



COP26 BUILT ENVIRONMENT VIRTUAL PAVILION

OPEN CALL

29 June 2021

Overview

COP26, the UN Climate Change Conference, is a critical moment in the fight against climate change. It takes place in November 2021, and the eyes of the world will be on the host city, Glasgow.

Covid-19 travel restrictions may reduce the number of delegates able to attend COP in person. To mitigate risk and enable maximum participation in COP26, regardless of the status of the physical Conference, an unprecedented coalition of over 100 partner organisations has come together to deliver a digital presence in the form of a Built Environment Virtual Pavilion. This initiative will give the built environment sector a voice at COP26 and generate a reach and legacy that can stretch beyond COP itself.

The Virtual Pavilion is a platform to demonstrate that the Built Environment is both part of the problem and part of the solution to climate change. It will explore key sustainability themes through a virtual reality exhibition of global projects and places with a focus on practical solutions for change. Online visitors from across the world will access a bespoke virtual reality (VR) space to engage in sustainability and decarbonisation of our built environment. These concepts will be communicated through stories, projects, films and interactive exhibits. The virtual exhibition will also host an 'installation'; a centrepiece for the Pavilion, and a major series of events and downloadable content will be provided alongside.

We also hope to have a physical presence at COP26 in the Green Zone for delegates who are at COP26 in person. They will be able to experience the exhibition via Virtual Reality headsets or on tablets, depending on Covid-19 restrictions and our ability to sanitize shared devices.



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The Open Call

This Open Call is seeking entries for two main elements of the virtual pavilion:

- **EXHIBITION:** Built environment projects that offer solutions to the climate crisis. These projects will be virtually showcased in the exhibition through four broad sustainability themes: Climate Mitigation; Climate Adaption; Natural Resource Use; Nature and Biodiversity.
- **INSTALLATION:** A design for an inspiring virtual installation that will act as the centrepiece of the Virtual Pavilion.

We ask those interested in submitting to the Open Call to read through **both** Open Call briefs - the Exhibition and the Installation - and decide where their submission best fits. For clarity, we expect individual entries to identify one or the other category (not both), and we do not require organisations to submit entries to both of these categories (submitting an entry to just one is acceptable).

Organisations can submit up to two projects to the Exhibition Open Call (to be uploaded in order of preference) and one entry to the Installation Open Call.

Contact details for any queries: OpenCall@ukgbc.org

Open Call - EXHIBITION

We are looking for inspiring global projects, built or planned, that offer solutions to the climate crisis.

The aim of the exhibition is to educate and inspire a wide-ranging audience - from COP delegates and built environment professionals, to young people and the general public interested in mitigating climate change - and should therefore cater to different levels of prior knowledge of sustainability. The exhibition will be explored by visitors through their laptops, phones and tablets, and in person at COP using shared devices. Each exhibit will be accompanied by a range of media (e.g. storytelling, videos, digital models, photography).



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To help tell the story of sustainability in the built environment, we are focussing on the following environmental themes:

Theme	Example content
Climate Mitigation	Energy efficiency, renewable energy, embodied carbon, net zero
Climate Adaptation	Resilience to extreme weather, nature-based solutions
Natural Resource Use	Water efficiency, materials, circular economy
Nature and Biodiversity	Ecology, natural environment

We recognise there is an overlap between the themes, we expect projects will fit multiple – and ideally all – of the themes above.

In addition to the headline search for projects that ‘offer solutions to the climate and ecological crisis’, judges will be looking for projects that:

- clearly address the key themes of the exhibition
- address broader socio-economic benefits such as health and wellbeing
- are innovative
- consider sustainability throughout and beyond the project’s life cycle
- are replicable – if scaled, would be a key part of the solution to the climate and/or ecological crisis
- are visually engaging and inspiring

Each entry will be expected to demonstrate robust evidence of the project’s sustainability impact (actual or planned). We are not setting prescriptive ‘minimum standards’, and are very sensitive to different regional contexts, but would expect this to reference local or regional benchmarks; third party endorsement or accreditation; or other forms of demonstrable evidence of benefits ‘on the ground’ (e.g. metered energy usage, other forms of monitoring, and user feedback).



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We are looking for diversity in the final range of exhibited projects – in terms of project type (housing, commercial or public buildings; built places and spaces; infrastructure), scale, location, and a mixture of both new buildings and adapted, refurbished or regenerated buildings and places.

We intend the exhibition to showcase up to 12 projects from all the inhabited continents.

As well as being exhibited in the Virtual Pavilion, the chosen projects will be promoted as part of the COP26 Built Environment Virtual Pavilion communications campaign, and will be available to view long after COP26 ends. Teams whose projects are exhibited will be invited to the launch events, and to take part in (virtual) exhibition tours to help us showcase their project to audiences.

Those entering the Exhibition Open Call can enter with text and high-quality photography, no 3D elements are explicitly required, which allows for inclusivity at an international scale. However, as we are creating a virtual reality exhibition, we are also looking for engaging visual material, video, BIM models, 360 VR experiences. There is room in the entry form to detail what visual assets you have available.

Organisations can enter up to two projects for the Exhibition Open Call. Please submit your absolute best sustainable work that provides practical solutions to combat climate change. You will be asked to prioritise your two entries.

Register your interest -

Please **register your interest [here](#)**. You will be sent the supporting document and be kept up to date with the project.

Enter your project [here](#).



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Open Call – INSTALLATION

We are looking for a sustainability focused installation that will intrigue and excite a global audience.

There is an urgent need to build an inclusive, sustainable, and resilient future for people and the planet. The built environment has a crucial role to play to meet this challenge. We are looking for the best new or existing playful interventions, interactive spaces and abstract art pieces that demonstrate that ‘the built environment is both part of the problem and part of the solution to climate change.’

The chosen piece will be showcased as a centrepiece for the [Built Environment Virtual Pavilion at COP26](#). The installation will be explored by visitors in virtual reality, so submissions should consider how the installation can exploit the lack of physical constraints to capture people’s attention and help visitors understand the significance of the sustainability of our built environment.

Those entering the Installation Open Call will need to think about how visitors will learn about sustainability in the built environment, but we leave it up to you to decide how to do this creatively. You might want to focus on a single theme or a single message, or you may want to find ways to explore complex ideas in an accessible format.

Entrants will be judged on how well their work addresses sustainability in the Built Environment, specifically highlighting that the industry is both ‘part of the problem and part of the solution to climate change’. Judges will also be looking for projects that:

- Are visually interesting, a centrepiece for the Pavilion
- Appeal to a broad audience and are engaging
- Are thought-provoking, captivating and leave an impression

The entrant(s) of the chosen installation will work with us and our technology partner to build your design into the Virtual Pavilion. Your work will need to be developed in a 3D format, but we welcome partially completed designs - they may be a wireframe with a mix of JPEG renders and hand-drawn sketches.

The chosen installation will be promoted as part of the COP26 Built Environment Virtual Pavilion communications campaign and encourage hundreds of partner organisations to help us celebrate your work.



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A selection of the best entries will be exhibited on the COP26 Built Environment Virtual Pavilion dedicated website. The entrant(s) of the chosen installation will receive a £2,000 prize. They will be credited in the exhibition and will be announced through all media channels.

The entrant(s) of the chosen installation and selected shortlisted entrants will be invited to the launch party, published online and announced to the press.

Entry requirements

Those entering the Open Call should be able to submit their ideas without the need to develop detailed designs. The entrant(s) of the chosen installation must be able to work with us in 3D format (SketchUp, CAD or similar) and be available in late August / early September to help us develop their ideas with our technology partner. We may need to work with you to adapt your design to work around our developer design constraints.

Register your interest -

Please **register your interest [here](#)**. You will be sent the supporting document and be kept up to date with the project.

Enter your project [here](#).

Key dates

- Open call launch: 29 June 2021
- Deadline for submitting clarification questions: 8 July (responses to anonymised questions will be circulated to all who have registered their interest)
- Deadline for entries: 2 August 2021, 23:59 BST
- Judging: 9-20 August 2021
- Final selection and commendations announced: late August 2021
- Virtual pavilion takes place: 1 – 12 November 2021
- Contact details if any queries: OpenCall@ukgbc.org



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The COP26 Built Environment Virtual Pavilion is being delivered by a coalition of over 100 organisations from across the built environment.

COP26 Built Environment Virtual Pavilion

Commercial Partners



Delivery Partners

