

Prize Pool £750

TIMBER FUTURES

IDEAS COMPETITION

DEADLINE: October 31st 2025



Brief



Throughout history, **timber** has been a cornerstone of **architectural expression**, from **ancient temples** and **vernacular dwellings** to **contemporary eco-conscious structures**. Yet in the face of escalating **climate change**, **environmental degradation**, and **resource scarcity**, **timber** is no longer just a material of tradition. It has become a **symbol of renewal**, a living medium at the heart of a **critical global shift** toward **low-impact**, **carbon-aware design**.

Unlike **concrete** or **steel**, **timber** is **regenerative**. It stores **carbon** rather than emitting it, requires significantly less **embodied energy**, and can be responsibly **sourced** and **replenished**. It enables a different kind of architecture, one that is **lighter**, **warmer**, **more expressive**, and deeply rooted in **ecological balance**. In a world where cities are rapidly expanding and the **construction industry** remains one of the **largest polluters**, timber offers a **meaningful** and **necessary alternative**.

Today, **architects**, **engineers**, and **designers** across the globe are **redefining what's possible with wood**. From **soaring timber towers** and **modular housing systems** to **community centres**, **cultural spaces**, and even entire **urban districts**, we are witnessing a **timber renaissance**. These projects do more than prove **technical innovation**; they **reframe** the **relationship** between the built environment, natural systems, and cultural narratives.

The **Timber Futures** competition invites you to contribute to this growing movement. We challenge participants to envision a **bold, forward-thinking architectural proposal** in which at least **50%** of the building's **structural system** is made from **timber**. There is **no fixed site**; you may choose an **existing location** or invent one that best supports your concept.

This is not a call to replicate past successes; it's an invitation to **extend the language of timber architecture into new territory**. Think beyond **conventional typologies** and aesthetics. Consider how your project could embrace **climate resilience**, foster **circular economies**, or **reconnect people with place, heritage, and material honesty**.

Whether your proposal draws from **traditional low-tech techniques** or incorporates **advanced timber technologies**, your design should express **wood's potential as a catalyst** for **meaningful** and **sustainable transformation**.

The competition is open to **students**, **graduates**, and **emerging professionals** from around the world. **Entry is completely free**, and submissions will be reviewed by an **international jury of leaders in design**.

Now is the time to **reimagine how we build and what we build with**.

Your ideas hold the power to shape a **more regenerative, inclusive, and human-centred architectural future**.

We can't wait to see what you create!

Note:

*You are welcome to submit a project you have **previously developed** for **academic, professional, or personal purposes**, as long as it aligns with the **competition brief**. We encourage **thoughtful reinterpretation, adaptation, or continued development of existing ideas** that explore the **architectural potential of timber**.*





Submission



For your entry, we are asking for **3 individual architectural visuals** — not full boards with layered diagrams, text, or layouts. We want **clear, focused images** that visually communicate your design, along with a separate **written explanation** of your concept.

3 x A3 Renders (Landscape) as individual .JPG files

- **Aerial View** – Show the project’s environmental context and timber expression at a broad scale (material palette should be visible or implied).
- **Eye-Level View** – Emphasise human experience and timber atmosphere. Highlight details, surface treatment, or joinery where possible.
- **Section** – Clearly illustrate structural systems and materiality. Annotations or minimal labels are allowed to help communicate timber use. (Optional: Participants may include line-based sections, axonometrics, or diagrams in this image, as long as they remain focused.)

Project Description – A single PDF file (max 500 words)

Clearly describe how timber is used structurally, environmentally, and aesthetically in your design. Include material percentages if helpful. Make sure your written explanation supports what is shown in the visuals.

All files must be uploaded **individually** through the submission form.

Please note: All submission files combined must not exceed 10MB in total.

Use the **TEAMID (your unique registration code)** in all filenames

Do not combine your files into one board or layout

Upload begins **July 28th 2025**, via the Submission Button on the competition page at creathlon.co.uk

File names to be in the following format :

TEAMID_Aerial, TEAMID_EyeLevel, etc.

TEAMID_Aerial.jpg

- Show how your project relates to its site and surroundings
- Highlight environmental context, scale, and landscape integration
- Communicate the overall spatial strategy and massing

TEAMID_EyeLevel.jpg

- Capture the human experience and atmosphere of the space
- Express materiality, light, and timber’s tactile presence
- Convey how people interact with and move through the design

TEAMID_Section.jpg

- Reveal the internal structure and spatial relationships
- Illustrate how timber is used architecturally and sustainably
- Demonstrate passive strategies, layering, and technical logic



Prizes



1st Prize

GBP400 + Certificate + Custom Trophy

2nd Prize

GBP250 + Certificate

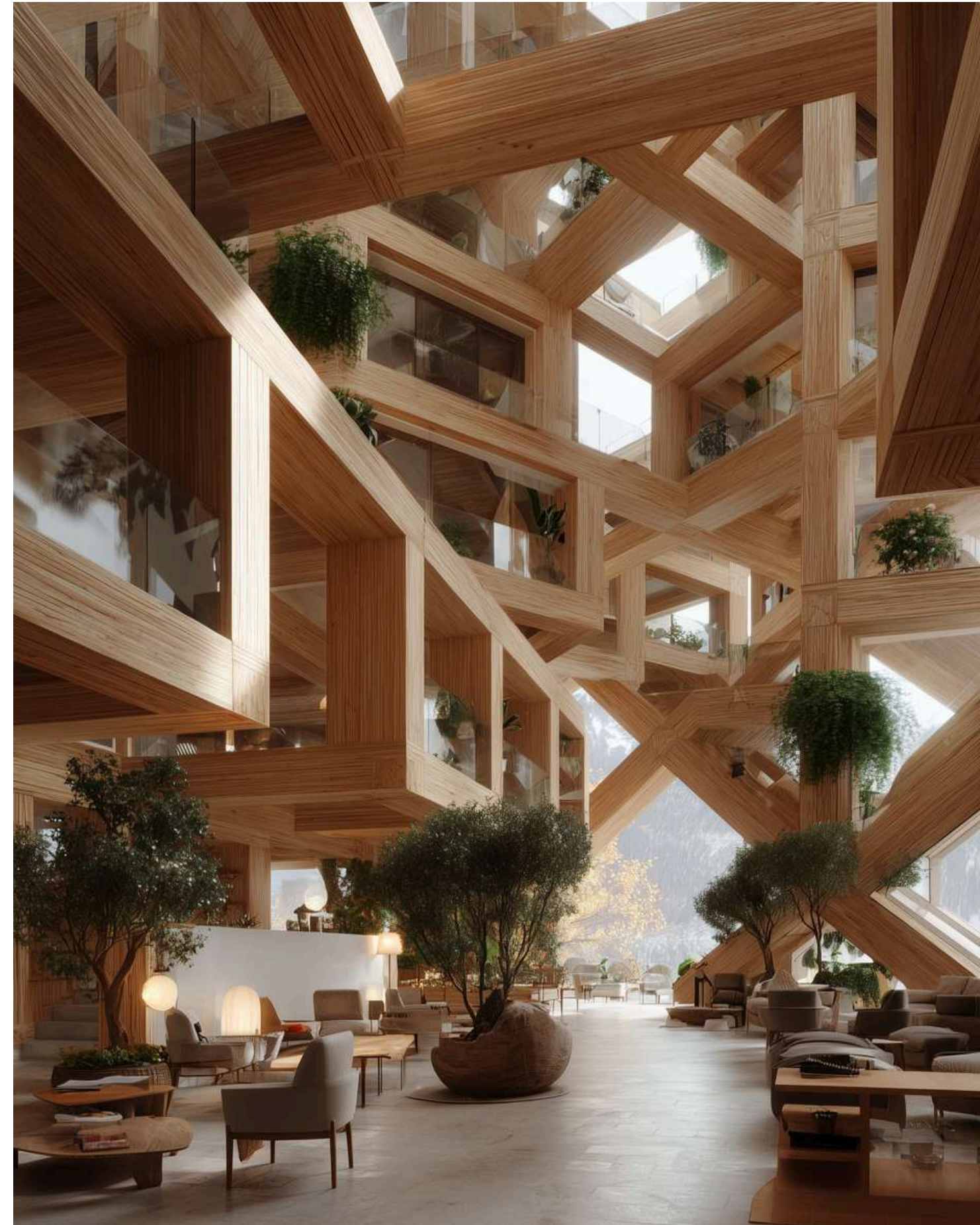
3rd Prize

GBP100 + Certificate

Honorable Mentions

Certificate

A select number of outstanding entries may receive **Honourable Mentions**. While these **do not include** a cash prize, they may be **featured** in our official **competition showcase**, gaining global visibility across **Creathon's platforms and networks**.





Timeline





Evaluation Criteria



Submissions for **Timber Futures** will be evaluated primarily on the innovative use of timber and the clarity of its architectural representation. Projects of **all scales, typologies, and programmes** will be assessed **equally**.

Judging will focus on the following:

Timber Expression & Innovation

- How creatively and meaningfully is timber used in the project?
- Does timber inform the architectural identity, structure, or environmental performance?

Clarity of Representation

- Are timber elements clearly illustrated through drawings and visuals?
- Do the images effectively communicate the role of timber in the project?

Design Intent & Vision

- Is there a strong architectural idea or ambition behind the project?
- Does the written description reinforce the design's purpose and message?

Note: Projects will *not* be judged based on **scale** or **programme**. A **small intervention** can be as **powerful as a large one** — what matters most is **how timber is used** and how well that **use** is **expressed**.



Terms & Conditions Summary



1. Eligibility

- All participants must be 18 years of age or older at the time of registration.
- Participants may enter individually or as part of a team. If entering as a team, a team leader must be designated for communication and prize purposes.
- Participants must not be employees, affiliates, jury members, or direct beneficiaries of the Organiser (Creathon), nor immediate family members of such parties.
- The Organiser reserves the right to request proof of identity, employment, or location for compliance purposes at any stage.
- Participants are not eligible to enter if they reside in or operate from a country currently subject to sanctions or trade restrictions imposed by the UK Government.

2. Registration:

- Participants must register via the official competition platform by the stated registration deadline.
- All registration details must be accurate and complete. Incomplete or false registrations may be rejected without notice.
- Participants are allowed to submit multiple entries, but each submission must be registered separately and assigned a unique TEAMID.
- Teams or individuals must ensure that each submission is distinct and registered under its own entry to be considered valid.

3. Submissions:

- All entries must be the original work of the entrant(s). Any use of uncredited or plagiarised material will result in immediate disqualification.
- Submissions must strictly adhere to the brief and technical requirements provided, including file formats, resolution, naming conventions, and deadlines.
- Submissions must be anonymous. Any identifying names, logos, or symbols included in submitted visuals or documents will result in disqualification.
- All entries must be received by the final submission deadline. Late entries will not be accepted under any circumstances.
- No modifications or re-submissions are allowed once the deadline has passed.

4. Evaluation & Results:

- All submissions will be reviewed by a jury appointed by the Organiser.
- The jury's decisions are final, confidential, and not subject to appeal or dispute.
- The Organiser is not obligated to publish individual jury comments or evaluation scores.
- Shortlisted entries or winners may be contacted for validation or further information after submission.
- For validation purposes, the Organiser reserves the right to review and filter submissions that do not comply with the Terms & Conditions or meet the evaluation criteria.

5. Intellectual Property & Usage Rights:

- Participants retain full intellectual property over their submissions.
- By entering the competition, participants grant the Organiser a non-exclusive, royalty-free license to use, publish, display, reproduce, and distribute submitted work (in part or full) for non-commercial promotional purposes, including publication, exhibition, and marketing.
- Proper credit will always be attributed to the authors where possible.
- The Organiser reserves the right to edit submission content (e.g. image cropping, text shortening) when featured online or in print, while maintaining the integrity of the design.

6. Prizes:

- Prizes will be awarded as outlined in the official competition brief.
- Prizes are non-transferable and non-exchangeable.
- The Organiser will contact winners via the email address provided during registration.
- Winners are responsible for any taxes, transfer fees, or bank charges associated with receiving their prize.
- If a winner does not respond within 14 days of request for validation, the Organiser reserves the right to reassign the prize.

7. Participant Conduct:

- Participants are expected to maintain professional and respectful conduct throughout the competition.
- Any form of harassment, discrimination, or misconduct (online or offline) will result in immediate disqualification and potential reporting to relevant institutions.
- The Organiser reserves the right to disqualify any participant or team that is found to have violated the terms or compromised the integrity of the competition.

8. Amendments & Cancellation:

- The Organiser reserves the right to modify, extend, suspend, or cancel the competition at any time and for any reason deemed necessary.
- Any such changes will be communicated via the official competition platform or directly to registered participants.
- The Organiser shall not be held liable for any disruption caused by unforeseen circumstances, technical failures, or external events beyond its control.
- The Jury may recommend an extension of the deadline in cases where additional time is required for equitable assessment or participant inclusion. Any such change will be formally communicated via the official competition platform.

9. Data protections:

- By registering, participants agree to the collection and use of their personal information for purposes related to the competition (e.g. contact, verification, crediting).
- Personal data will be handled in accordance with the UK GDPR and Creathon's [Privacy Policy](#) and will not be shared with third parties without consent.

For full competition Terms & Conditions as well as Definitions of Terms please check creathon.co.uk

