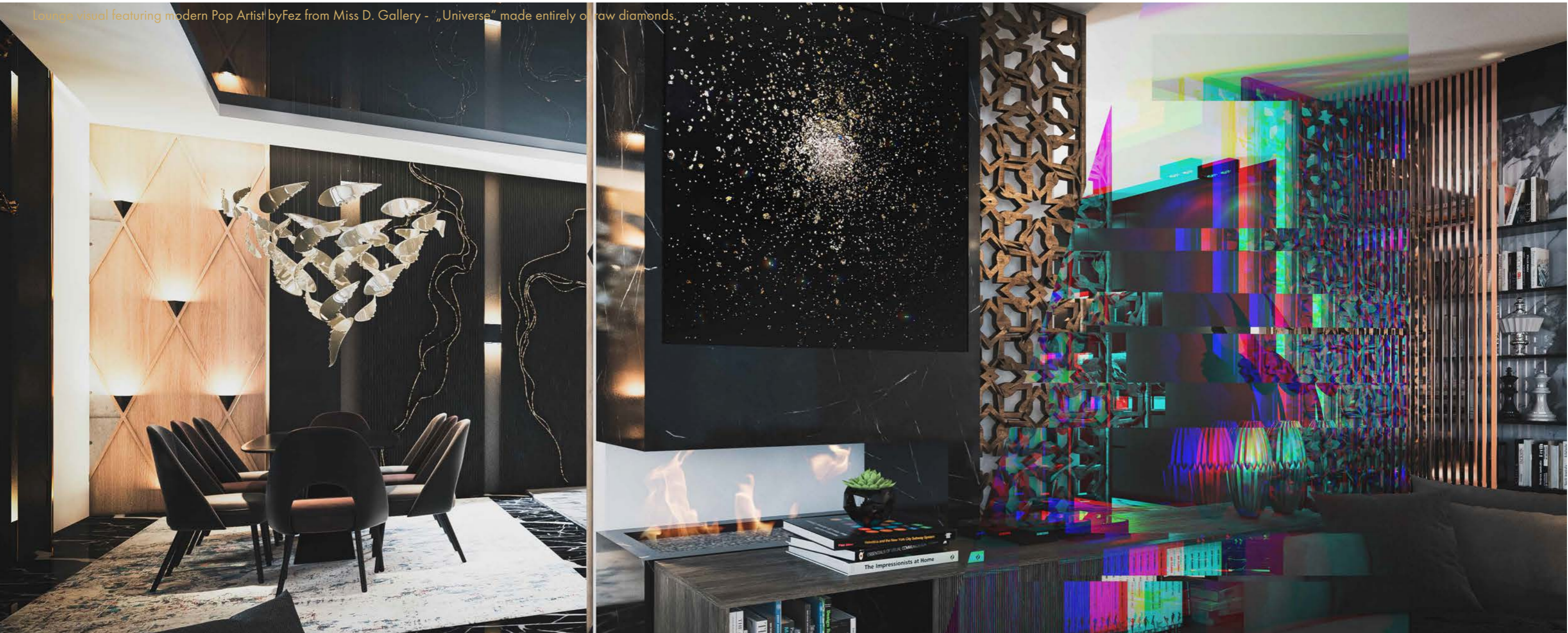# URSZULA ZWIERZYŃSKA

Lounge visual featuring modern Pop Artist byFez from Miss D. Gallery - „Universe" made entirely of raw diamonds.

PORTFOLIO

DESIGN | ACHITECTURE | CGI | XR

INTRODUCING

URSZULA ZWIERZYŃSKA

I am the BIID (British Institute for Interior Design) Associate. Design is who I am and how I express myself. I have dedicated my professional life bringing great designs to life in digital/architecture and interior design. I studied architecture and urbanism (2003-2008) and also graduated with BA (Hons) in Interior Design at KLC School of Design, University of Brighton, and studied at Architectural Association School of Architecture in London. As a Neuro – Linguistic Programming Master practitioner trained by Richard Bandler I am a specialist in NFA (Neuro – science for architecture) translating spatial design into human friendly spaces.

XR ENVIRONMENTS

I have specialized in 3D modelling and creating unique experiences in XR with the use of Unreal Engine and Unity. Translating architecture into its digital twin and developing XR network environemnts has become my biggest point of interest.

ARCHITECTURE

I have started my practice in 2006, creating house designs as Z500 brand in Poland and Europe. My designs continue being built across Europe to this day.

INTERIOR DESIGN

I gained expertise in all stages of interior design projects and formalised it with a university diplomma in UK. I currently work on delivering full interior design service together with FF&E in residential and commercial sector in London and EU.

RESUME

URSZULA
ZWIERZYŃSKA

BIID ASSOCIATE 5731

http://urszulazwierzynska.com

@ ou.zzi   @ family_house_design

@ Urszula Zwierzynska

@ Urszula Zwierzynska

/ PROFESSIONAL EXPERIENCE

Lead Designer	**Creative Director**	**Lead Designer**	**Senior Interior Designer**
@ Z500	@ Z500 INTER Ltd	@ Orienta Ltd	@ Family House Design
2006 - 2012, Poland	2010 - 2016, London	2018, Malta	2018 - 2022, London

/ EDUCATION

AA Architectural Assosiation	**KLC School of Design**	**WSEiZ**
School of Architecture	**London**	**Poland**
London	BA (Hons), 2021-22	Architecture and Urbanism
Summer School, 2022	FDA, 2019-21	Faculty, 2003-08

/ SOFTWARE

Archicad 7- 26	●●●●●	**Twinmotion**	●●●●●	**Touch Designer**	
Rhino 7	●●●○○	**Unreal Engine**	●●●●○	**Spark AR**	
(Grasshopper)		**Photoshop**	●●●●●	**Unity**	
Maya	●●●●○	**Indesign**	●●●●●	**Revit**	
Blender	●●●●○	**Premiere**	●●●●●	**AutoCAD**	
Lumion	●●●●●	**After Effects**	●●●●○		

/ CERTIFICATES

Harvard Leadership for Higher Managers
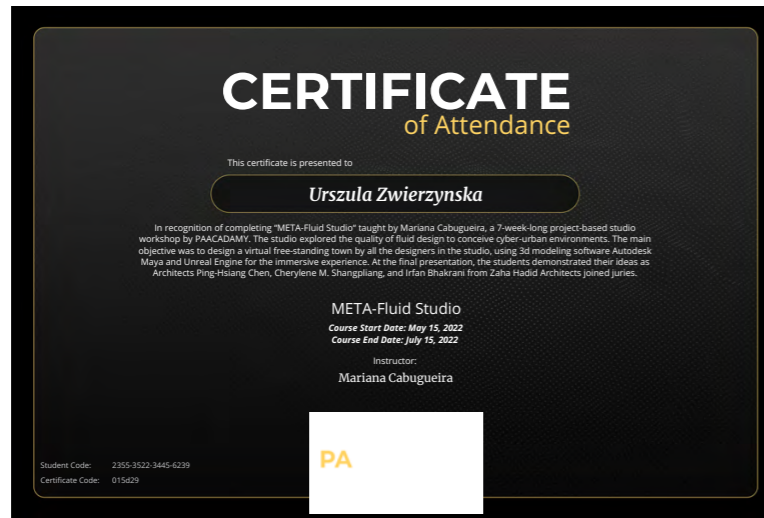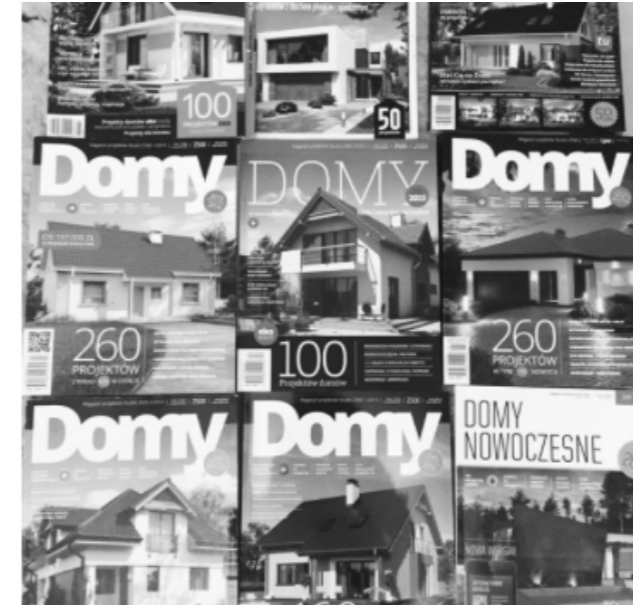
2017, ICAN Institute, Poland

/ AWARDS

Katharine Pooley Award

for Vision and Excellence - Winner, 2021

/ PERSONAL SKILLS

- Excellent communication skills
- Strong design flair and visuals
- 3D modelling
- Experience working on complex projects
- Team Management

CERTIFICATE
of Attendance

This certificate is presented to

Urszula Zwierzynska

In recognition of completing "META-Fluid Studio" taught by Mariana Cabugueira, a 7-week-long project-based studio workshop by PAACADEMY. The studio explored the quality of fluid design to conceive cyber-urban environments. The main objective was to design a virtual free-standing town by all the designers in the studio, using 3d modeling software Autodesk Maya and Unreal Engine for the immersive experience. At the final presentation, the students demonstrated their ideas as Architects Ping-Hsiang Chen, Cherylene M. Shangpliang, and Irfan Bhakrani from Zaha Hadid Architects joined juries.

META-Fluid Studio
Course Start Date: May 15, 2022
Course End Date: July 15, 2022

Instructor:
Mariana Cabugueira

Student Code: 2355-3522-3445-6239
Certificate Code: 015d29

PA

DESIGNMORPHINE
CERTIFICATE

This is to certify that

Urszula Zwierzynska

has successfully completed

Immersive Patterns V1.0

taught by
Lenka Petrakova

which took place on
February 06, 2022

DESIGNMORPHINE
CERTIFICATE

This is to certify that

Ula Zwierzynska

has successfully completed

Biomorphic Networks V3.0

taught by
Mădălin Gheorghe

which took place on
June 17, 2022

CERTIFICATE
Of Attendance

Urszula Zwierzynska

This certificate is presented to Urszula Zwierzynska in recognition of completing the **Architectural Follies** on April 13, 2021, a 4-week-long project based online studio workshop by **PAACADEMY**, taught by **Erick Carcamo**. During the studio, students designed a pavilion using the various computational design methods, morphological and geometrical strengthening techniques addressing building systems.

Erick Carcamo
Erick Carcamo, Instructor

&

PA ACADEMY
powered by ParametricArchitecture

DESIGNMORPHINE
CERTIFICATE

This is to certify that

Urszula Zwierzynska

has successfully completed

Virtual Artifacts V1.0

taught by
Christian Venables

which took place on
February 13, 2022

DESIGNMORPHINE
CERTIFICATE

This is to certify that

Urszula Zwierzynska

has successfully completed

Automated Automata V1.0

taught by
James Dalessandro

which took place on
June 25, 2022

CERTIFICATE
Of Attendance

Urszula Zwierzynska

This certificate is presented to Urszula Zwierzynska in recognition of completing the **Architectural Follies** on April 13, 2021, a 4-week-long project based online studio workshop by **PAACADEMY**, taught by **Erick Carcamo**. During the studio, students designed a pavilion using the various computational design methods, morphological and geometrical strengthening techniques addressing building systems.

Erick Carcamo
Erick Carcamo, Instructor

&

PA ACADEMY
powered by ParametricArchitecture

DESIGNMORPHINE
CERTIFICATE

This is to certify that

Urszula Zwierzynska

has successfully completed

Anexact Aescapes V2.0

taught by
Sovona Ghatak

which took place on
April 17, 2022

KLC
School of Design

Katharine Pooley Award
for Vision & Excellence

Winner

Awarded to
Urszula Zwierzynska
13 July 2021

Jenny Gibbs
Principal

Publications & Catalogues

AS WE EVOLVE, OUR HOMES SHOULD TOO.

BEAUTY PERISHES IN LIFE, BUT IS IMMORTAL IN ART.

- Leonardo da Vinci

WHAT IF IT IS NOT, WHAT IT USED TO BE ANYMORE?

EXPERIENCE MATTERS.

PARAMETRIC *STAIRCASE* DESIGN

3-D Printed with BIO-COMPOSITES
Biodegrdable at the end of life.

MODELLED
Grasshopper & Rhino
DESIGN: URSZULA ZWIERZYNSKA

THERE ARE 360 DEGREES, SO WHY STICK TO ONE?

- Zaha Hadid

INDEX

Presenting Urszula's Zwierzynska curated work 2006-2023

HIGH END RESIDENTIAL PROJECTS

RESIDENTIAL PROPERTY
CLIENT:
KATERINA KIRMILI, NIKOS DARKATOS
JUNE - NOVEMBER 2020
©Urszula Zwierzynska, 2020.

LOUNGE VIEW

THOLOS HALLWAY APARTMENT ENTRANCE
CLIENT:
KATERINA KIRMILI, NIKOS DARKATOS
JUNE - NOVEMBER 2020
©Urszula Zwierzynska, 2020.

THOLOS ENTRANCE

02. SKETCHES

/ SKETCHED BESPOKE SCULPTURE

/ MODELLED PETAL SURFACE

/ CAPTURED MOVEMENT IN TIME, STUDY MODELS
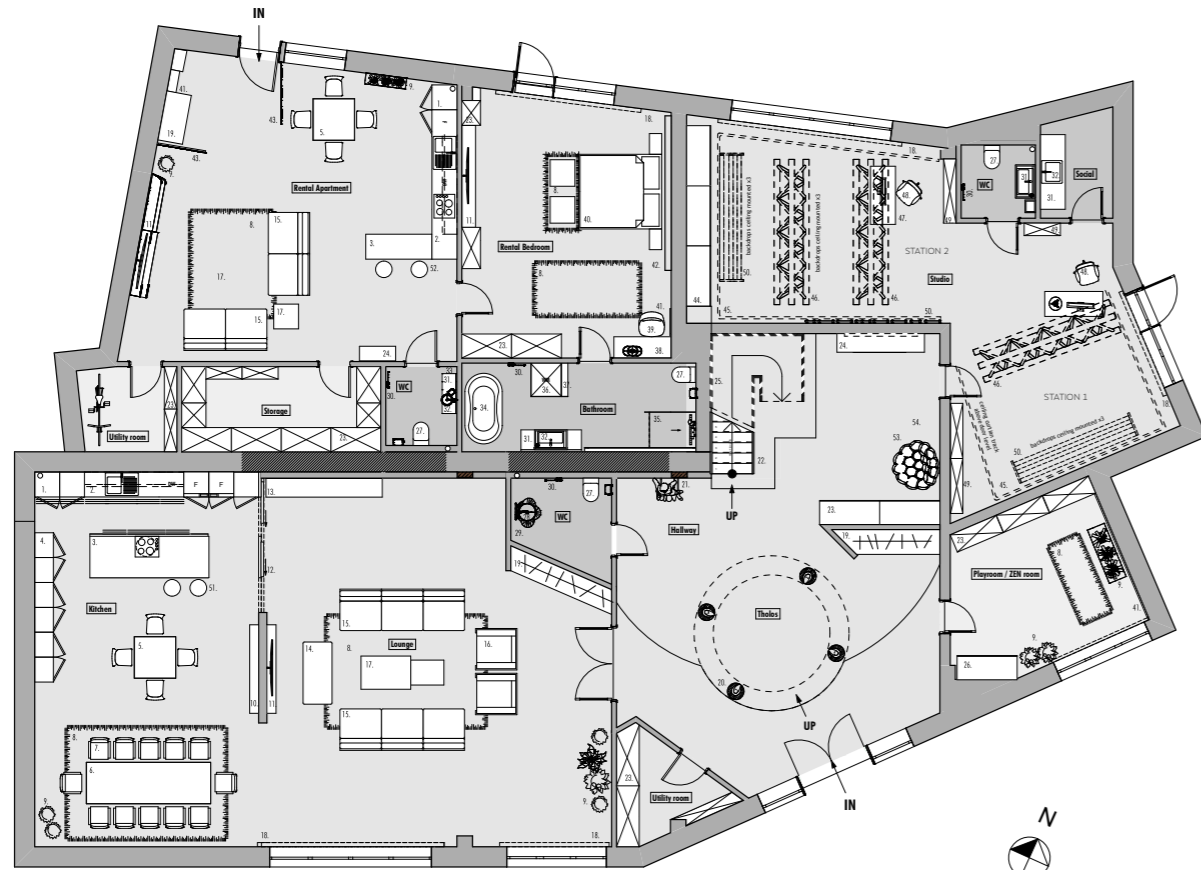
03. SKETCHES

01. GENERAL ARRANGEMENT | GROUND FLOOR

02. GENERAL ARRANGEMENT | MEZZANINE

Dropped ceiling to H=3.00m
Tholos decorative structure
Stretch ceiling inside the niche.
Including LED light strip.

Stretch ceiling inside the niche.
Including LED light strip.
Tholos decorative structure

04. SECTION 1

Dropped ceiling to H=3.00m | Library | Dropped ceiling to H=4.00m | Dropped ceiling to H=3.00m | to H=3.00m | Tholos decorative structure | Dropped ceiling to H=3.00m
Stretch ceiling inside the niche.
Including LED light strip.

05. SECTION 2

KITCHEN DESIGN

DETAILED LAYOUT
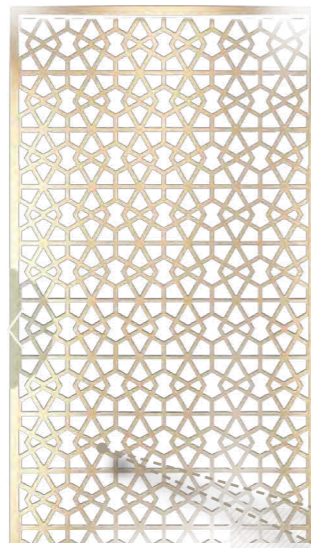
GROUND FLOOR ARRANGEMENT | NOT TO SCALE   ● RENTAL   ● STUDIO

IN | RENTAL

EMERGENCY EXIT

RENTAL BEDROOM — I

OPEN SPACE KITCHEN / LIVING ROOM — J

STORAGE / TOILET / BATHROOM — K

KITCHEN — A

LOUNGE / DINING — B

TOILET / SOCIAL — H

STUDIO — G

EMERGENCY EXIT

TOILET — F

ZEN ROOM — E

THOLOS HALLWAY — D

UTILITY ROOM — C

IN | RESIDENTIAL / STUDIO

OVERVIEW

Downstairs residential space is divided into an open plan kitchen with dining and lounge and zen room, utility room and a toilet.

Toilet is fully accessible but also can be switched with utility's room location. There is plenty of built in wardrobes for storage in the hallway and in each room.

Access to the studio is facilitated from the main hallway to the right. Additionally studio has an emergency exit that can be used as a separate entrance for example for wheelchair users.

Both, residential and rental space feature the same concept ROOTS OF VICTORY, mixing classy style with modern materials and furniture shapes. Finishes used in the interior on the ground floor:

1 - TILE FIORANESE MARMOREA 80x160cm
2 - ANGEL WING, ISLINGTON LONDON
3 - MDF WITH BRASS INLAY DECOR
4 - GREY SLATE WALL PANELS 60x60cm
5 - GLASGOW LAMINATE S136
6 - VENEER GREY VINTAGE EUCALYPTUS E5
7 - BRASS INLAY
8 - ROBERTO CAVALLI, NO 5 17001
9 - POLISHED CONCRETE FLOORING
10 - NOBILIS Sharpei PL 161
11 - ARTE Selva, Abanico.
12 - HAZELNUT BARLINEK ENGINEERED FLOORING
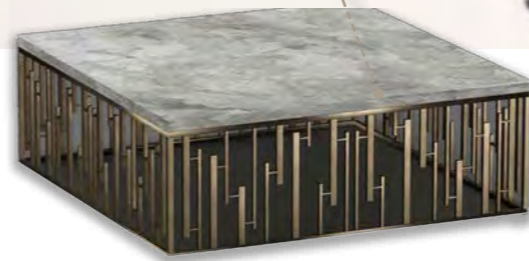
FRONT ELEVATION VISUAL

FINISHES USED IN THE PROJECT

1   2   3   4   5   6   7   8   9   10   11   12
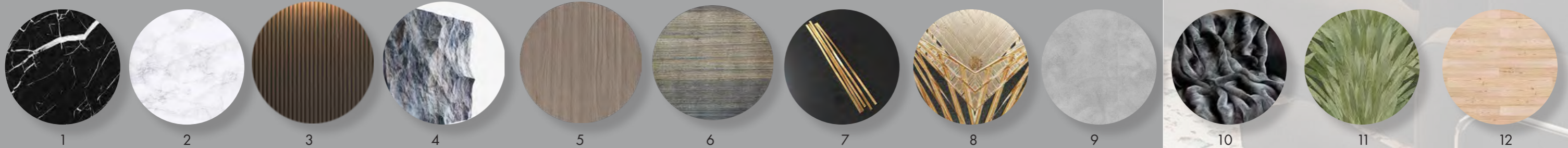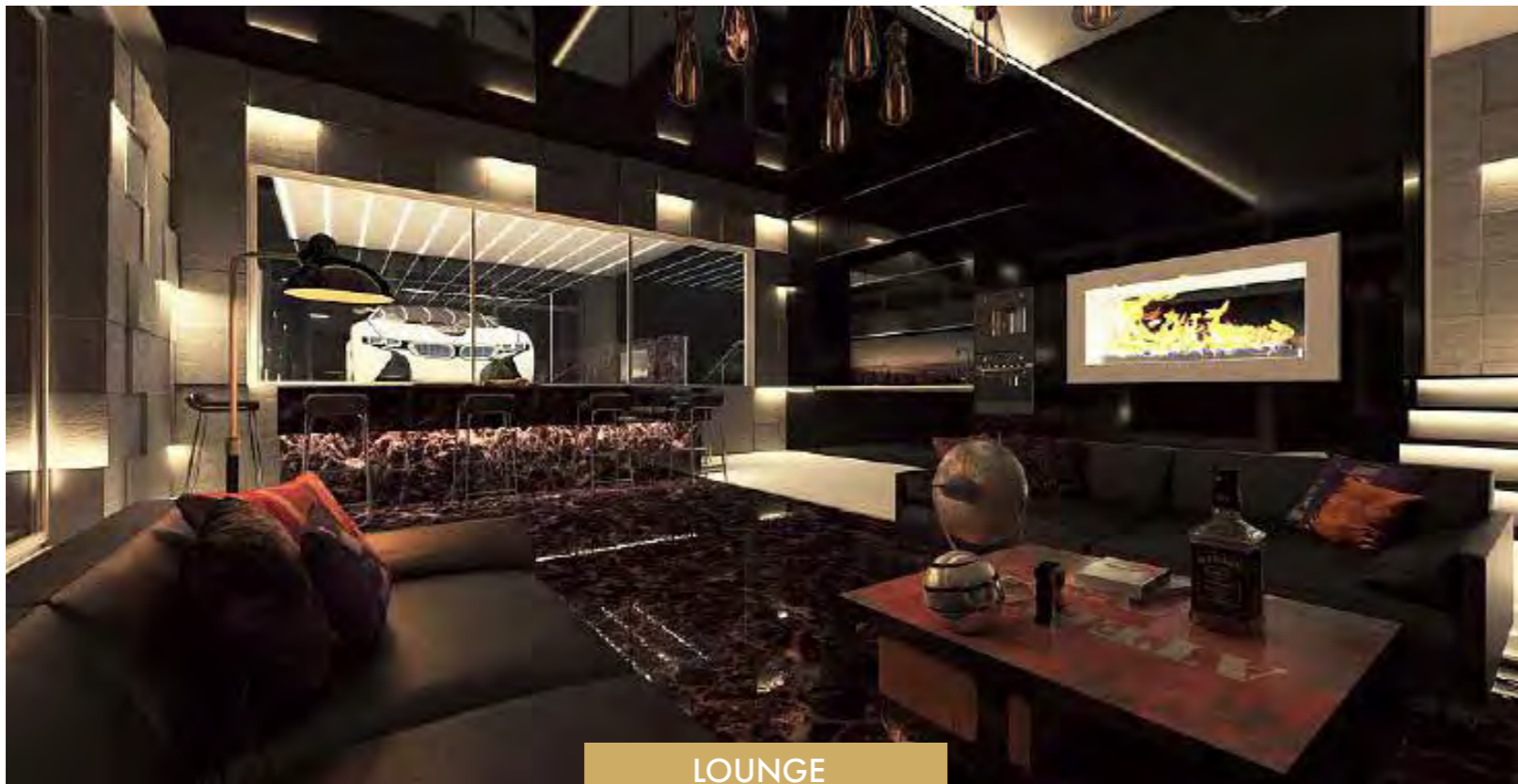
HIGH END DESIGN

A 300m2 luxurious residency for a car collector. Lounge with a visible parking that forms a display for the super cars. A bar located in front of the display akin to a gentleman's lounge. Dark colour scheme is broken with a fireplace and earthy colours. Natural stone continues from the floor to the bar kick-plate wall. Biogas fireplace by Planika, option to control with an app and a smartphone. Furniture designed and manufactured by our family joinery in Poland.

LOUNGE

KITCHEN DESIGN

A 120m2 luxury penthouse finished with exotic veneer Zebrano, constrasted with a wooden floor and black and white veneer on all furniture doors. Simple and sleek lines of the furniture create a modern vibe that is cozy and warm. Incorporated LED lights brighten the massive wardrobes. All furniture including lamps designed and manufactured in our family joinery in Poland.
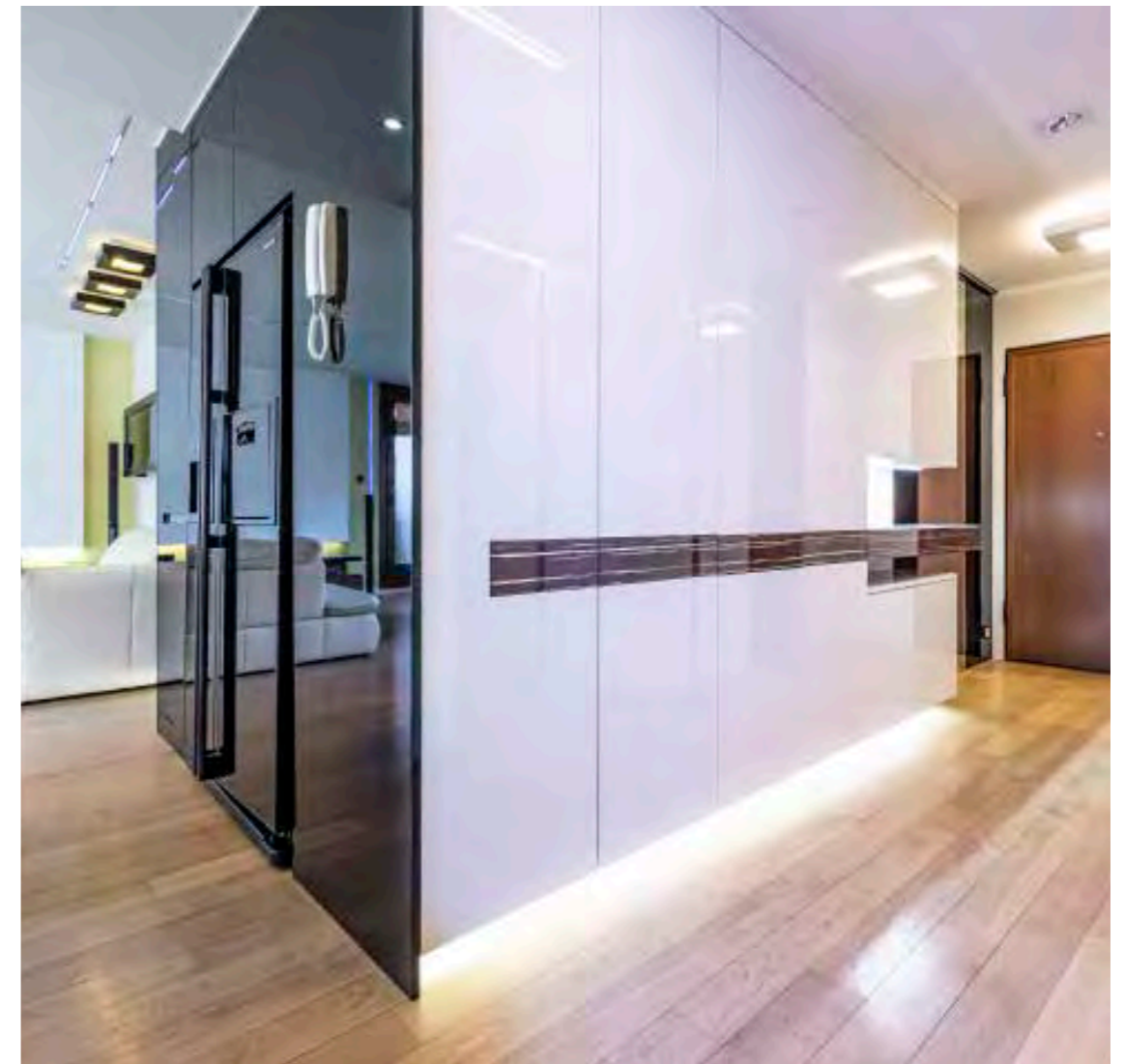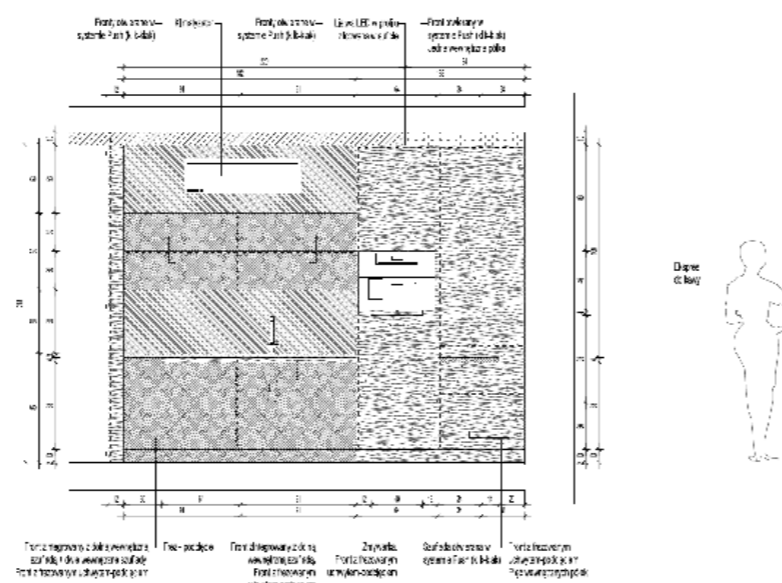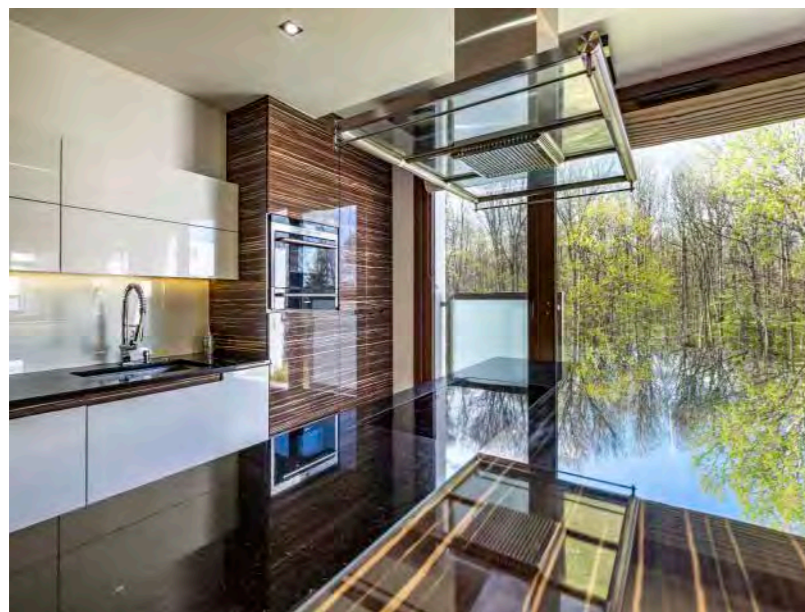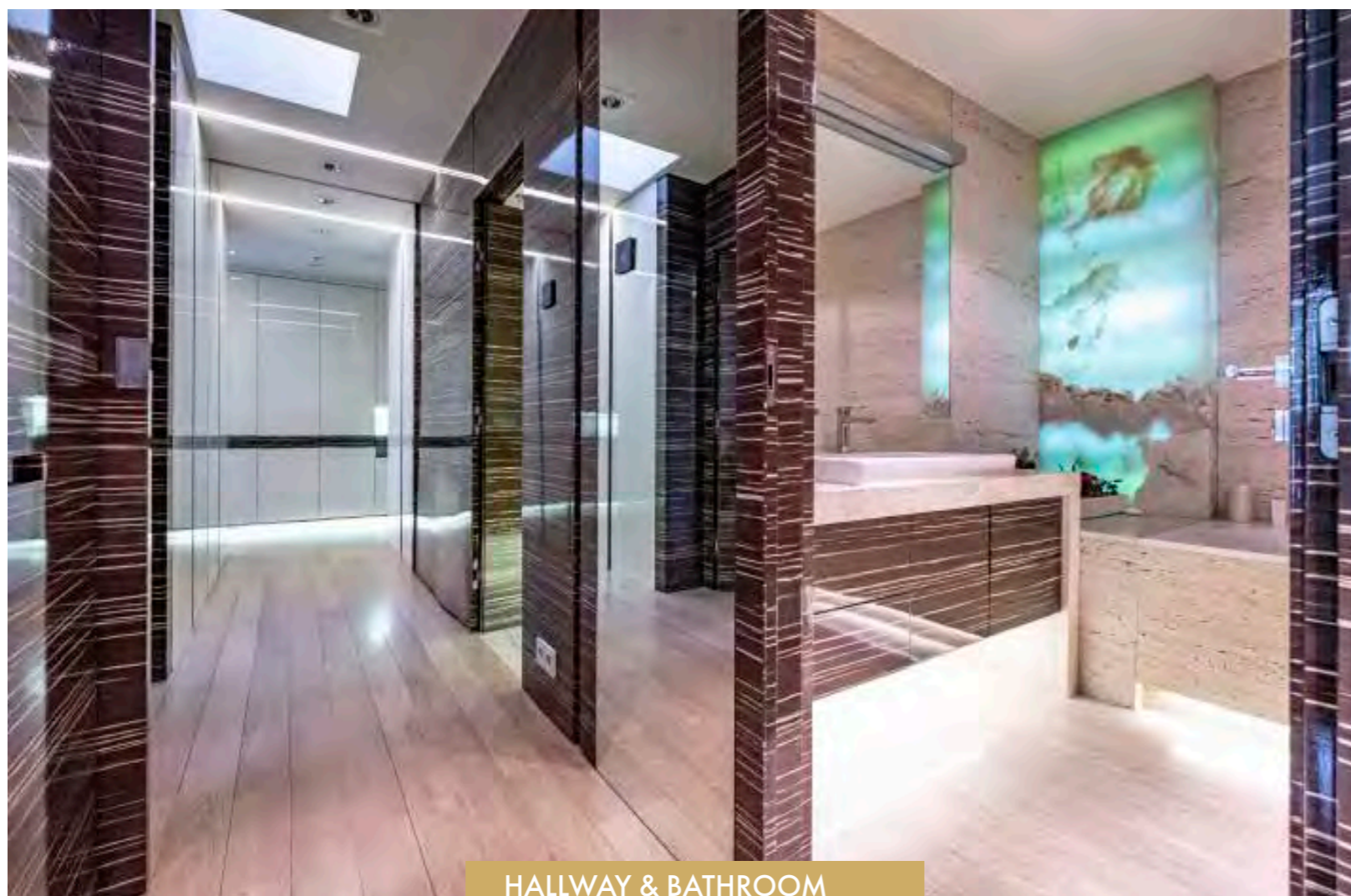
HALLWAY & BATHROOM

BESPOKE JOINERY

All walls in this penthouse are covered with the exotic veneer named Zebrano. Mirrors give an illusion of a bigger space as well as reflect the light in from the skylights. The continuation of the light wooden flooring is a travertine stone, polished. The style of the apartment is cohesive in each room. All wardrobe doors finished in white gloss. I have designed and produced all furniture and wall decors.
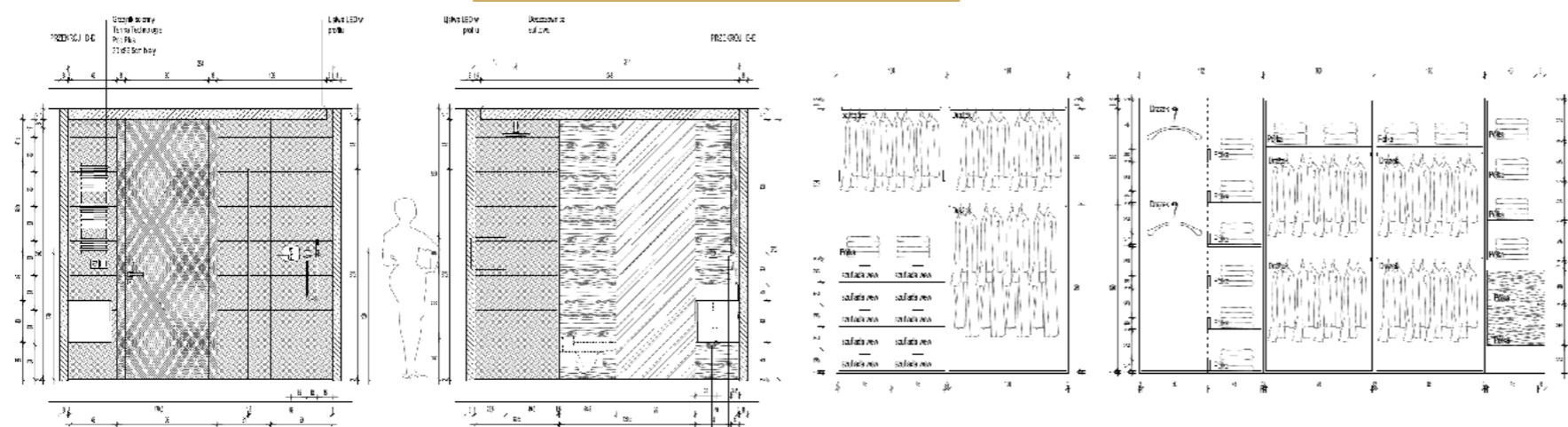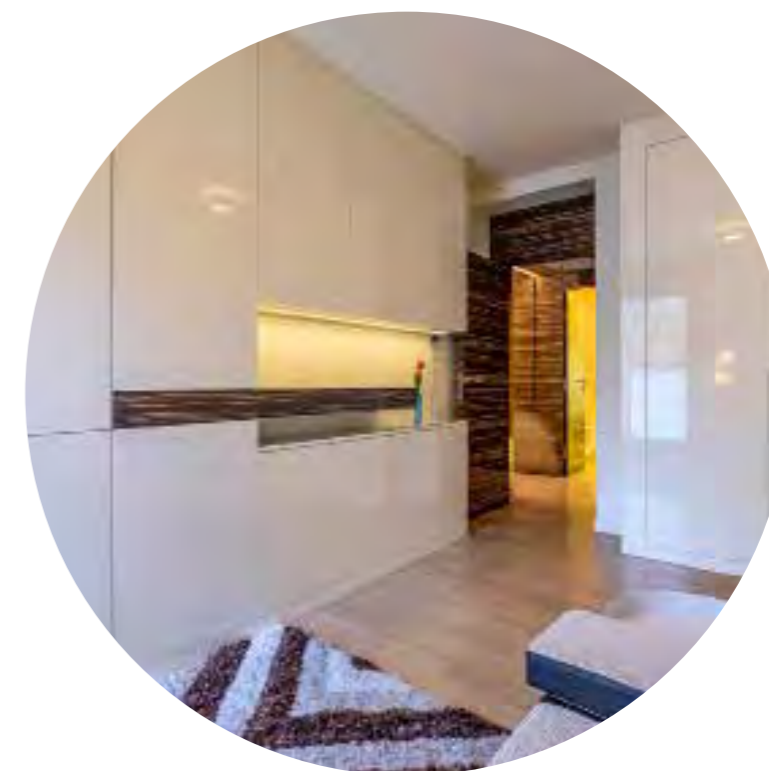
HALLWAY

RESIDENTIAL PROPERTY
2013-2014
©Urszula Zwierzynska, 2021.

Hidden wardrobes, finished with white gloss MDF.
Zebrano veneer on walls and internal doors.

BATHROOM DESIGN

This bathroom is finished with a travertine stone both on the floor and walls. Onyx decorative panel is lit up with an LED light strip from behind. A special technique has been used in order to achive this amazing effect and a beautiful pattern. LED light strips have been used below the bath tub and wall hung vanity units to give a modern look as well as a practical stand by light at night.
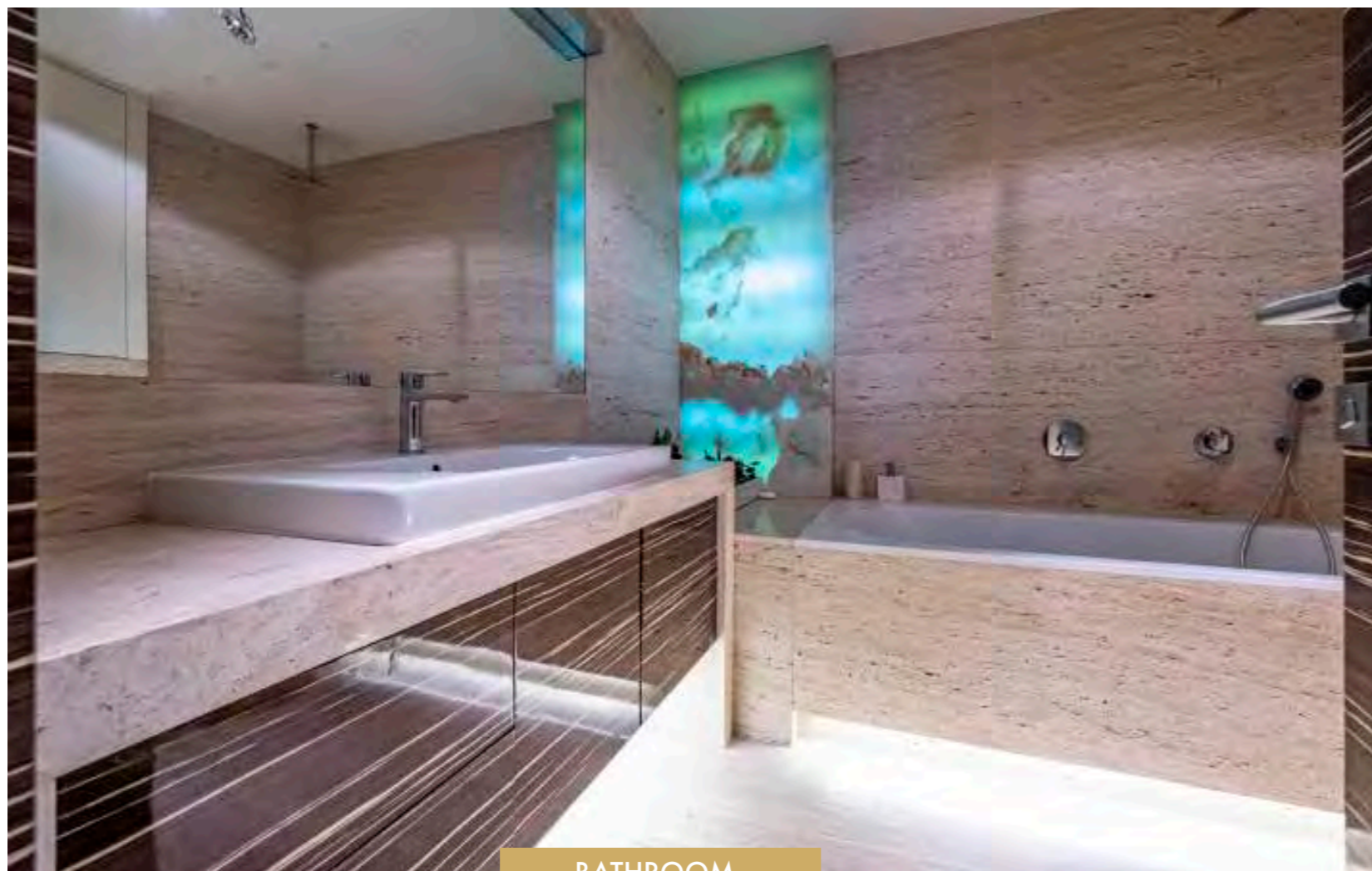
BATHROOM
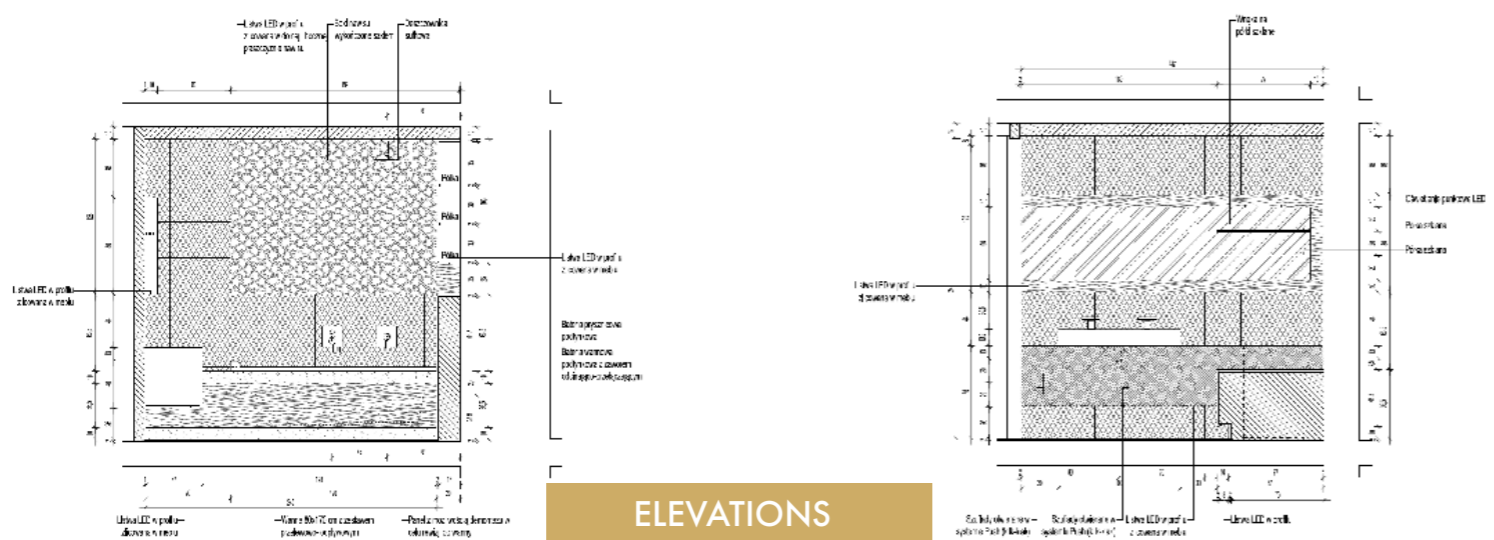
ELEVATIONS

| MODERN LOUNGE WITH AN OPEN PLAN KITCHEN. CURVED BESPOKE SOFA.

OPEN PLAN APARTMENT

05/²

LIVING ROOM
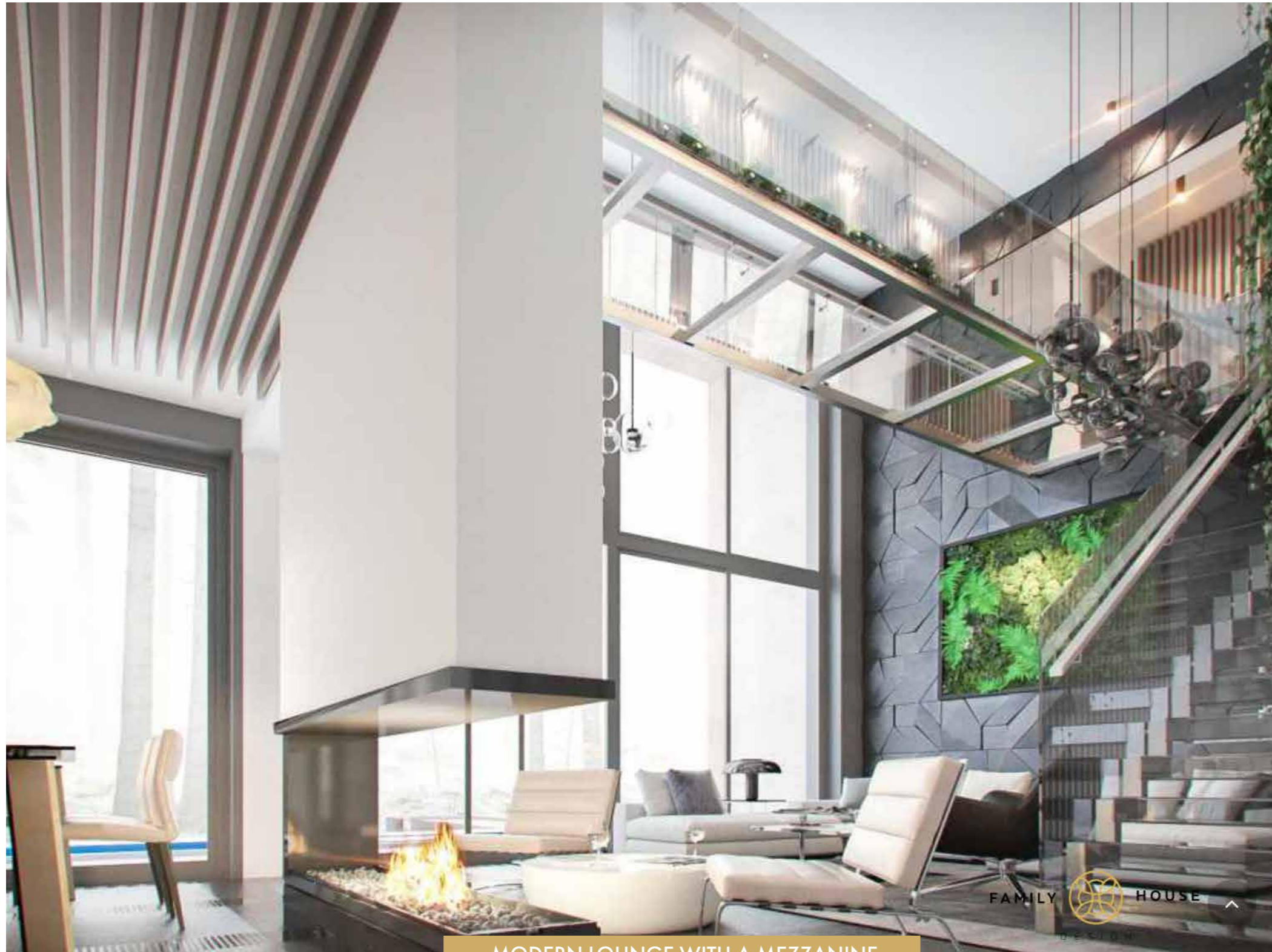
MODERN LOUNGE WITH A MEZZANINE

ULTRA MODERN
DESIGN

Modern apartment with mezzanine. Design enhanced with biophilic touch and living moss panel. Below bespoke, small apartment - ultra modern.
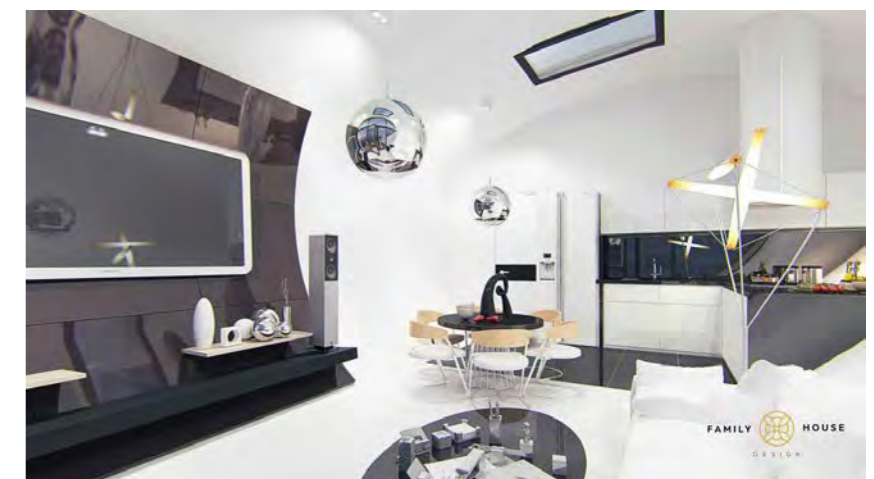
FHD   BABY DESIGN

NURSERY DESIGN

I love desiging modern nurseries and kids' rooms. The design is provided with a specification of all accessories that create the unique theme in the room.

Project Cover by me.

In cooperation with Circu Magical Furniture

PROJECT PREVIEW
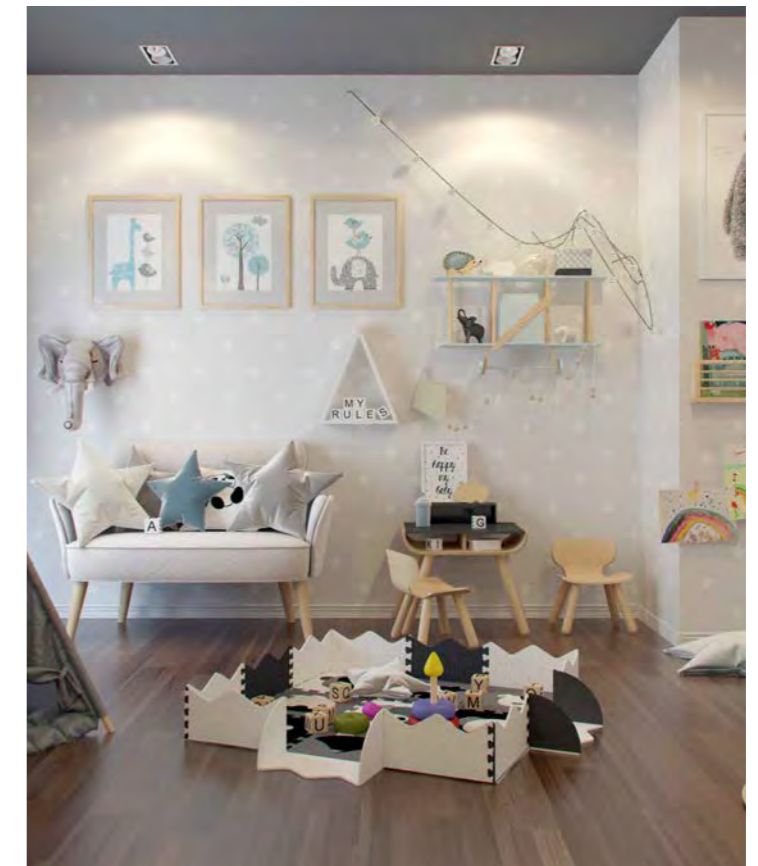
Visuals 05

BOARD 20

VERSION 05 | Star dust

Theme colours: grey scale from light to dark and mustrad yellow. Feature accessories: animals and stars. Walls painted in Farrow & Ball 229 and 2004 (off-white). Wall with narrow shelves painted with a metallic paint.

1	Bed	10	Framed pictures x3
2	Side table	11	IKEA desk
3	Table lamp	12	Magnetic paint
4	Rug	13	Star garland
5	Teepee	14	Moon shelf
6	Name 3d letters	15	Elephant shelf
7	Toy storage	16	Chair
8	Mirror / wall decor		
9	Narrow book shelves		

229 - Elephant's breath

2004 - Slipper Satin

Concept 02

BOARD 7

Animal safari and balloons

Feature wall design.
Wallpaper featuring baloons, birds and safari animals. Requires full height. Can't be covred by a headboard. Flying balloon is a DIY lamp made from IKEA lamp (as per example).

KEYWORDS
#Safari
#Less is more
#Animals
#Forest
#Baloon

COMPLIMENTING FEATURE FURNITURE
Animals matching the wallpaper theme as furniture pieces.

Some furniture pieces are bespoke. I will design them and produce them for you with cooperation of my team.

HIGH END APARTMENT DESIGN

10/²
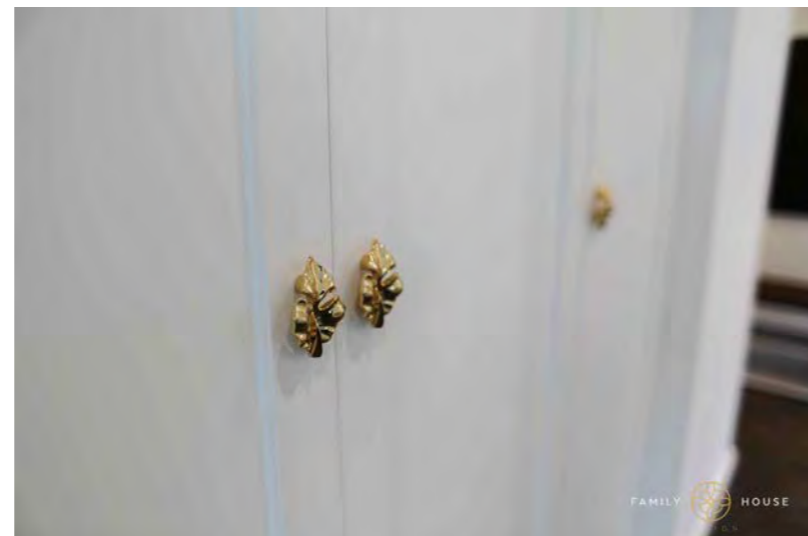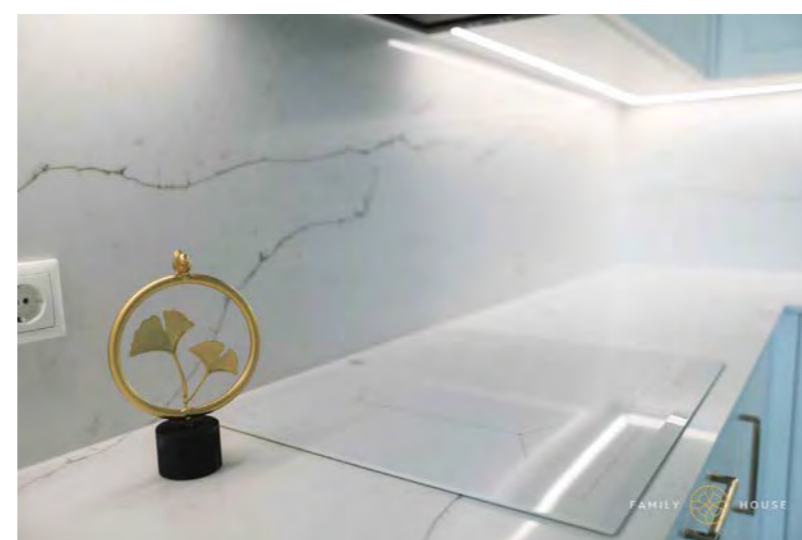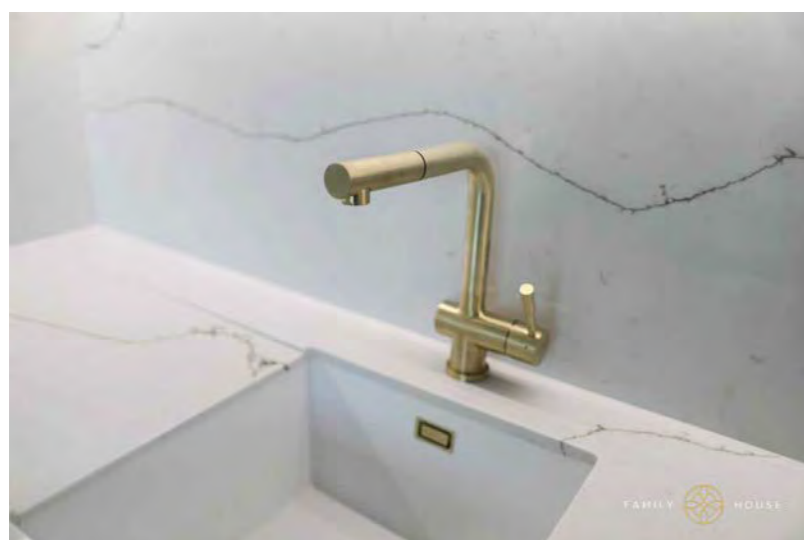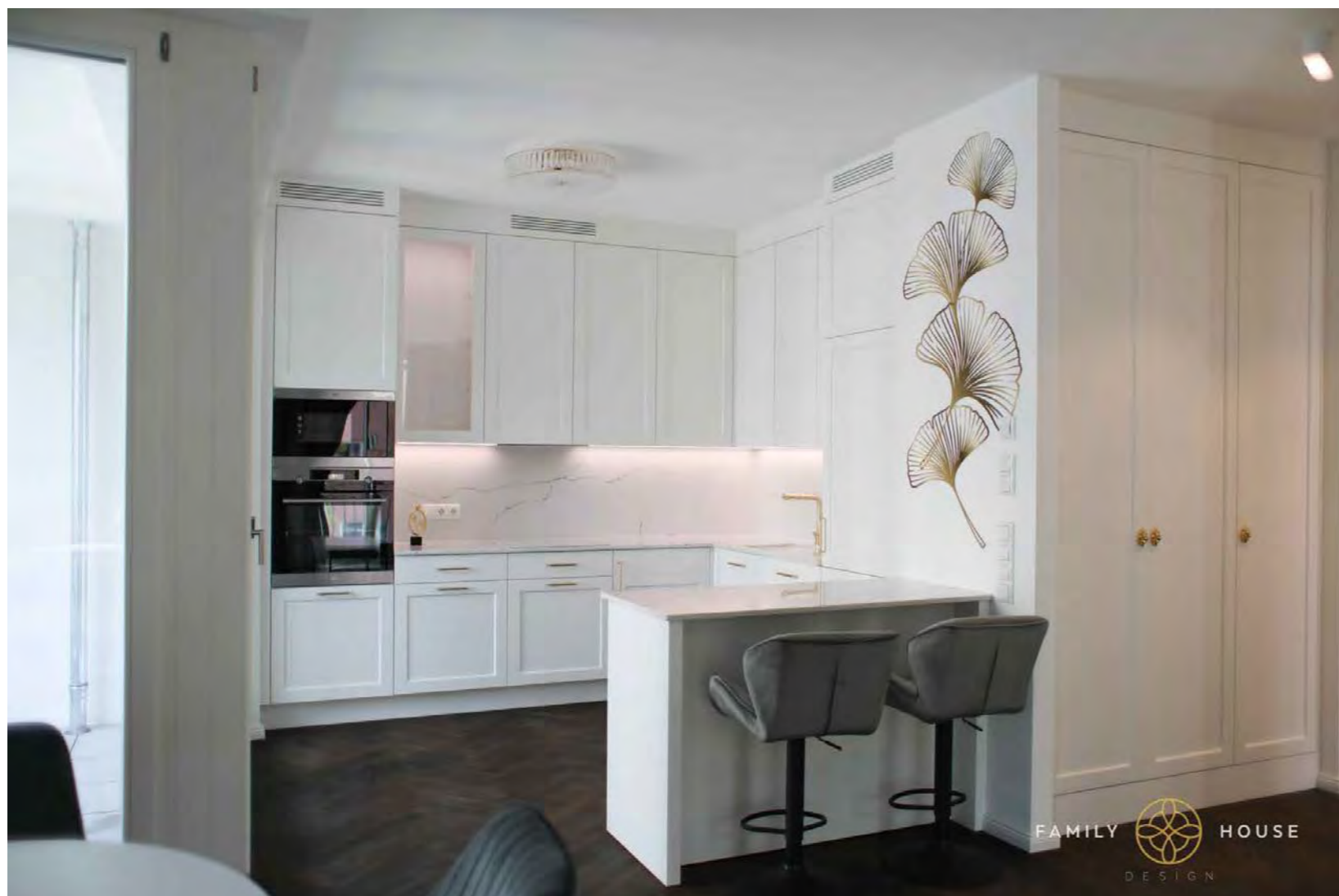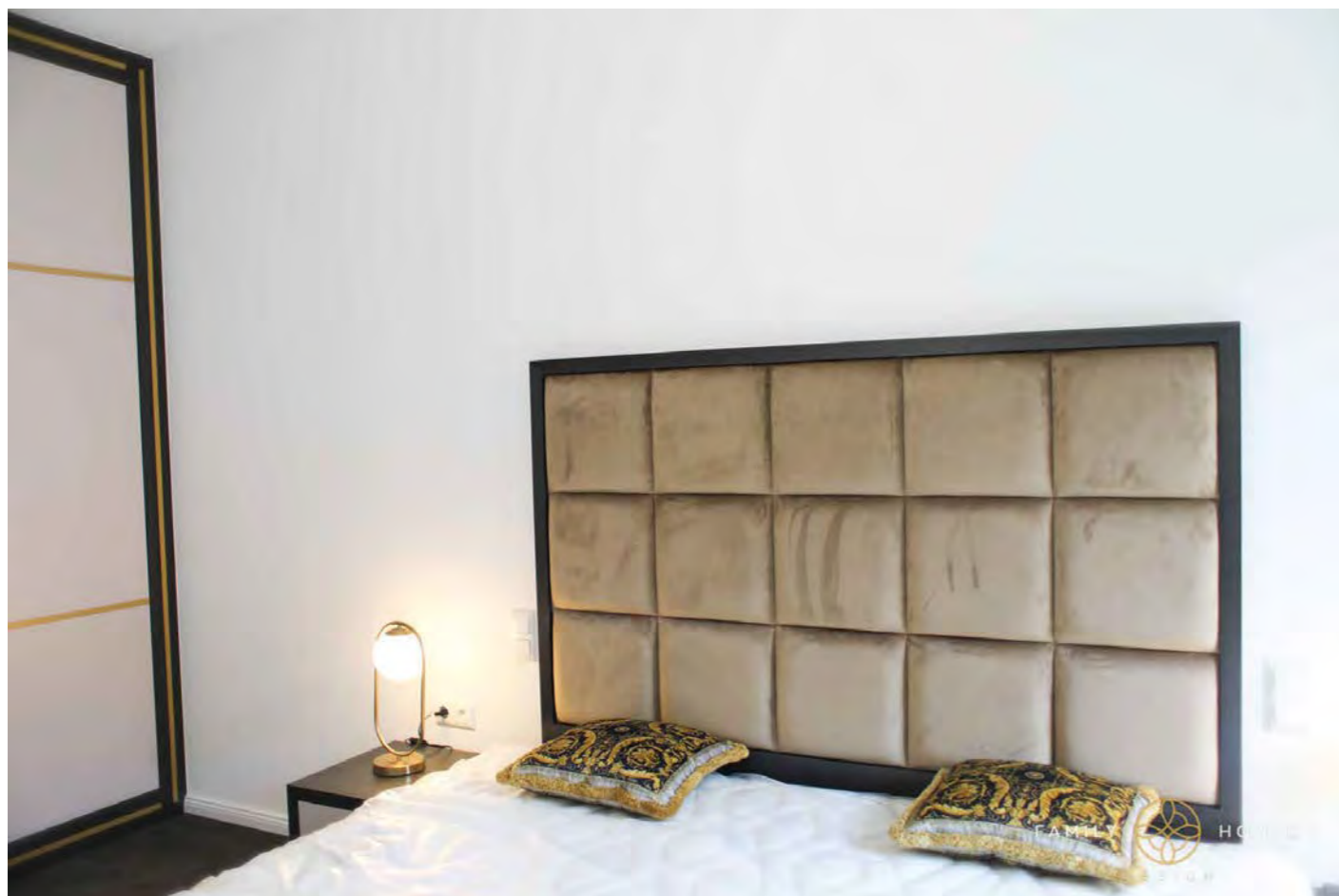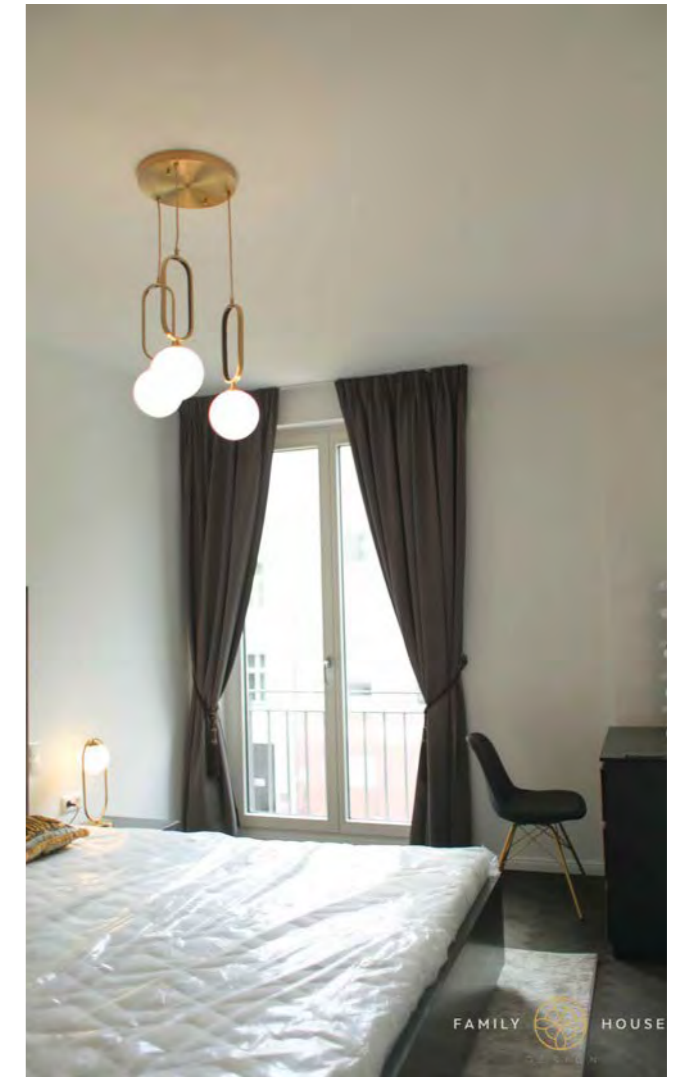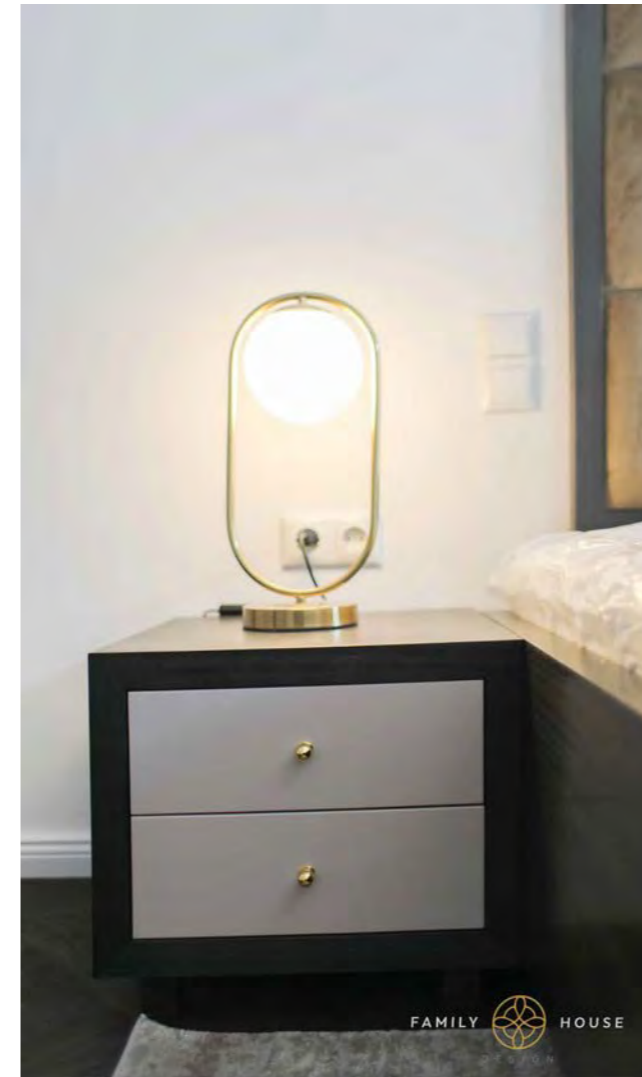
COMMERCIAL DESIGN

## SELECTION

SON:US

[SON:US] is a new Metaverse space for Digital Creators. It is a cross disciplinary project that blues the boundary between interior design and computer programming, making them both to transverse physical and virtual worlds. This merge creates unique spaces for digital creators that can be applied for both: existing commercial spaces with a virtual plug-in. The proposal is to bridge physical realm with virtual interaction with an interior design that fully meets the brief requirements. The incubators are designed through AR and VR technologies ensuring the users (creatives from gen Z,Y and alpha) generation get unique experience whether they are online or offline.
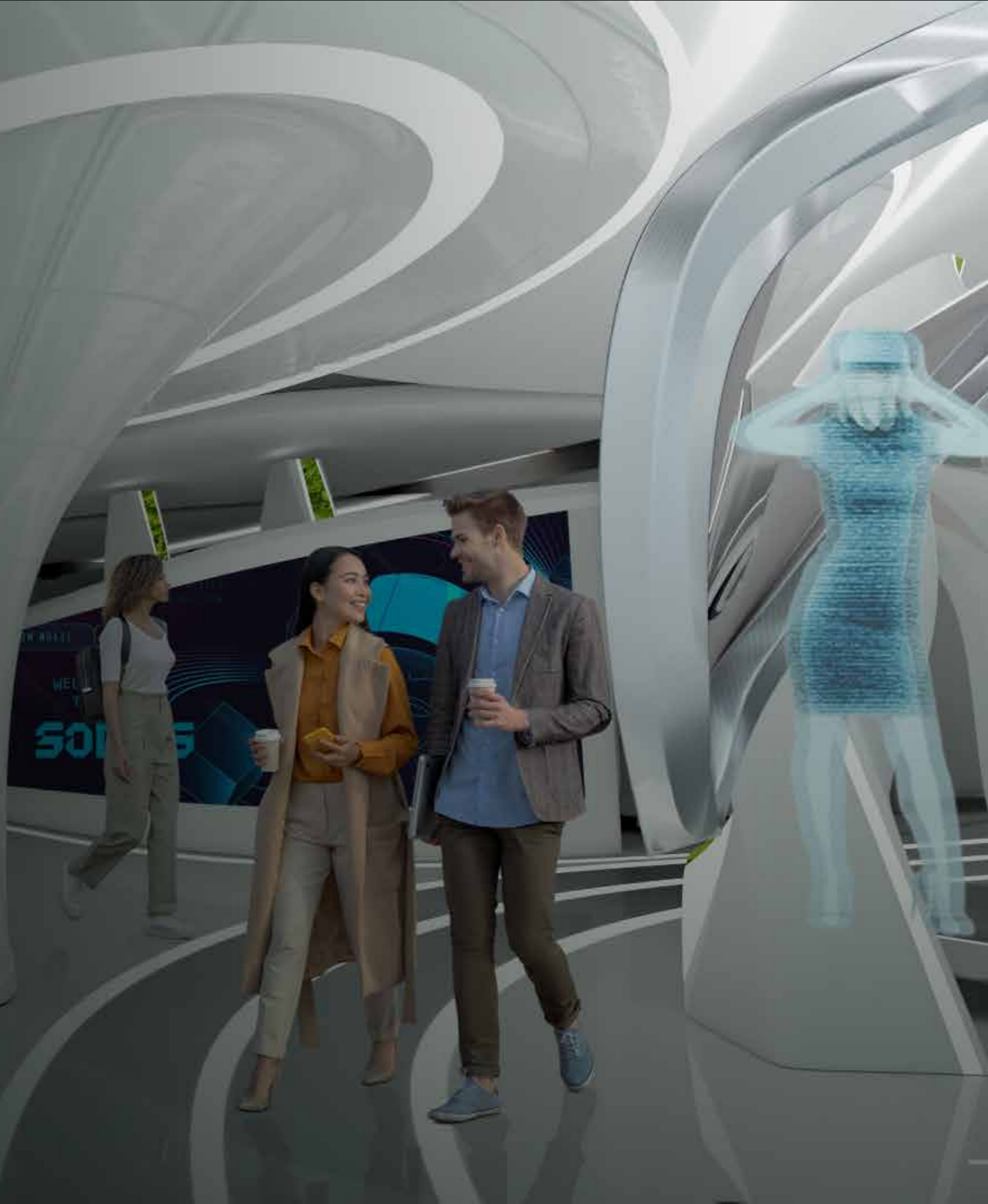
SON:US

A WALK THROUGH SPACES FOR DIGITAL CREATORS

Gain access to the most advanced technology and meet other creatives online and offline.

JOIN THE META PARTY

We invite industry leaders, artists and educators to exhibit, showcase parametric projections, 3D sculptures and display physical art.

LET US SURPRISE YOU WITH PROJECTIONS

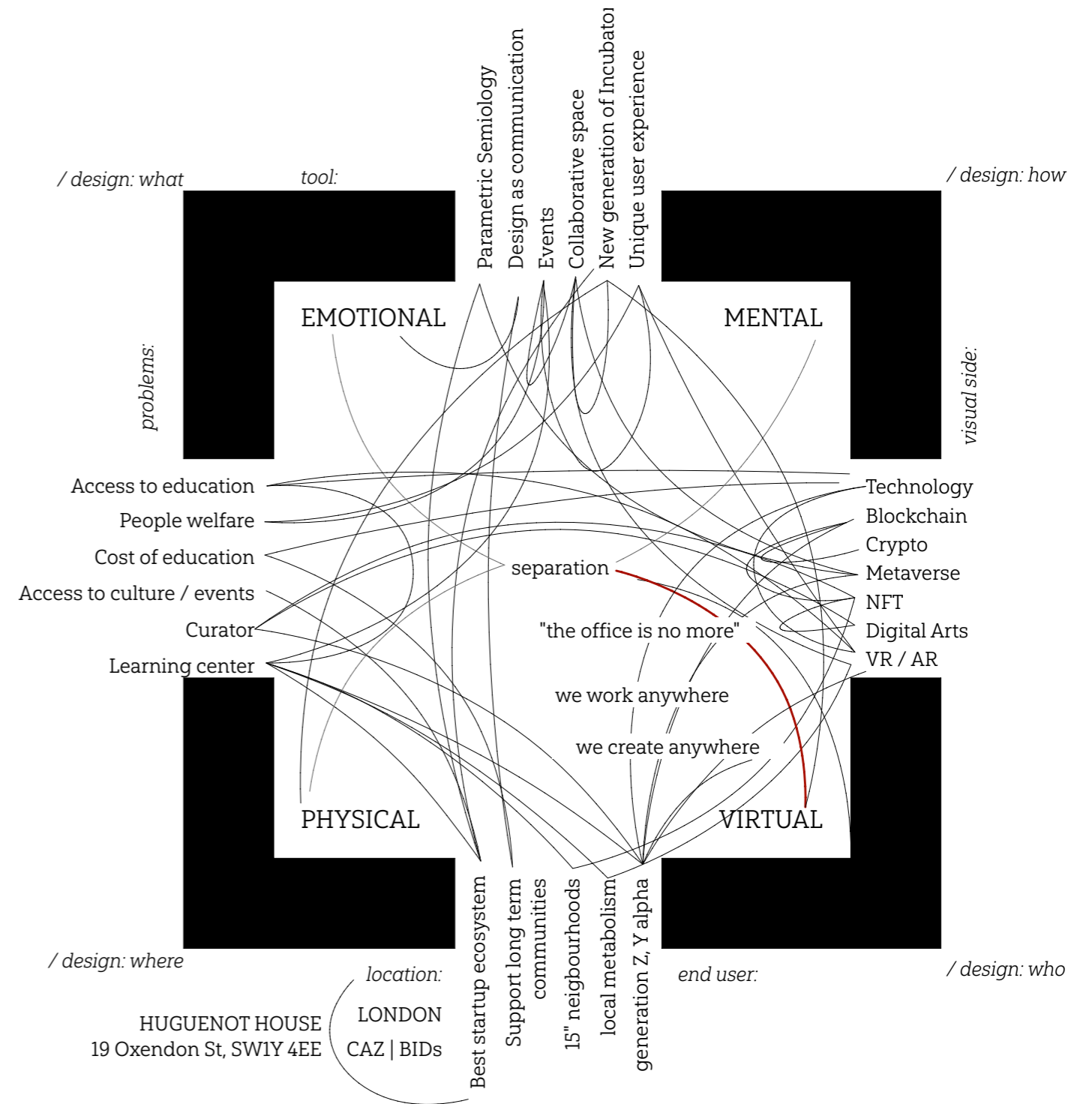## WELCOME TO SON:US

Doors open to all registered Digital Creators, NFT collectors and educators.

JOIN US FOR HAPPY HOURS

SON:US offers a rich program, multifunctional spaces, workshops, live events and exhibitions both online and offline.

GET TO KNOW US AND LEARN NEW SKILLS

SON:US is primarily an incubator for art and education. Our mission is to share knowledge and inspire by offering spaces of dialogue and education also for the young generation. Our vision is to take an active part in creating a more wealthy society and face the issue of loneliness by proffering new togetherness.

META-INCUBATOR

SON:US as a response to the world shifting into hybrid and more virtual solutions, is a ready-to-apply model for existing physical spaces. It offers an extension to the meta world with the purpose to bring like-minded people, digital creators, together. It is self-funding, based on blockchain technology. This is a meta-incubator for education and art that aims to help young creators bring together and thrive as independent organism with their own culture. It is designed through AR and VR technologies ensuring the users (creatives from gen Z,Y and alpha generation) get a unique experience whether they are online or offline.

SON:US introduces a new model of interaction where physical and virtual worlds are transcending, offering an extension to existing spaces. Both funcioning in pararell. Members have remote access with the use of the internet and VR headset.The membership is open to anyone willing to co-create the virtual sphere based on blockchain technology and contribute to mining the very own SON:US coin, a cryptocurrency that will allow the space to self-fund. Fees are paid with every generated/sold NFT created by members.

With the evolution of technology, the way we think about habitable spaces has changed. Designers have access to the new set of tools including parametric software. Undoubtedly we need the physical spaces to add a new function of backing up online activities and create spaces where networking and human interaction are facilitated and encouraged to prevent separation and depression. Designers can take advantage of VR an AR solutions to propose new functionalities for spaces and extend the capacity of existing spaces. The program is divided into "PURE" and "HYBRID" taking into account extended spaces accessible with VR and AR technology. Finally, SON:US aims to bring people together and facilitate social interaction in a digitally-driven society.

/ design: what   tool: / design: how

Parametric Semiology
Design as communication
Events
Collaborative space
New generation of Incubator
Unique user experience

EMOTIONAL   MENTAL

problems: visual side:

Access to education   Technology
People welfare   Blockchain
Cost of education   Crypto
Access to culture / events   separation   Metaverse
Curator   NFT
                          "the office is no more"   Digital Arts
Learning center   VR / AR

                          we work anywhere

                          we create anywhere

PHYSICAL   VIRTUAL

/ design: where   location: end user: / design: who

Best startup ecosystem
Support long term communities
15" neigbourhoods
local metabolism
generation Z, Y alpha

HUGUENOT HOUSE   LONDON
19 Oxendon St, SW1Y 4EE   CAZ | BIDs

[SON:US]

FURNITURE MATRIX CONFIGURATION

SEMIOTIC LANGUAGE
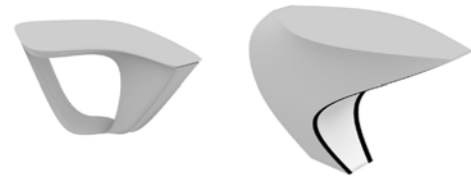
alone   together
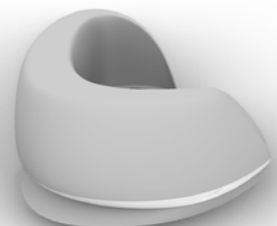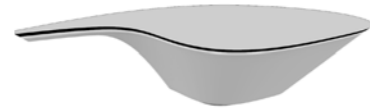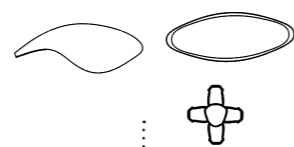
| SINGLE STATIONS | CO - WORKING | WORKSHOPS | VR EXPERIENCE | CHAT | NETWORKING |

computer desk

workshop table

workshop platform

Wave bench

Sofa

private desk

standing desk

collaboration table

VR pod

Bench

Lounge pods

reception desk

coffee table
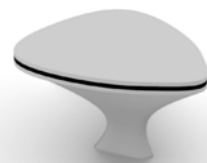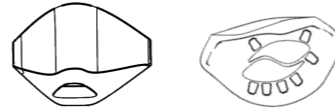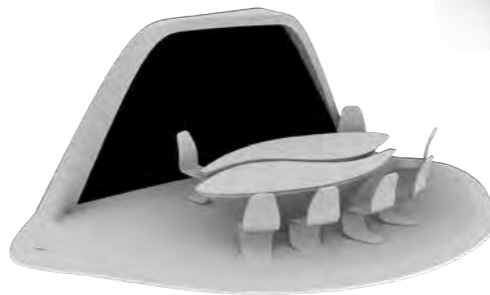
LCD workshop platform
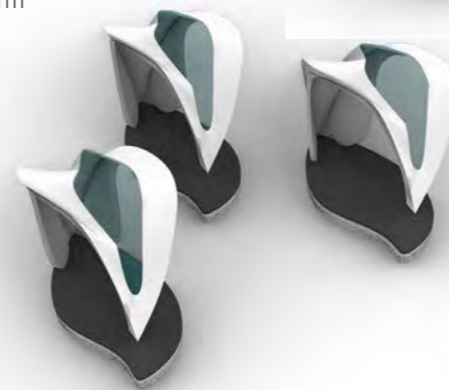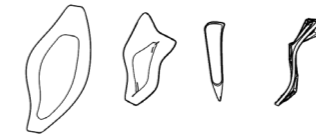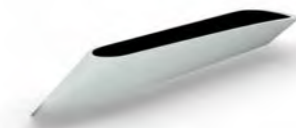
Sculpture display

biophilic experience

lounge table
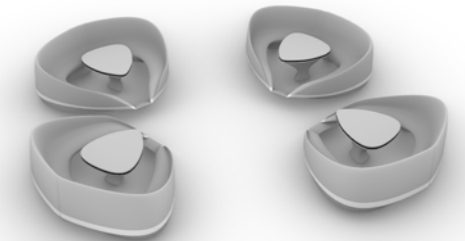
Seating

ACTIVITY ZONE
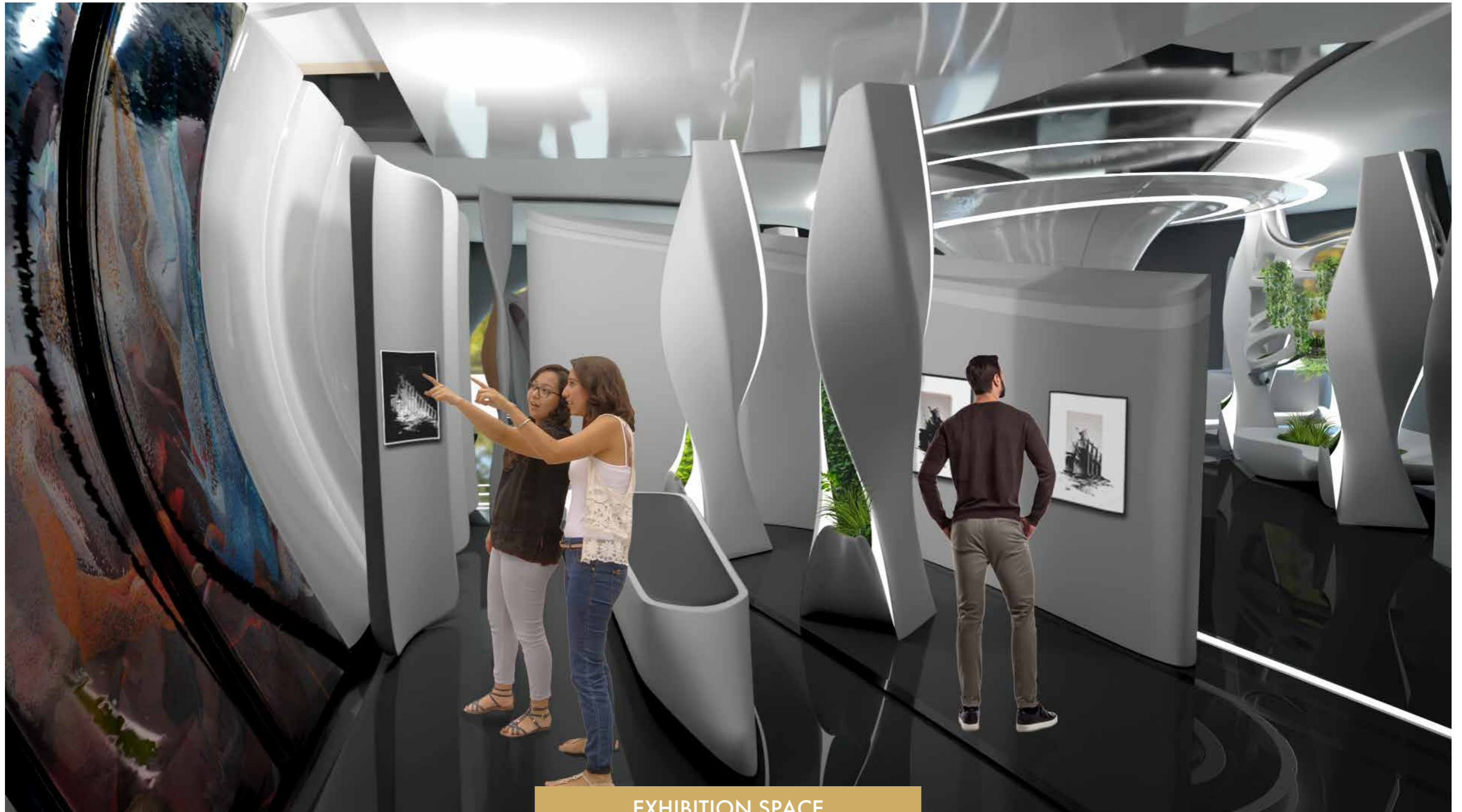
EXHIBITION SPACE

PARAMETRIC SCULPTURE DISPLAY

RECEPTION

INTERIOR ORGANIZATION

SON:US spaces represent double typology followed by the programmes offered for both types of users: local and remote.

LOCAL USERS   SPACE EXTENSION AR   SPACE EXTENSION AR   SPACE EXTENSION VR (360°)
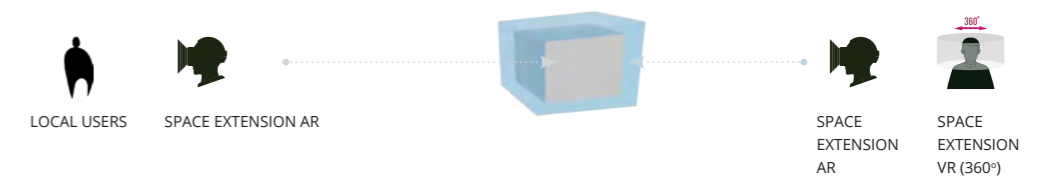
WATCH VIDEO ANIMATION
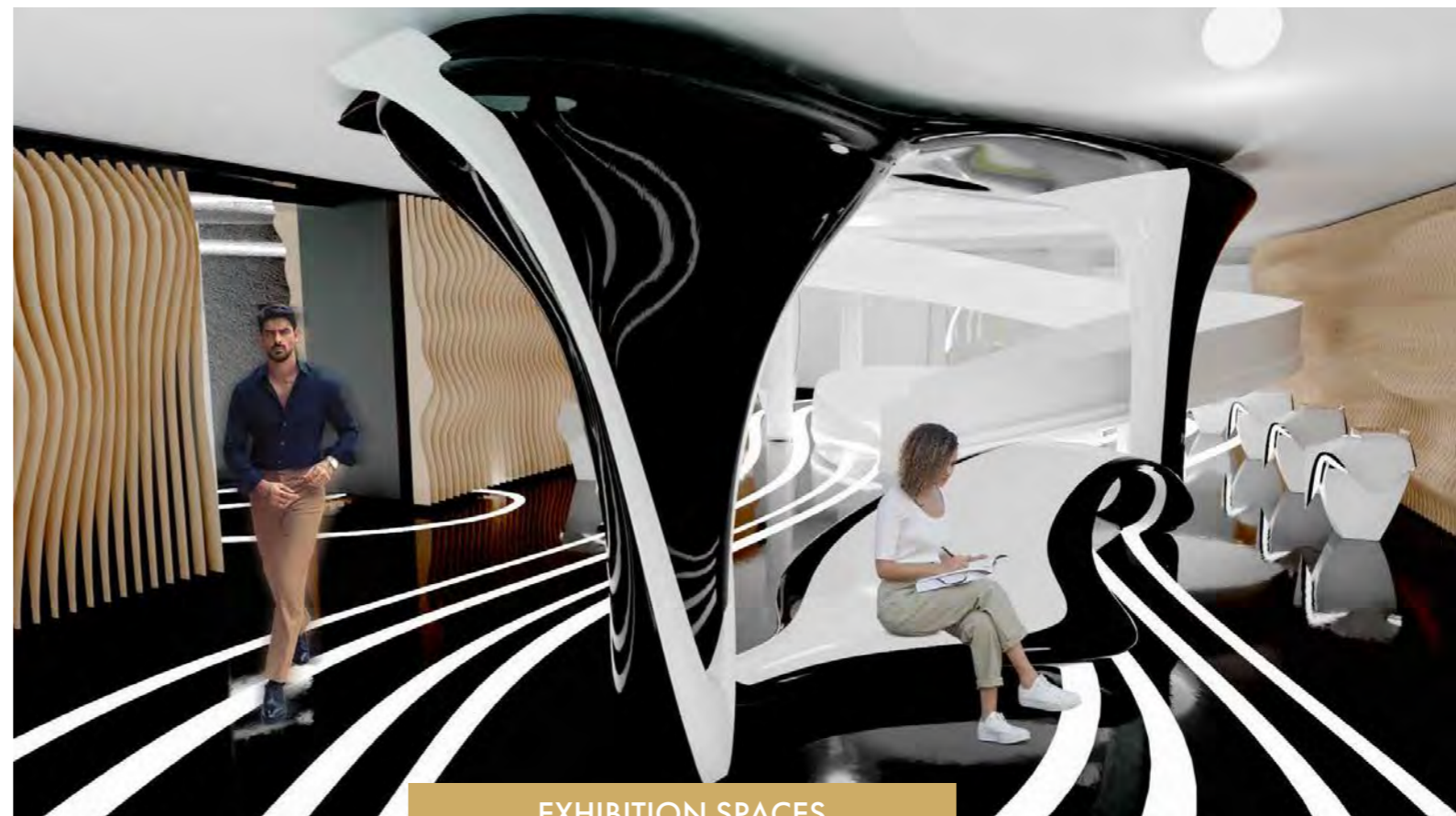
EXHIBITION SPACES

With the use of VR glasses remote users can simultaously participate in a meeting.

4K LCD screen

Workshop platforms and other rooms feature 4K LCD screens to transmit the meeting live. Physical can join other SON:US virtual platforms with VR glasses too.

DIGITAL TWIN

SON:US introduces a new model of interaction where physical and virtual world are trascending, offering an extention to existing spaces. Both funcioning in pararell. Members have remote access with the use of internet and VR headset. This is how workshops, creative meetings, brainstorming session can happen. Distance is no longer an obstacle.

FLUIDITY IN DESIGN

COCTAIL ZONE

COCTAIL ZONE
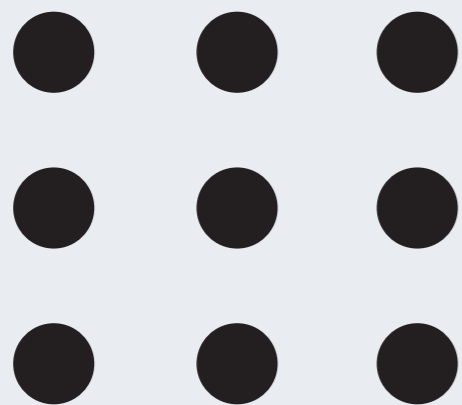
SPECULATIVE ARCHITECTURE DRAWING

When researching shapes and curvatures to incorporate the value of fluidity to the project I made various sketches and paitings. I was thinking about lines, curves and sine graphs: **how they connect and interact with each other.** I used an innovative technique that exisits along traditional presentation drawings and construction drawings, called "speculative architecture drawing" - which **uses hybrid tools to convey design ideas while they are still formulating.** I used a sketch of the actual space (ground floor) and painted on it with watercolours. My idea of a tranistion between the physical space and digital extention of spaces. The soundwave captured in time was the driving representation for the experience I would like to create in those spaces. I could see a tunnel that takes a visitor / member from one space / reality to another. Something that helps to navigate the space but is not too litteral. Perhaps is based on an idea of rythm and repetition to introduce the dynamic that is reiquired. The space is full of supporting columns and they too, should form a part of the design and perhaps gain a secondary function. The feeling I would like to evoke in a visitor should be based on curiosity to discover and learn, which in the end should engage the creativie cerebral hemisphere to fulfill SON:US mission.

Spectulative architecture drawing for SON:US spaces.

ACTIVITY ZONE

Dossier

Design Folio

PROJECT 7
OTWD for BODY & SOUL

Body ❤ Soul

CHARITY DESIGN

This was a group project and required a cooperation with many other designers, surveyors and sponsors. The space was challenging, of not a regular shape with a limited amount of day light. The budget was quite thight so we have found quite a few sponsporships. After identifying problems the designer had to solve for the charity customers we have created an answer in a form of the interior design that improves well being and self acceptance - which is all Body&Soul is about.

CHARITY SPACE DESIGN
CLIENT:
BODY&SOUL, LONDON
MAY-JUNE 2020
©Urszula Zwierzynska, 2020.

MAIN ACTIVITY ZONE
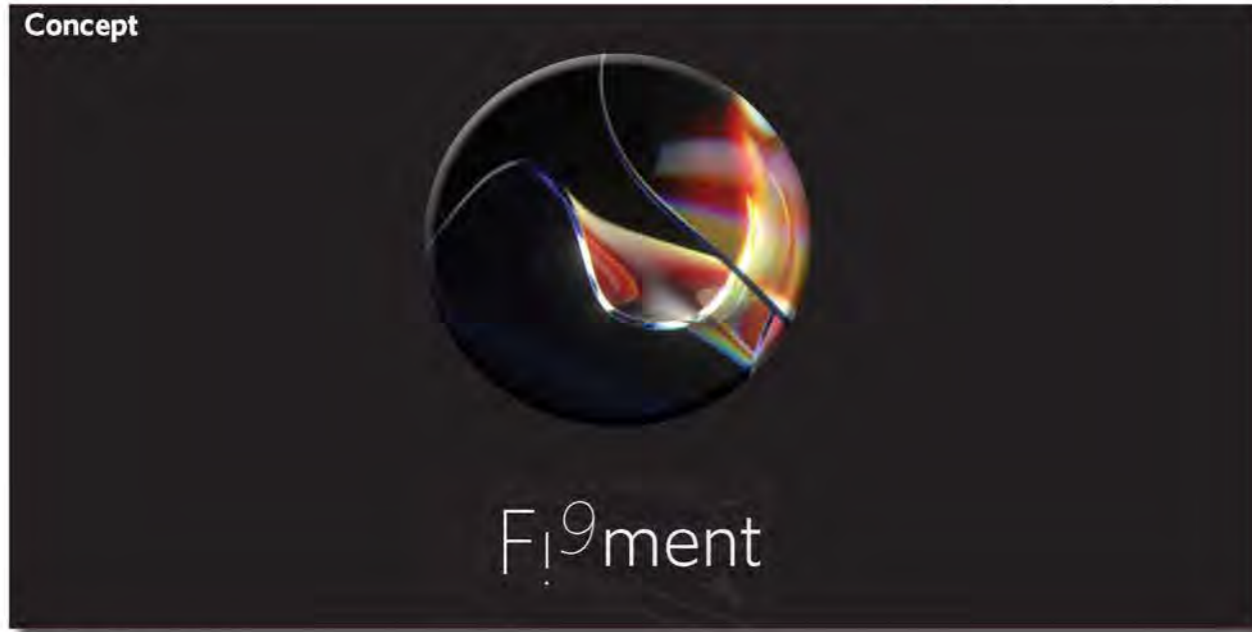
Concept

Fi⁹ment

Visual Inspiration

This image reflects illusion of light, reminds of water but it's not defined what it really is, it surprises and astonishes. It resembles flexibility.
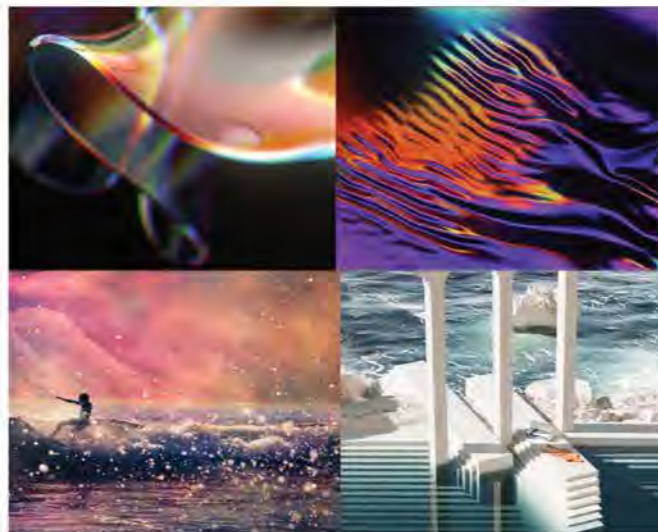
#flexibility

Surreal and fun environment that boosts creativity.

#fun
#creativity

The image is an old CD. But it doesn't look like a CD. Illusion created with this image makes us think we look at something different, pleasant to the eyes, a liquid metallic surface.

#illusion

This surreal picture introduces us to a different type of illusion achived not by light only but also by element of water. Water makes our mind rest and open up to new ideas.

#natural
#relax

Concept Statement

These are the key ingredients for the office interior design project: **creativity, flexibility and art.** The concept word for this project is **#FIGMENT.** The designer wants to wake up user's imagination by creating an illusion of an idyllic landscape and invite a visitor to experience surreal situations. Such spaces are designed to help a user to free his mind, boost creativity and wake up the inner child whose creativity is not restricted by patterns of do's and don'ts. The concept image describes what sort of space the designer is about to create in the office interiors. It needs to be highly visual to transform a traditional office mood into a creative playground for staff members who work in the design field. Their work requires a different approach and a different way of thinking therefore their environment should work in favour to that. Each zone within the space should surprise and be fun. Social spaces and private spaces should be adjustable depending on the team needs. Meeting space with customers should represent main values of the three design companies that will occupy the space and share it on a daily basis. In order to focus and be creative the mind should be at rest, be around things and images that are inspiring to think different. The space should reflect the uniqueness of the Brixton neighbourhood. Colorful murals refelct the diversity of the cultures cohabiting. This is the palce where everyone is welcome, the place that resembles the universal values expressed with street art of deeper meaning.

Space for creative thinkers

Surreal, Idealistic; Creative, Mind Blowing, Happiness, Freedom, Relax, Fun, Green

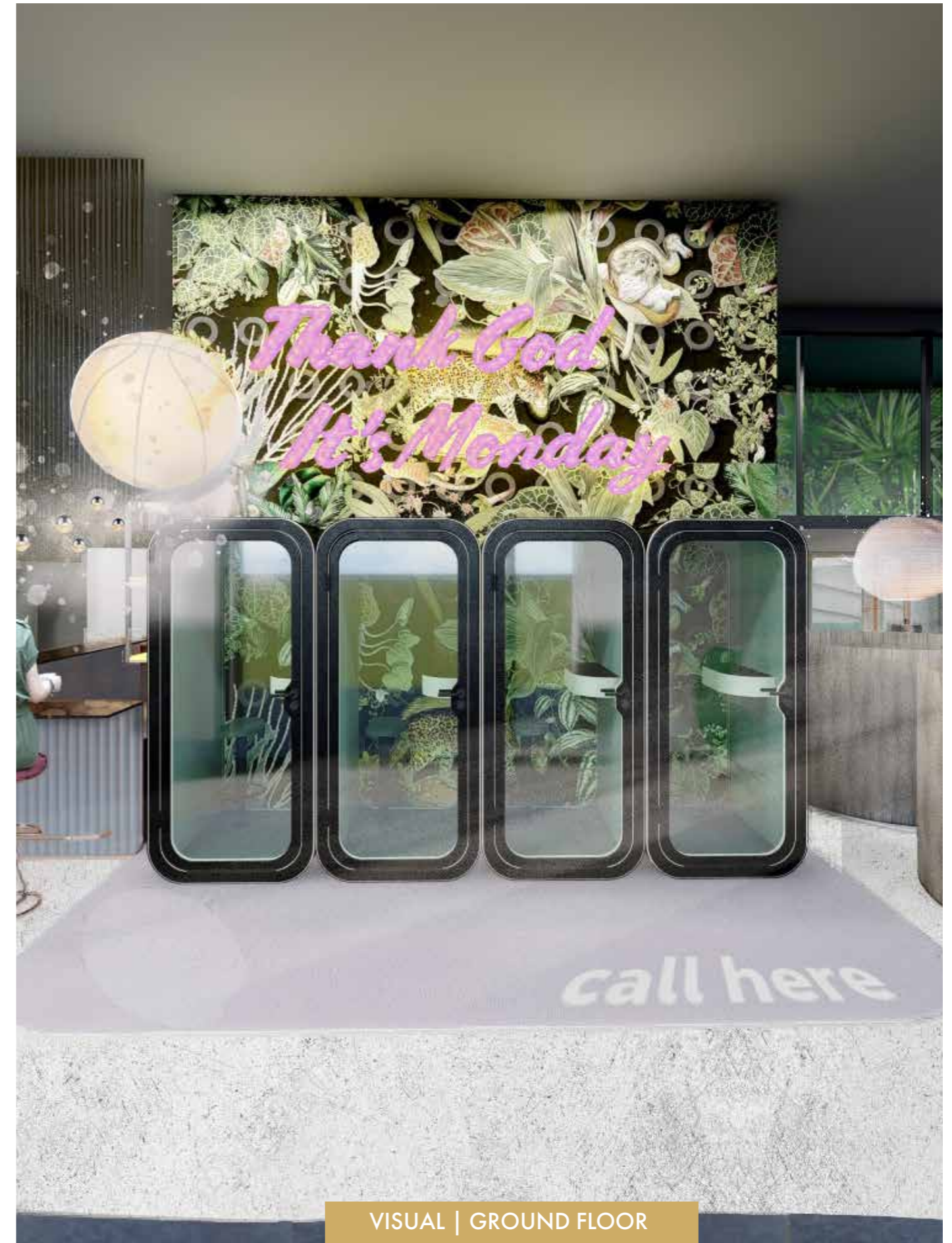**Space that evolves and adapts**

Smart, Flexible, AI, hi-tech

Reflects the vibe of Brixton

Street art, honest, pop art, conceptual

CONCEPT

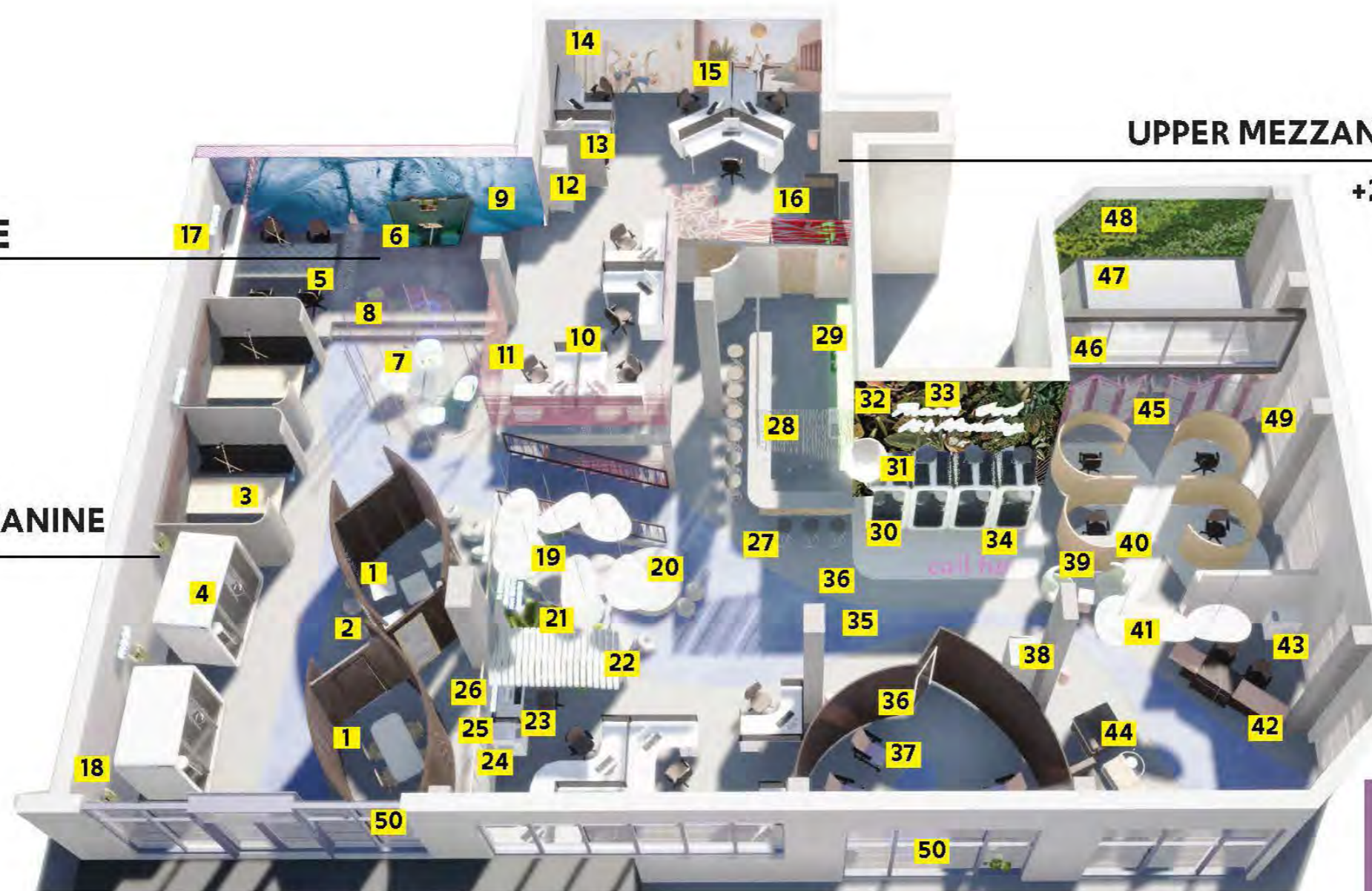

VISUAL | GROUND FLOOR

VISUAL | SOCIAL SPACE

UPPER MEZZANINE
+2.55m

MEZZANINE
+2.25m

LOWER MEZZANINE
+1.95m

Overview

INDEX

1	Brainstroming room★
2	Livingstone poufs★
3	Conference table and benches
4	PodBooth Meeting★
5	Conference table and 4 SILQ★
6	Pood Meeting Cove★
7	Table with 4 chairs
8	Privacy curtain★
9	Mural „frozen water"★
10	„Answer" system of desks by Steelcase★

11	Tempered glass partition with sanded pattern, tinted red
12	Mini catering station
13	„Answer" fence
14	Mural by local artist★
15	„Answer" desk system★
16	PodSofa★
17	Neon letters
18	Decorative wall lights
19	Ceiling decor in Kerrock Lumino★★
20	Pebble pads bespoke sizes

21	Large Touch Areca palm (faux)
22	Wooden installation
23	3D printing station, recycling point
24	Copier and printer
25	Neon letters
26	Glass balustrade M.level
27	Bar with stools
28	Ceiling installation with lights
29	Dcorative storage for bottles
30	Pod Phone Booths★

31	Ball lamp
32	Moooi Wallcovering
33	Neon letters
34	Concrete flooring with letters
35	Concrete epoxy seamless flooring
36	ZEN room
37	Armchairs
38	Mini catering station
39	Meeting, seating 2 armchairs
40	Solo working stations, flexible

41	Celing decor in Kerrock Lumino
42	Reception desk
43	Printing station & recycling point
44	Waiting area
45	Bifold glass doors
46	Upper glass partition
47	Stretched ceiling with LED
48	Faux green wall
49	Window film for privacy
50	Projecting film

★ - check the reference page

INTERIOR OF THE POP UP STAND

FLOWERS MAKE PEOPLE BLOOM & WILD
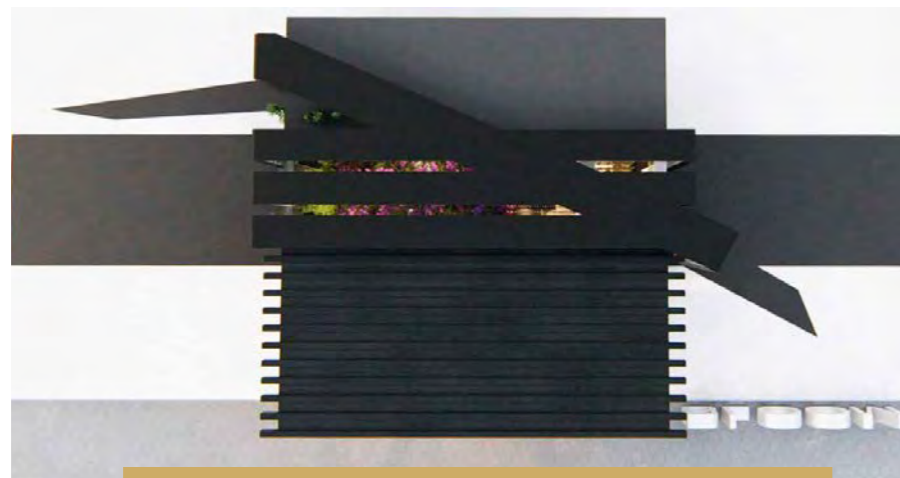
TOP VIEW OF THE POP UP STAND

STAND ALONE 3D

WORKSHOP ZONE

POP UP STAND CONCEPT

BESPOKE JOINERY DESIGNS
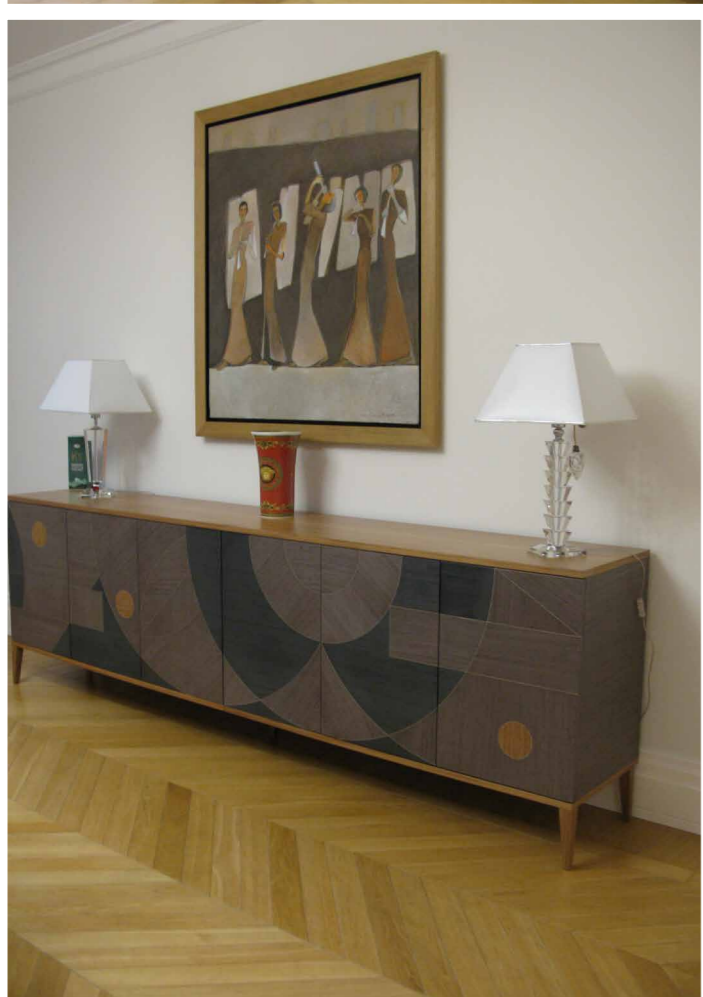
BESPOKE FURNITURE
DESIGNS

We design bespoke furniture pieces that fit perfectly into a space maching the design style without compromising any detail.

The console table is 3 meters long finished with different coloured veneers making it one of a kind.

The white console table and chair was designed and manufactured in our joinery in Poland.

BESPOKE KITCHEN

BESPOKE FURNITURE
DESIGN

Furniture manucatured by our family joinery in Poland. Delivered to London. Featuring
this Central London converted mansion.
All made with MDF and veneers.

TV CONSOLE

UPHOLSTERED HEADBOARD

JOINERY PRODUCTION
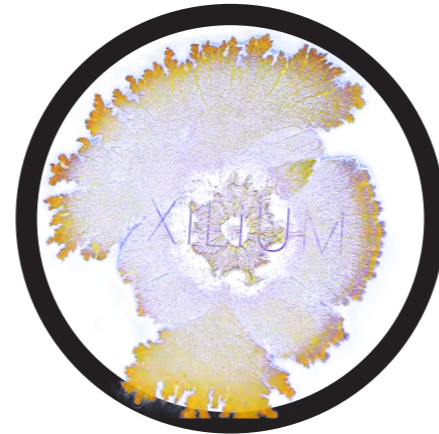
XR / VR DESIGNS

01 - 03/ RE.FRACTIVE. VR

04 - 06 / XILIUM. XR

METAFLUID STUDIO MASTER PLAN

REFRACTIVE.VR

RE+FRACTIVE.VR

**RE+fractive.VR is a virtual space** for visitors that inspires an inner journey and embodies a meta wellness experience. The design journey started by trying to define first what meta wellness could mean. Wellness as an active process through which people become more aware of themselves and helps them to make choices towards a more successful existence, was the steering axis of the project. This ideology is used as a pattern for our VR experience that we want to offer

Project developed under
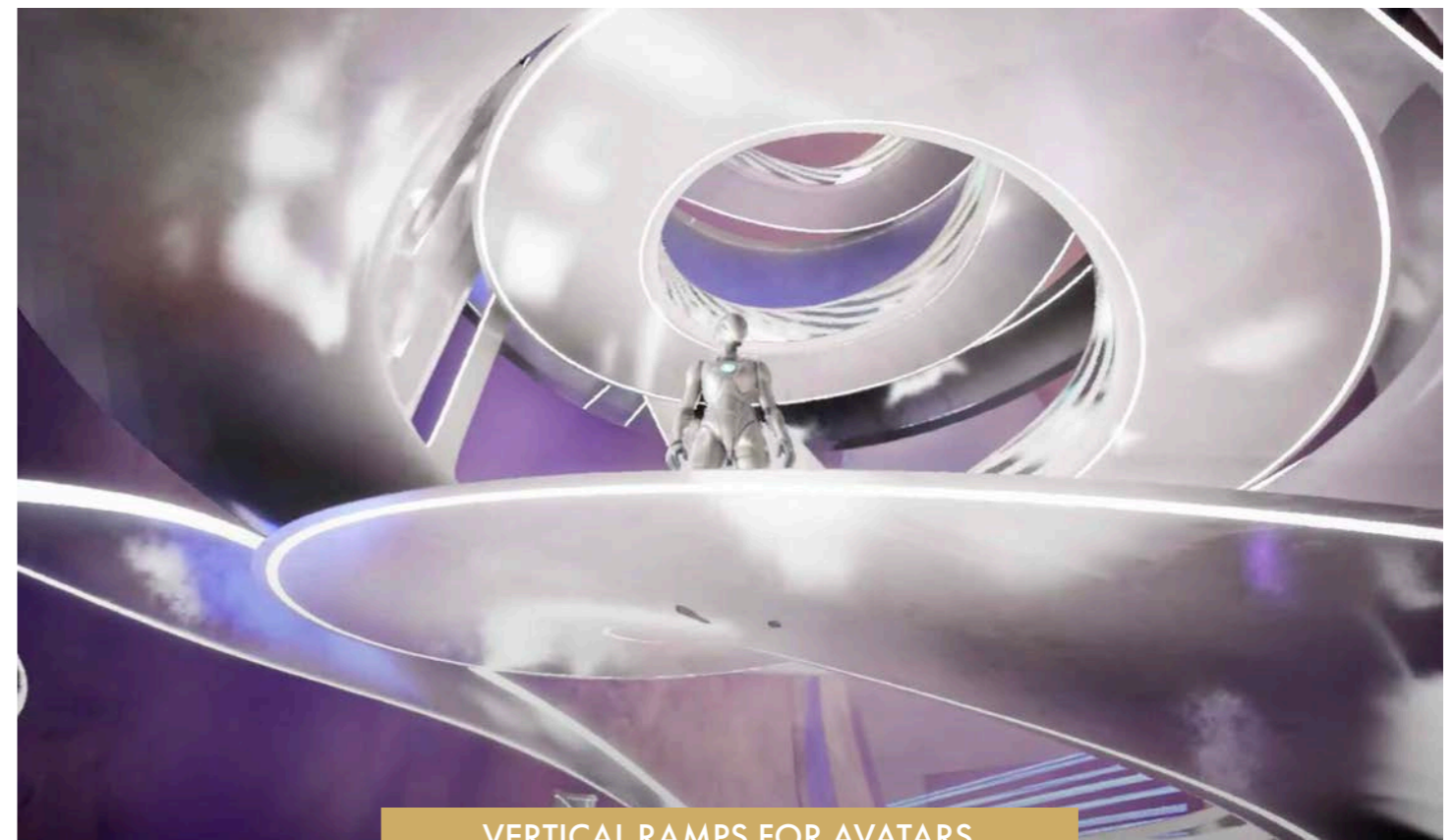
PAACADEMY
powered by ParametricArchitecture

SOFTWARE:
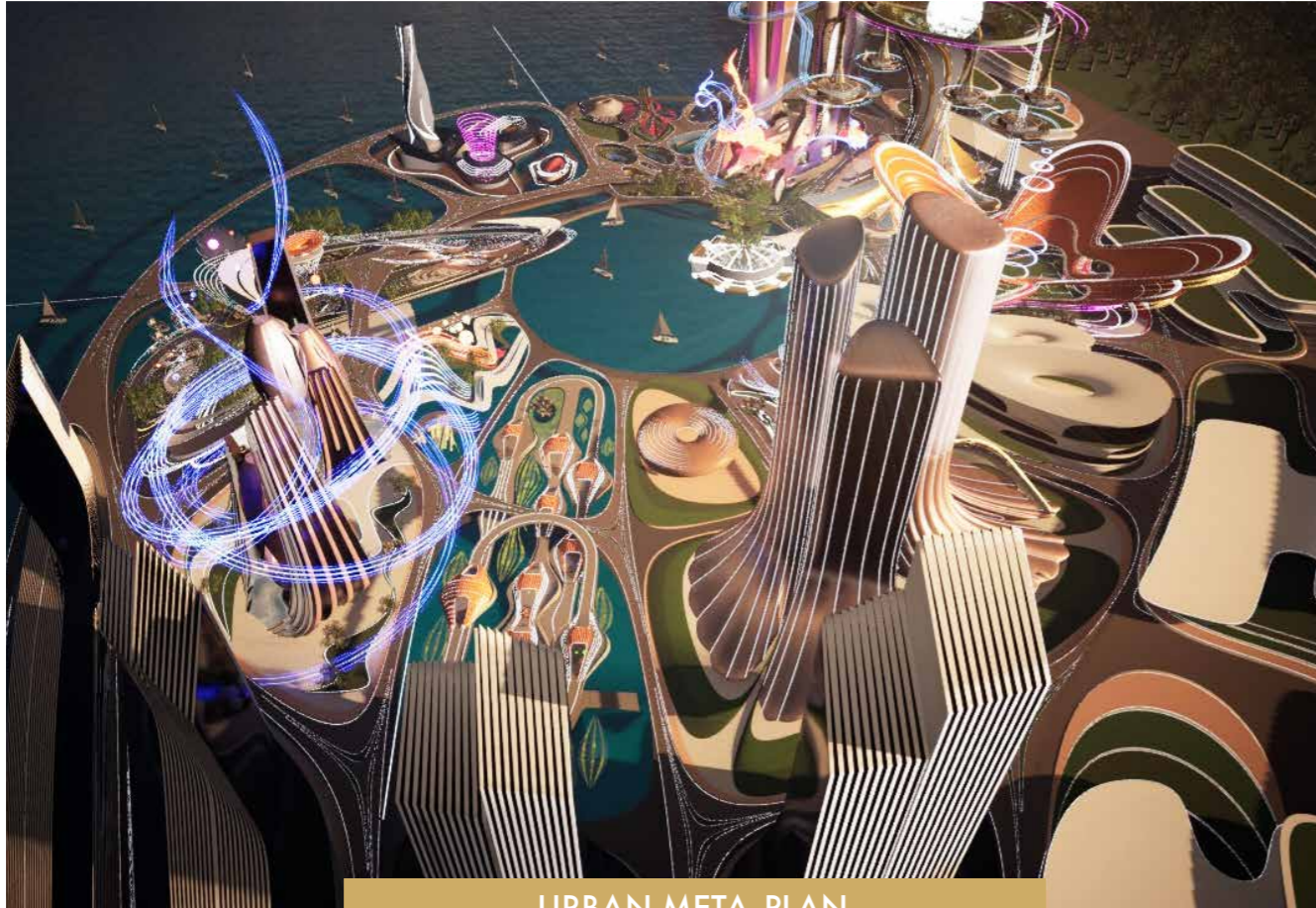Autodesk Maya
Unreal Engine 5
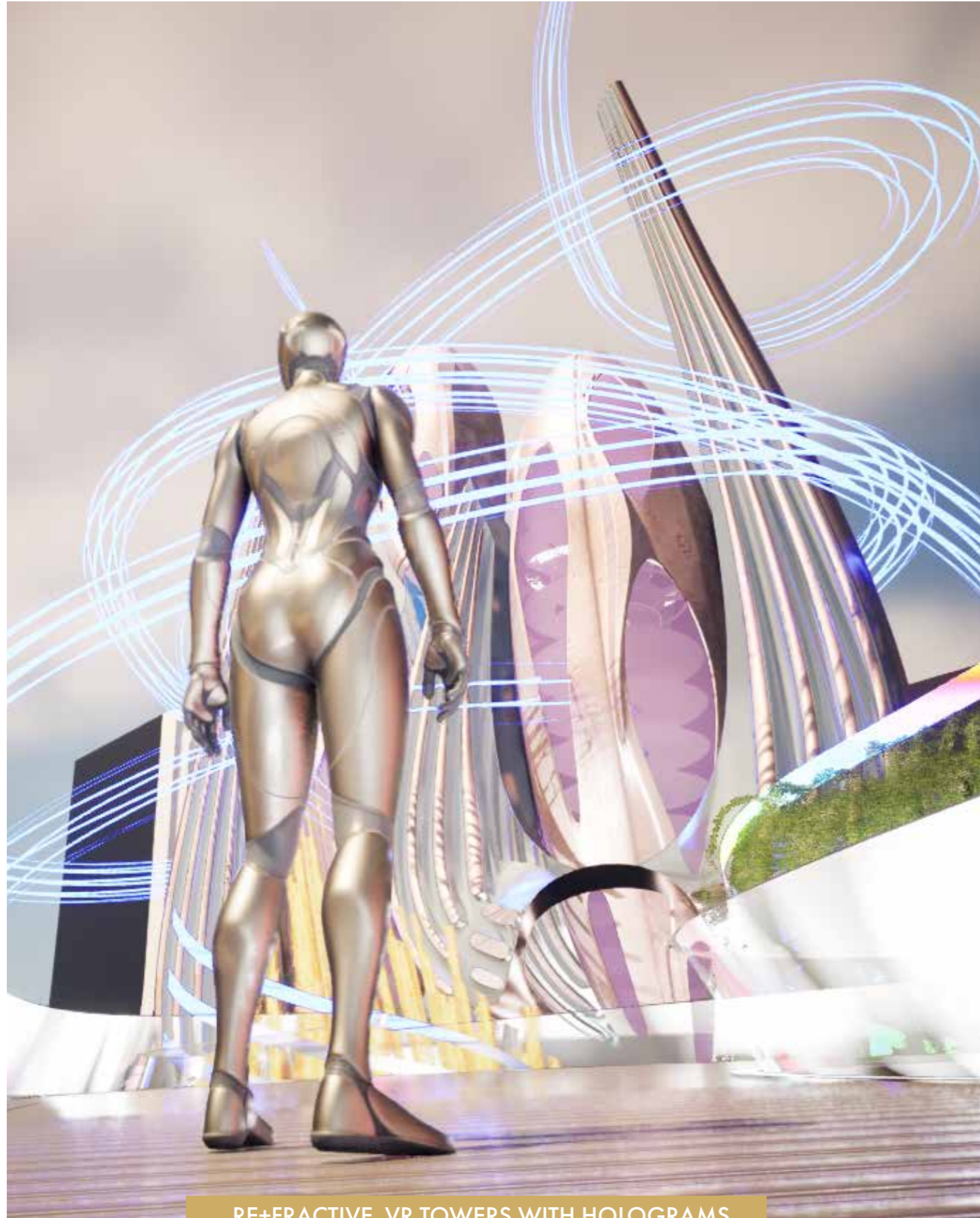
RE+FRACTIVE. VR TOWERS WITH HOLOGRAMS
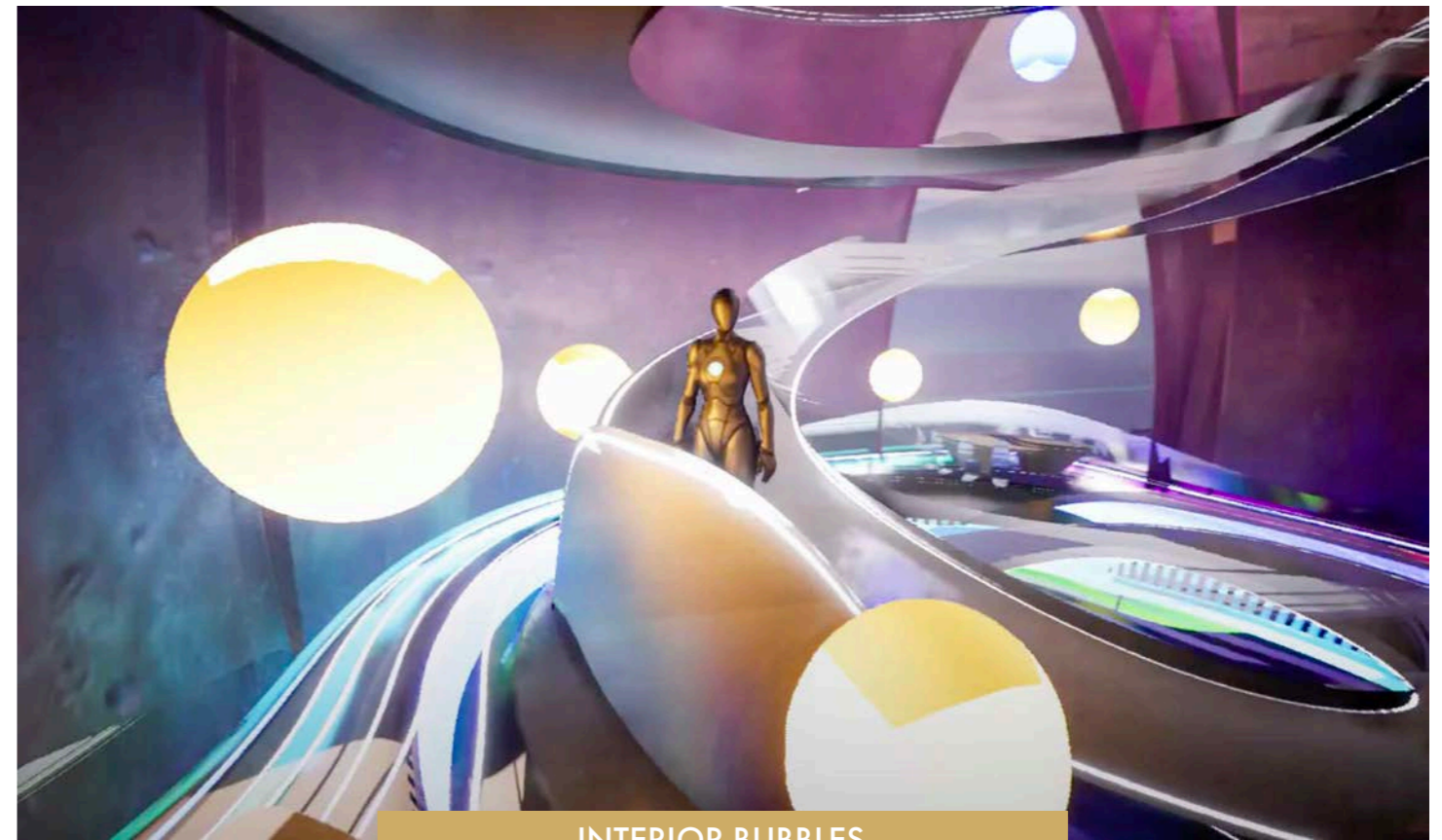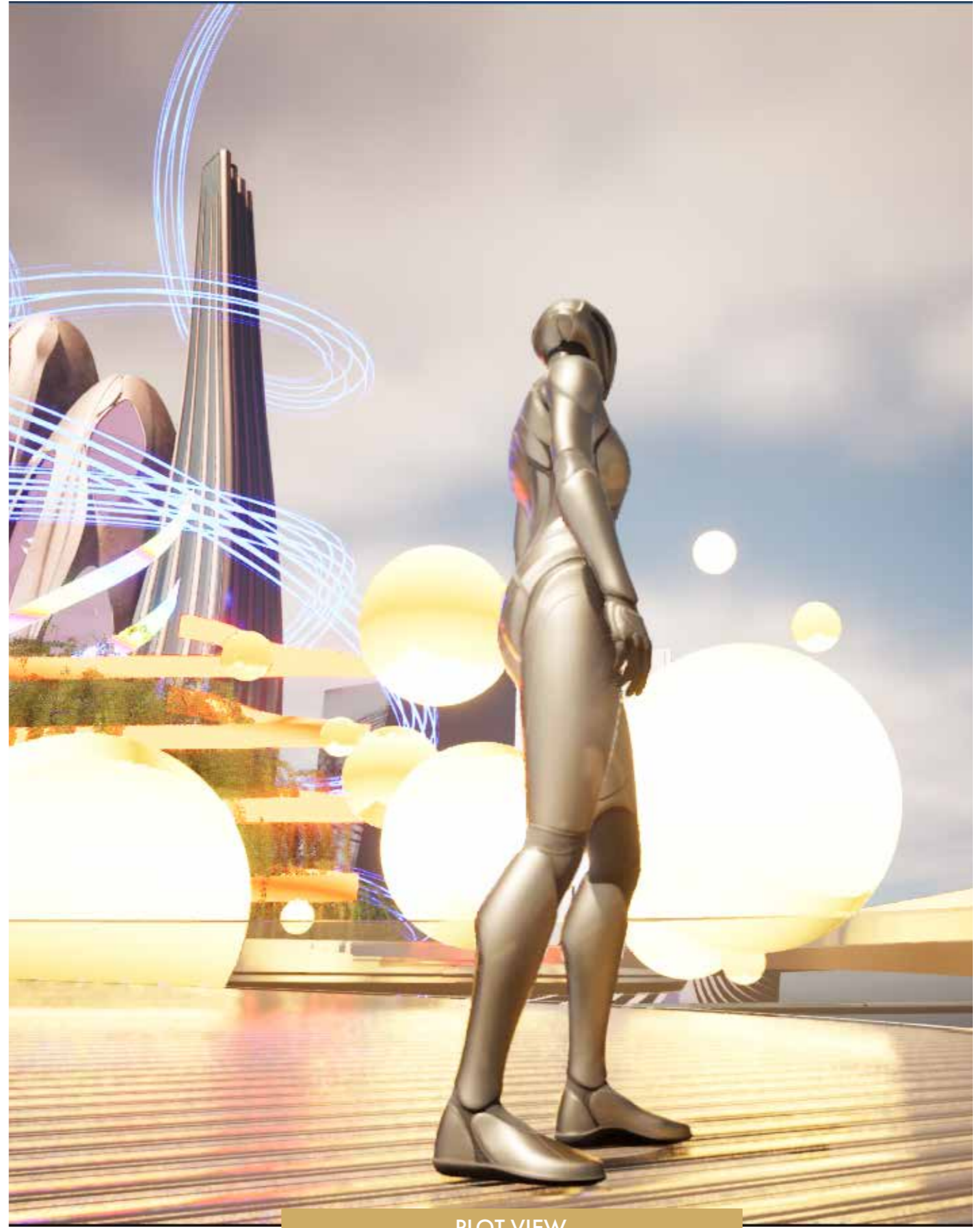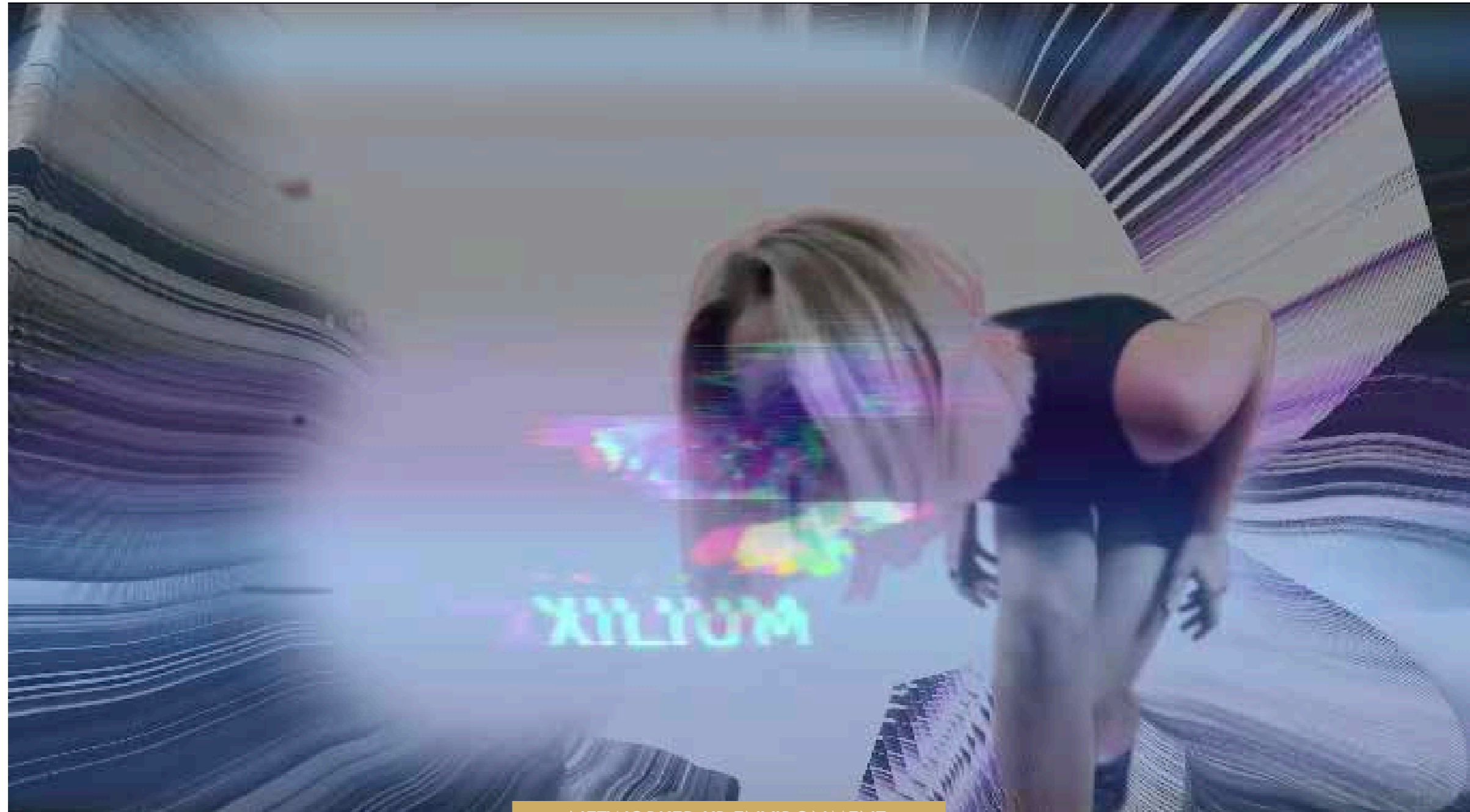

INTERIOR BUBBLES

VERTICAL RAMPS FOR AVATARS

URBAN META-PLAN

PLOT VIEW

NETWORKED XR ENVIRONMENT

XILIUM.XR

XILIUM (referring to mycelium, the root-like structure of a fungus) dives into the realm between virtual worlds, into the realm of transitions and metaphorical synapses. Because logging in and out is more than just a click we are exploring here how the transition between different metaverses/mediums and networked environments could happen. My research is based on NFA (Neuro – science for architecture) and exquisite corps games created for the unique experience.

Xilium represents a broad concept of how architects / digital architects/metaverse designers should approach all sorts of transitions between multiple mediums and networked environments in a digital sphere. It scales down from the world wide web to a single user. It links presence and absence, log-ins and log outs, growth and movement. Enriches the journey and engages the user's specific behavioural patterns. It is not a static experience but adjusts according to what connections are currently happening within the growing network.
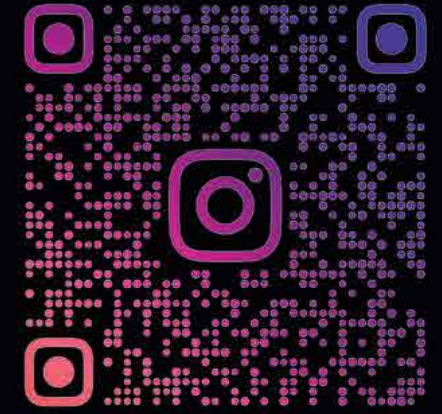
XILIUM.XR

Project developed with

AA Architectural Association
School of Architecture

SOFTWARE:
Autodesk Maya
Touch Designer
Unity
Adobe After Effects
Aobe Premiere
Oculus Quest

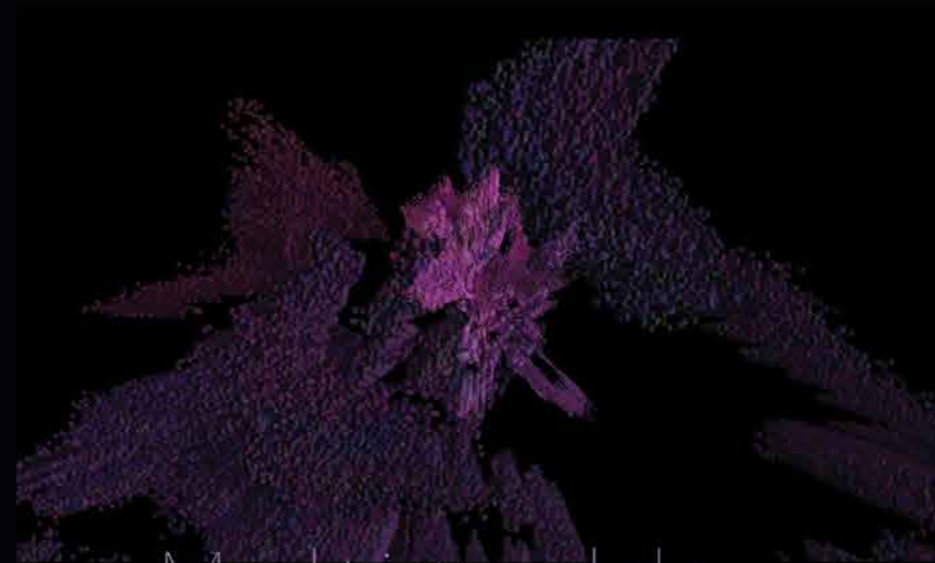XILIUM

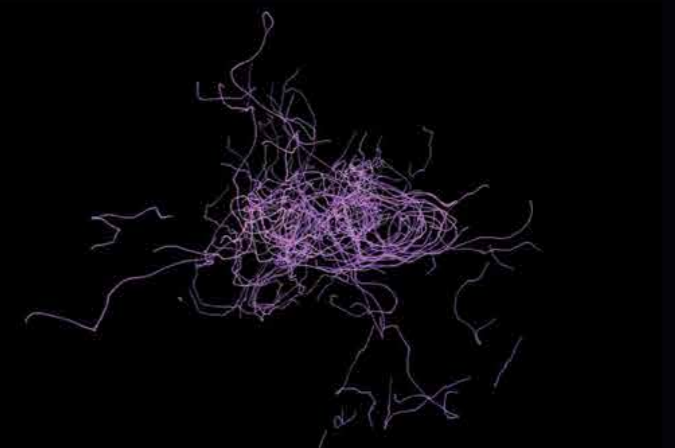Architectural Association
School of Architecture

XILIUM.XR

TRANSITION EXPERIENCE
BETWEEN NETWORKED ENVIRONMENTS

Network
of metaverses

Multiworlds
collude

Transitions

Logging in and out is more than just a click

XILIUM
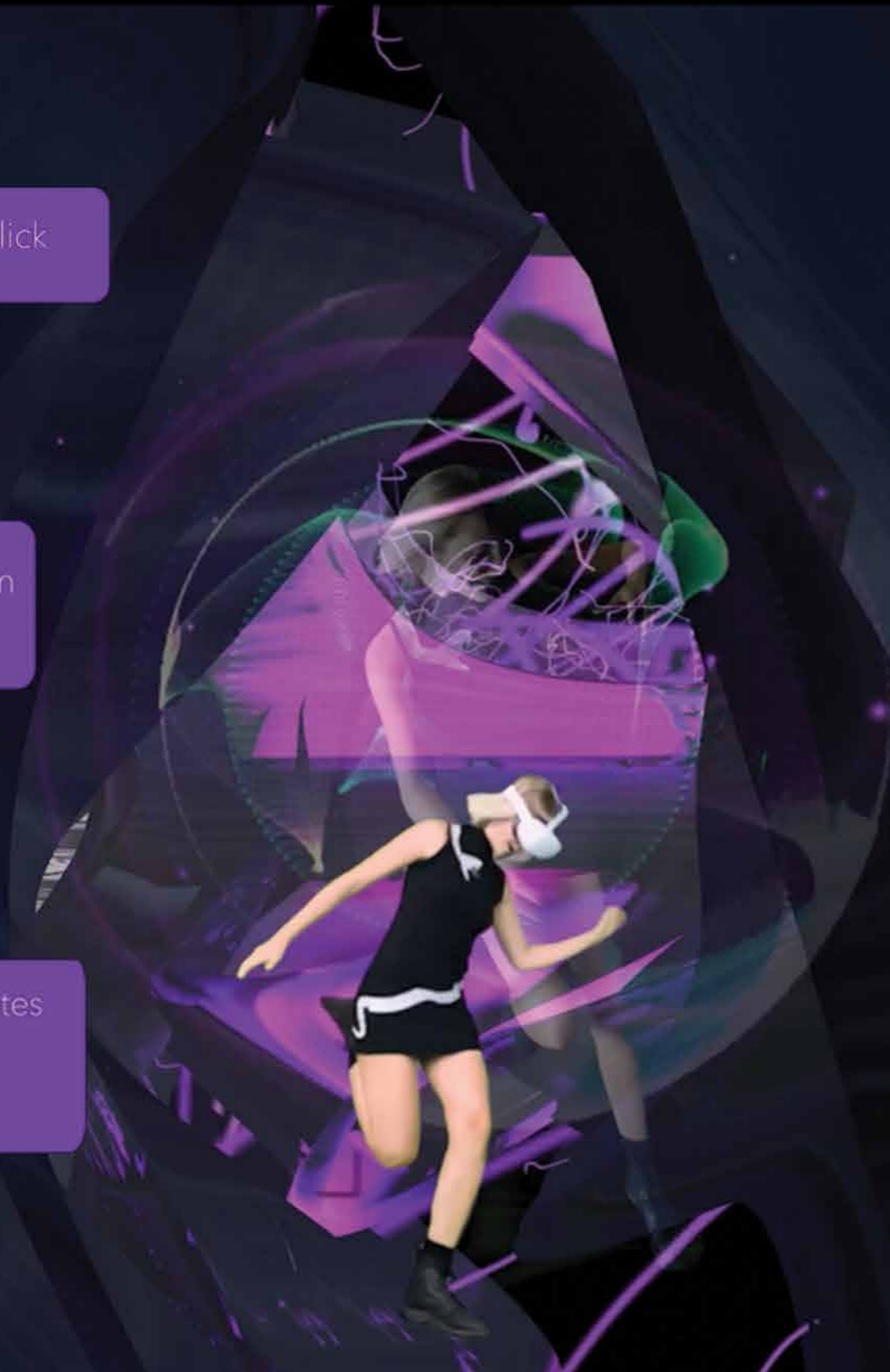dives into the realm between worlds

Comparable to the translation of a rhythm
into the language of colours or smells

??

A direct translation is impossible

But the individual interpretation opens gates
through creativity and imagination into
new dimensions.

Be surprised!

Developed for metaverse users

Equisite corps games

programmed for metaverse / VR headset

3d modelled environement

Designed Exquisite Corps Games

WATCH IT

GAME 01 Rules

Criss- Cross- Junction

1. Make a vertical 30 seconds dynamic video about a meaningful route of your travel from home to the Architectural Association

2. Download all the videos to one device and set the opacity to 50% and digitally merge all videos together.

3. Be surprised

WATCH IT

GAME 02 Rules

rhy hy hyt t thm

1. One person starts to make a rhythm. Any physical medium is allowed. Everybody has to sit.

2. After five seconds person two joins in, copying rhythm one for five seconds "passing it over", and so on.

3.. Everybody continues their own rhythm but can always stand up for a break for 5, 10 or 15 seconds and join in again. The silence will become a part of the rhythm. Be surprised!
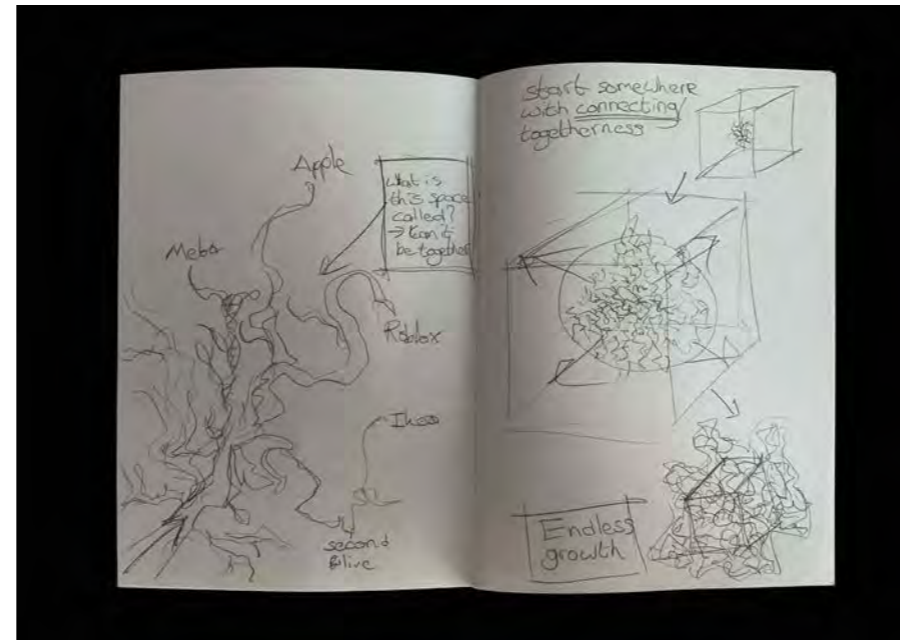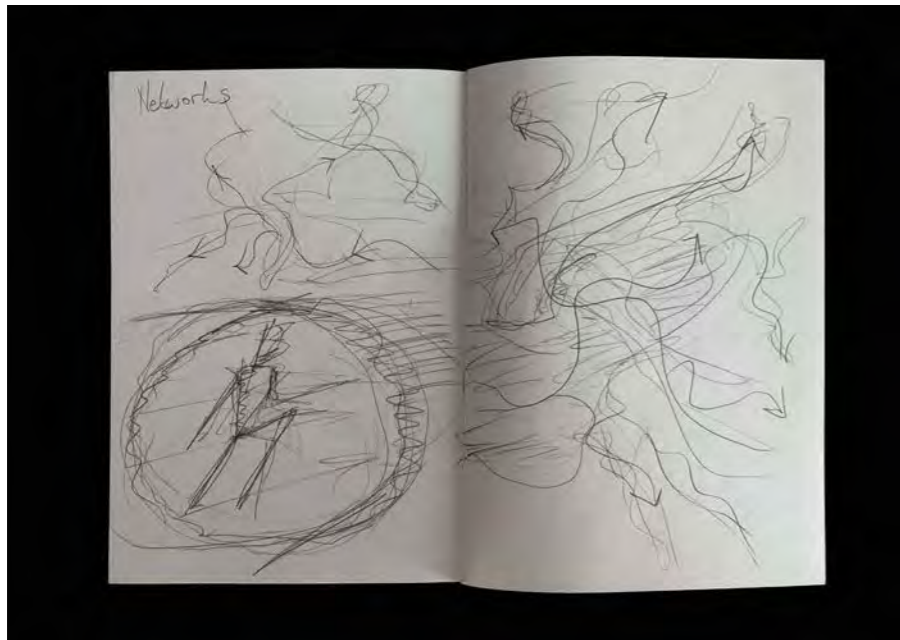

**WATCH IT**

GAME 03 Rules

Hungle

1. Select two people in your mind. Do not say it out loud who you are selecting.

2. Start moving until you form an equilibrium triangle with two selected persons.

3. Keep on moving until you form the perfect triangle. Do not share who you have selected.

4. Be surprised!

Mycelium growth illustrating metaverse development

Using the ideology of a mycelium, a web-like network of fungal threads that expands over some time, we created a model of such using the Touch Designer programme. This is to illustrate spaces in-between that require a transition sequence for a user to navigate between them. We can imagine a network consists of multiple metaverses, ominverses or networked environments that many companies are creating these days (Sandbox, Decentraland, Sorare, Upland among many). The transition experience, spread over some time can be applied also within the metaverses, to enrich the navigation process as well as to engage the user's specific behavioural patterns.
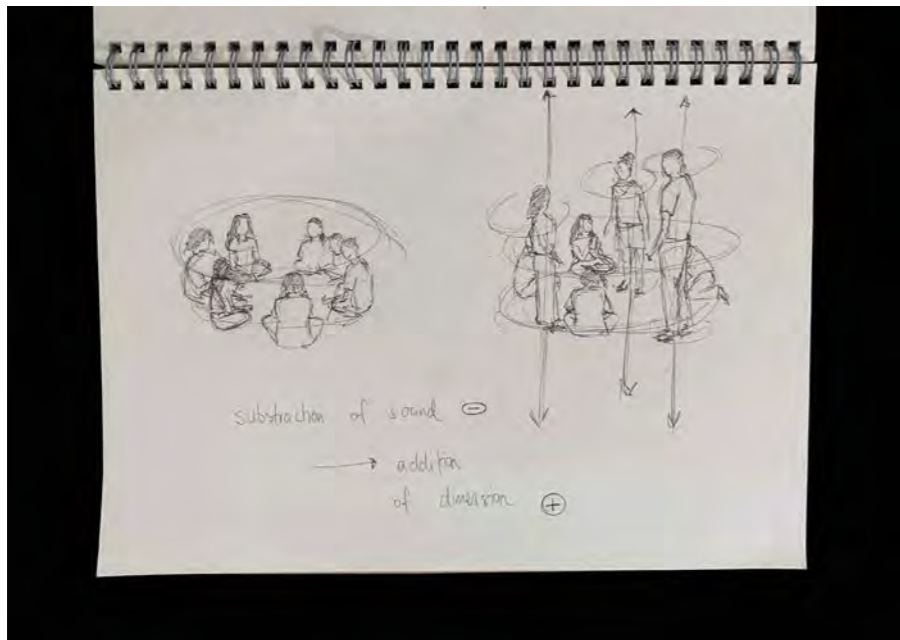

Medium transition

In Game 02 we explored how a kinetic experience can generate another medium, sound, that can be transferred to another reality (Pic.06). Recorded sound was later post-produced with Adobe Audition to create unique sounds for the Xilium transition that were inserted in Unity for the 3rd person transition experience. Illustrating the development of sound (Pics. 07-08) from Game 02 we could observe how the networks can interact with each other and what transitions are necessary.
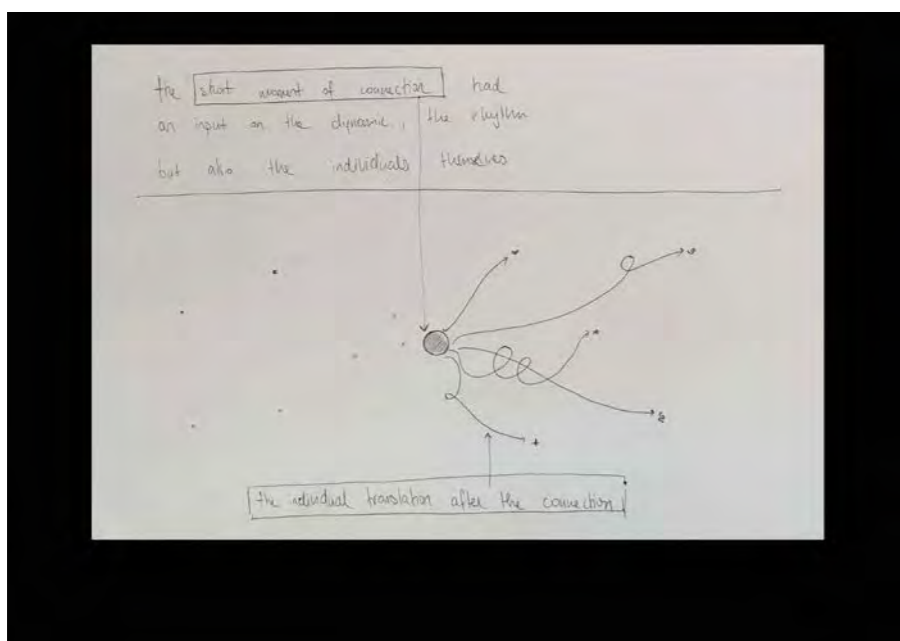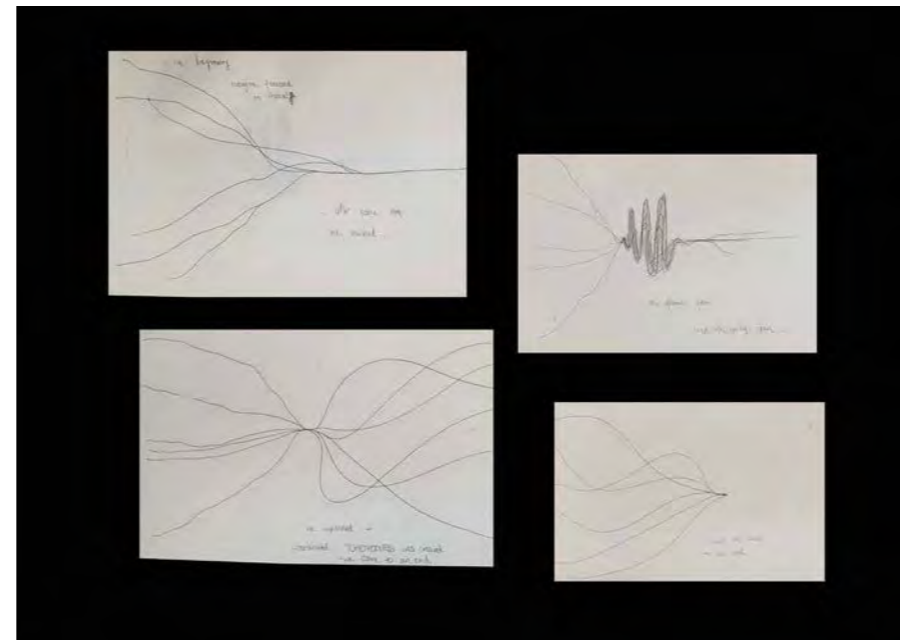
Triangle of dependencies within a network.

After playing Game 03 Hungle, we could observe how the network will move. With just a single movement of one user (a "triangle point") all other users have to move before the network reaches the stage of equilibrium. This taught us that the transition experience will never be static but will always adjust according to the network growth and inner movement whether it is a single user "log in, log out" or a new company introducing a new metaverse / environment.
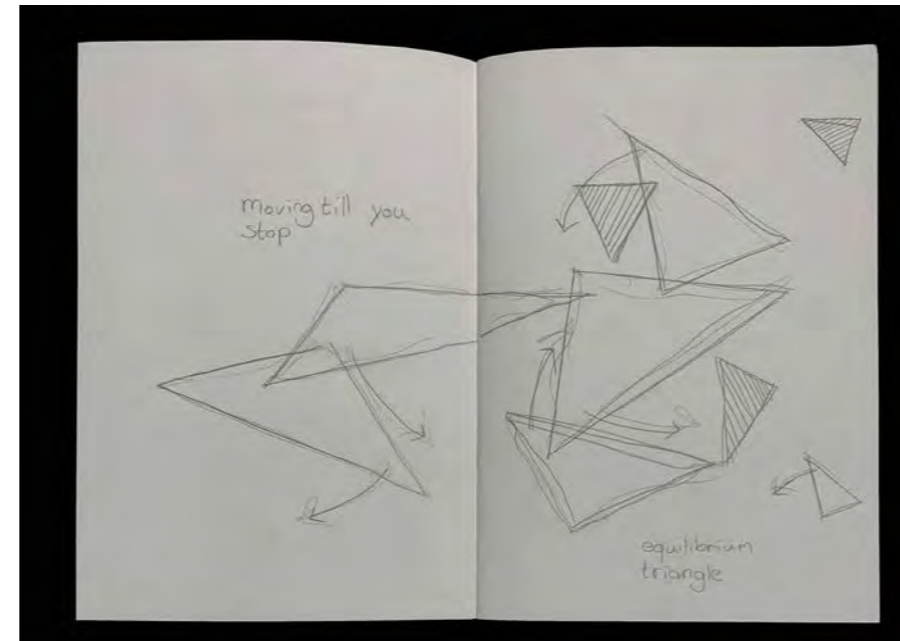
3D MODEL OF THE TRANSITION PATH

Modelled transition space for the 3rd person experience with the use of VR headset.

XILIUM. XR

EXPLORE MORE

Summary

Xilium represents a broad concept of how architects / digital architects/metaverse designers should approach all sorts of transitions between multiple mediums and networked environments in a digital sphere. It scales down from the world wide web to a single user. It links presence and absence, log-ins and log outs, growth and movement. Enriches the journey and engages the user's specific behavioural patterns. It is not a static experience but adjusts according to what connections are currently happening within the growing network.

Project presented at

Digital Futures YOUNG
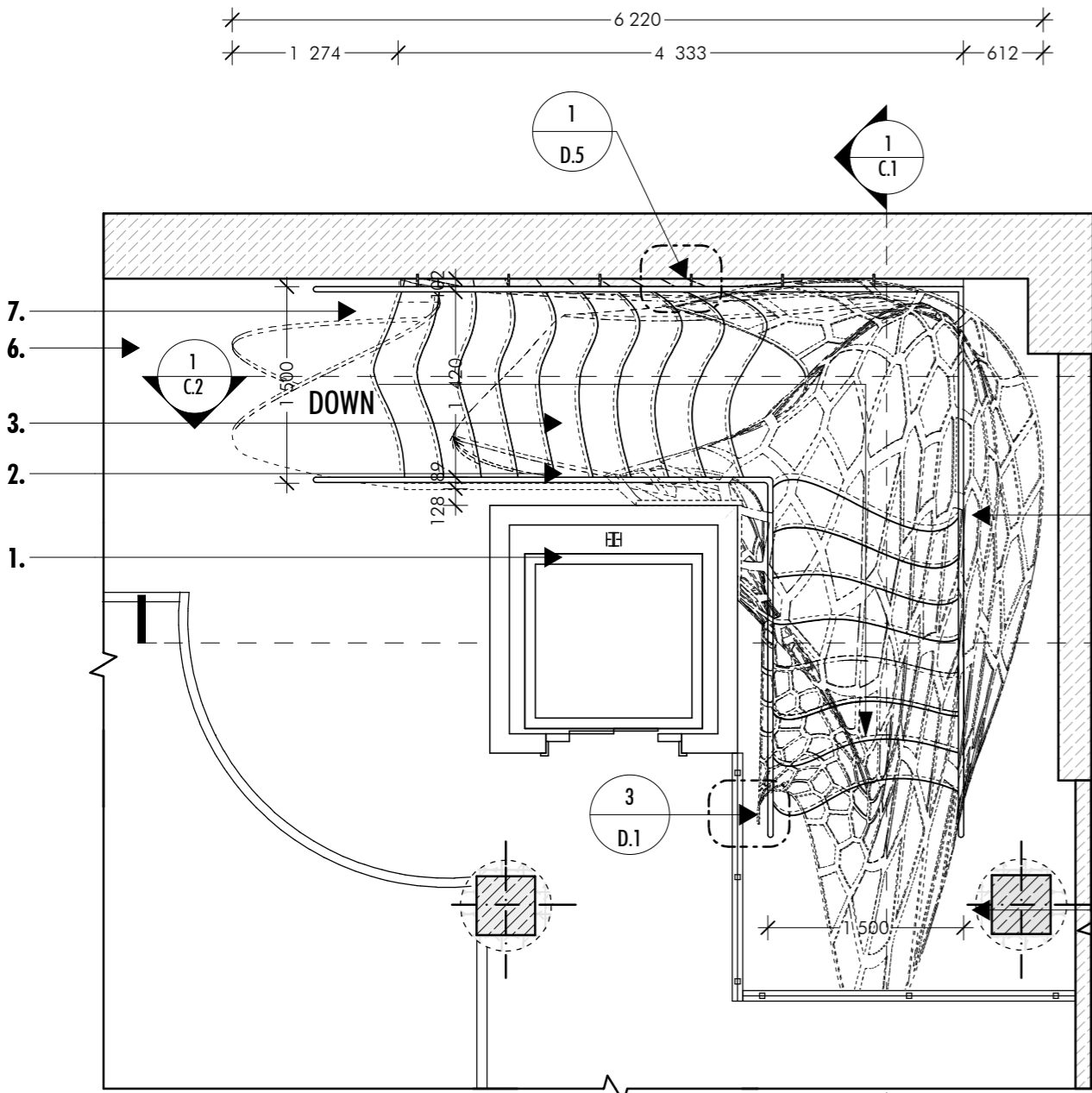
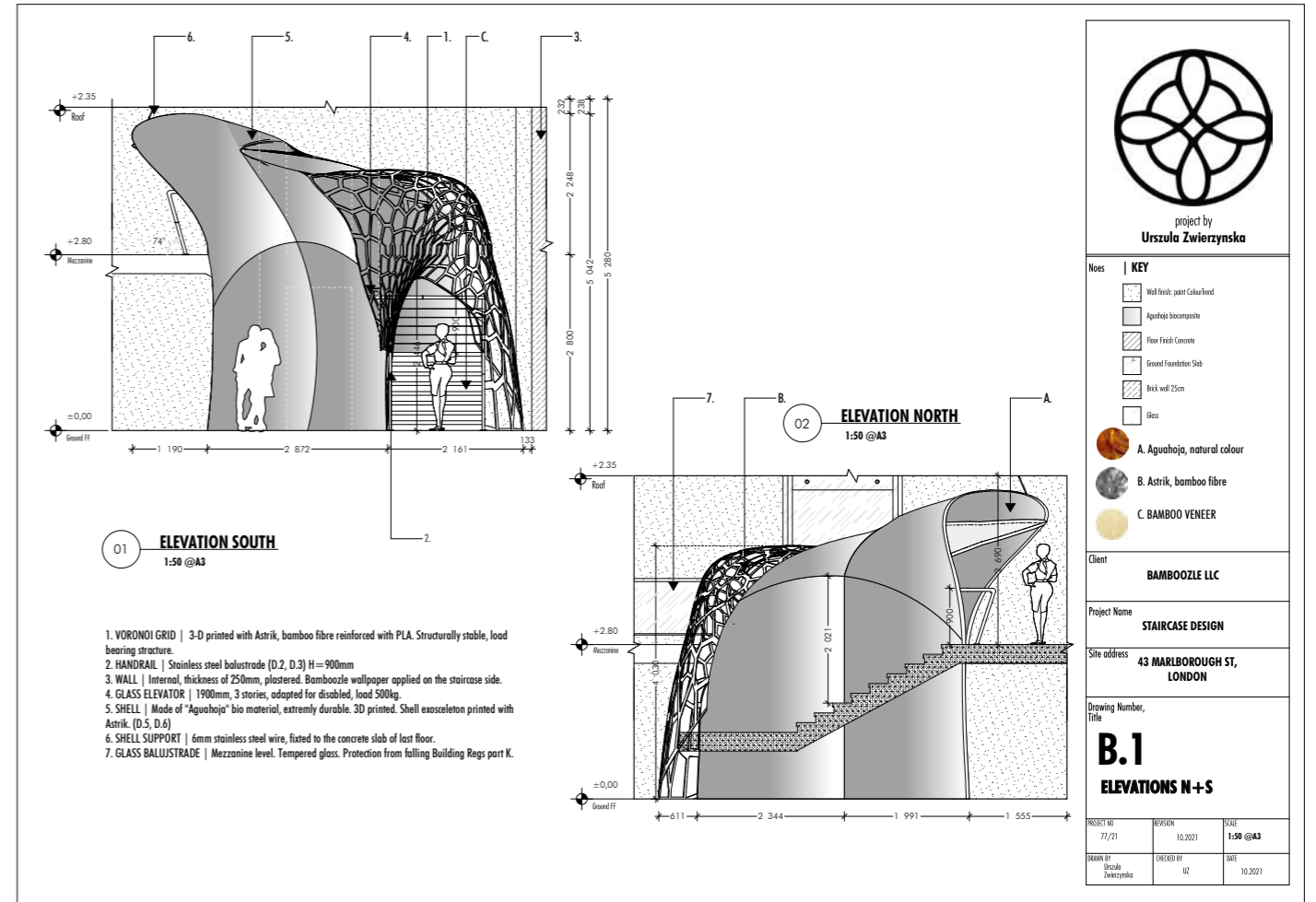It's a transition, an experience of the "in-between" spaces.

PARAMETRIC ARCHITECTURE

3-D Printed with
BIO-COMPOSITES
Biodegrdable at the end of life.

MODELLED
Grasshopper & Rhino

DESIGN: URSZULA ZWIERZYNSKA

PARAMETRIC
STAIRCASE
DESIGN

DOWN

6 220
1 274   4 333   612

5 499
5 876
500

TECHNICAL DRAWINGS

ELEVATION SOUTH
01   1:50 @A3

1. VORONOI GRID | 3-D printed with Astrik, bamboo fibre reinforced with PLA. Structurally stable, load bearing structure.
2. HANDRAIL | Stainless steel balustrade (D.2, D.3) H=900mm
3. WALL | Internal, thickness of 250mm, plastered. Bamboozle wallpaper applied on the staircase side.
4. GLASS ELEVATOR | 1900mm, 3 stories, adapted for disabled, load 500kg.
5. SHELL | Made of "Aguahoja" bio material, extremly durable. 3D printed. Shell exosceleton printed with Astrik. (D.5, D.6)
6. SHELL SUPPORT | 6mm stainless steel wire, fixted to the concrete slab of last floor.
7. GLASS BALUSTRADE | Mezzanine level. Tempered glass. Protection from falling Building Regs part K.

ELEVATION NORTH
02   1:50 @A3

project by
Urszula Zwierzynska

Notes | **KEY**

- Wall finish: paint ColourTrend
- Aguahoja biocomposite
- Floor Finish Concrete
- Ground Foundation Slab
- Brick wall 25cm
- Glass

A. Aguahoja, natural colour
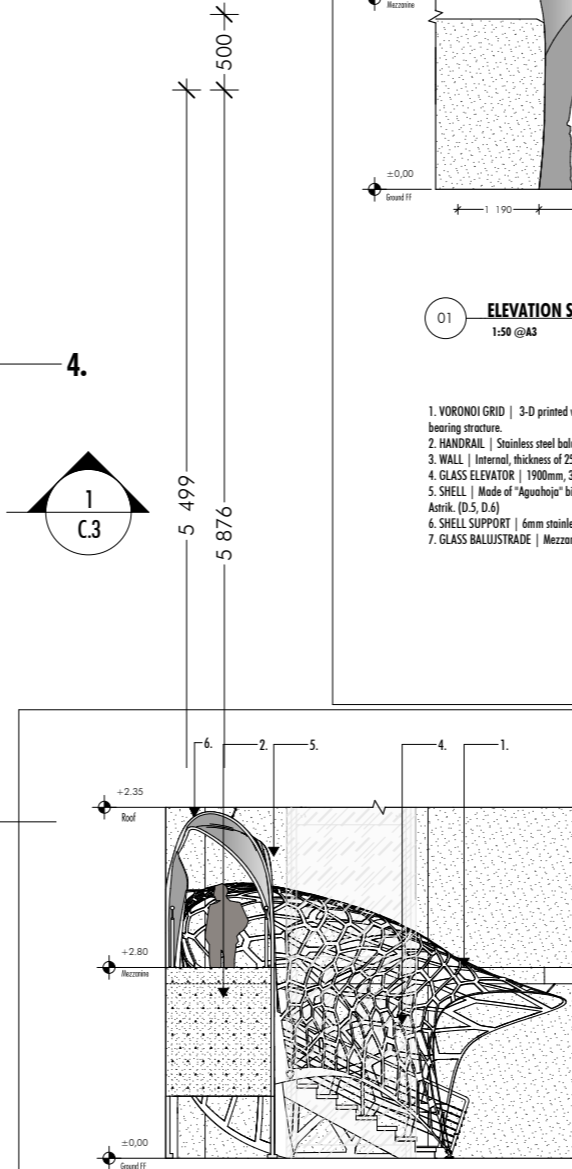B. Astrik, bamboo fibre
C. BAMBOO VENEER

Client
BAMBOOZLE LLC

Project Name
STAIRCASE DESIGN

Site address
43 MARLBOROUGH ST, LONDON

Drawing Number, Title
B.1
ELEVATIONS N+S

| PROJECT NO 77/21 | REVISION 10.2021 | SCALE 1:50 @A3 |
| DRAWN BY Urszula Zwierzynska | CHECKED BY UZ | DATE 10.2021 |

ELEVATION WEST
01   1:50 @A3

1. VORONOI GRID | 3-D printed with Astrik, bamboo fibre reinforced with PLA. Structurally stable, load bearing structure.
2. SITE CAST CONCRETE STAIRCASE | Concrete C16/20 S3 with stainless steel reinforcement. Steps (A.1.1, A.2.1). Treads: soild wood, European oak, finish: bamboo veneer, natural. (E.1)
3. WALL | Internal, thickness of 250mm, plastered. Bamboozle wallpaper applied on the staircase side.
4. GLASS ELEVATOR | 1900mm, 3 stories, adapted for disabled, load 500kg.
5. SHELL | Made of "Aguahoja" bio material, extremly durable. 3D printed. Shell exosceleton printed with Astrik. (D.5, D.6)
6. SHELL SUPPORT | 6mm stainless steel wire, fixted to the concrete slab of last floor.
7. GLASS BALUSTRADE | Mezzanine level. Tempered glass. Protection from falling Building Regs part K.

General Notes
1. Do not scale this drawing;
2. Verify all dimensions before commencing work and report suspected discrepancies or missions;
3. All dimensions are in millimeters.
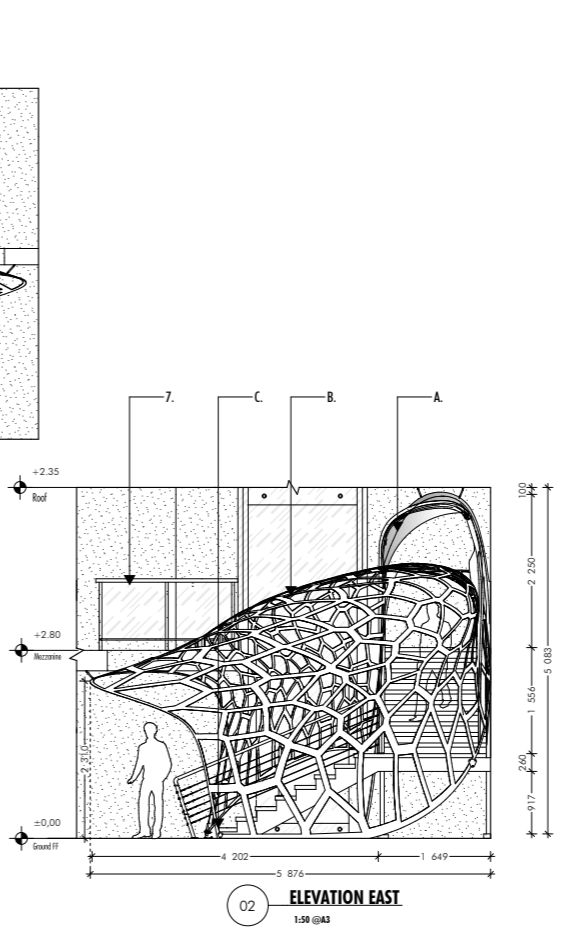
ELEVATION EAST
02   1:50 @A3

project by
Urszula Zwierzynska

Notes | **KEY**

- Wall finish: paint ColourTrend
- Aguahoja biocomposite
- Floor Finish Concrete
- Ground Foundation Slab
- Brick wall 25cm
- Glass

A. Aguahoja, natural colour
B. Astrik, bamboo fibre
C. BAMBOO VENEER

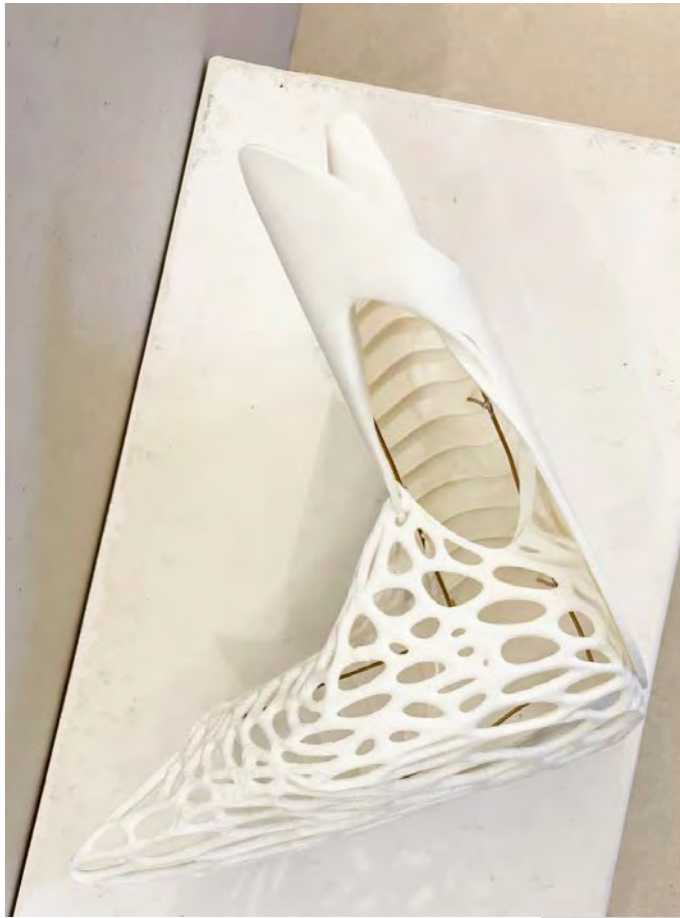Client
BAMBOOZLE LLC

Project Name
STAIRCASE DESIGN

Site address
43 MARLBOROUGH ST, LONDON

Drawing Number, Title
B.2
ELEVATIONS W+E

| PROJECT NO 77/21 | REVISION 10.2021 | SCALE 1:50 @A3 |
| DRAWN BY Urszula Zwierzynska | CHECKED BY UZ | DATE 10.2021 |

STAIRCASE SECTION VIEW | **GROUND FLOOR [0] & MEZZANINE [+1]**

This is the view showcasing the location of the Bamboozle staircase in-situ. Corner, L-shape staircase is next to the glass elevator, fully transparent.

3D PRINTING

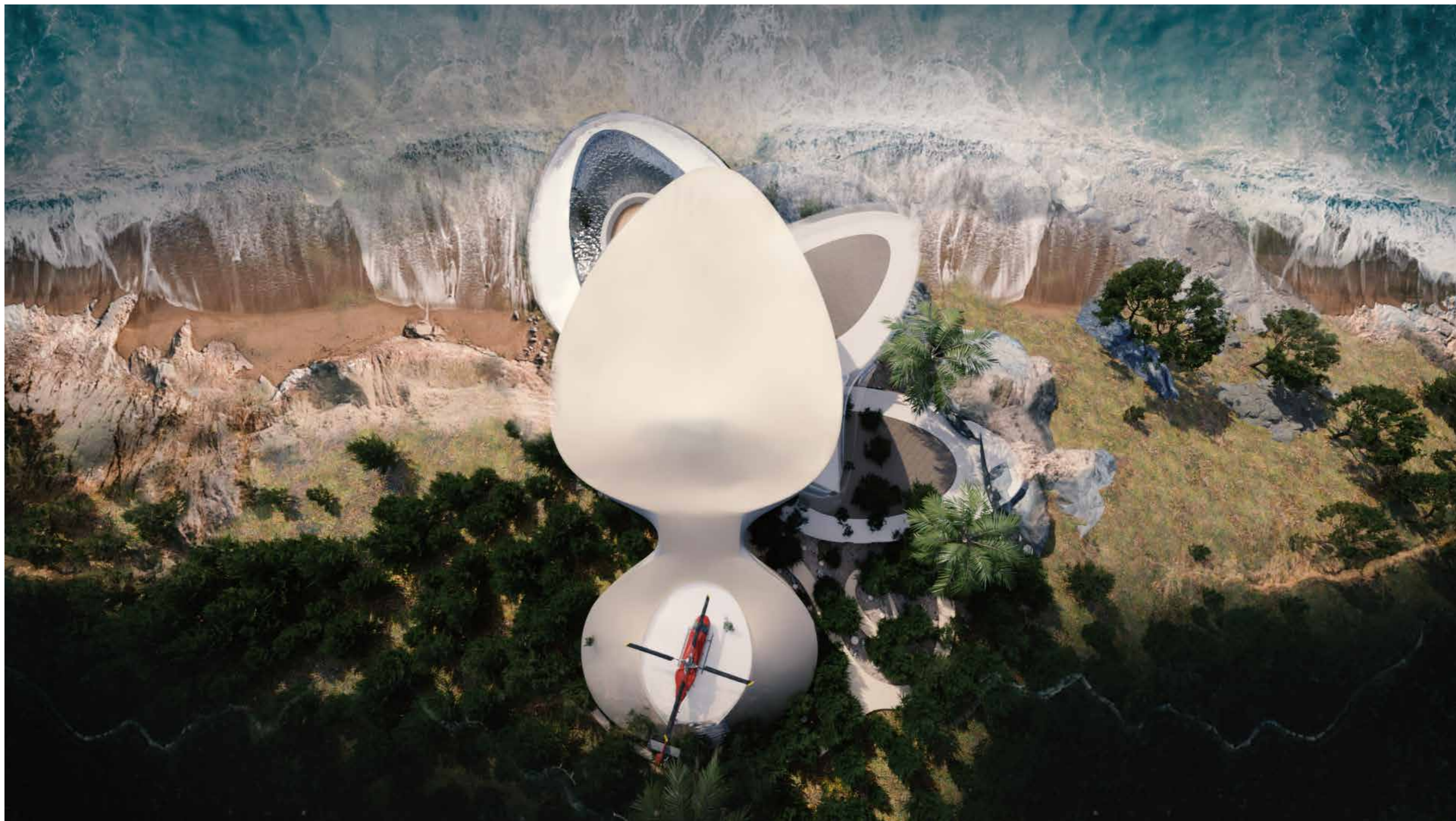

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URSZULA ZWIERZYNSKA

ulamango@icloud.com

07544 936 603