 4. SPECIAL AWARDS

5.4.1 Sustainable & Environmental Design

5.4.2 Wood:
*Product that enhances the value of wood.*

5.4.3 Aluminium:
*Product that enhances the value of aluminium.*

5.4.4 Materials:
*Product that incorporate new, experimental or unconventional materials or that use conventional materials in pioneering ways.*



## 6. COMMUNICATION & BRANDING

### 1. BRAND DESIGN

6.1.1 Brand Identity Creation and Update

6.1.2 Logo Design

### 2. COMMUNICATION DESIGN

6.2.1 Poster:
*Indoor, outdoor, proximity or large-format signage and posters.*

6.2.2 Corporate Communication Tool:
*Corporate brochure, guide, magazine and book, annual report...*

6.2.3 Packaging:
*Commercial or limited edition packaging (unique piece, product range).*

6.2.4 Publishing:
*Information and entertainment media, magazine, newspaper and book (print, digital or interactive publication).*

6.2.5 Illustration:
*Single piece, series.*

6.2.6 Traditional or Digital Marketing:
*Single piece or campaign.*

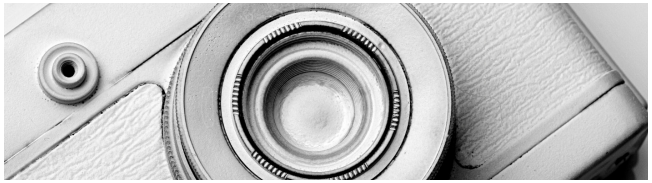
6.2.7 Online:
*Website, Apps and Digital Solutions.*

### 3. ENVIRONMENTAL DESIGN

6.3.1 Brand Universe:
*Complete creation of a brand universe, bringing the brand to life in space.*

6.3.2 Mural & Artistic Installation

6.3.3 Signage:
*Indoor and outdoor signage (Specifications).*



## 7. ART & PHOTOGRAPHY

### 1. ART PROJECTS

7.1.1 Visual Art

7.1.2 Urban Art

7.1.3 Artwork - Commercial:
*Hotel, restaurant, bar, boutique, department store, office...*

7.1.4 Artwork - Public Space:
*Cultural, sport, leisure, educational, institutional, health space...*

7.1.5 Artwork - Residential Space

### 2. PHOTO

7.2.1 Product Photography:
*Unique piece or set of commercial photos of product.*

7.2.2 Interior design Photography:
*Single piece or set of commercial photos of interior design project.*

7.2.3 Architectural Photography:
*Single piece or set of commercial photos of architectural project.*

7.2.4 Landscape Photography:
*Single piece or set of commercial photos of landscape design, landscape architecture and urban planning project.*



## 8. STUDENT

Concept or product developed by a student enrolled in a post-secondary program in design, architecture, landscape architecture, urban design and graphic design.

### 1. STUDENTS' WORK

8.1.1 Architecture

8.1.2 Interior Design

8.1.3 Graphic Design

8.1.4 Industrial Design / Product / Furniture

8.1.5 Urban Design / Landscape

* 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.