

MARYA FILATOVA Architecture PORTFOLIO

Selected works 2009-2014: Academic Professional CURRICULUM VITAE
ACADEMIC
PROFESSIONAL
PERSONAL

PERSONAL INFO

DATE OF BIRTH: March 18, 1988
PLACE OF BIRTH: Odessa, Ukraine
NATIONALITY: Ukranian

CONTACT INFO

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UK ADDRESS: 27 Kensington Park Road, Notting HIll Gate

W11 2EU, LONDON United Kingdom



EDUCATION

2012-2014 Architectural Association School of Architecture

Design Research Laboratory (AADRL), MArch Architecture & Urbanism,

London, UK

Project Title: Collective Living Team Name: Mavericks Tutor: Robert Stuart Smith

2010-2011 Odessa State Academy of Civil Engineering & Architecture

MA, HONORS GRADUATE (A)

Odessa,Ukraine

2006-2010 Odessa State Academy of Civil Engineering & Architecture

B.Arch, HONORS GRADUATE (A-)

Odessa, Ukraine

PROFESSIONAL

June 2013 - August 2013 RALPH APPELBAUM ASSOCIATES

Architecture and Interior Design practice

Position: Architectural intern London, United Kingdom

August 2011- March 2012 MASHTAB-BUD

Architecture and Interior Design firm

Position: Architect Odessa, Ukraine

March 2011 - July 2011 ANDREI EKSAREV STUDIO

Architecture and Interior design studio

Position: Interior designer

Odessa, Ukraine

June 2008 - September 2008 EXPRESS PROJECT

Construction company
Position: Architetural intern

Odessa, Ukraine

PROFESSIONAL PROJECTS

The Boris yeltsin Presidential Center RALPH APPELBAUM ASSOCIATES

June 2013 - August 2013 London United Kingdom

presidential "presidential centre" Project of of fora library or mer president of Russia Yeltsin, located Boris in Yekaterinburg, Russia. RAA's task was to create an exhibit dedicated to Russia's twentieth century, to design children and educational centres, conference halls. Project was designed in collaboration with ASPA company, located in Yekaterinburg, Russia. While ASPA was in cherge the design development of all service areas, Ralph Appelbaum Associates was responsible for the design of main programmatic areas. Role in the project: Design, CAD Modelling, CAD drawings

House No.1 FREELANCE ARCHITECT March 2012- May 2012 Odessa, Ukraine

Proposal of a summer house in Odessa for my friends. Main objective of the project is to create a balance between needs of my clients and amazing environment - architectural concept follows the existing hillside topography, creating a terraced spaces that trace the natural contours of the hillside.

Role in the project: Design, CAD Modelling, Rendering, CAD drawings, Client meetings

House No.2 MASHTUB-BUD

October 2011 - November 2011 Odessa,Ukraine Residential project for a small family in Odessa. The proposal was accepted, construction is currently in progress. The complex consists of three buildings - the main house and maintenance building, which is connected to the main building with a roof, and a sauna house in a separate building.

Role in the project: Design, CAD drawings

Cafe 'Duc de Richelieue' FREELANCE ARCHITECT December 2010 - March 2011 Odessa, Ukraine

Interior project of a small cafe. The project was done in collaboration with an architect from Odessa, Kate Shenderovska, who assisted in the development of design and technical drawing production. The main agenda was to design the cafe dedicated to founders of Odessa city, comfortable for lunch and dinner. The proposal was accepted though construction was cancelled. Role in the project: Interior design, CAD Modelling, Rendering, CAD drawings, Client meetings

Apartment No.01 A.EKSAREV STUDIO March 2011 - July 2011 Odessa, Ukraine

Interior design of a flat for a big family. The key task for this project was to create comfortable environment for all family members. The construction is finished.

Role in the project: Interior design, CAD drawings, Client meetings

ACADEMIC PROJECTS

Design Research Laboratory ARCHITECTURAL ASSOCIATION October 2011 - November 2012 London, United Kingdom

During my time at the AA Design Research Lab (MArch), I participated in a 16 month program involving 2 workshops and a single team-based 12 month project under the tutorship of Robert Stuart Smith of Kokkugia. My thesis proposal involved the investigation of an adaptive and real-time responsive architecture based on a system of data collective and algorithmic reactivity.

Role in the project: Design, CAD Modelling, CAD drawing, research, graphic design, rendering.

AA DRL Workshop 02 ARCHITECTURAL ASSOCIATION March 2012- May 2012 London, United Kingdom

The two-week-long workshop developped during Design Research Lab (MArch) course at AA School in a team of four people (Sakshi Mathur, Milica Pihler, Ronak Parikh and myself) in Robet Stuart-Smith studio focused on a set of design methods in Processing and Softimage softwares. Role in the project: Initial processing experiments, Softimage polygonising.

Culture and Education Complex MA ODESSA STATE ACADEMY December 2010 - March 2011 Odessa, Ukraine

The result of the one design and research year of the course. The aim of the research work was to determine architectural rganisation of Cultural and Educational Complex. The Complex was designed as an extension of The Odessa Fine Arts Museum.

Role in the project: Design, CAD Modelling, CAD drawing, research

School of Art BA ODESSA STATE ACADEMY November 2010 - December 2011 Odessa, Ukraine

This BA degree project, completed within 2 month, is a school for visual and performing arts located in Odessa. The School of Art is a three-storey building with a large terrace on the roof level and a two-storey high courtyard on the ground floor.

Role in the project: Design, CAD Modelling, Rendering, CAD drawing, research

SKILLS

3D Modelling:

Autodesk Softimage, Autodesk Maya, Rhino, Google SketchUp

Architectural drawing:

Autocad, Rhino 2D, Microstation Bentley, free hand and drawing abilities

Adobe Applications:

Photoshop, Illustrator, Indesign, Premiere, After Effects

Other digital skills:

Materialise Magics, Microsoft Word, Microsoft Powerpoint, Microsoft Office

Other skills:

Hand drawing, Photography (portrait, landscape, event), Photo manipulation





















LANGUAGES

Russian - Native

English - Full proficiency











12 20

'Cultural and Educational 'School of Art',
Complex', MA, ODABA BA, ODABA

26 42

'COLLECTIVE LIVING', Computational Workshop,
MArch, AA School, DRL MArch, AADRL

PROFESSIONAL

48 56

'Boris Yeltsin Presidential 'HOUSE no.1', Centre', RAA, London Freelance project, Odessa

62 66

'APPARTMENT no 1', Cafe 'Duc de Richelieue',
A.EKSAREV STUDIO, Odessa Freelance project, Odessa

70

'HOUSE no.2', Mashtab-BUD, Odessa

PERSONAL

78 86

3D SKETCHING/ PHOTOGRAPHY DRAWING



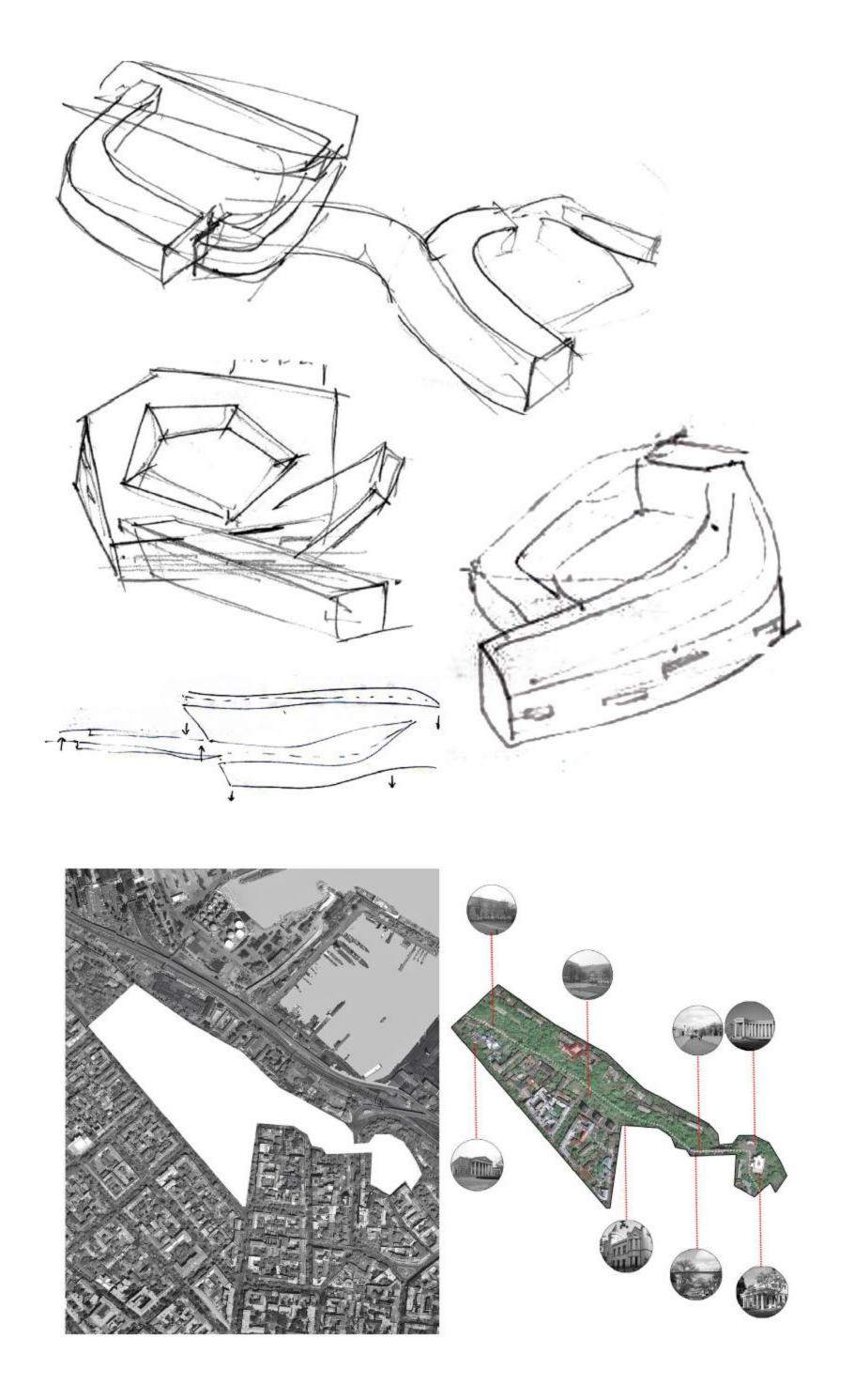


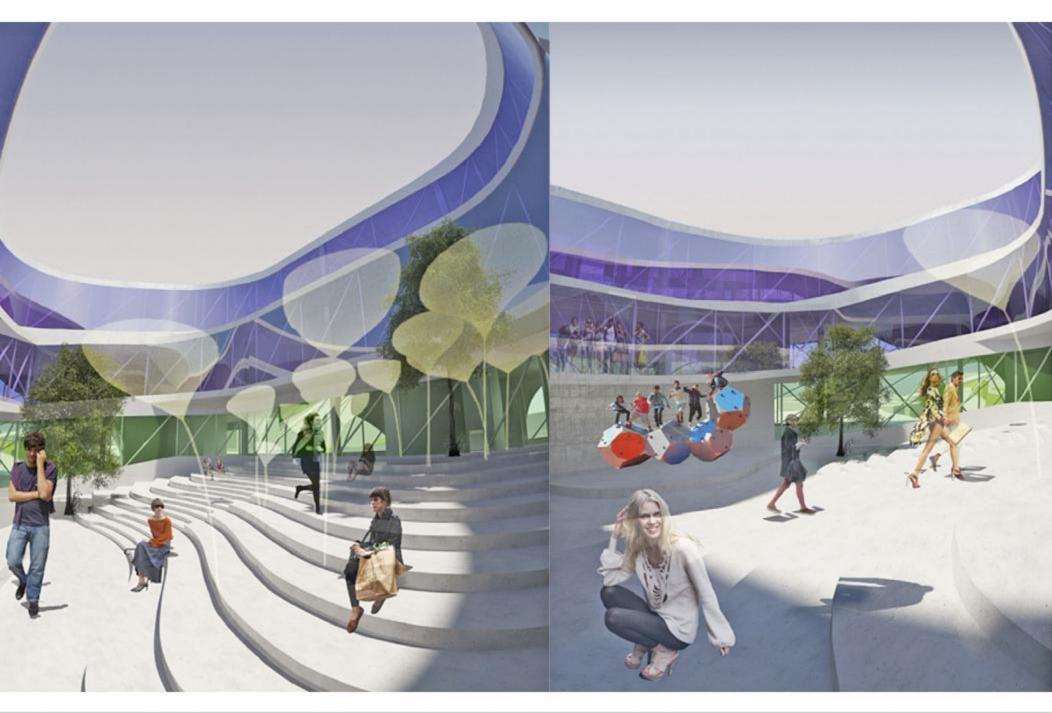
CURRICULUM VITAE
ACADEMIC
PROFESSIONAL
PERSONAL

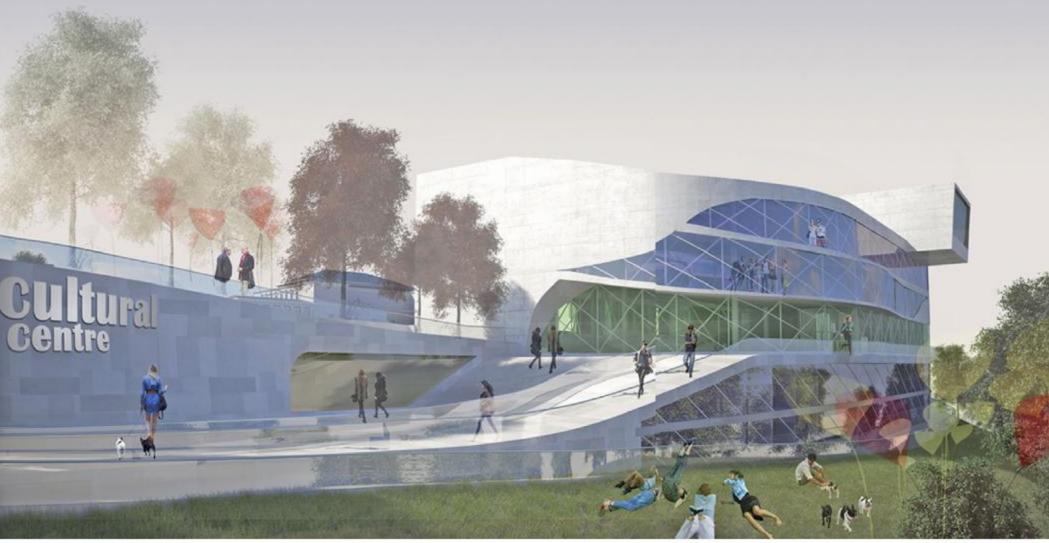
The complex consists of eight functional zones combined into a single volume. Five of them are public: public area zone, exhibition, education/seminar, concert hall, food hall zones, whereas the others secure an access to the staff: research/academic, administration, storage and garages zones.

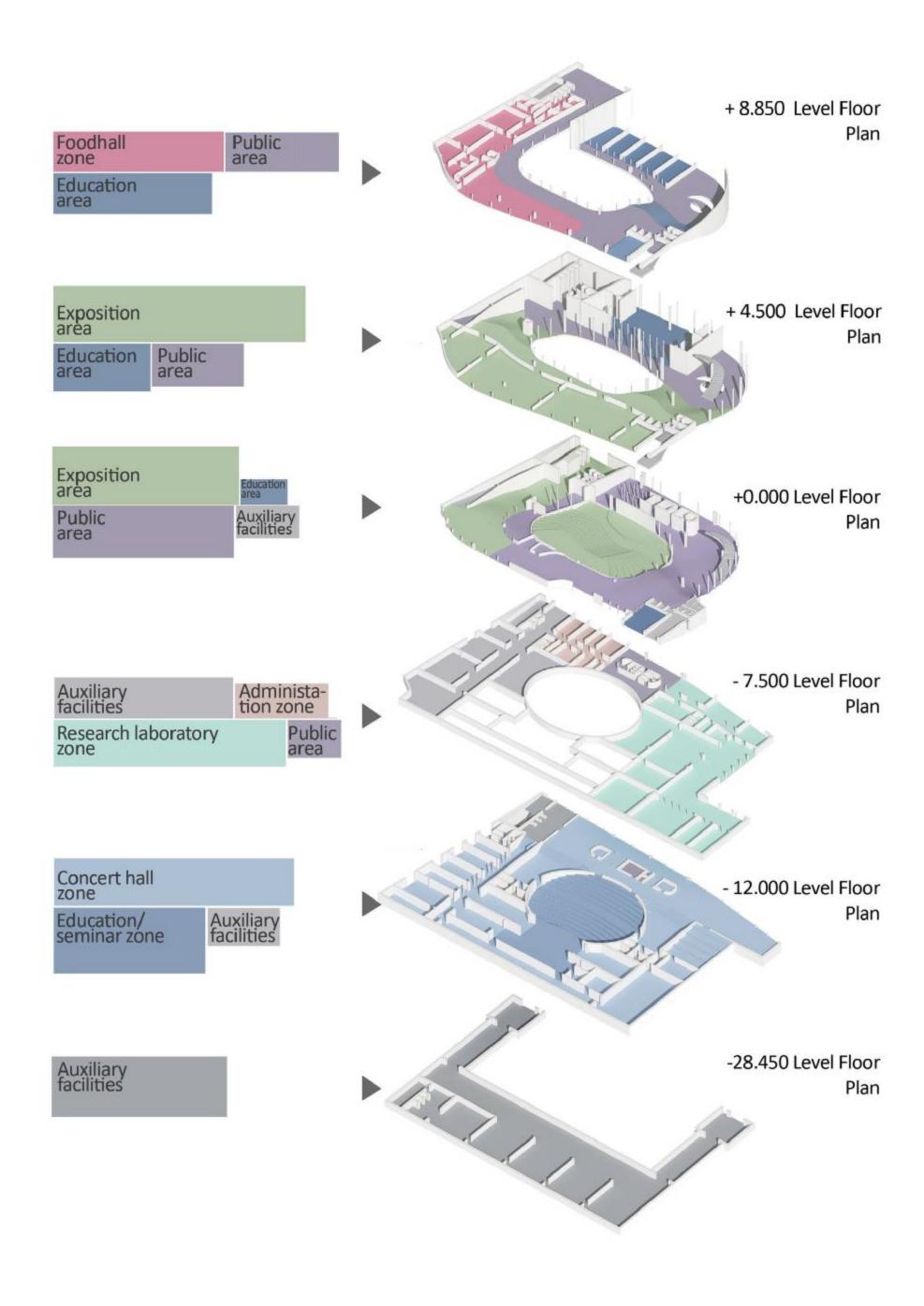
The circular shape of the Complex enables a flexible division of the exhibition zone into different shapes and sizes, creating a unique framework for the art

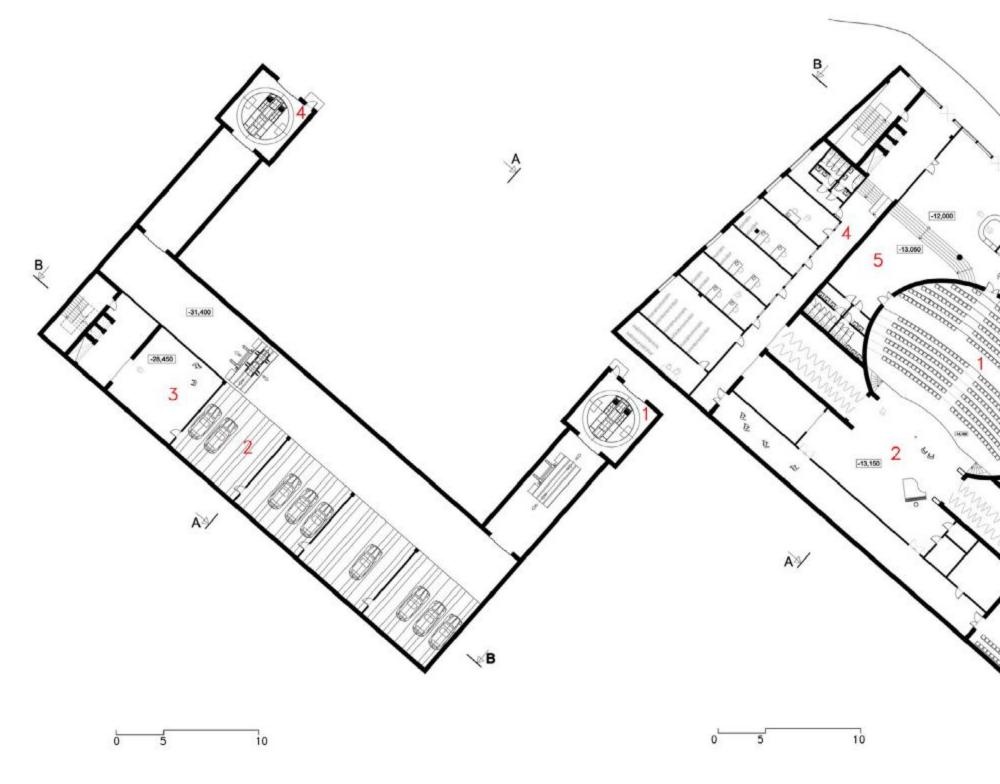












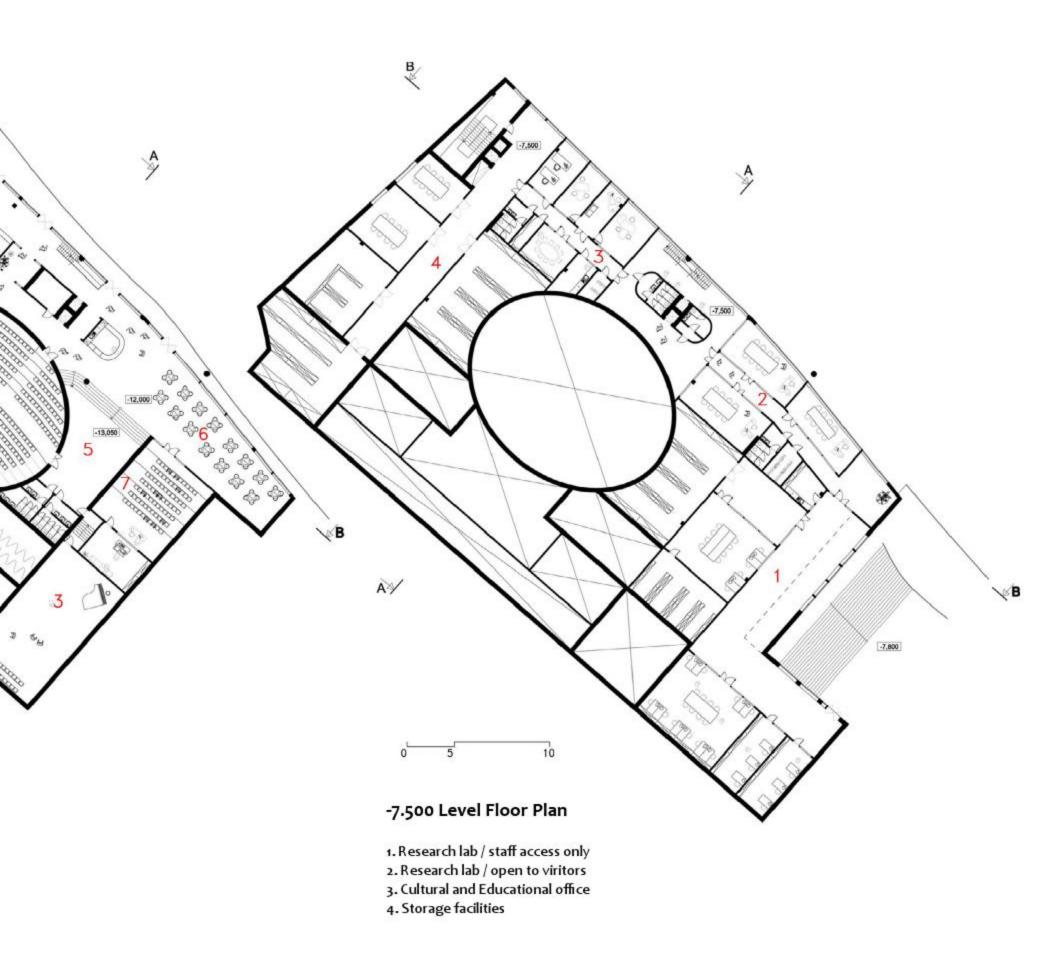
-28.450 Level Floor Plan

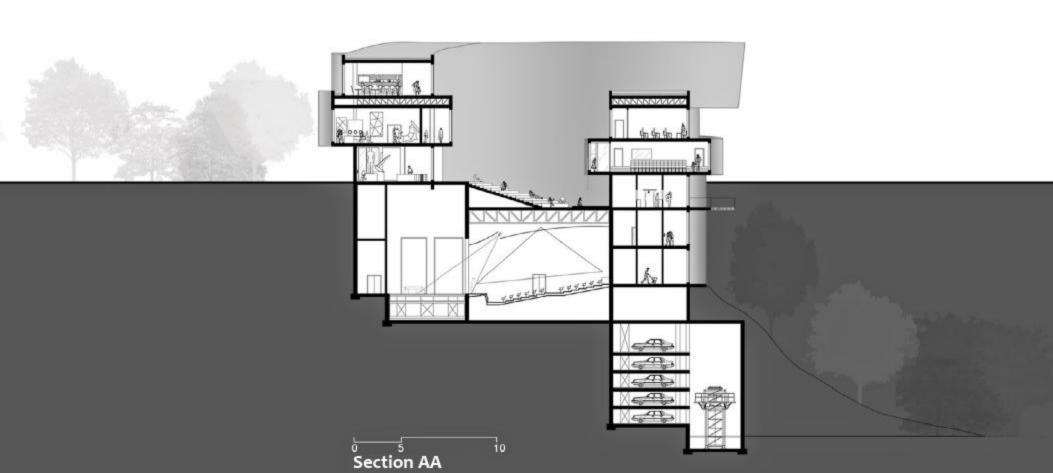
- 1. Check-in parking lot.
- 2. Parking spot 3. Loading room 4. Exit

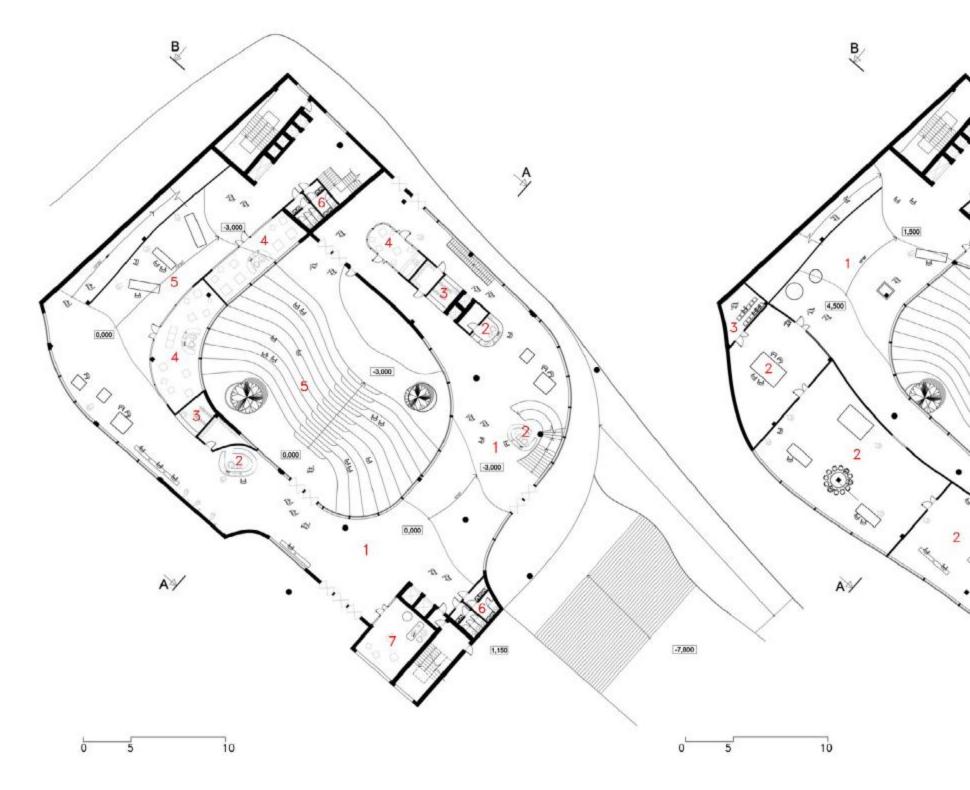
-12.000 Level Floor Plan

- 1. Concert Hall 2.Stage
- 3. Rehearsal hall
- 4. Concert hall back
- rooms 5. Concert hall
- foyer 6. Buffet 7. Conference hall







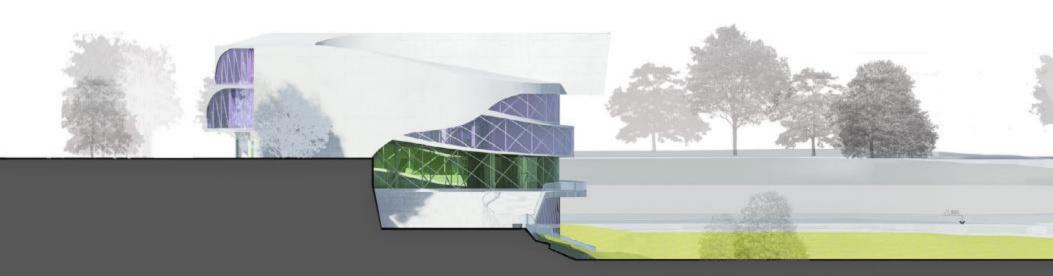


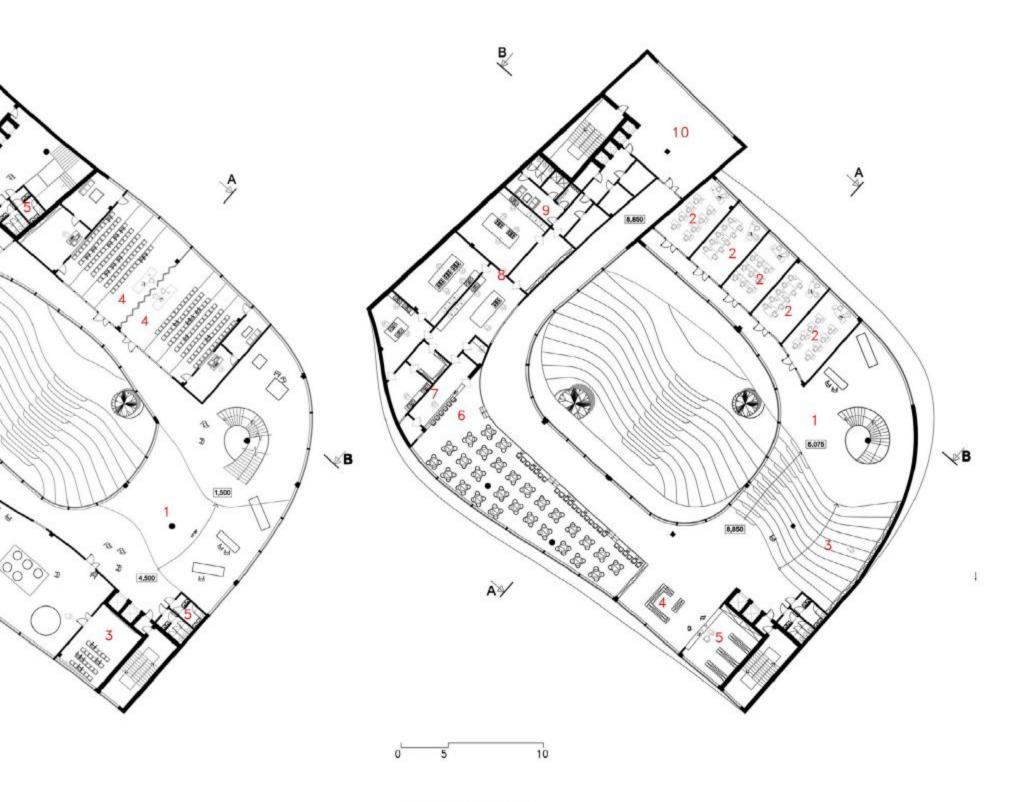
-0.000 Level Floor Plan

- 1. Foyer 2. Reception 3. Cloakroom
- 4. Store 5. Temporary exhibition
- 6. WC 7. Courtyard 8. Children's room

-12.000 Level Floor Plan

- 1. Permanent exhibition
- 2. Temporary exhibition
- 3. Video installation room
- 4. Auditorium 5. WC





-8.850 Level Plan

1. Permanent exhibition 2. Auditorium 3. Stairs with bookselves 4. Bookshelf 5. Library operator 6. Restaurant/Cafe with veiw towards the Black Sea. 7. Bar 8. Kitchen
9. Cafe staff room 10. Viewing platform



Facade from Prymorskaya street

SCHOOL OF ART

School: BA diploma; Odessa State Academy

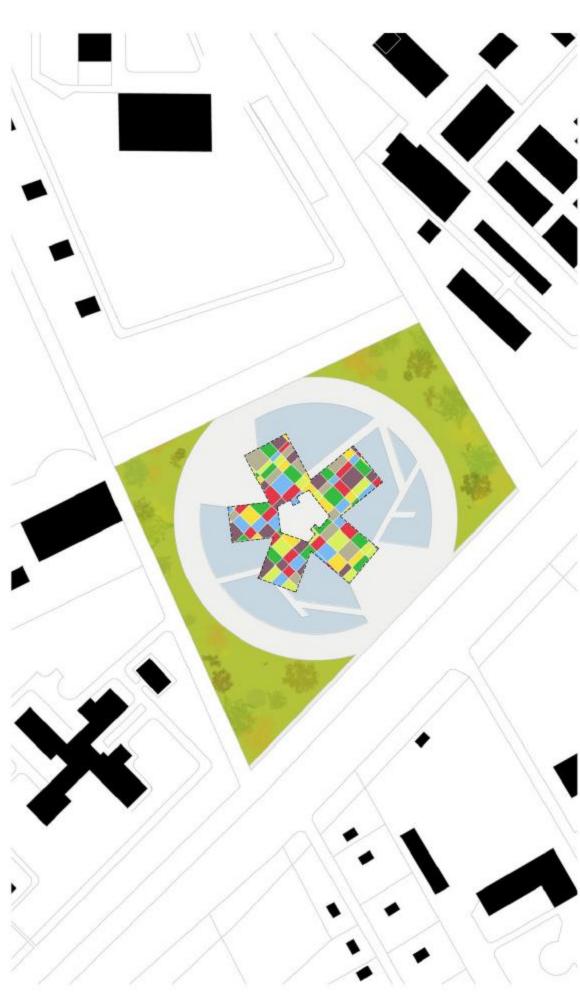
of Civil Engineering and Architecture

Year: 2009









This project is a school for visual and performing arts: vocal, painting, dancing, art of photography and sculpture. The School of Arts is located in Ukraine, in the picturesque area of Odessa, close to one of the largest parks of Odessa and the Black Sea shore.

This BA project was completed within 2 months. There is no doubt that the existence of schools of arts is incredibly important for Ukraine now as one of the methods to improve intellectual and cultural level of the population by inclusion to the art.

The design strategy creates two visually connected strata, a space for public communication and a space for a private creative process. This strategy divides the school in two main areas. The courtyard space houses lounge, and an area for evening artistic performances. Against white and glass exterior of the school the interiors are full of

colors and light, that represents an active and productive creative process inside the school. The complex consists of seven functional zones. The idea to make these areas solitary and independent had impact on the architectural shape of the building. The building's simple plan beguiles intricately arranged internal spaces.

The School of Art is a three-storey building with a large terrace on the roof level and a two-storey high courtyard on the ground floor.

At roof level, cafeteria zone is arranged around a big roof terrace offering an outdoor meeting/teaching space.

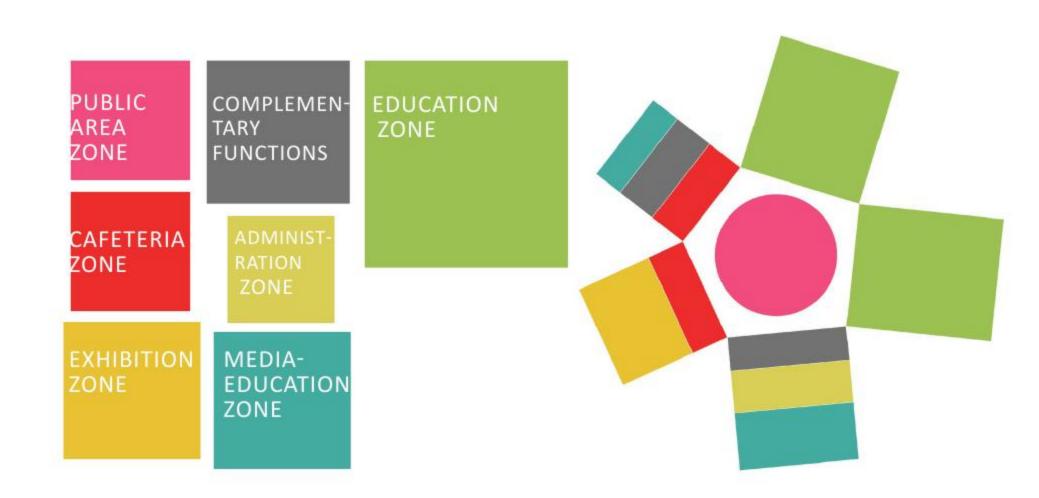
Educational zone facilities are private, without public access and are also independent in use. Large windows on the north facade cross-ventilate the workshops and give the best possible lighting for the building.

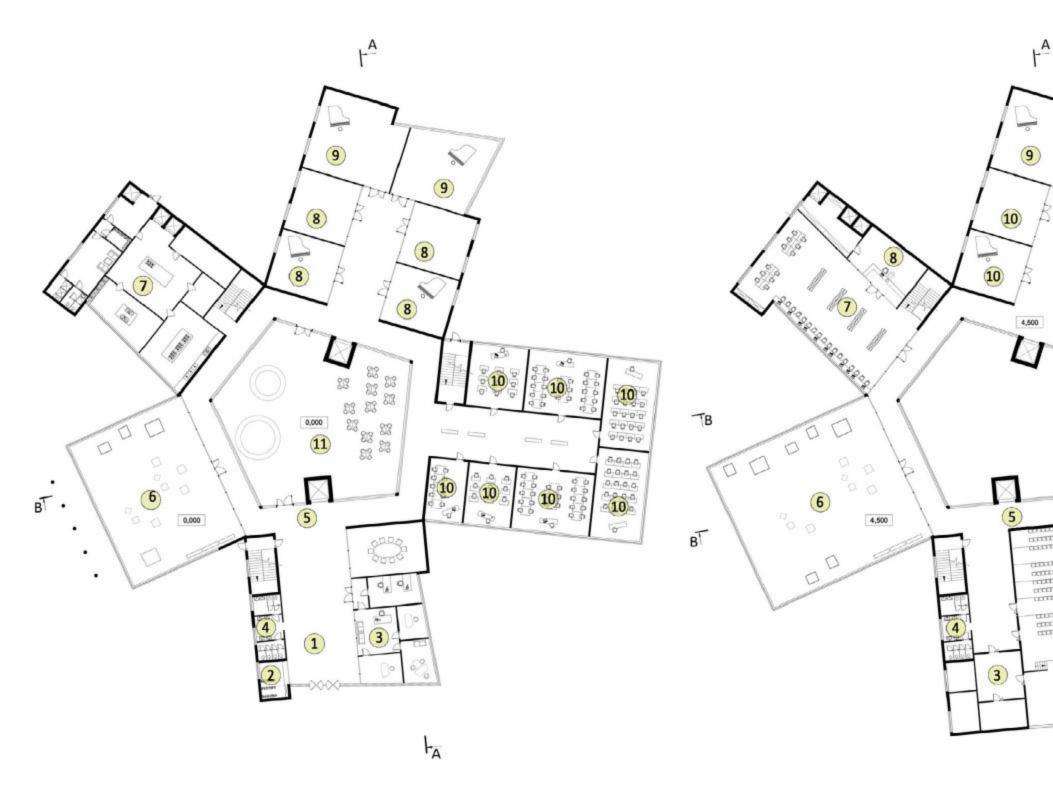










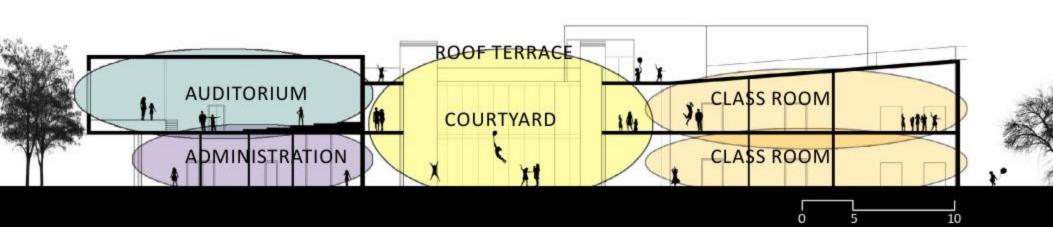


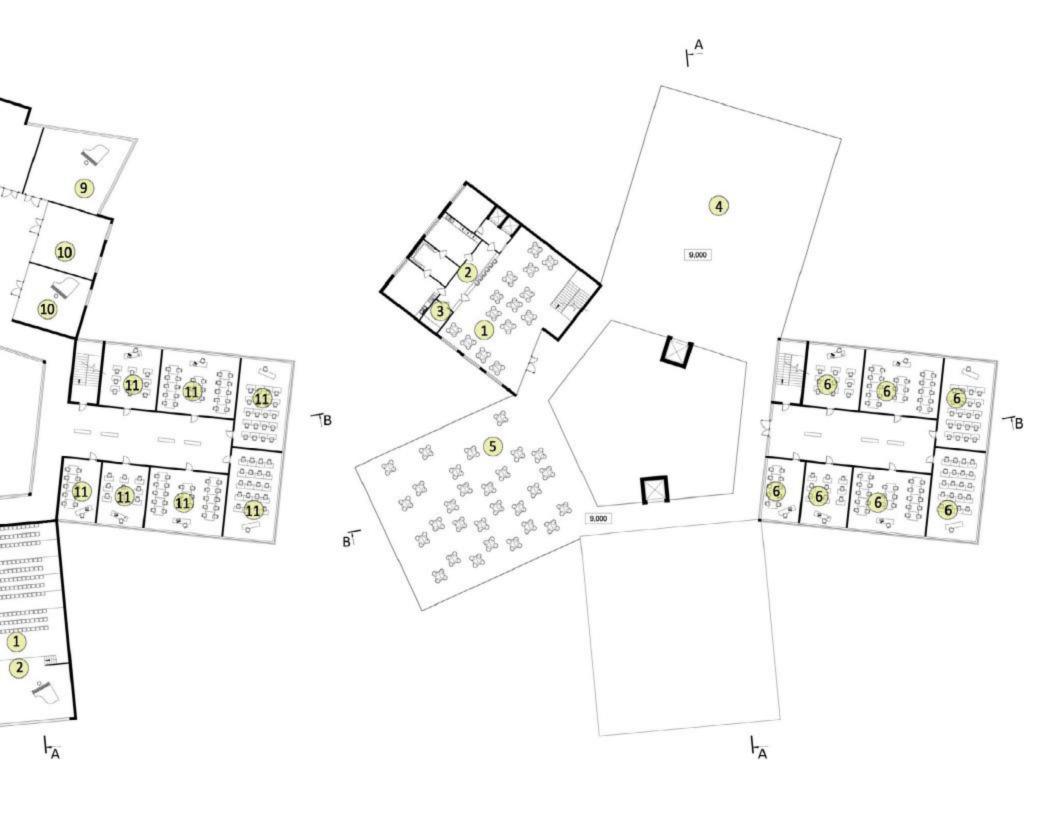
Ground Froor Plan



Foyer 2. Cloakroom 3. Administration facilities 4. WC 5. Hallway gallery
 Small exhibition room 7. Kitchen
 Vocals classroom 9. Dance class 10. Classroom for drawing/sculpture 11. Courtyard

Section AA





First Floor Plan



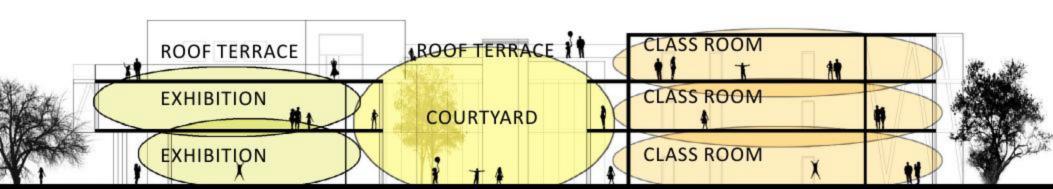
- 1. Auditorium 2. Stage
- 3. Utility rooms 4. WC
- Hallway gallery 6. Big exhibition room 7. Library
- 8. Library utility rooms
- 9. Dance classroom 10. Vocals classroom 11. Classroom for
- drawings / sculpture

Second Floor Plan

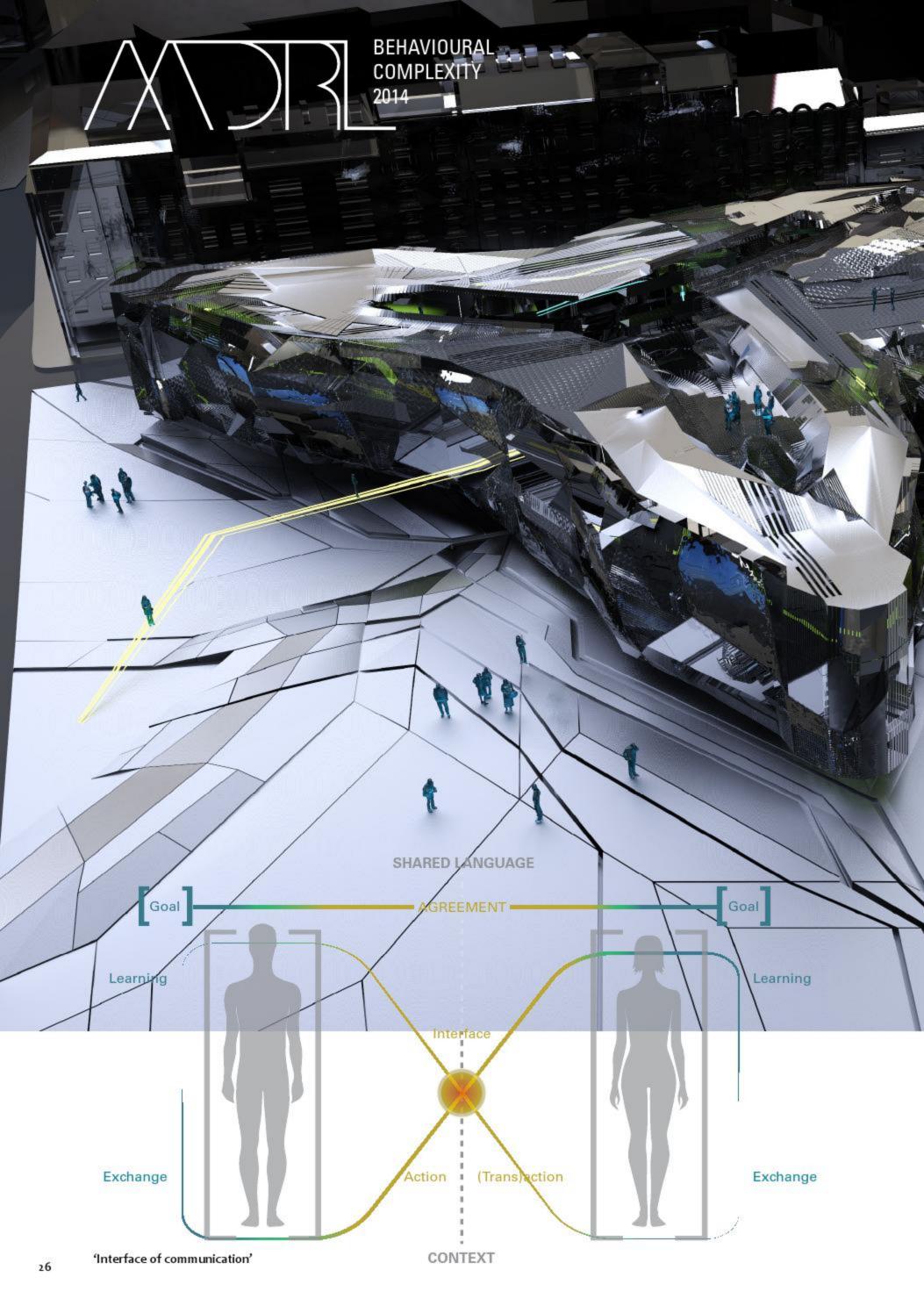


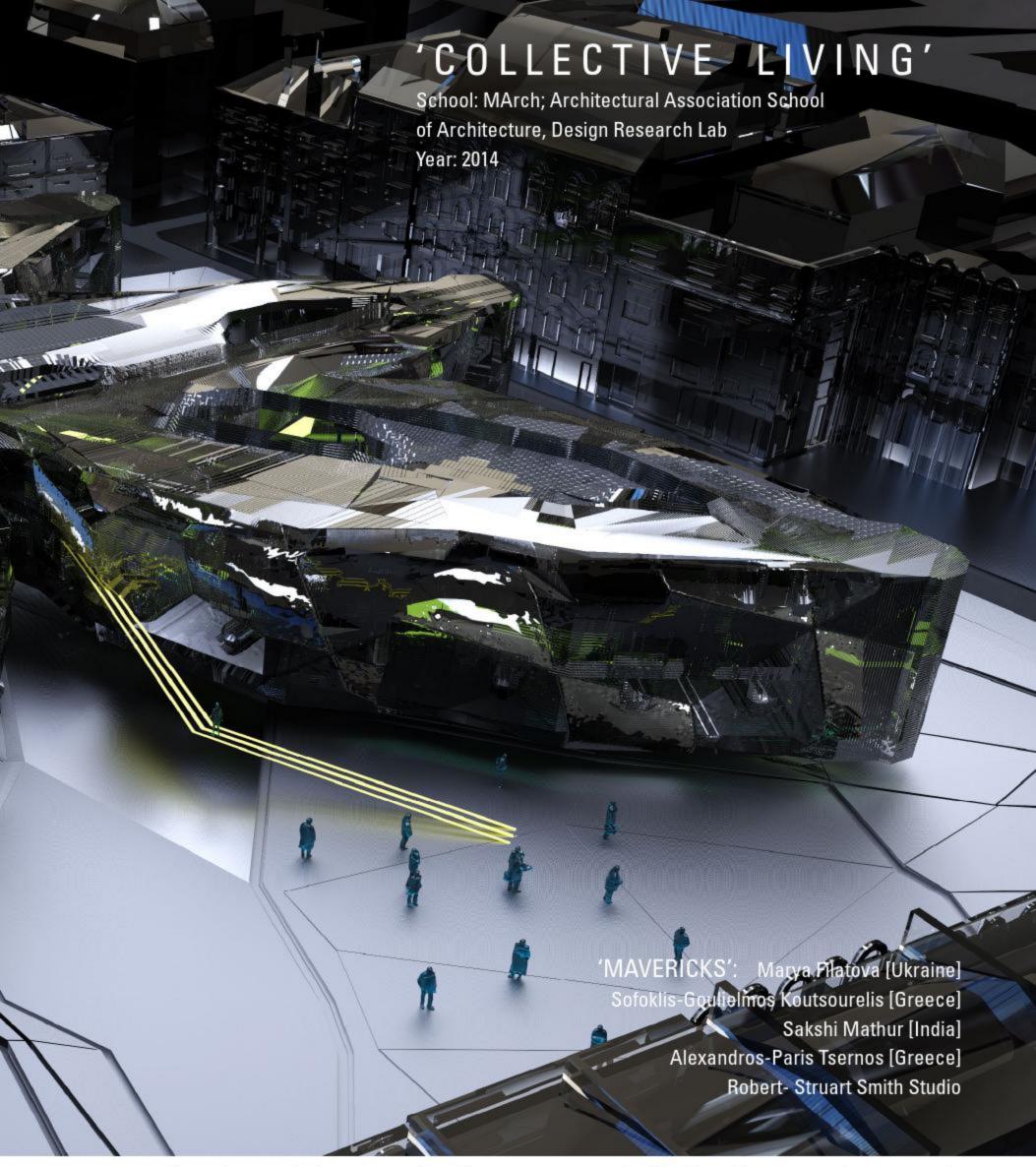
- 1. Cafeteria 2. Kitchen 3. WC
- 4. Roof terrace 5. Cafeteria on the roof terrace 6. Classroom for drawing / sculpture

Section BB



5 10





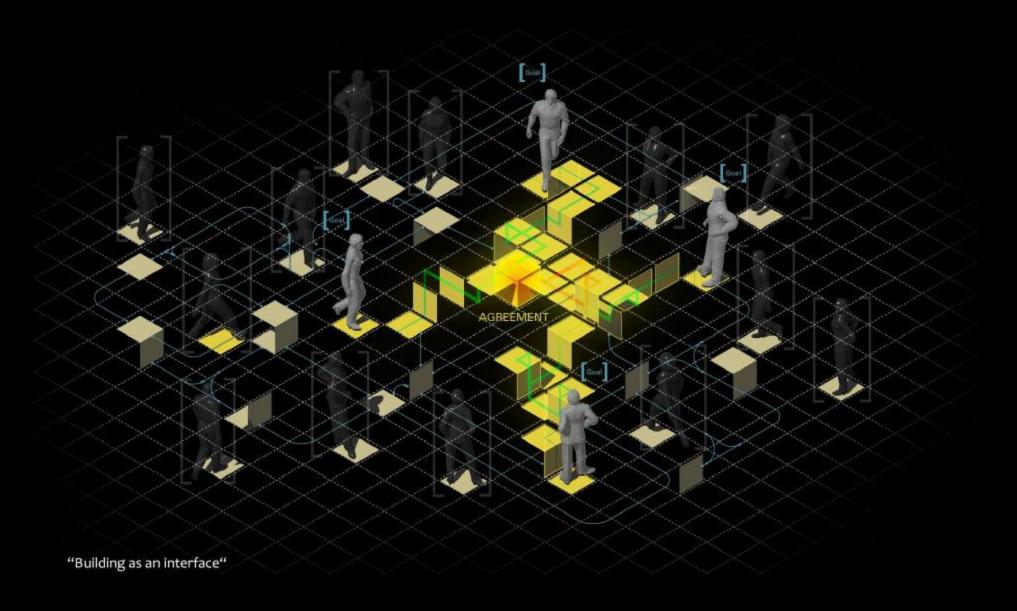
the technological potential of the internet of things in order to selforganise social and practical complexity on demand.

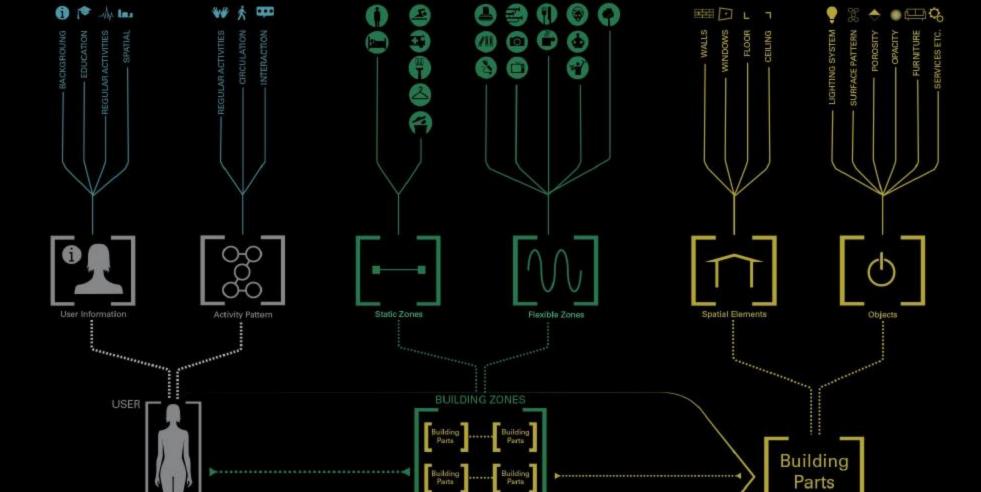
Using social media students are able to directly customise their own space, contribute to communal space, and collectively vote on the temporary emergence of building scale social spaces for use by the larger collective.

The building is conceived of as a networked organisation of tectonic parts that embody relational computational rule sets between themselves and in relation to user's desires, acting as an interface for communication. As human interactions are in constant flux, our built

A proposal for a collective student housing project that embraces environment should be able to adapt, promote and participate in this constant exchange of information. Custom algorithms were written based on gradient cellular automata in order to allow local differentiable decisions to propagate related changes throughout larger regions of the building. While the building design is explicit, is has been developed in order to generate emergent affects over time through the daily behavioural cycles of its inhabitants individual and collective choices. This system of collective living introduces a perpetually adaptive life cycle. A life cycle based on the patterns of inhabitants responding to each other, to their environment and finally, communications occurring between constituent components of the environment itself.

Thesis statement: BUILDING AS AN INTERFACE





[&]quot;Collective interface - The interface"

Thesis strategy: COLLECTIVE EVING | District Spine | Dis

Student housing data

STUDENT HOUSING

In order to examine the idea of responsive building, we've chosen student housing as a deployment for studies of actuation and response between inhabitants and their environments as a result of constantly altering conditions.

Students, as more temporal and socio-dynamic demographic has a strong aptitude for technological advancements in social media and digital communication.

Overall student housing proved a potent opportunity to assess the relationship between architectural design and data, social collaboration and tele-communication.

SYSTEM LOGIC

Building elements have their own processing capabilites. while when conected they create a distributed network of processors that through their communication achieve a higher level of inteligence. In order to create an environment we used computing model of a special class of sparse network referred to as Cellular Automata, that oscilates with a particular frequency scanning its environment.

ORGANISATION

Student housing facilities embody a sense of community, where residents often cluster into small communities giving rise to a set of social and spatial hierarchies.

To develop a spatial organisation with spatial hierarchies we used the logic of fractalisation of volumes.

ADAPTATION

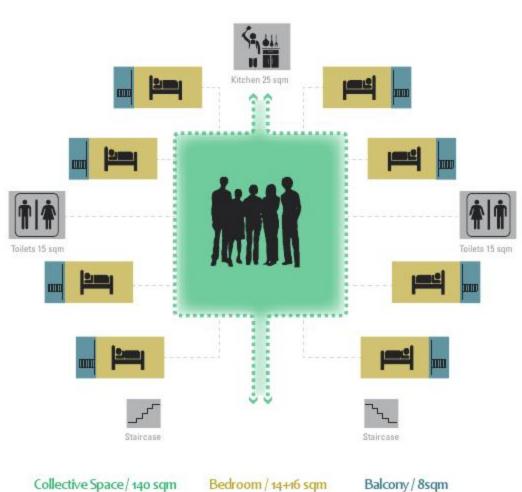
Building environment and people communicate in a cybernetic model in which information is in constant exchange.

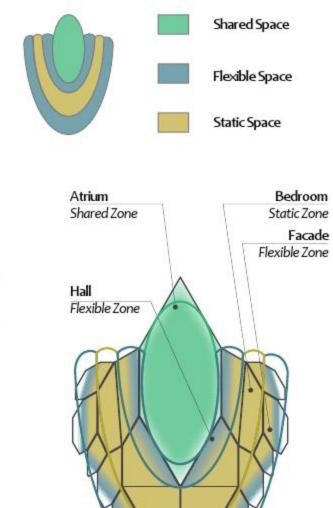
Communication is manifested through a visually representative adaptation, resulting in a spatial and tectonic variation from all architectural participants of the conversation. User activities and preferences are senced and in future predicted by the system, forming layers of intelligence.

WIRELESS COMMUNICATION

Wireless communication is the technology that provides tools to enable conversation of any virtual character and behavior. It can also be perceived as sensor based communication that can be triggered by physical inputs to enable collective effects as per 'communication' that would filter through various levels of building elements and people as participants of a constant process of dialogue between people to people, people to building and building to building.

Organisation: CLUSTER FORMATION

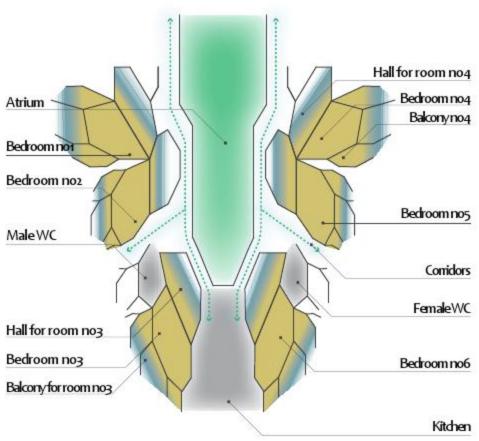


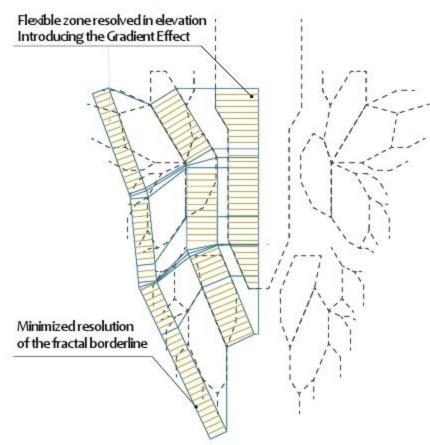


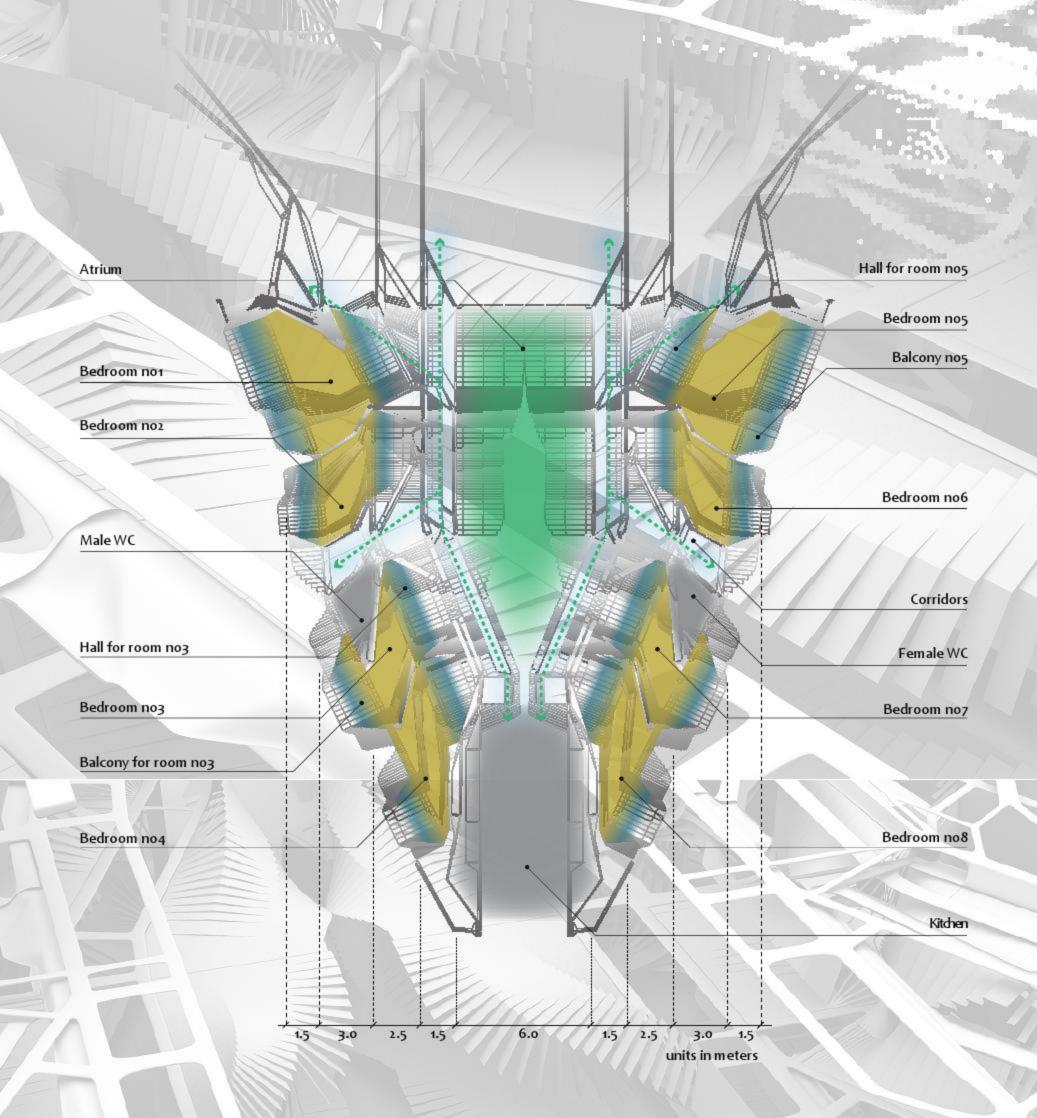
This diagrams explains the basic layout of a cluster, with an enclosed shared space that can be used for circulation and connection to other clusters, eight rooms being accessed by this collective space with indiviual terraces. The rooms and utilities can be arranged around this shared space.

The design of the default state was informed by the contraints of the transformations. The directionalities of the facade led to the design of railing panels with height of less than the minimum which is 1 meter.

For these reasons the geometry was simplified by rebuilding and minimizing the resolution of the flexible zones' bordelines. As we will see next the final cluster's flexible zones were resolved in elevation through parallel strips of panels which through their rotations are capable of reforming the vertical and horizontal boundaries with no overlaping. A next step was also the higher subdivision of the panels in order for gradient affects to propagate.





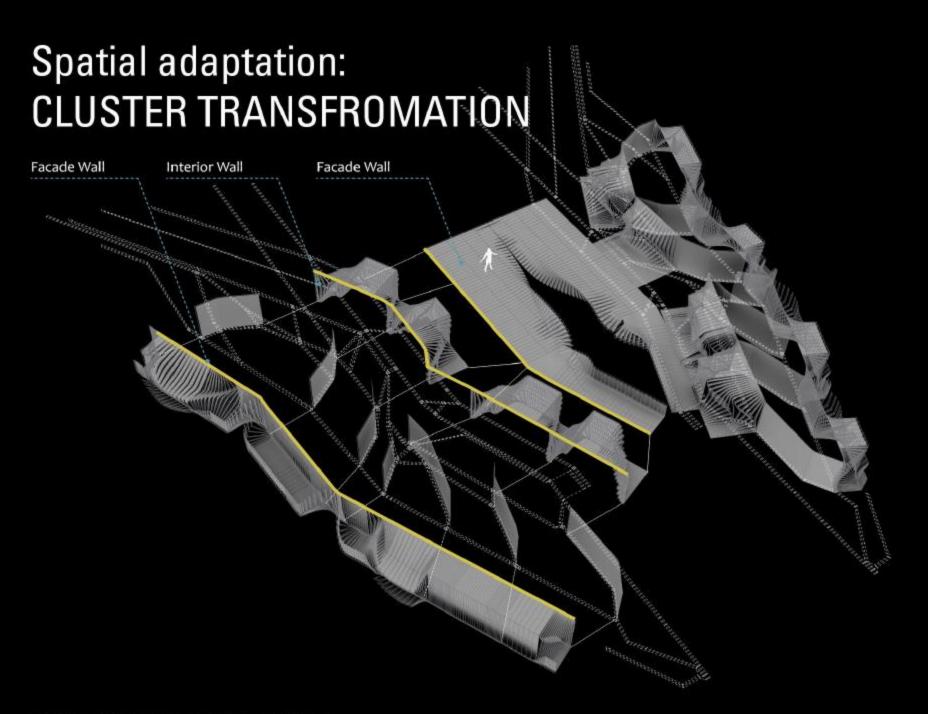


The final cluster design maintains the organisational principles of the previous design. The changes occur only in the simplification of the geometry in plan and section and the new transformation logic. The flexible zones consist of strips of parallel panels that rotate in one direction and are capable of reforming the default boundaries.

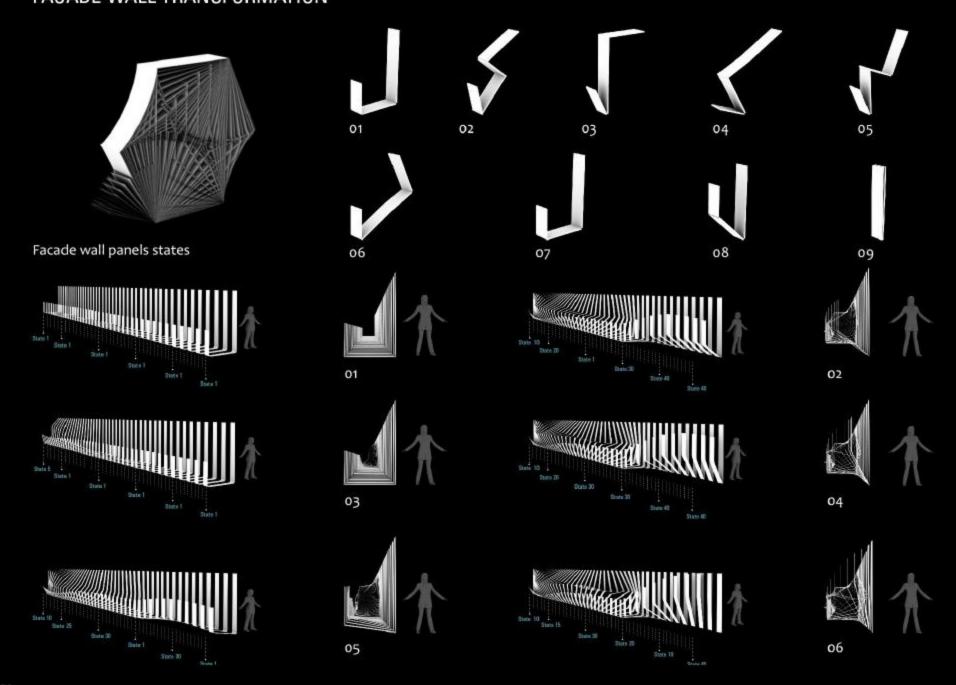
In the facade, the users can connect /disconnect their balconies, or extend their bedrooms by enclosing the balcony. The hall can be either given or taken from the whole and the atrium can fold down and provide a shared enclosed space.

In extension to the previous tranformation logics, the movement of one strip triggers the adjacentt strips allowing for a series of affects to propagate. Locally, the users by altering their space affect their neighbour states. All the changes that a user makes have a possible impact on the whole cluster.

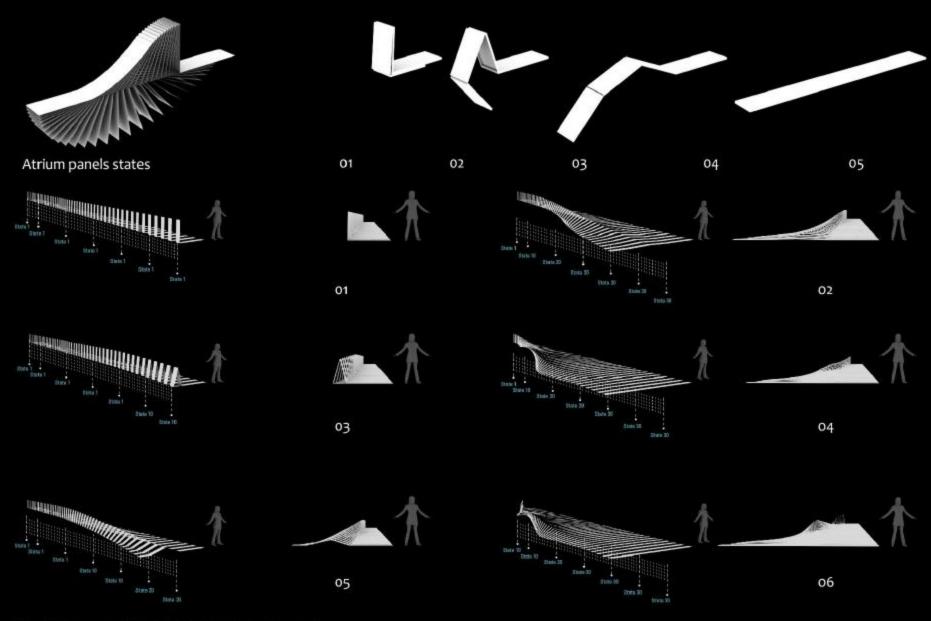
In addition, the intensity of the affect depends on the number of users that made the same decision. For example, the more users that will decide to provide their hall to the collective the more private space the adjacent users will lose.



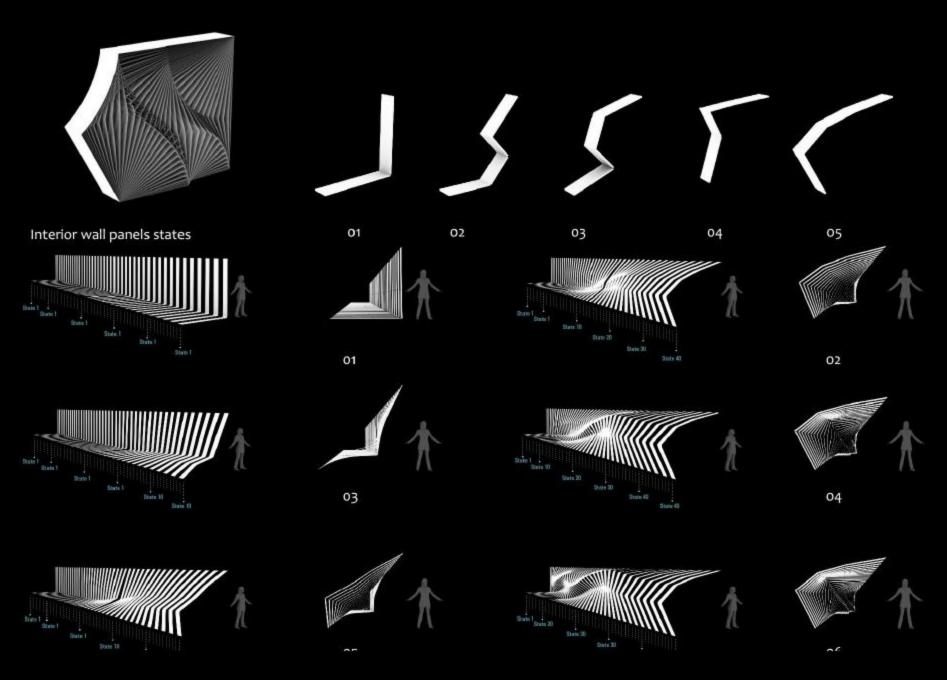
FACADE WALL TRANSFORMATION



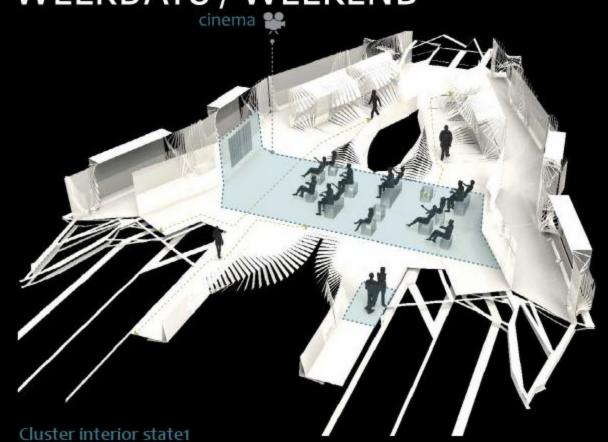
INTERIOR WALL TRANSFORMATION



INTERIOR WALL TRANSFORMATION



Cluster adaptation scenarios: WEEKDAYS / WEEKEND



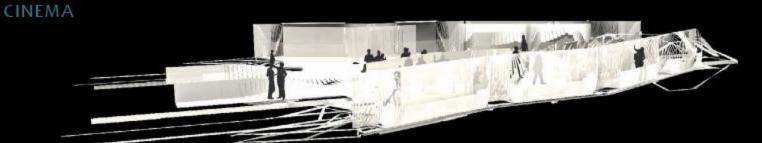
CLUSTER DATA SNAPSHOT

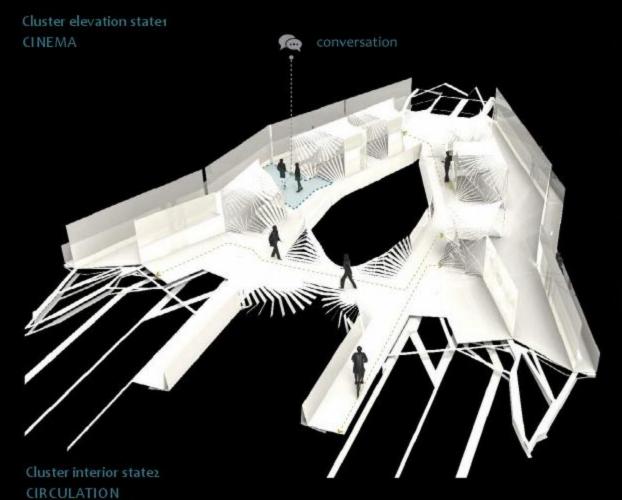
room space 74%

collective space 80%

open terrace 50%

weekday 20:30





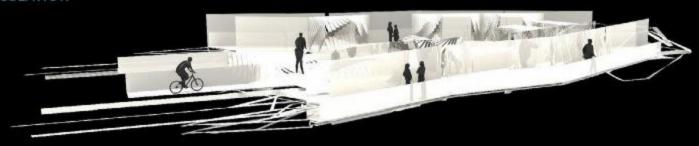
CLUSTER DATA SNAPSHOT

room space 55%

collective space 53%

open terrace 100%

weekday 22:10



Cluster elevation states CIRCULATION



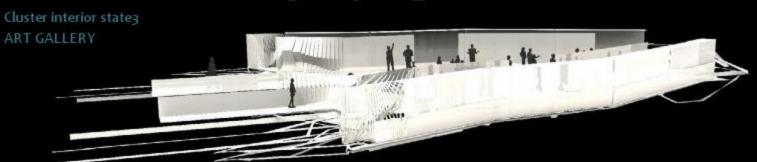
CLUSTER DATA SNAPSHOT

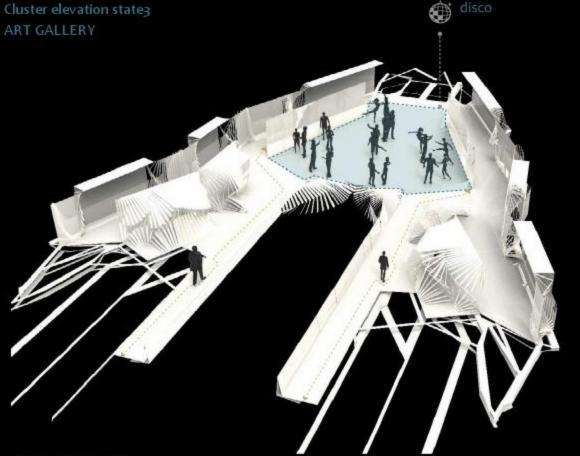
room space 53%

collective space 95%

open terrace 3%

weekend 14:30





CLUSTER DATA SNAPSHOT

room space 59%

collective space 60%

open terrace 18%

weekend 23:15

Cluster interior state4



Cluster elevation state4 PARTY

Organisation:

BUILDING ORGANISATION / ADAPTATION

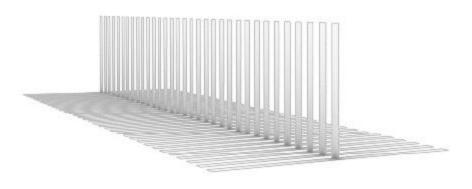
The site is situated in central London in a high dense, low-rise residential area. The building consists of five three-storey clusters and occupies half of the site. The users' decisions produce polyscalar affects. Local differentiated cluster states can turn into more homogenous larger wholes. The states of each cluster can affect gradiently the states of the adjacent ones. All the changes in a cluster have a possible impact on the whole building.

The intermediate part consists of the main circulation routes and a series of atriums or enclosed spaces. Apart from the lifts and staircases the rest of the public spaces consist of the paneling transformable system. The main and secondary circulation routes are transformable system.

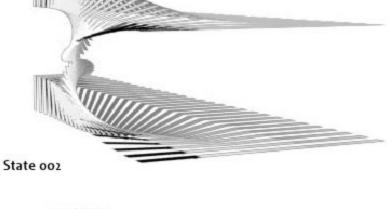
ing in order to support the new spaces that are created through the creation of vertical connections with ramps and staircases or segregations of floor plans.

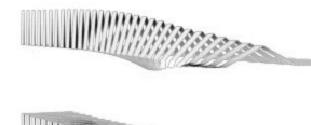
Through these transformations qualitative series of events occur across the overall building which are able to promote various interactions among the users.

Similar paneling transformation systems were applied on the public zones of the building. Different systems are placed in strategic positions of the building. According to the users needs or through indirect control depending on the events that take place in other parts of the building these transformaions take place.

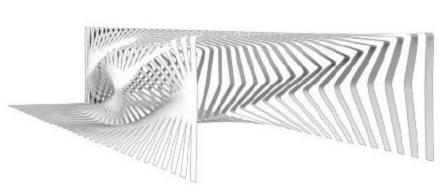


State 001





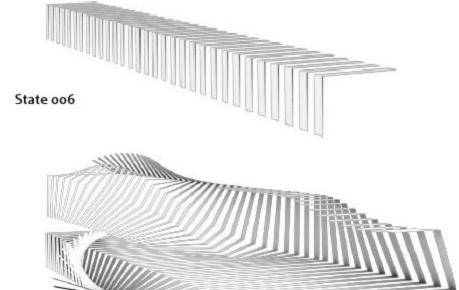




State 005

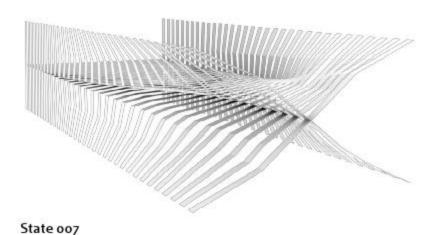
State 003



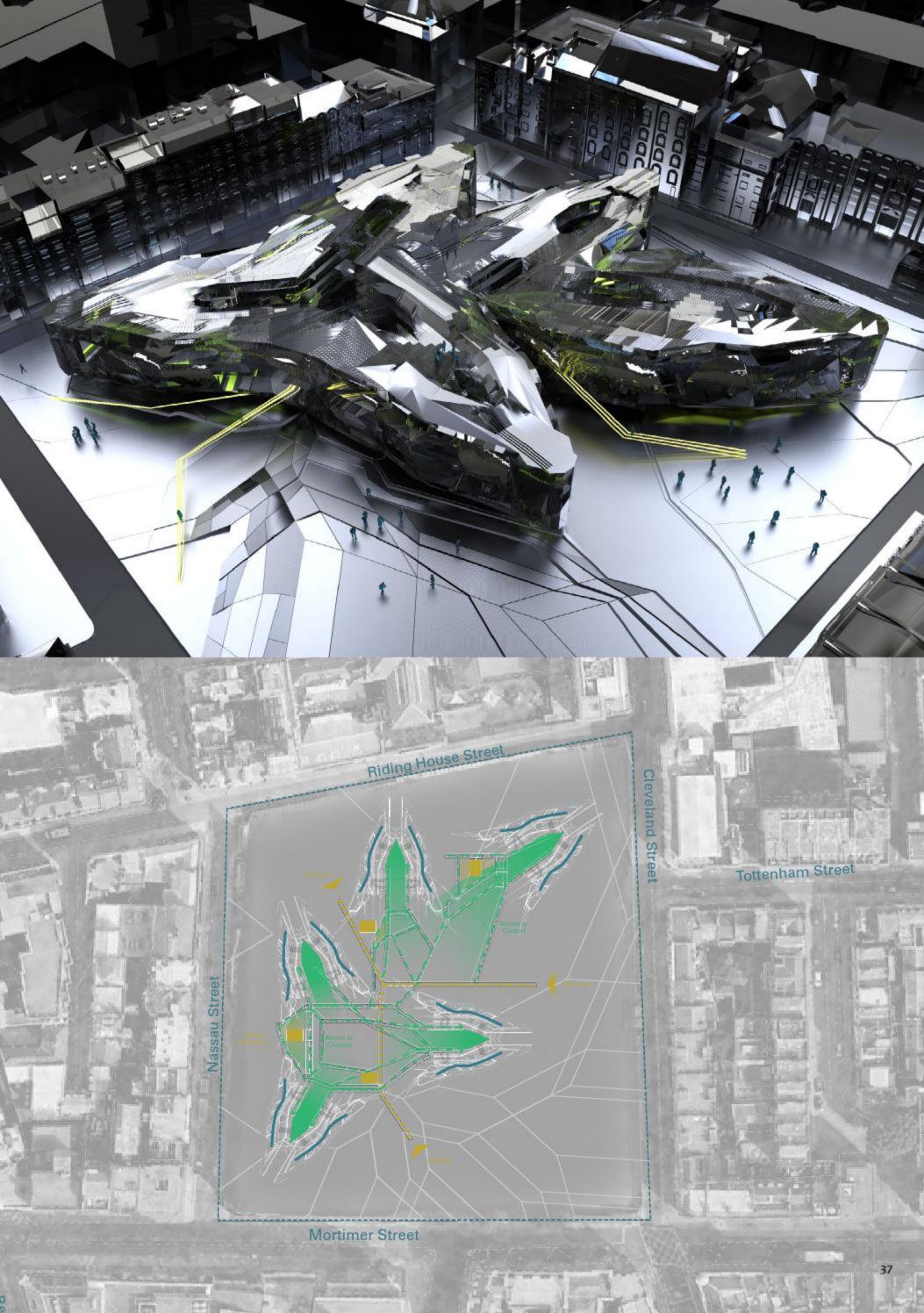


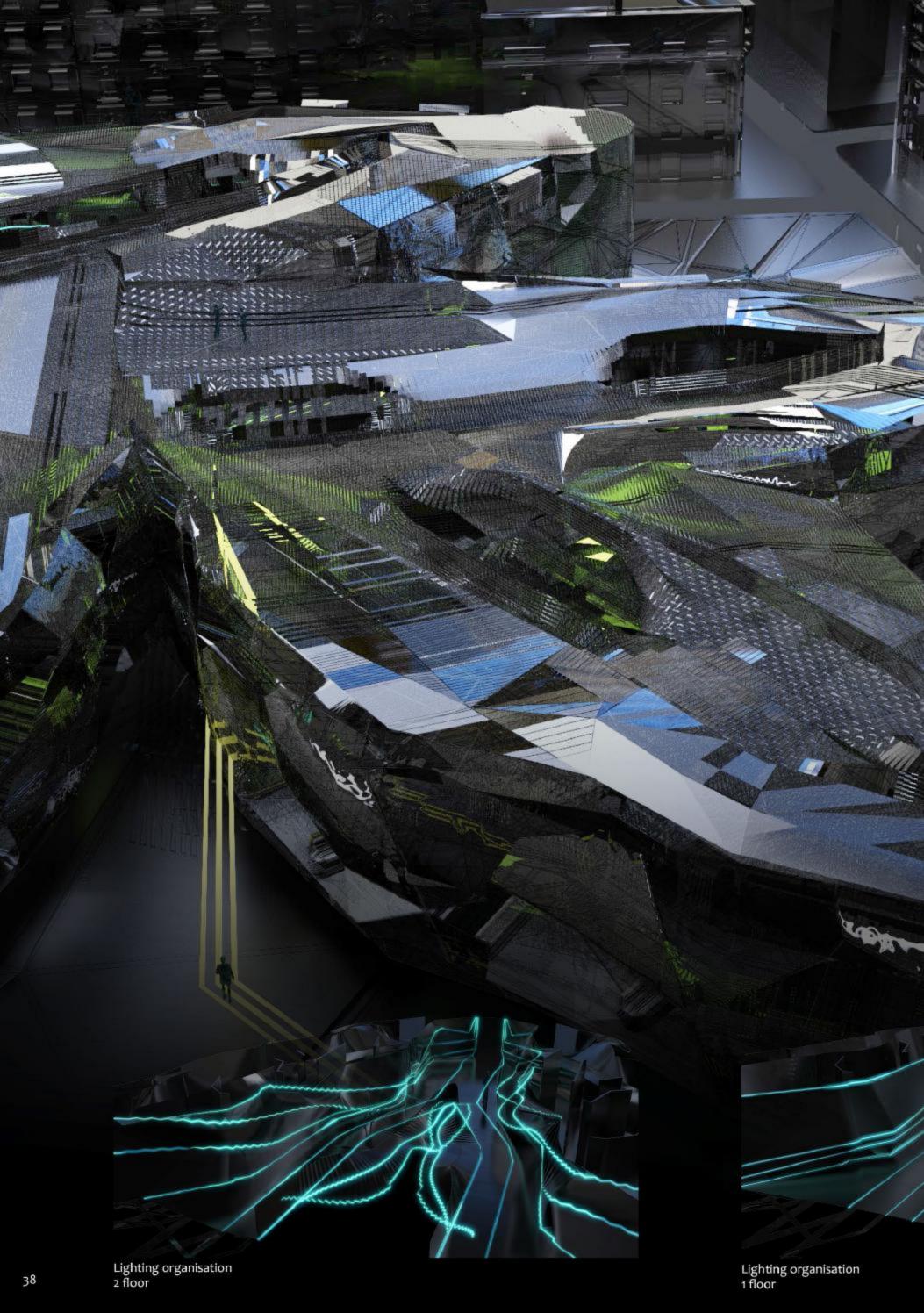


State 004



BUILDING TRANSFORMATION





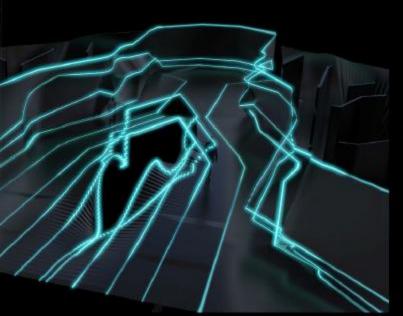
Adaptation: LIGHTING TRANSFORMATION

In this study the lights are designed on the edges of each panel. They act as guides as well as behavioural elements which are capable of promoting social interactions among the users.

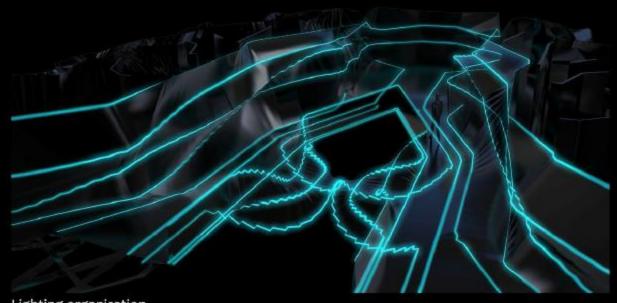
In the first case the users are aware of the boundary conditions of the building at night. In the second case, through their intensity they inform the users for areas with higher or lower concetrations of people. The intensity of the lights varies according to the state that

each strip of panels is on. On the two extreme states the light is either turned on its maximum intensity or is completely off. The intermediate states accordingly take the intermediate intensity values. For example, in the atrium state, the light intensity of the strips of panels that are completely unfolded is on its maximum in order for more users to join a certain activity that takes place.

Atrium - Light Effects O1. O2. O3. Facade - Light Effects O1. Interior Wall - Light Effects



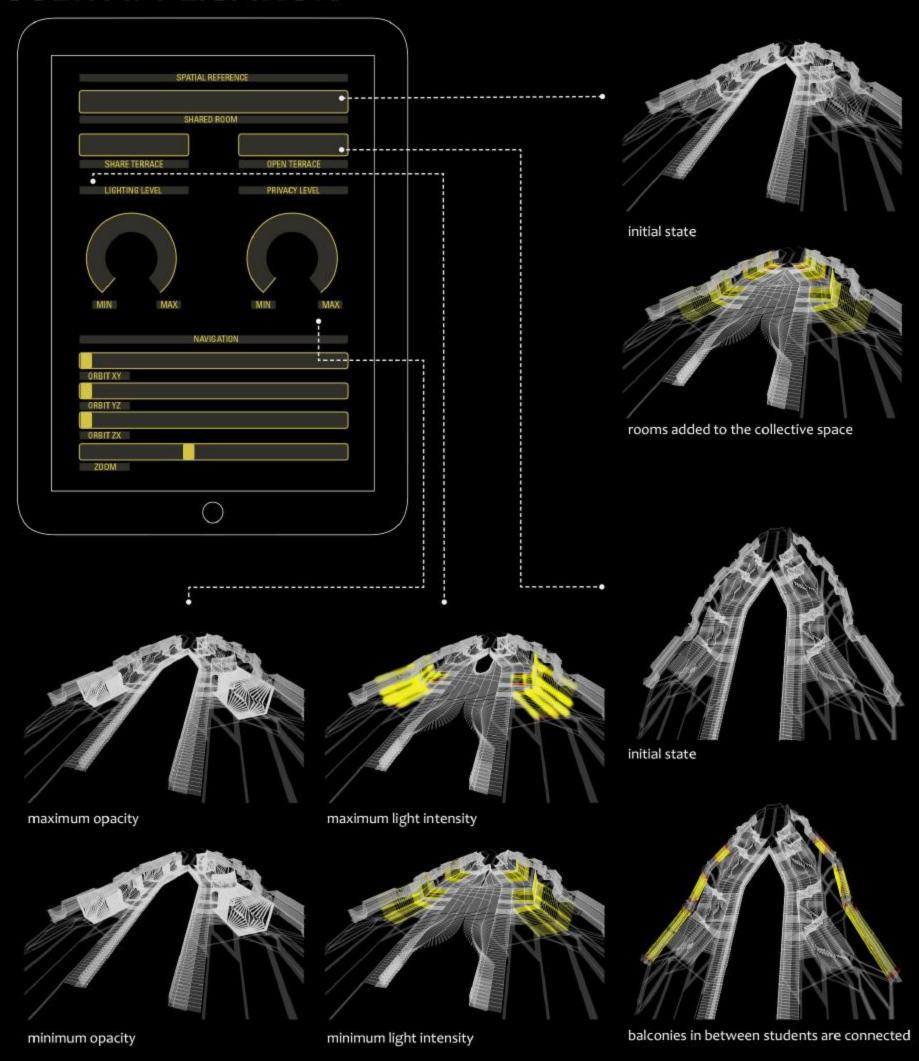
01.



03.

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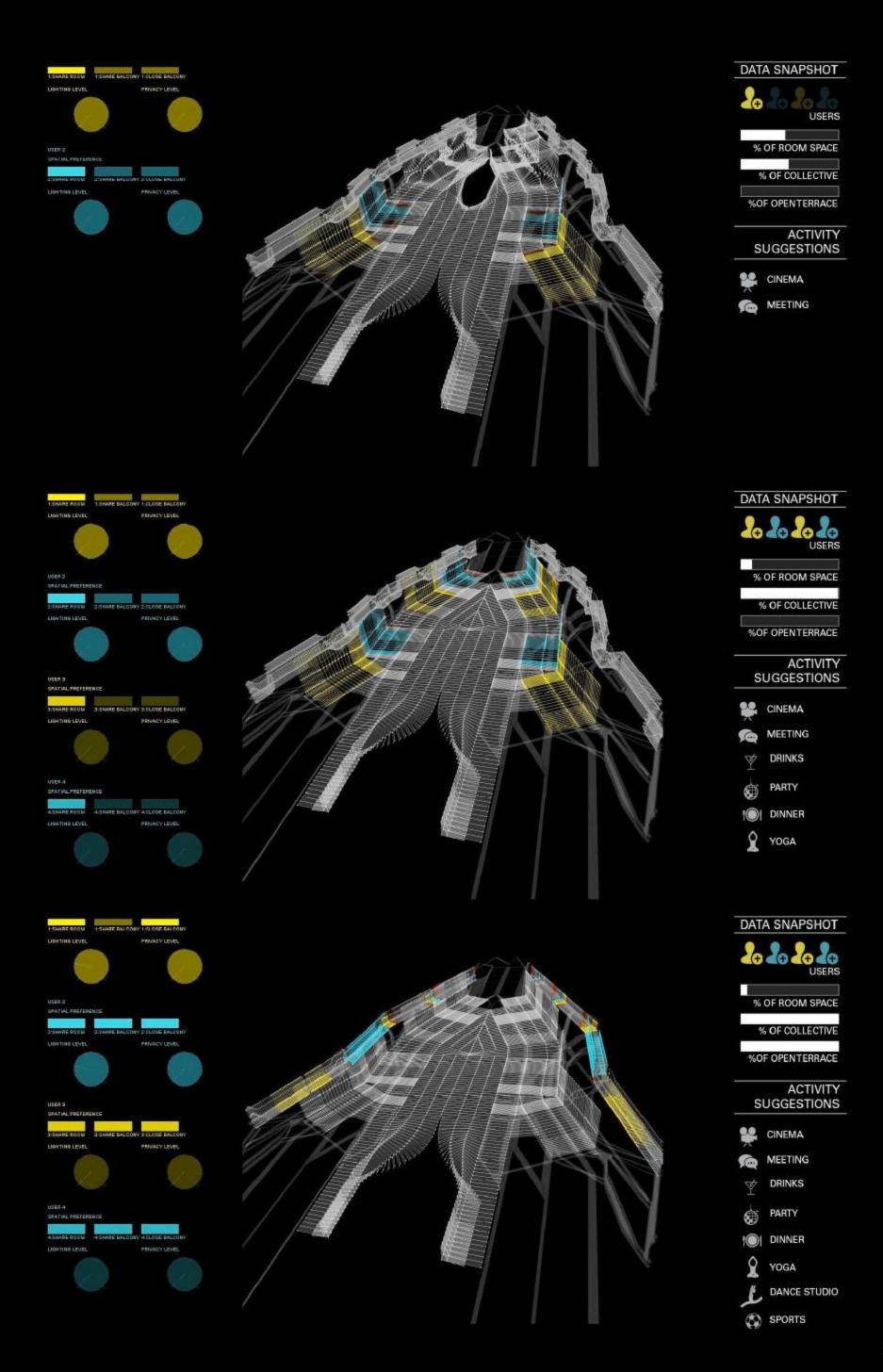
Wireless communication: USER APPLICATION



We focussed on the starting point of the conversation, i.e. the user and his interface. in the form of an application. This application can be used by users to arrange their personal space, i.e. sharing their room flexible space or opening their terraces or combining their terrace with the neighbours that affect the surrounding and how surroundings have an impact on their space. Collective effects on the building and the central space of the cluster appearing or disappearing are a result of gradient CA logic. The diagram illustrates how the tabs

in the app change a user's personal space and the application sketch was designed as how a user can see his space which can become a part of the user interface. As explained in the diagram below, xBee chips can be used in the physical world as a part of building parts to communicate with the application and other building parts.

As we are proposing an open system of technology and knowledge-building it allows addition of more building systems to participate and also changes in the algorithm on which all building parts operate.



COMPUTATIONAL WORKSHOP

School: MArch; Architectural Association School of Architecture, Design Research Lab

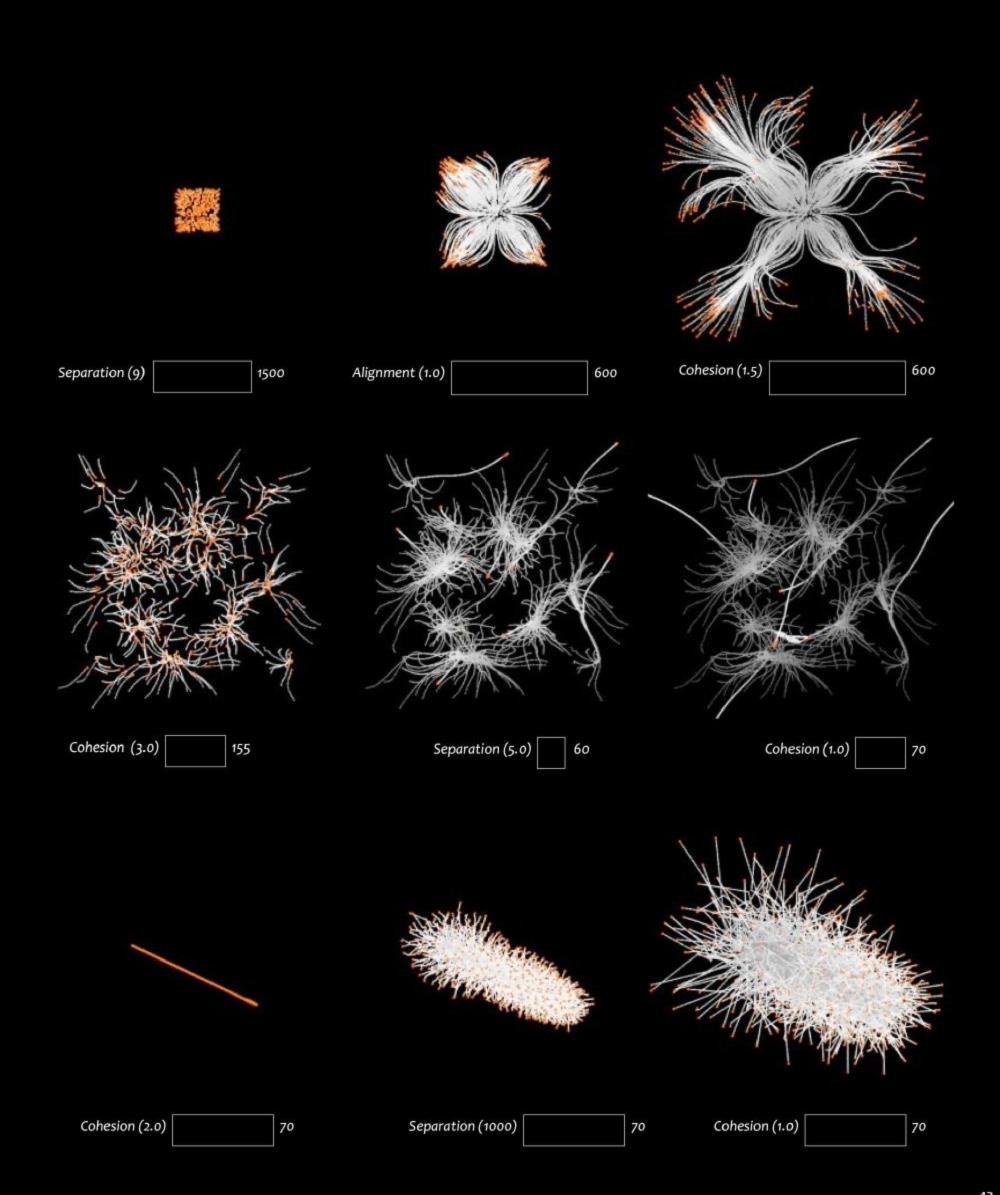


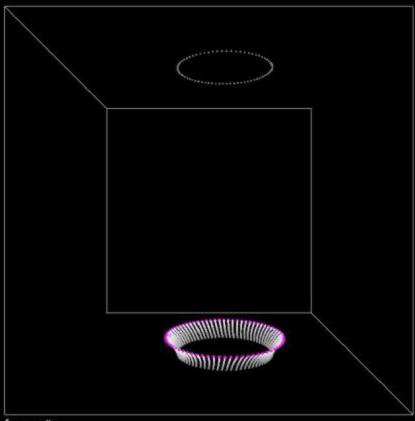
This work is a result of one of the two workshop modules, developped during AADRL Master's degree course at AA School of Architecture in a team of four people (Sakshi Mathur, Milica Pihler, Ronak Parikh and myself) in Robert-Stuart Smith studio.

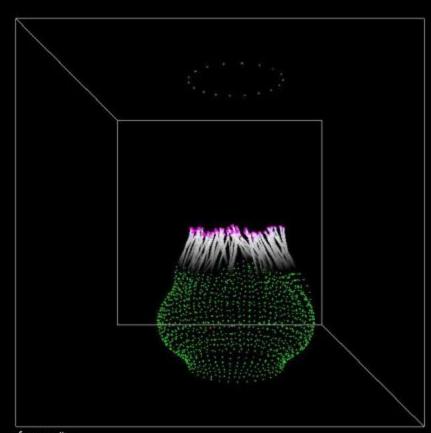
This two-week-long workshop focused on a set of design methods in Processing and Softimage softwares. In order to explore Stigmergic behaviour of agents vector properties of agents were first studied on the principles of vector maths.

Two essential properties of addition and subtraction were investigated in the form of cohesion and subtraction of agents. Co-

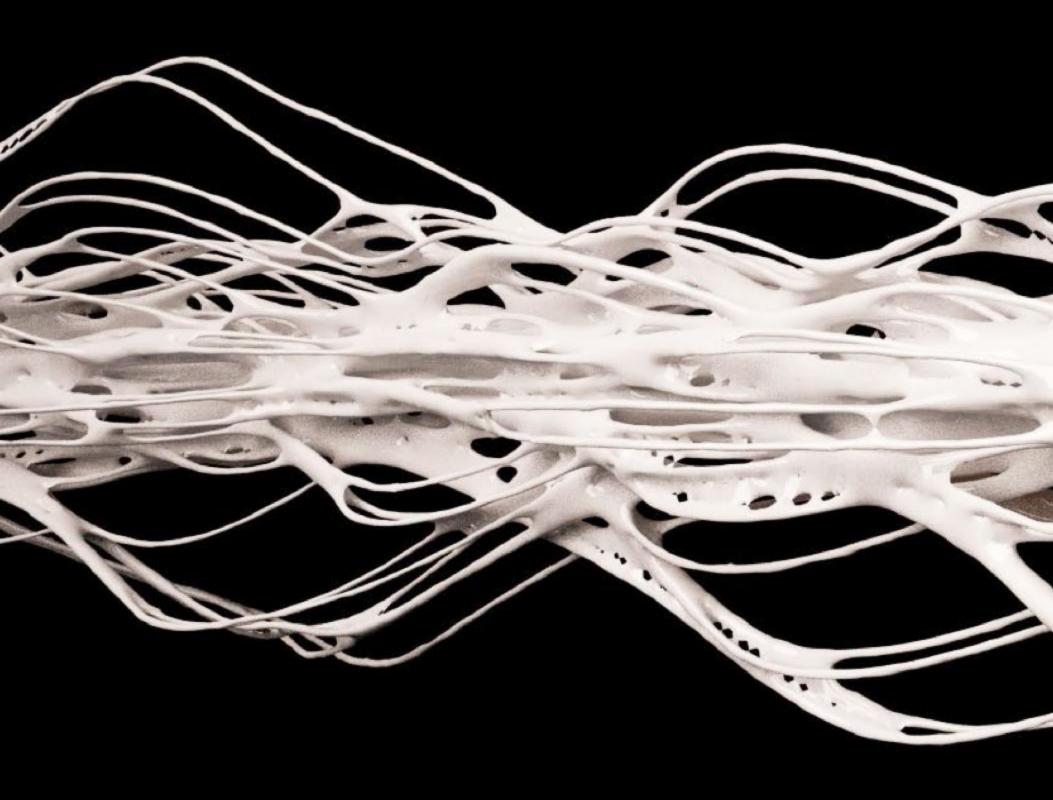
hesion - subtraction of two vectors Separation - addition of two vectors Alignment -align vector velocity with surrounding agents within a specific range A method of creating matter was designed-matter particles were created on agent trails. Agent velocity was a result of agent properties in terms of cohesion, separation and alignment. Following specific rules, varios shapes were created Forms created (pointcloud) in Processing were then poligonysed in Softimage.

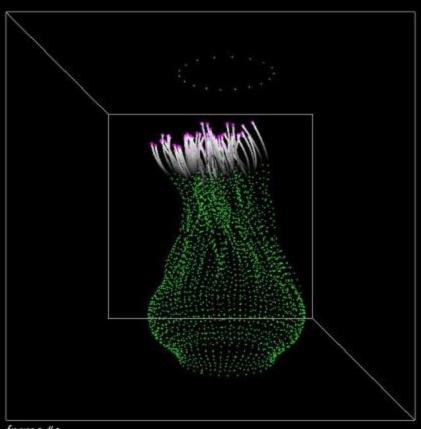


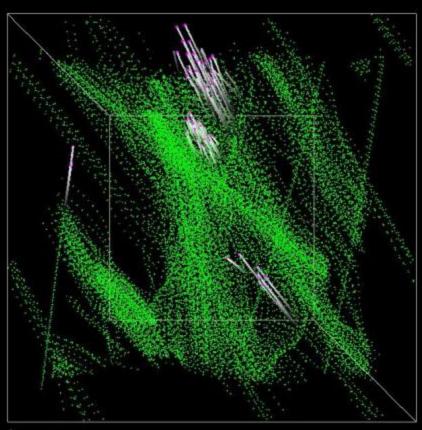




frame #1 frame #2







frame #4 frame #5

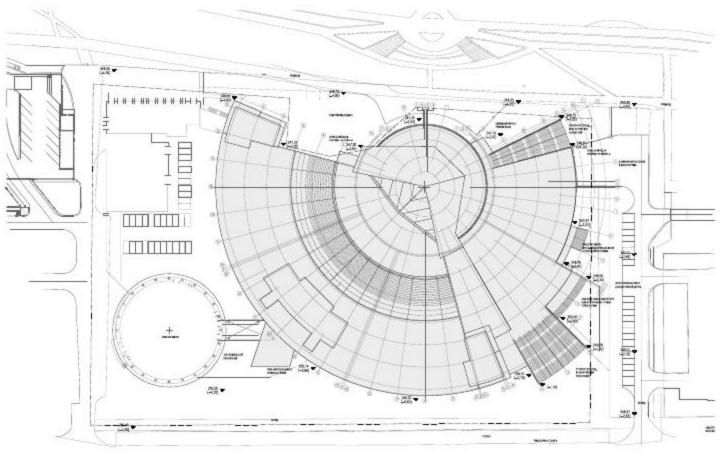






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BYPC, Site Plan, Yekaterinburg, Russia



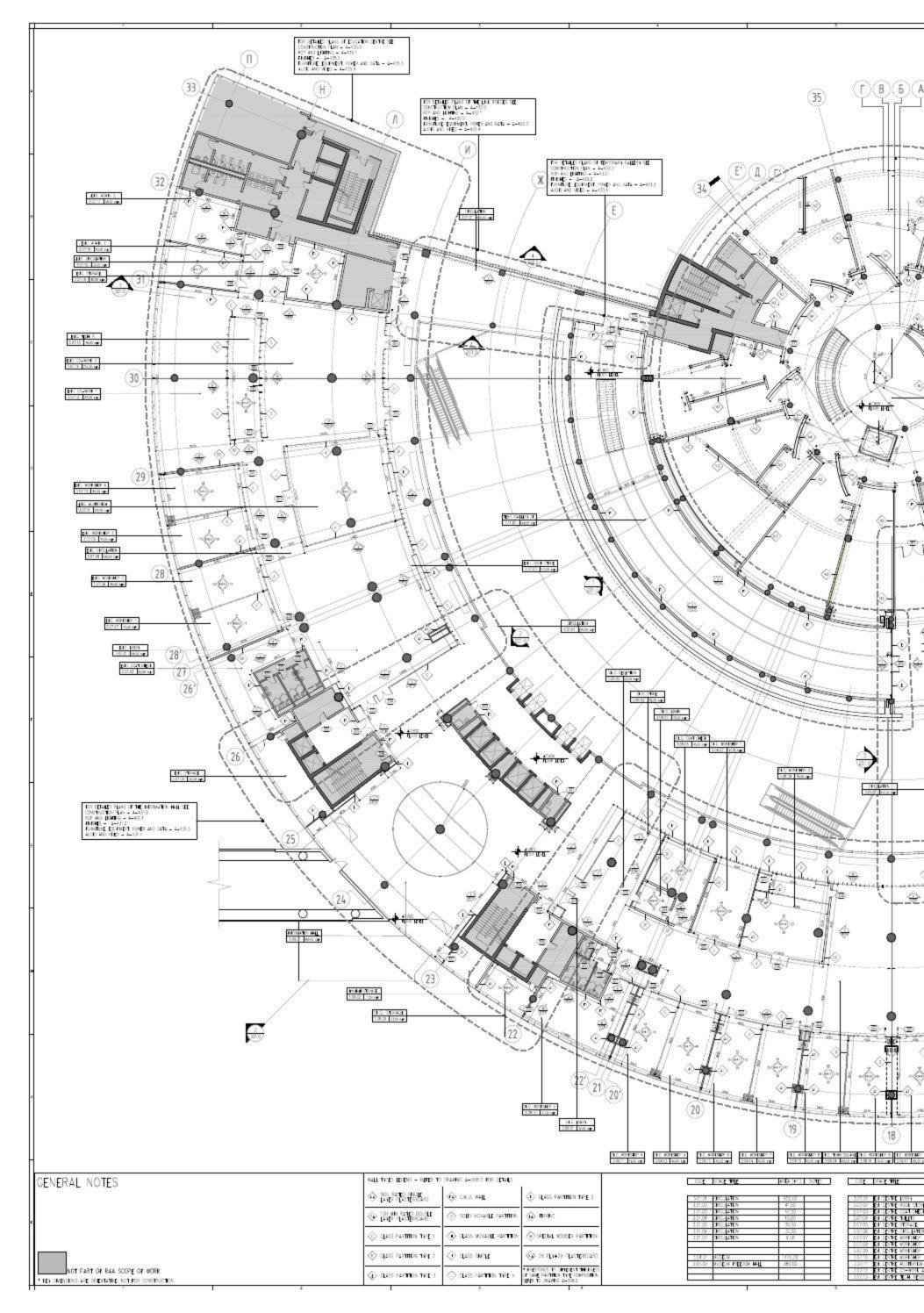
Project is located in the heart of Yekaterinburg, Russia and is a presidential library or "presidential centre" of a former president of Russia Boris Yeltsin. Boris Yeltsin was the first president to be democratically elected by universal direct vote.

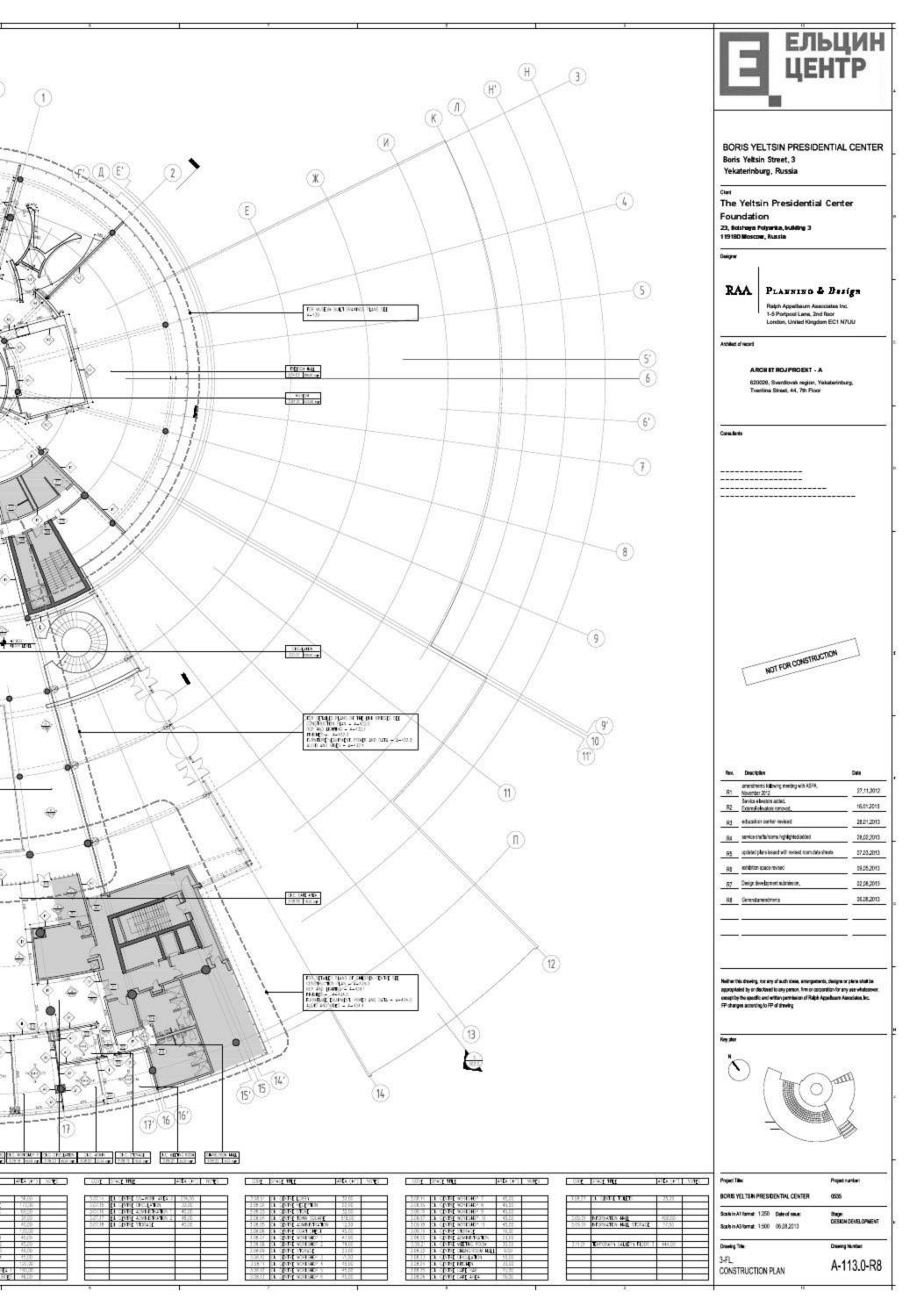
RAA's task was to create an exhibit dedicated to Russia's twentieth century, beginning with the First World War and ending with its last days. The Labyrinth of Russian History hall goes from terrible documents of the Great Terror of the 1930's, to military movies and photos, up to signs that people carried during the enormous demonstrations of the '80s when they demanded an end to the Communist monopoly on power. The exhibit on "Seven Days" of the Boris Yeltsin era goes from his first scandalous speech in the

Kremlin at a session commemorating the 70th anniversary of the Soviet Union up to his voluntary resignation on December 31, 1999.

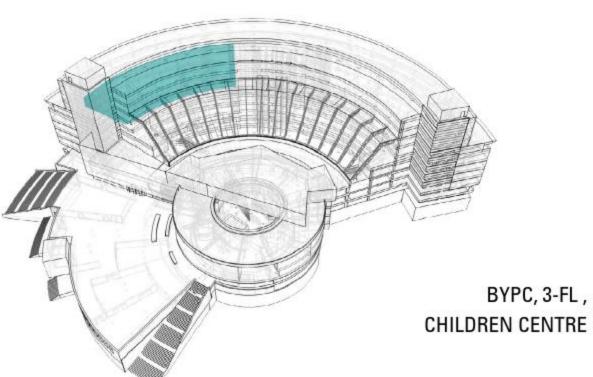
The Presidential Centre was to hold not only a museum of modern history, exhibits devoted to Boris Yeltsin himself and his era, and temporary exhibitions. There will also be a children's centre for creativity and social initiatives, concerts and public lectures, and debates and conferences on the challenges of modern Russia.

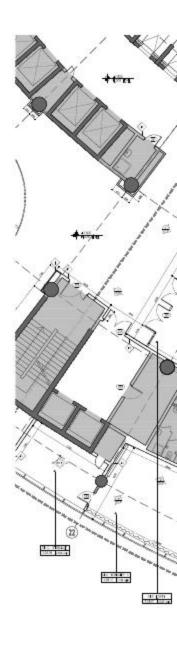
Project was designed in collaboration with ASPA architectural company, located in Yekaterinburg, Russia. While ASPA was responsible for the design development of all service areas, Ralph Appelbaum Associates was responsible for the design of main programmatic areas. On drawings areas that were not designed by RAA are hatched.



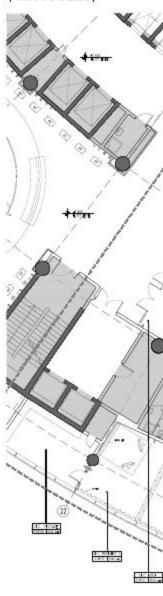




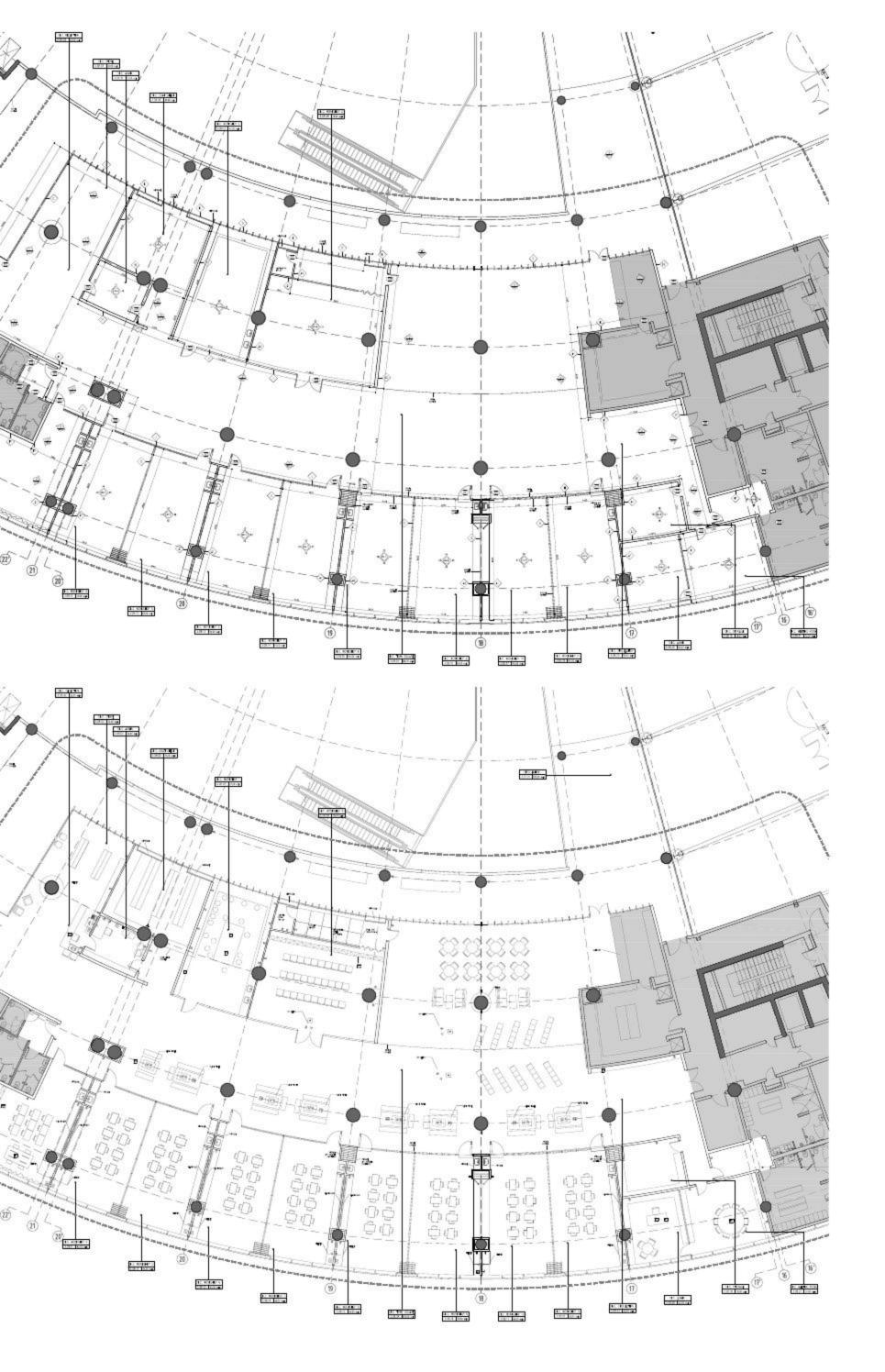


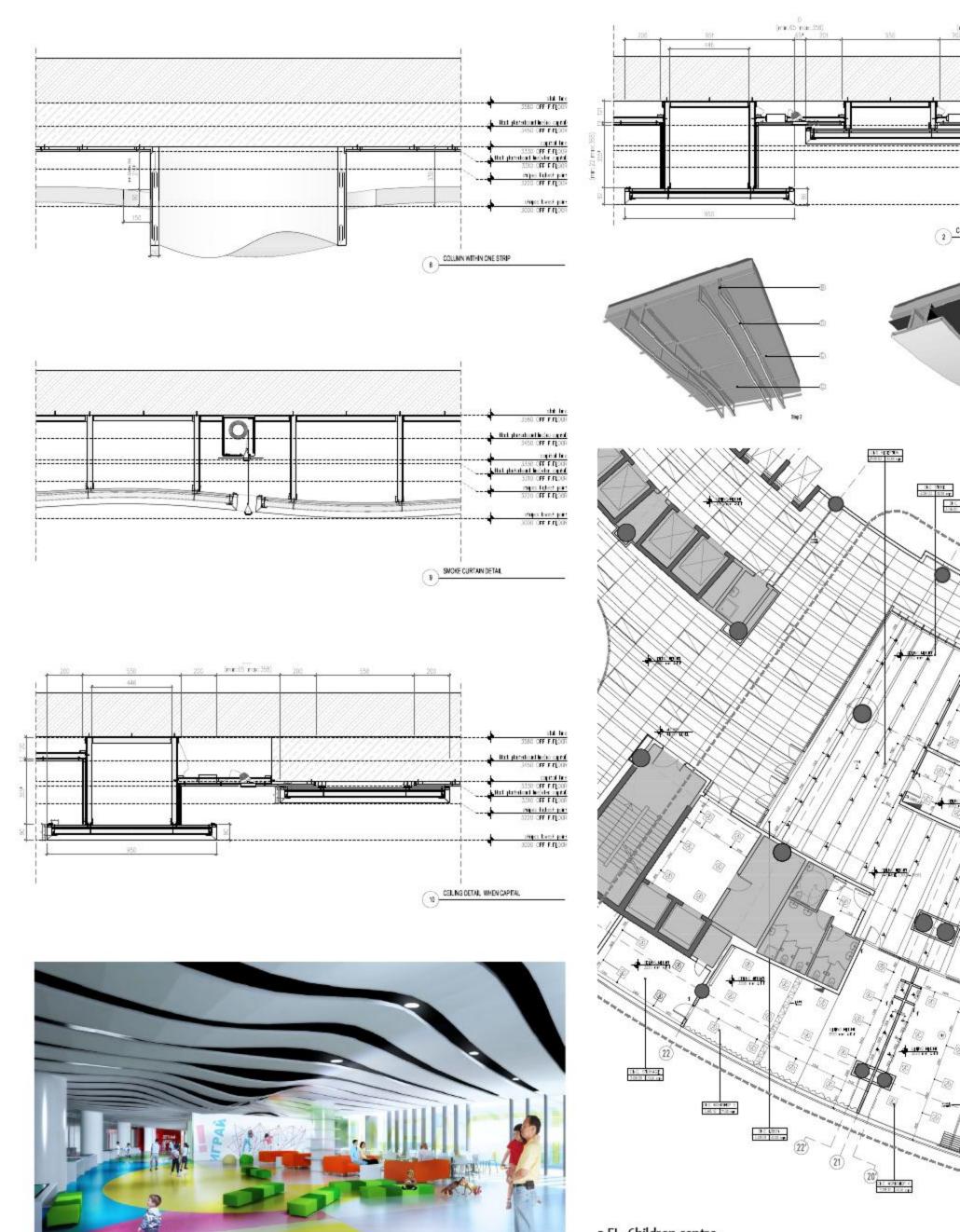


3-FL, Children centre, Construction plan / not to scale /

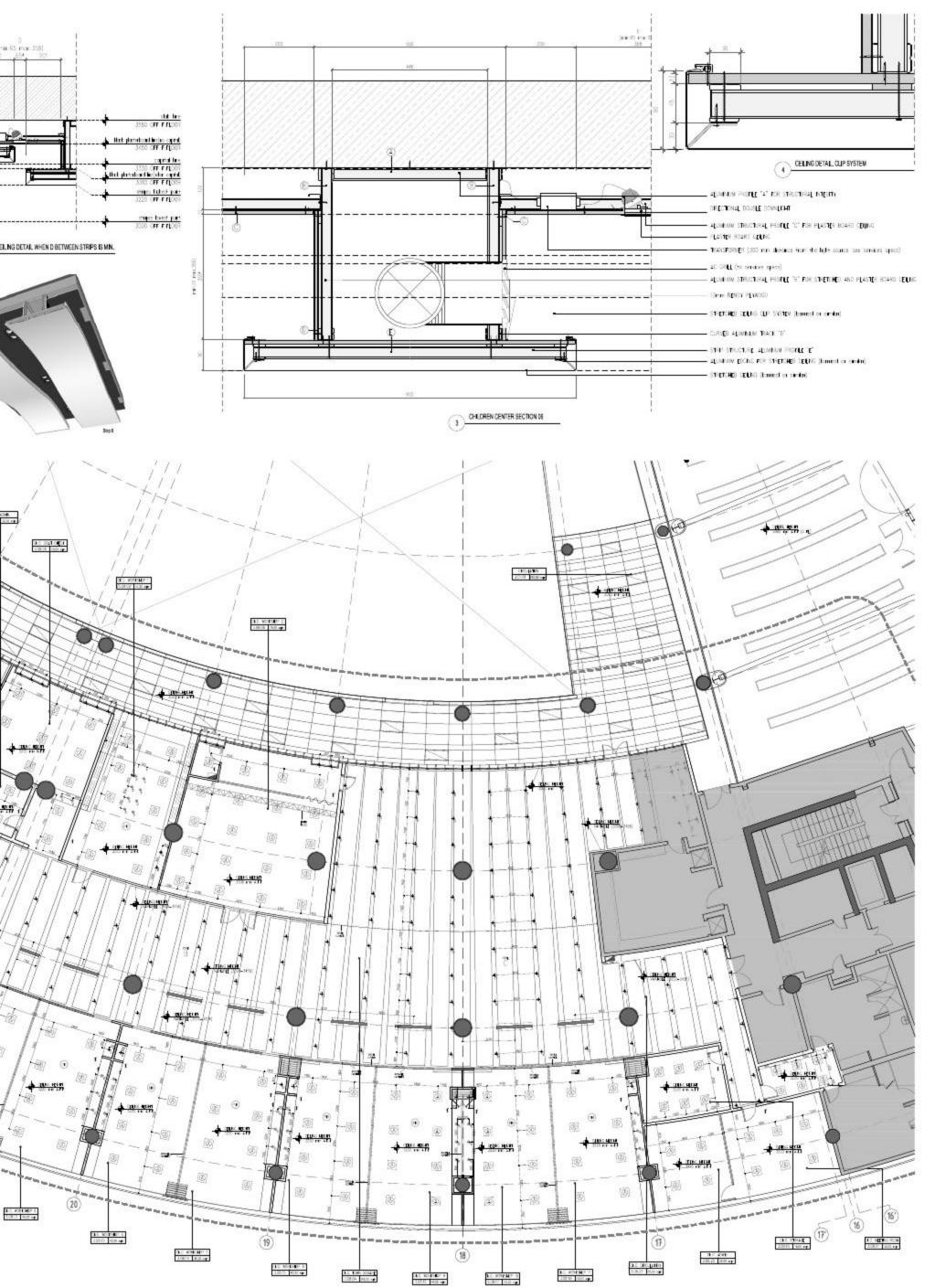


3-FL, Children centre, Furniture, equipment, power and data plan / not to scale /





3-FL, Children centre, Reflected ceiling plan and lightning / not to scale/







My clients are my friends from Moscow, Kirill and Marina, who every come to Odessa in summer, so they were thimking of building a summer house in Odessa and asked me to design it.

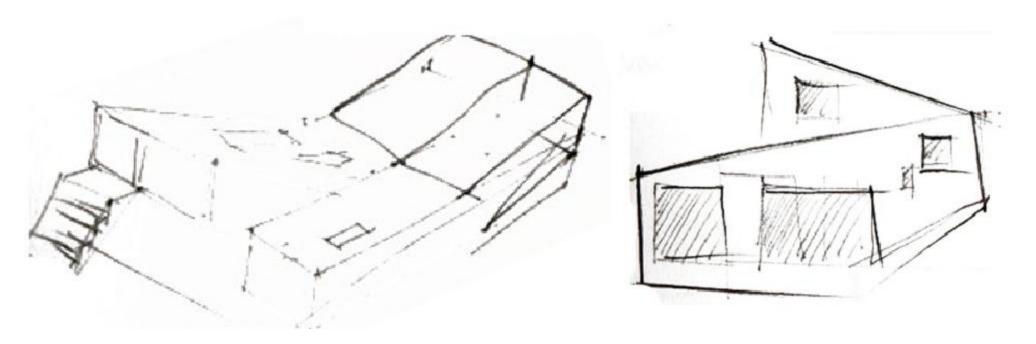
Summer house's main objective is to create a balance between needs of my clients and amazing environment.

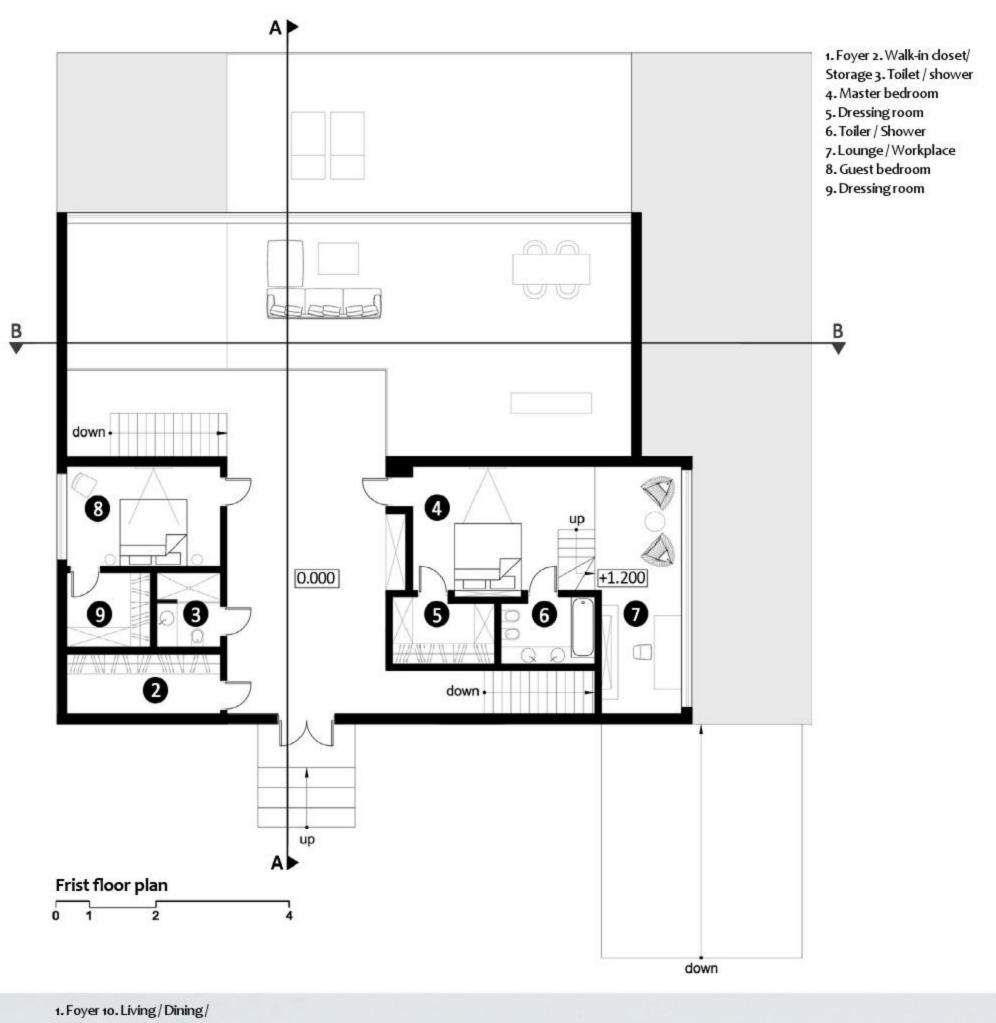
The area of the house is 310m2. Due to the concept, it was decided to create a neutral architecture with soft interiors that will not detract from the views outside the house. The architectural concept follows the existing hillside topography, creating a terraced spaces that trace the natural contours of the hillside.

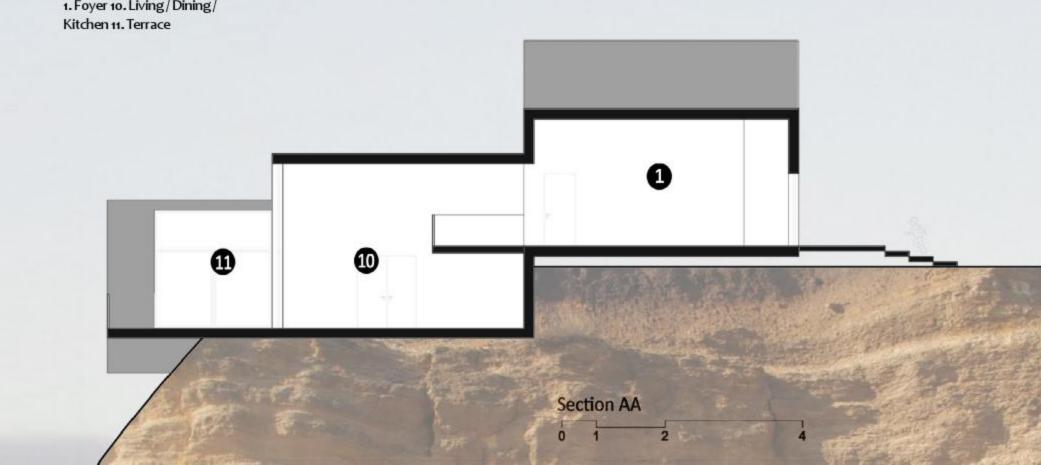
The contrast between the interior and exterior of the house is

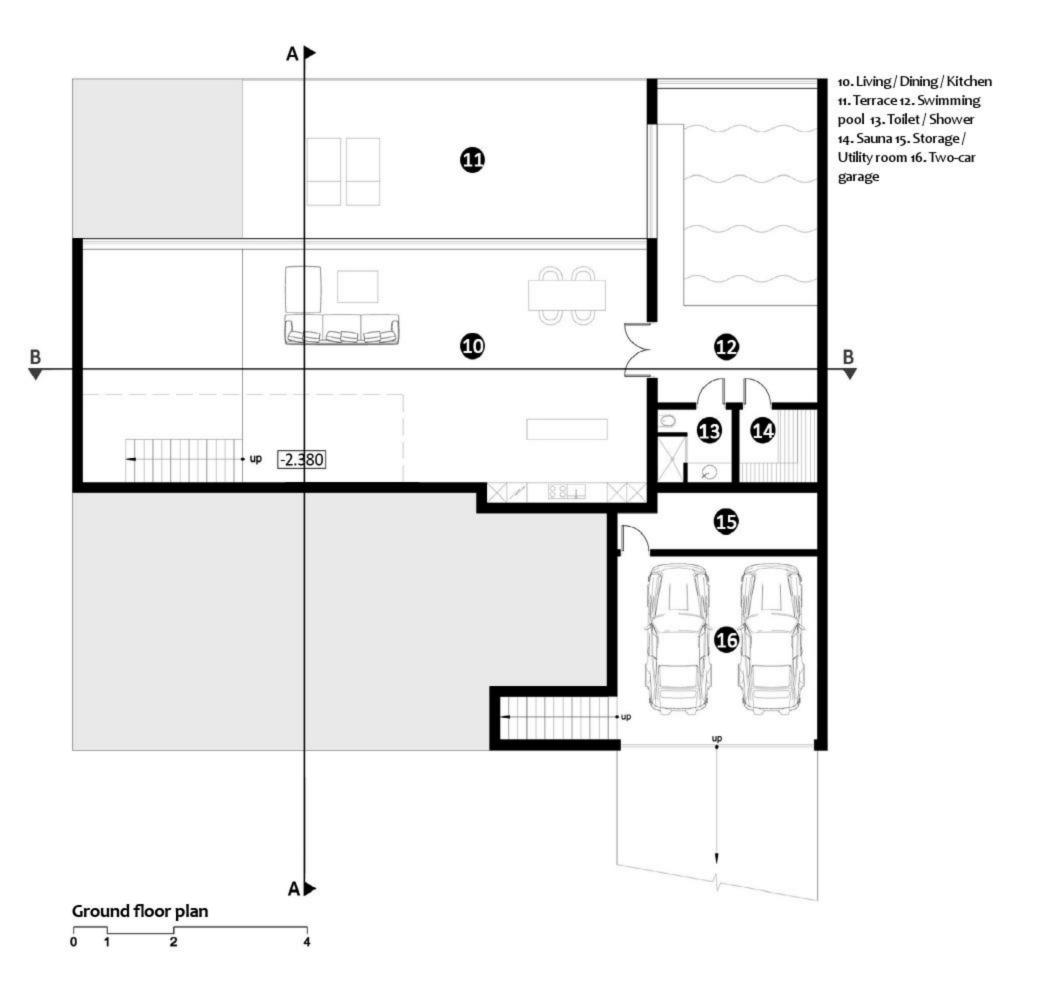
intentional and total. While the interiors are light and fluid, the exterior walls are finished in a black color.

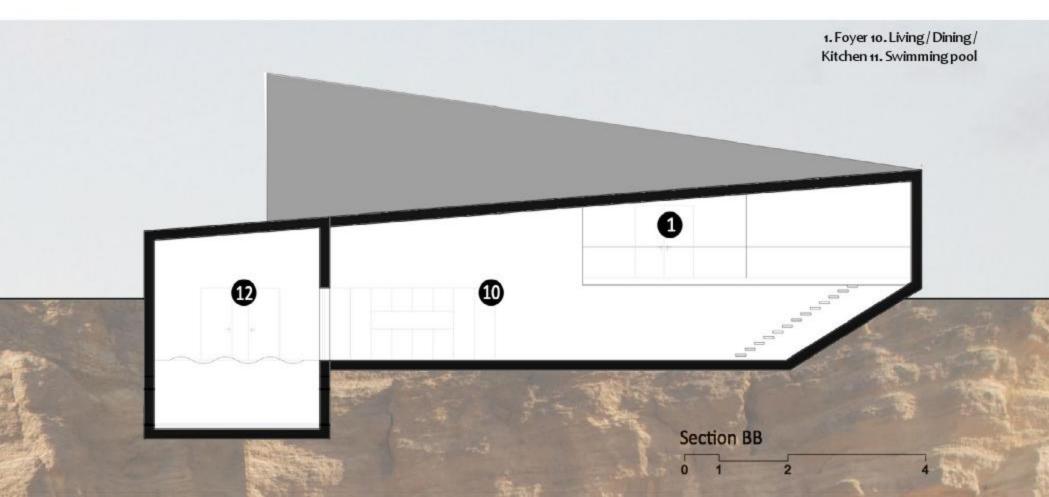
All major areas of the house were designed so that each room has a view of the surrounding, just as main 'entertaining' level, which includes living/dining room, kitchen and swimming pool, with glass walls sliding away. A master bedroom and a guest bedroom are located on the first floor level and also have an open view to the sea. In the master bedroom there is a level for work space for Kirill that is separated from the bedroom area with just few steps. Entrance to a house located at the back of the house.





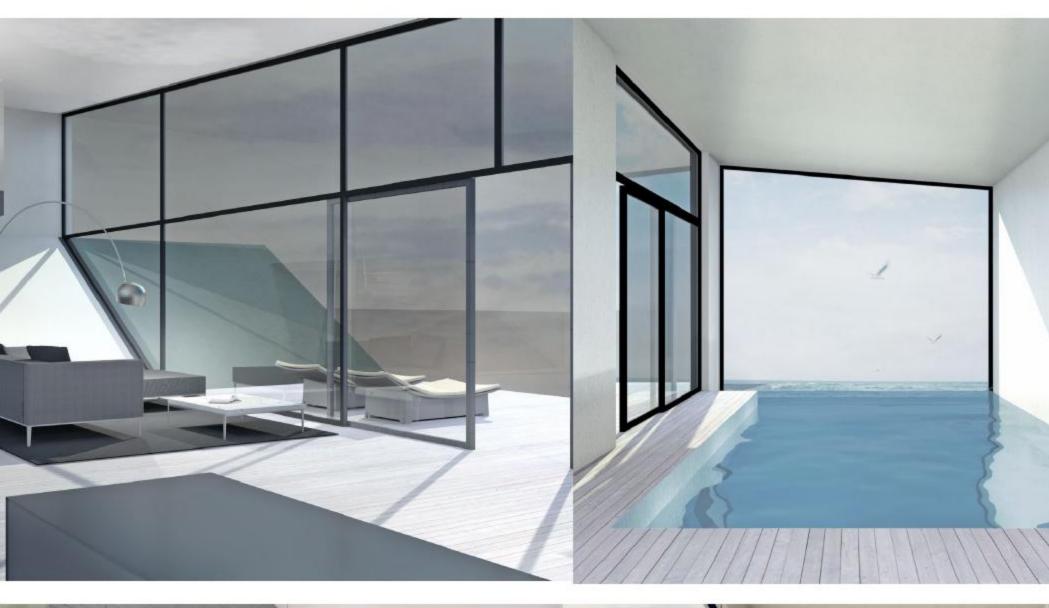


















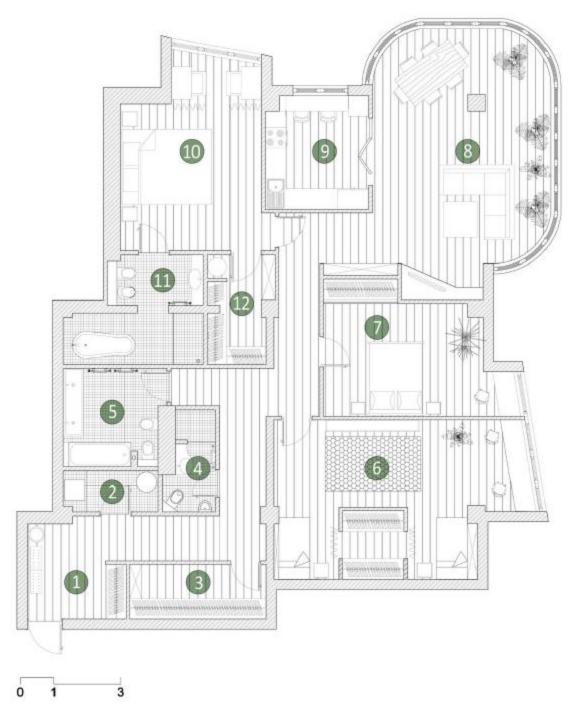




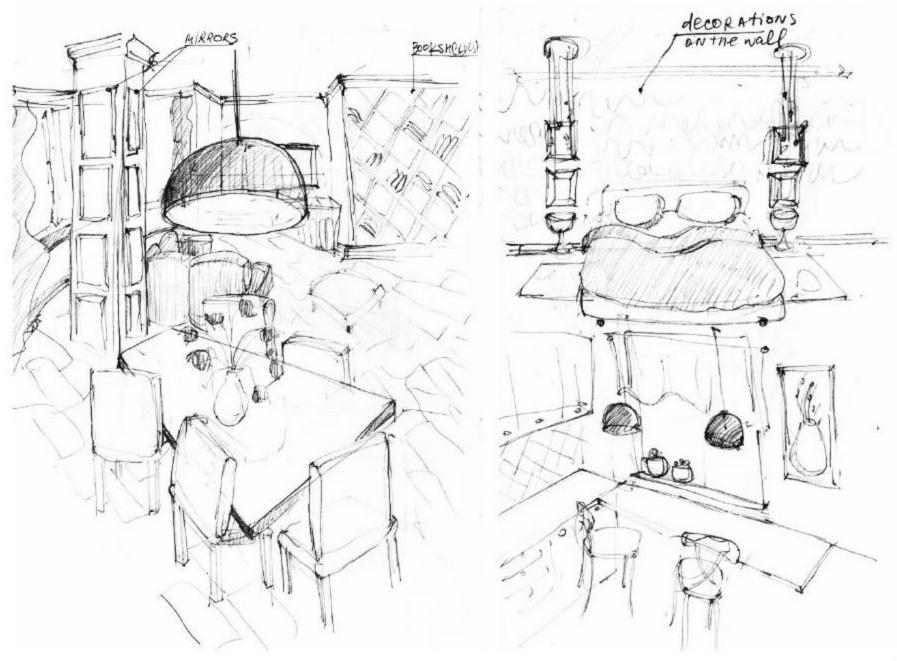
Apartment is located in Odessa, the area is 185 m_2 . Our clients are Nina and Dmitriy. They are young couple with three children - two girls and a boy.

The key task for this project was to design the apartment in soft pastel shades to create comfortable environments for all family

members. The neutral toned color scheme, the high ceilings and large windows give this apartment an airy and spacious look.



- 1. Entrance hall
- 2. Storage room
- 3. Closet
- 4. Bathroom 1
- 5. Bathroom 2
- 6. Children's room 1
- 7. Chrildren's room 2
- 8. Living room
- 9. Kitchen
- 10. Bedroom
- 11. Bathroom 3
- 12. Closet





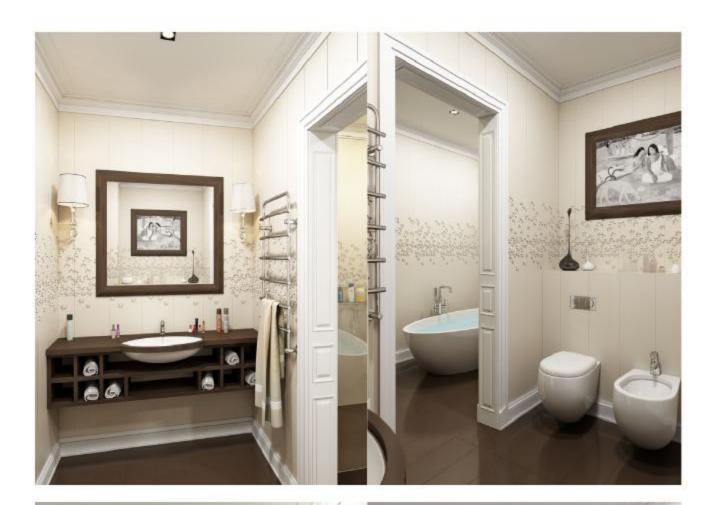




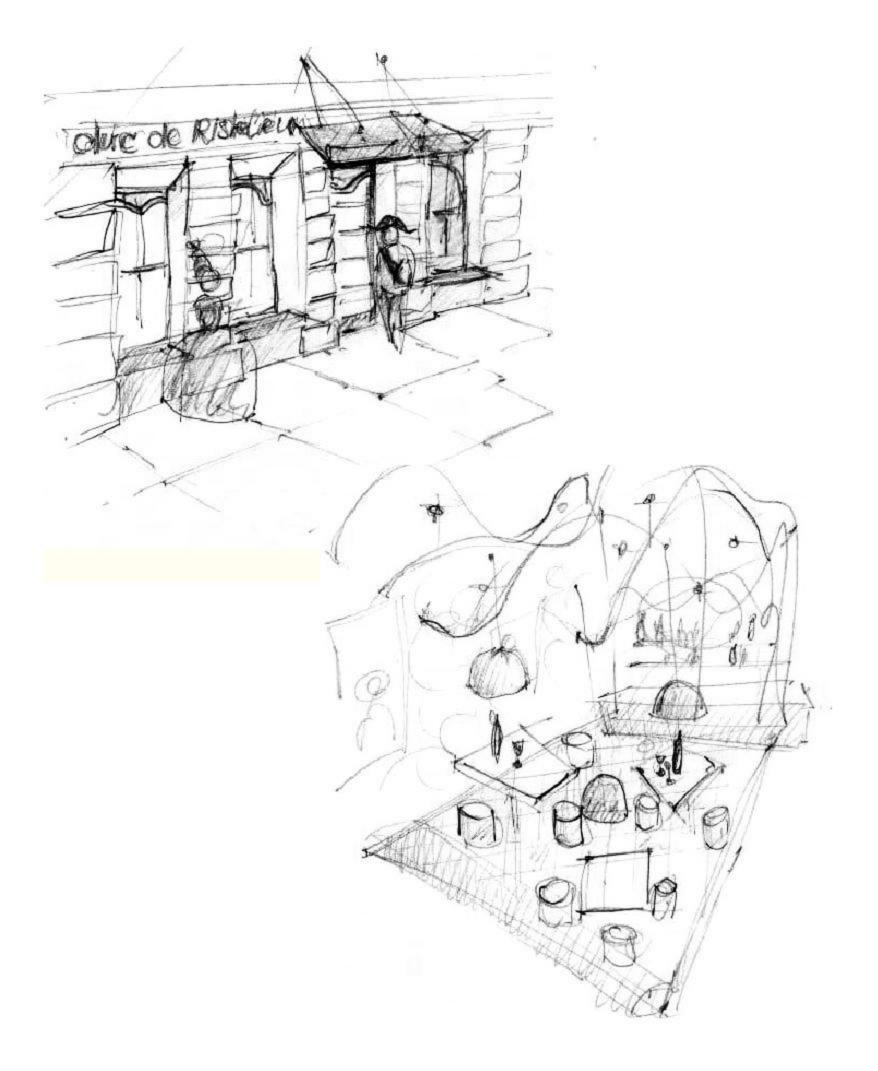












Project «Duc de Richelieue» is located in the heart of Odessa, on Rishelevskaya street, named after Duc de Richelieu, in the stunning classic architecture environment. Duc de Richelieu, Governor of Odessa in the 19th century, together with Catherine the II, Josep de Ribas, Alexandre de Langéron, Grigory Potemkin made a great contribution to the construction of Odessa and the development of the city.

Our client, Anatoliy decided to considerably alter style of his cafe, currently japanese to a place with classic atmosphere, dedicated to the founders of Odessa city, comfortable for lunch and dinner.

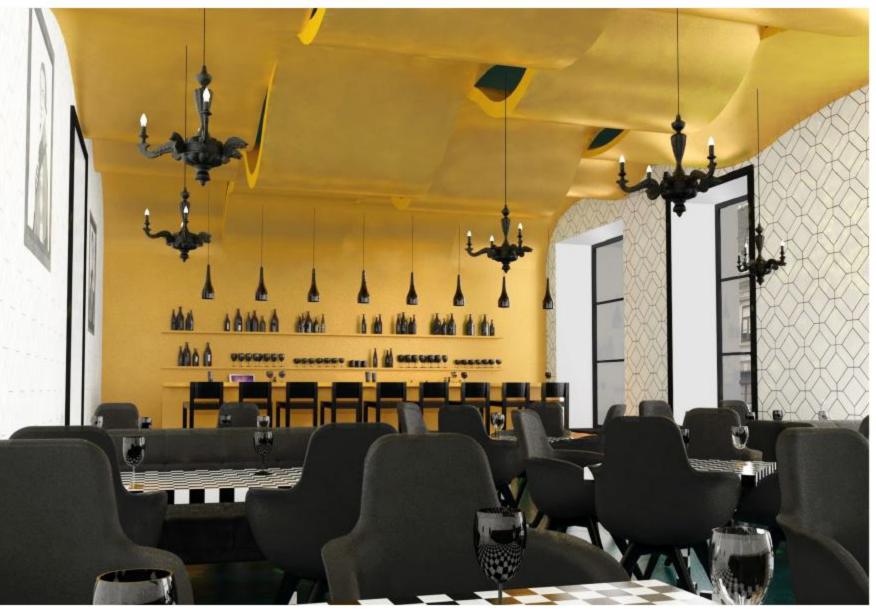
Our proposal was to create contemporary interior which is associatively classical. The dining room area is 90m2, so it was necessary to separate bar from dining

zone. To make customers feel cozy and comfortable, seatings are arranged in several groups, each with ceiling lamp to create home feelings. We left the seating zones non-isolated deliberately, so that the element of «melting ceiling-wall» was visible from everywhere.

In general classical decorative style is in the furniture and the lightning to create warm and comfortable home atmosphere rather than the image of commercial public place. Townscape became also a part of the interior space due to clean from decorations.

In the design of the dining and bar zones we applied mainly 4 materials – gold, turquoise floor, dark gray-colored surfaces and self-designed wallpaper with portraits of founders of Odessa.

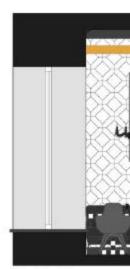












Section bb





Section cc

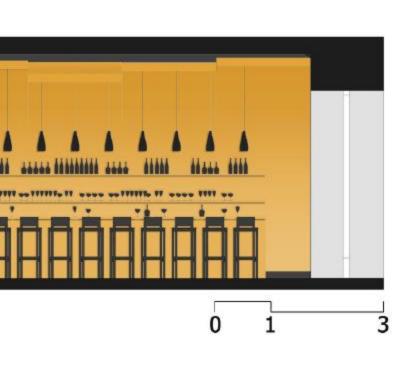
Section AA

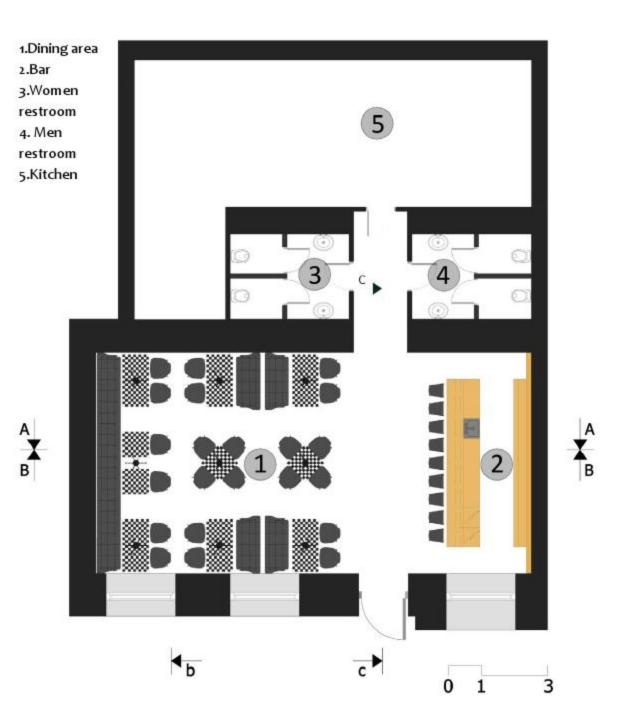
Section BB

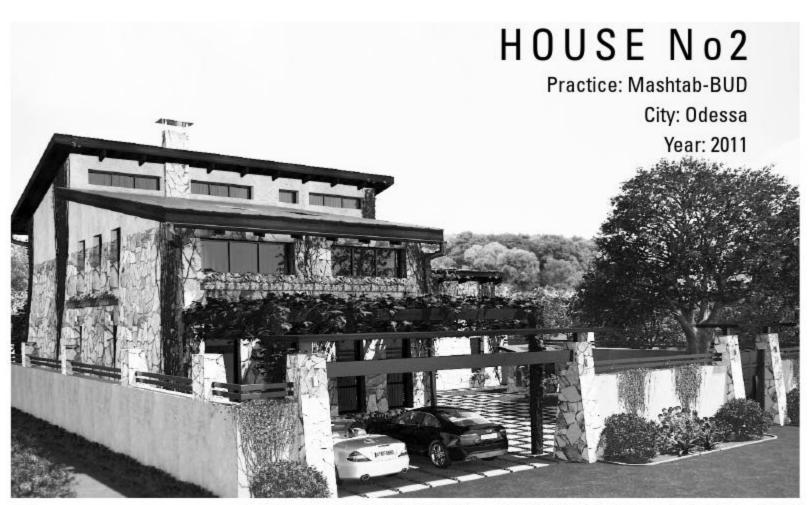


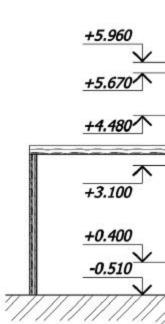












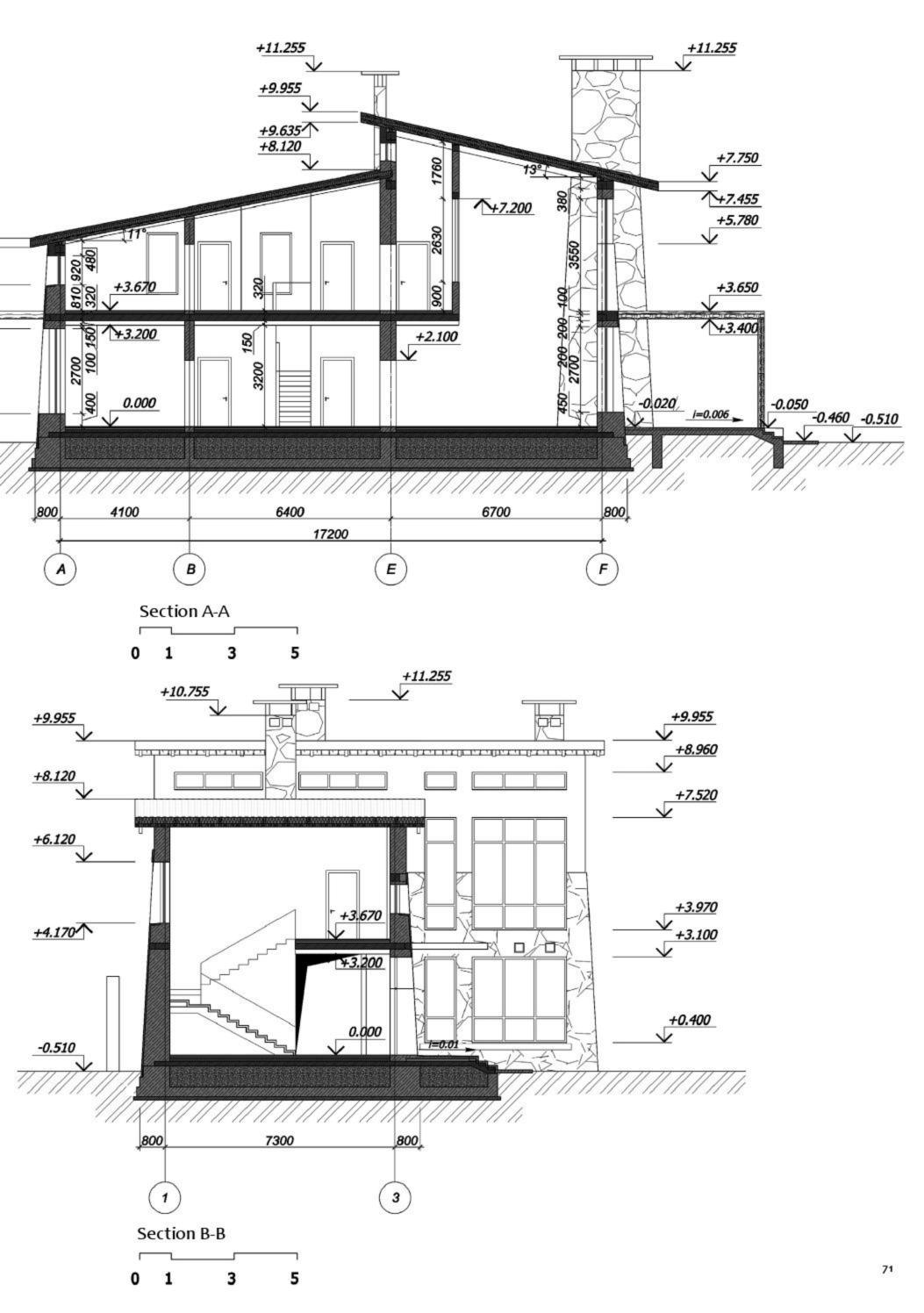


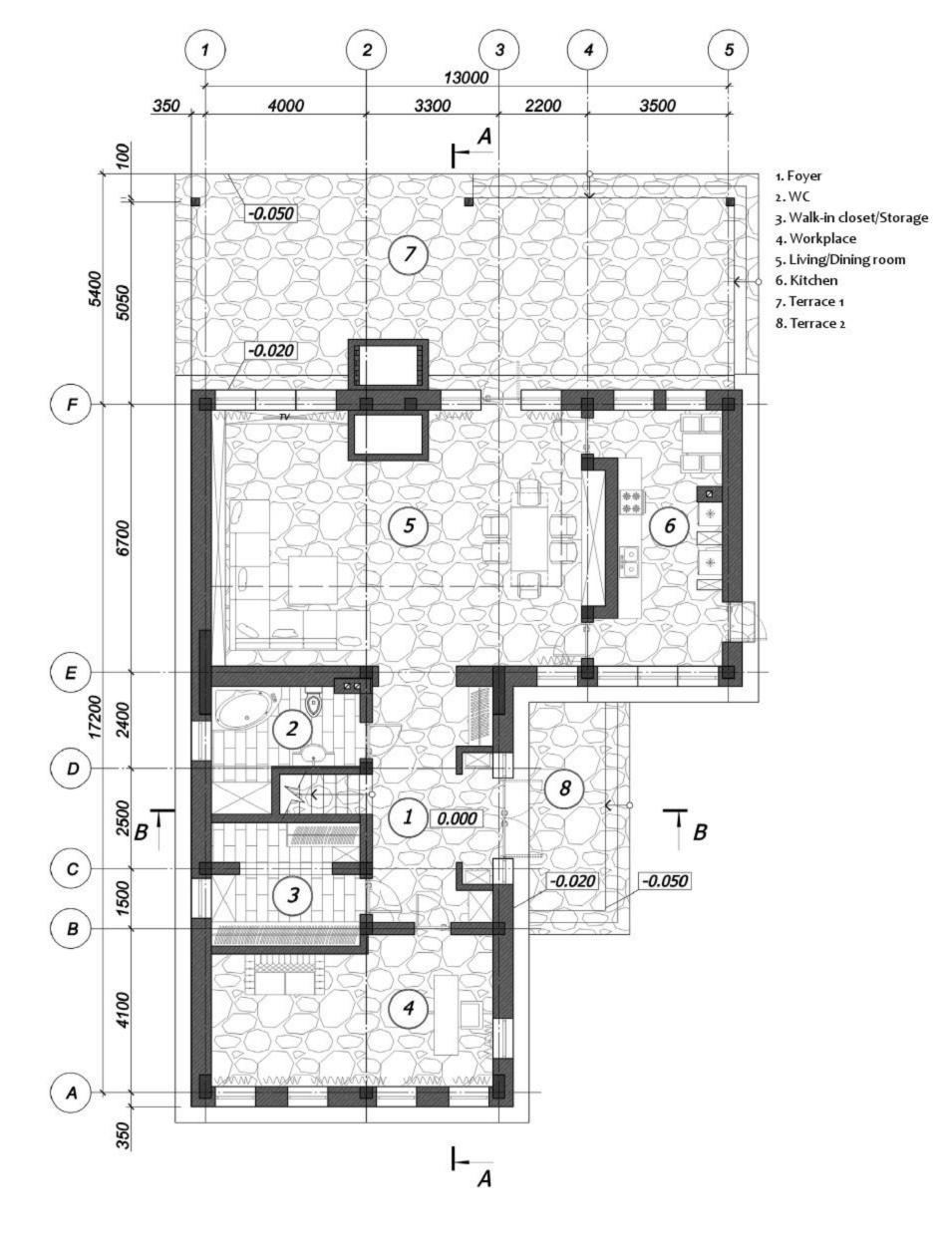
The site is located in the town of Yuzne, Ukraine. Our dients are Vladimir and Inga- happy family in their mid forties with two children.

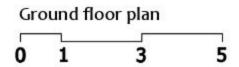
The complex consists of three buildings - the main house and maintenance building with a wine cellar in the basement, which is adjacent to the main building with a common roof, and a sauna in a separate building. The area of the house is 26om2. We proposed large entrance hall, workspace, kitchen and living and dining room area that ends in a terrace on the

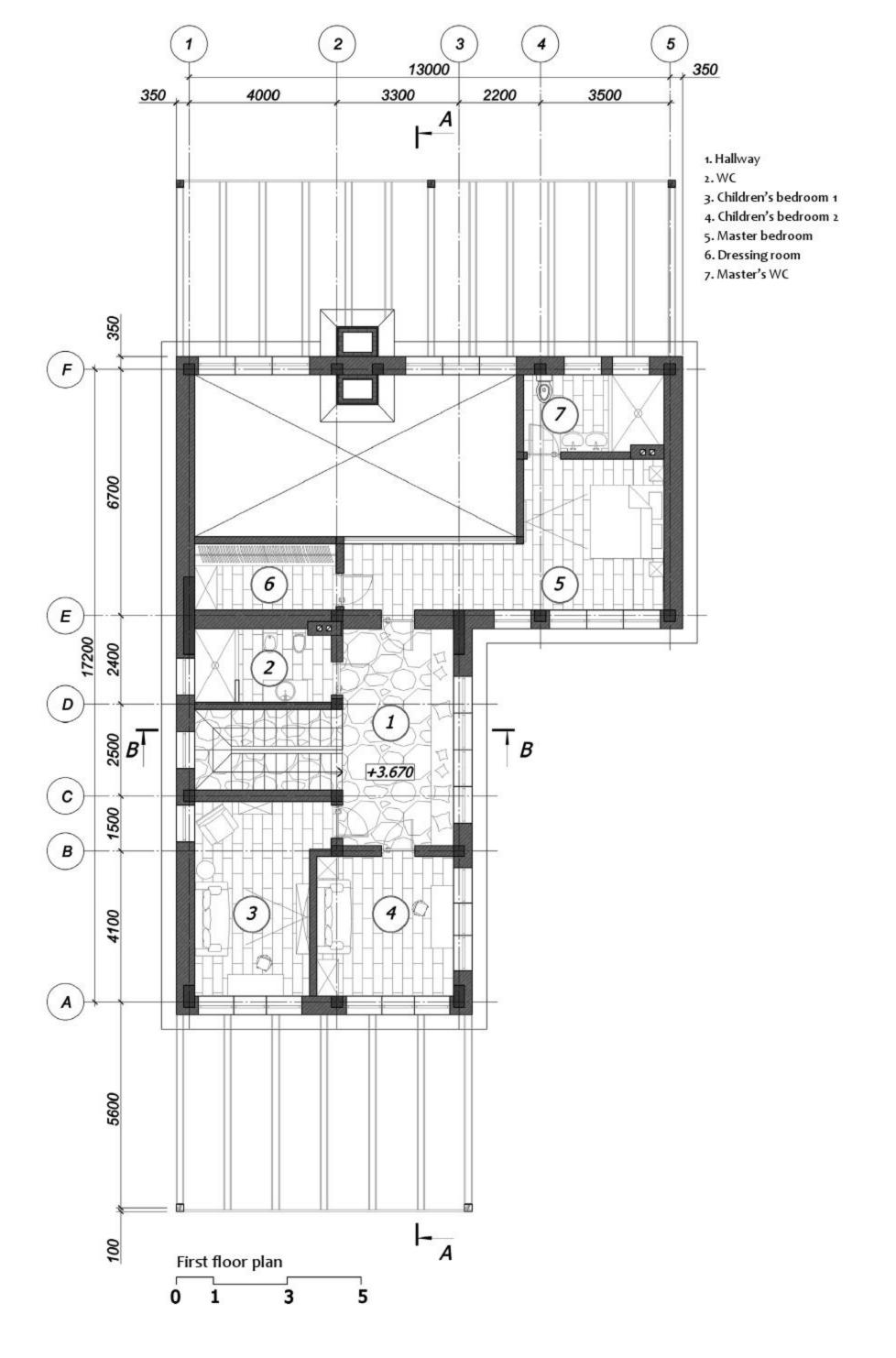
ground floor, master bedroom and two bedrooms for children on the first floor.

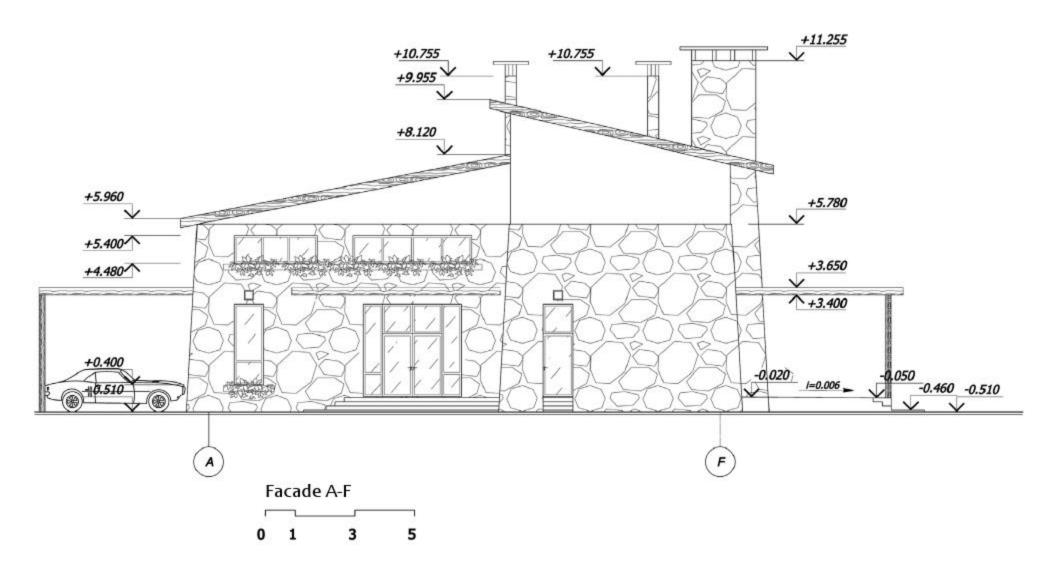
Opening in the floor slabs create double height space in the large ground-floor dining area. Floor to ceiling glass sliding panels that open were used in the dining/living area to extend the interior spaces and to open the interior spaces to the beautiful natural environment. The building materials are stone, wood and glass.

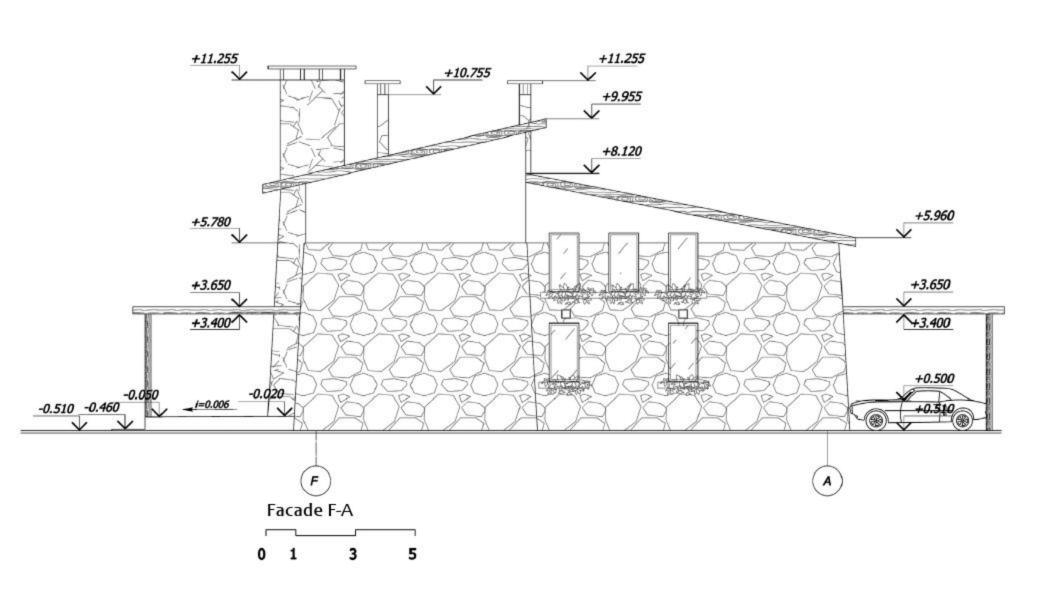


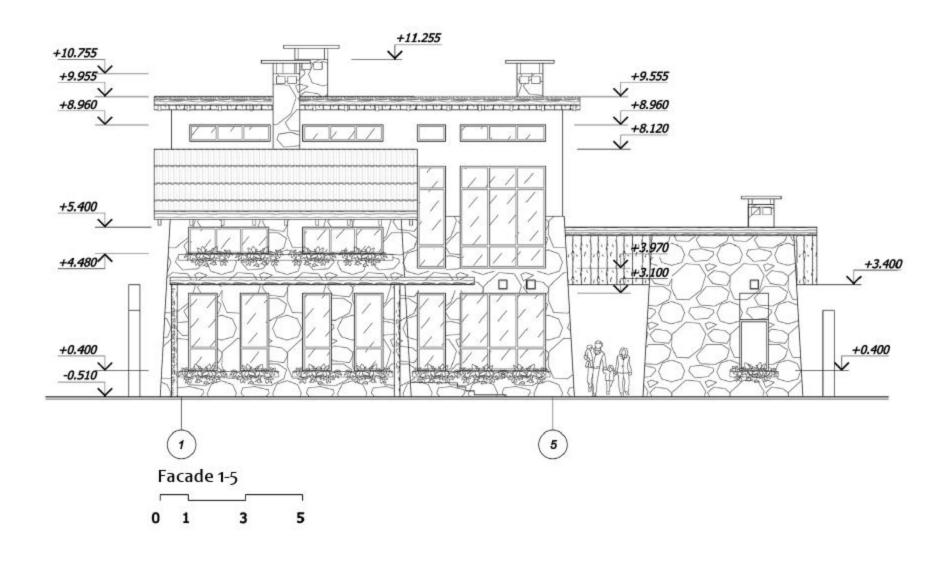


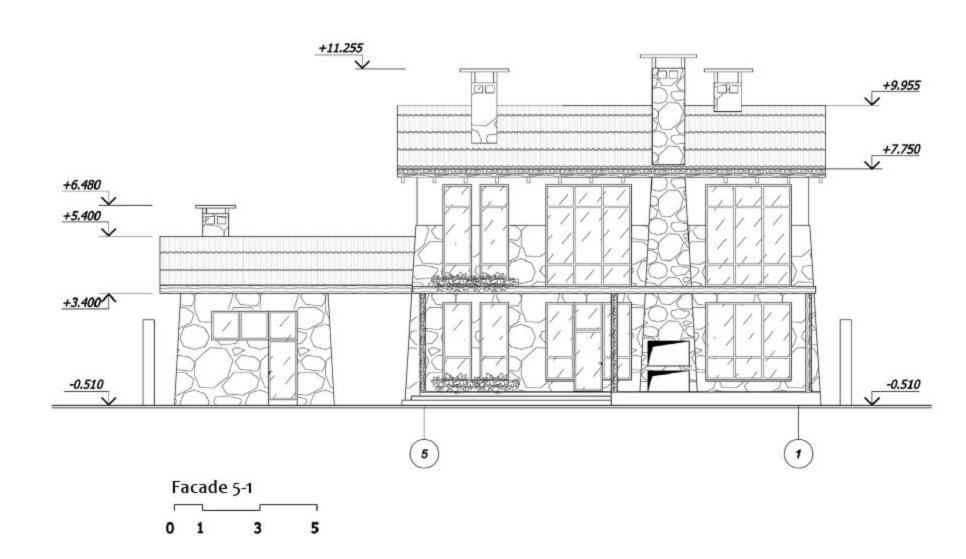








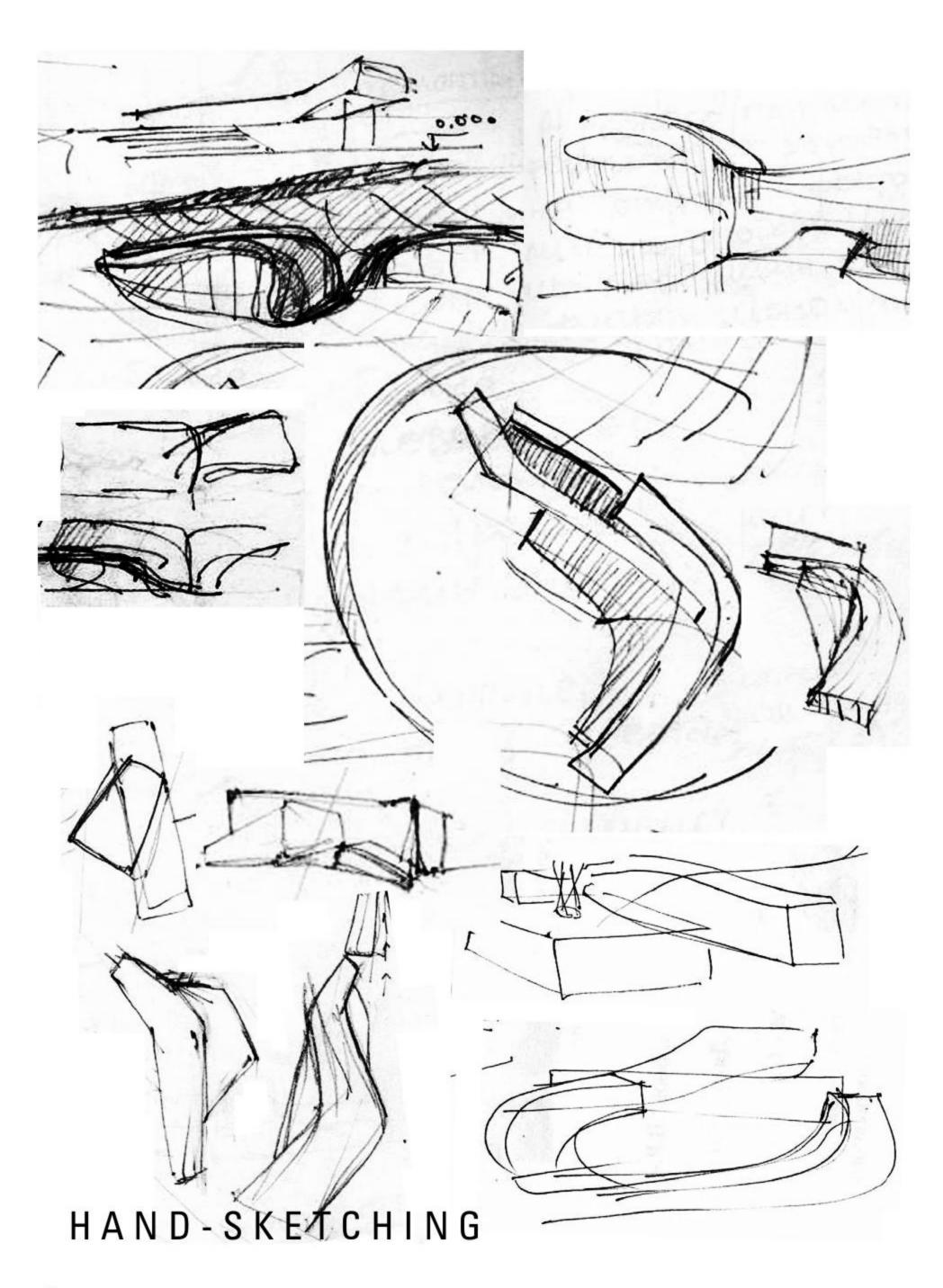


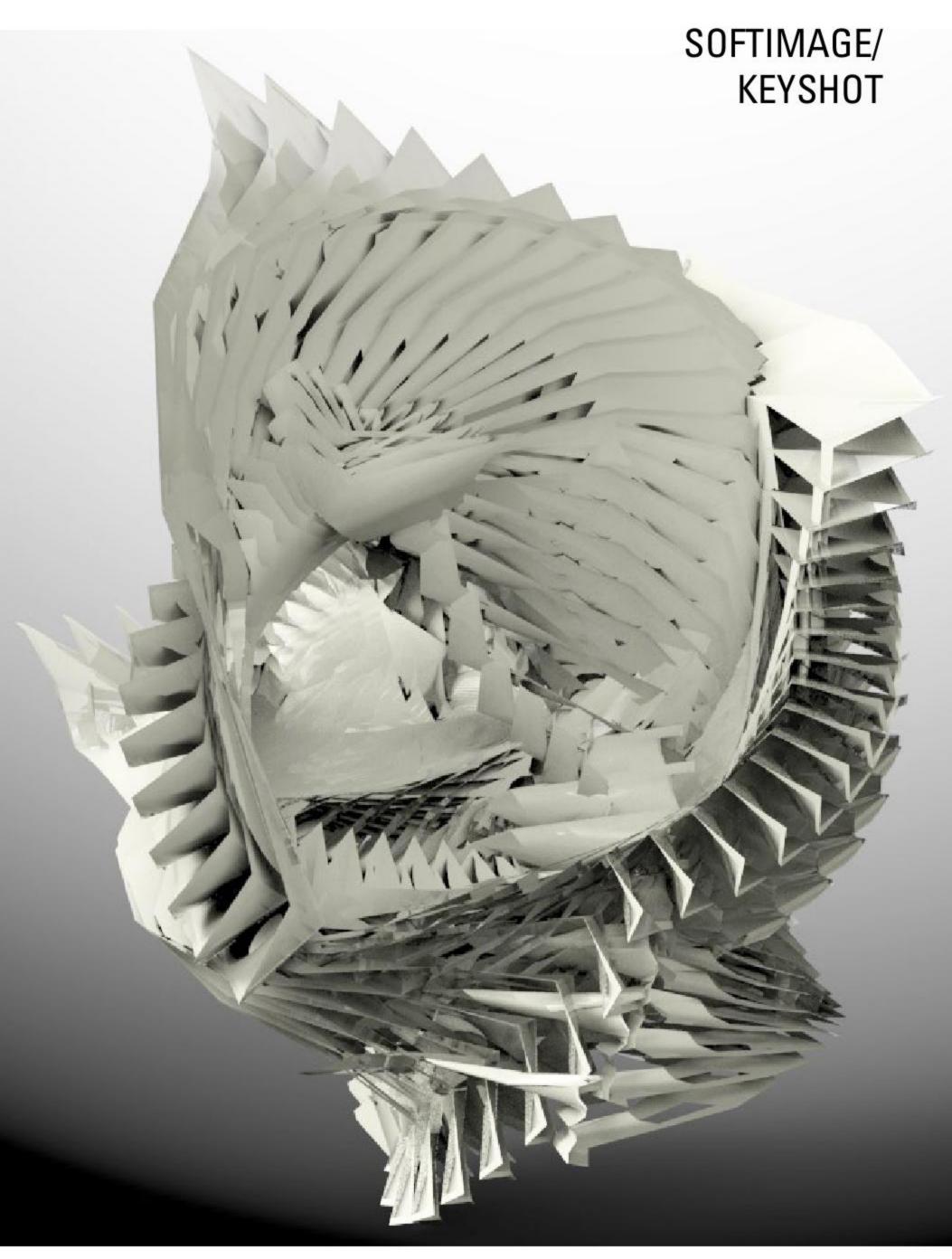


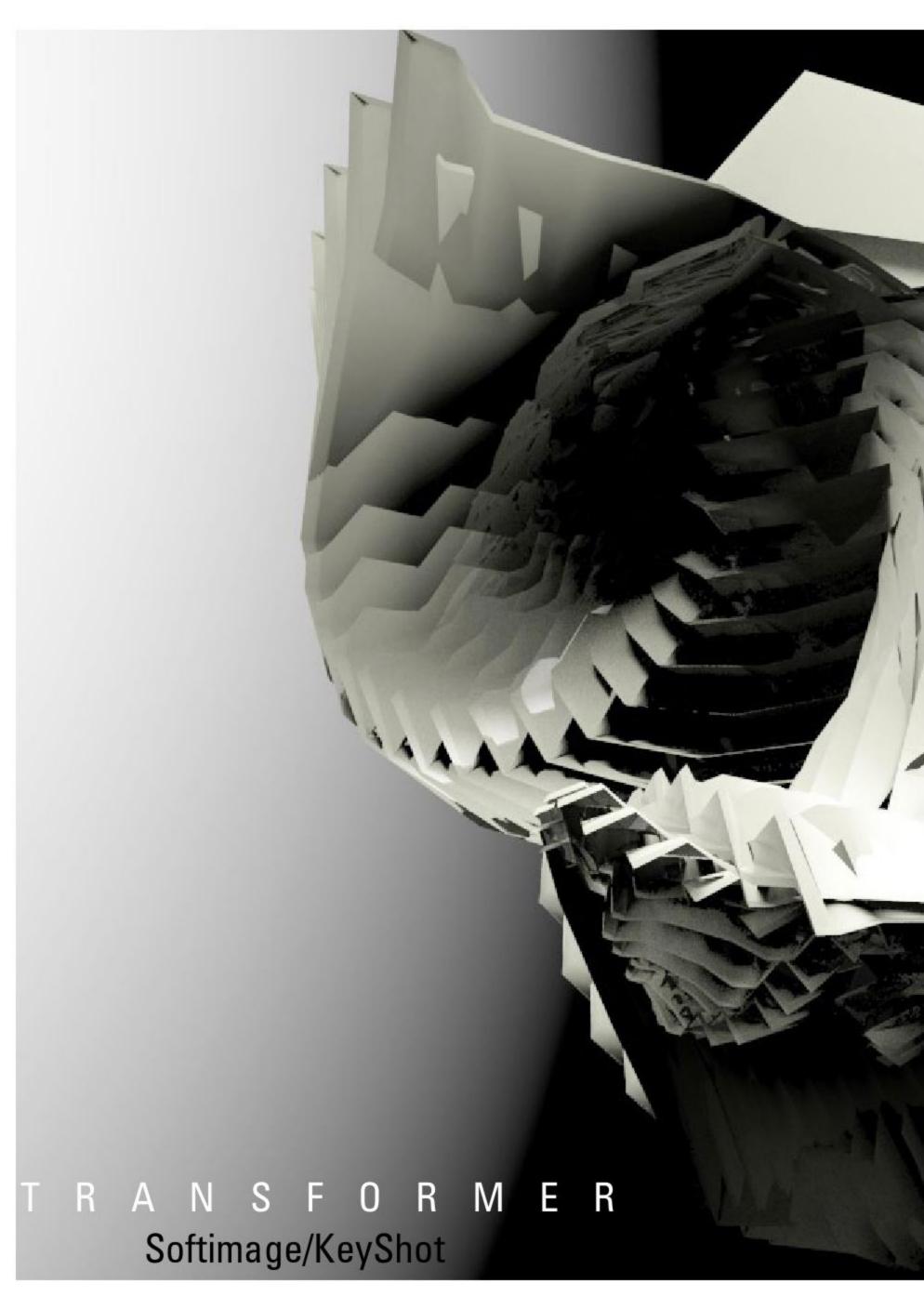


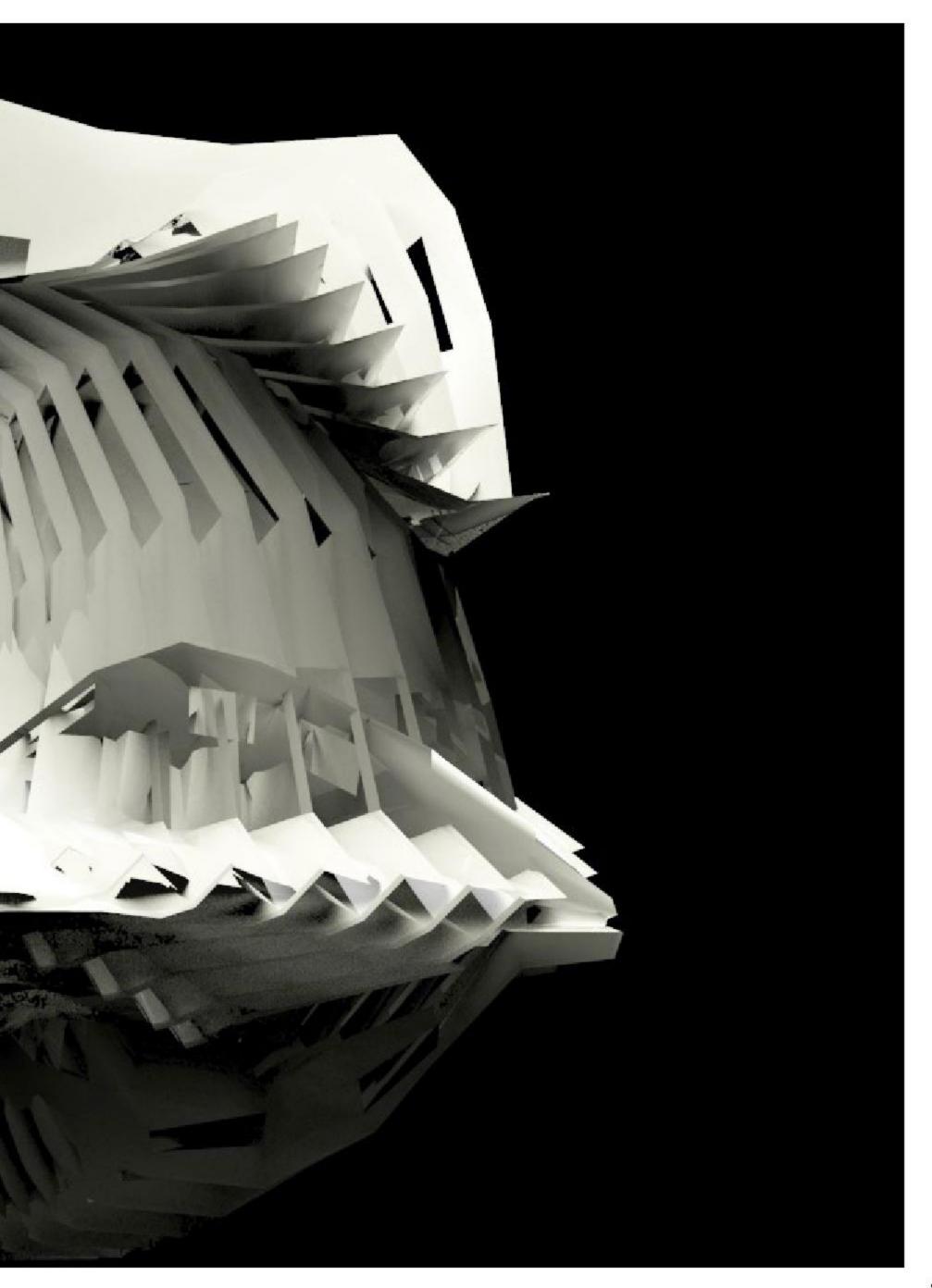


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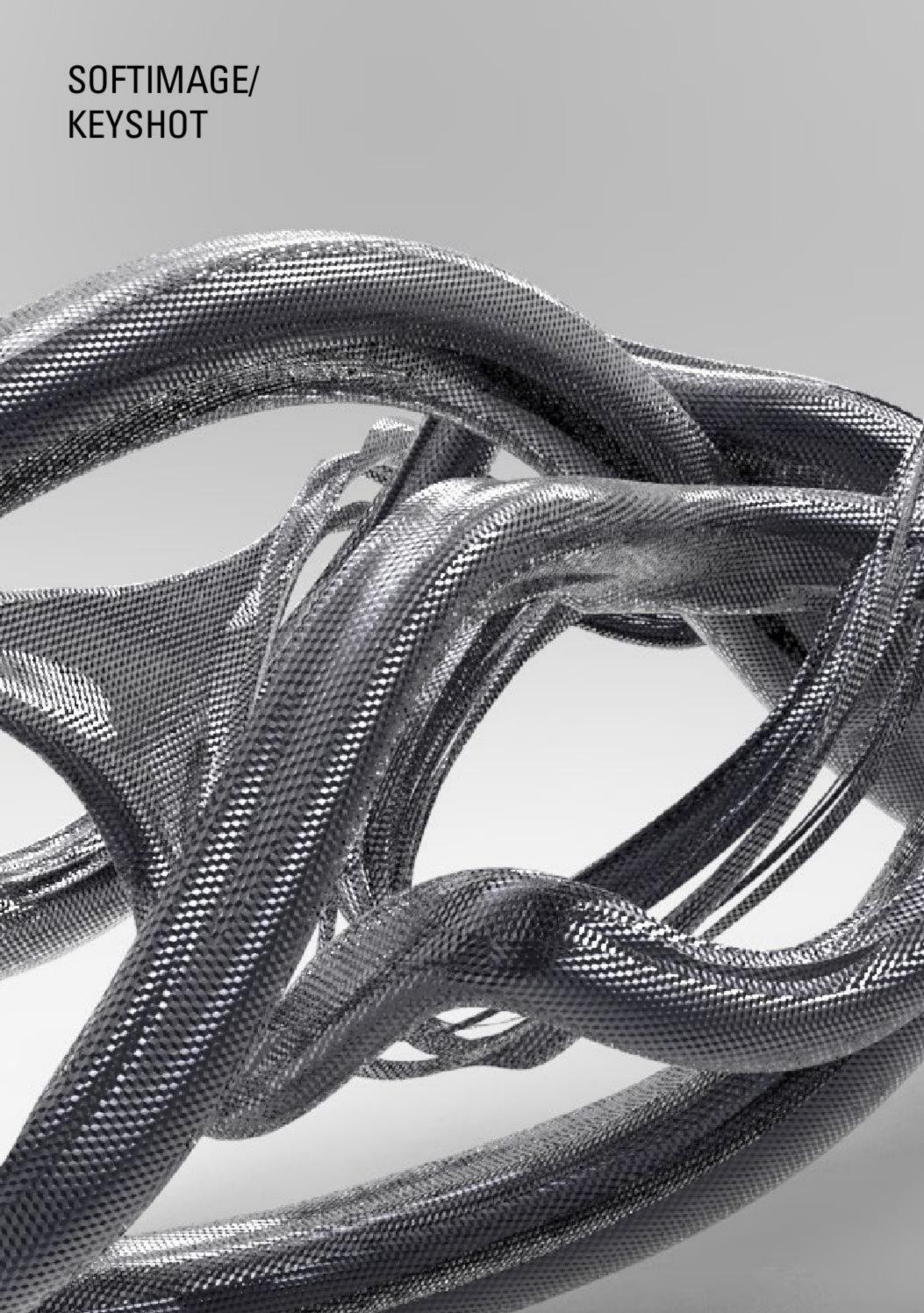




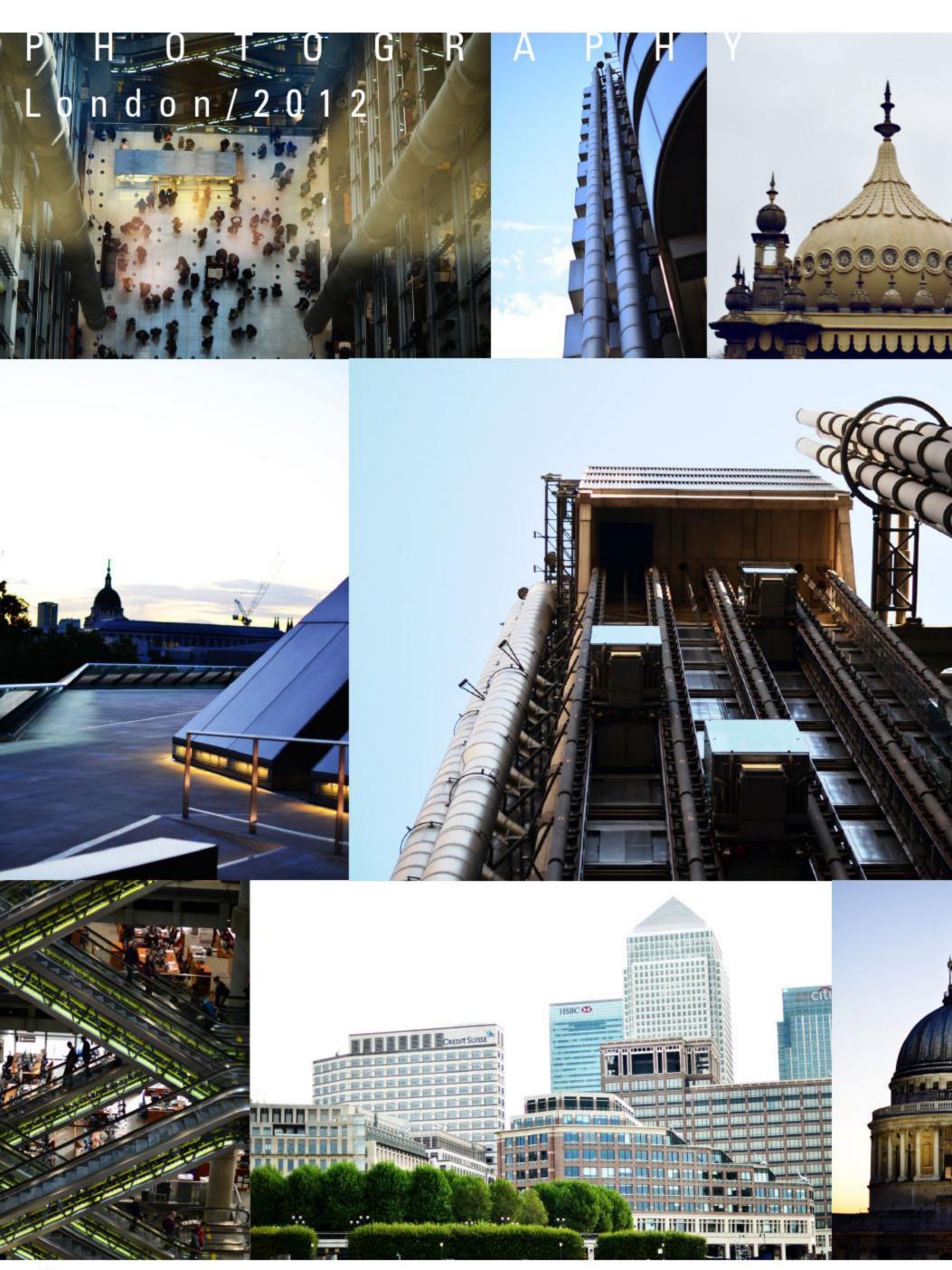


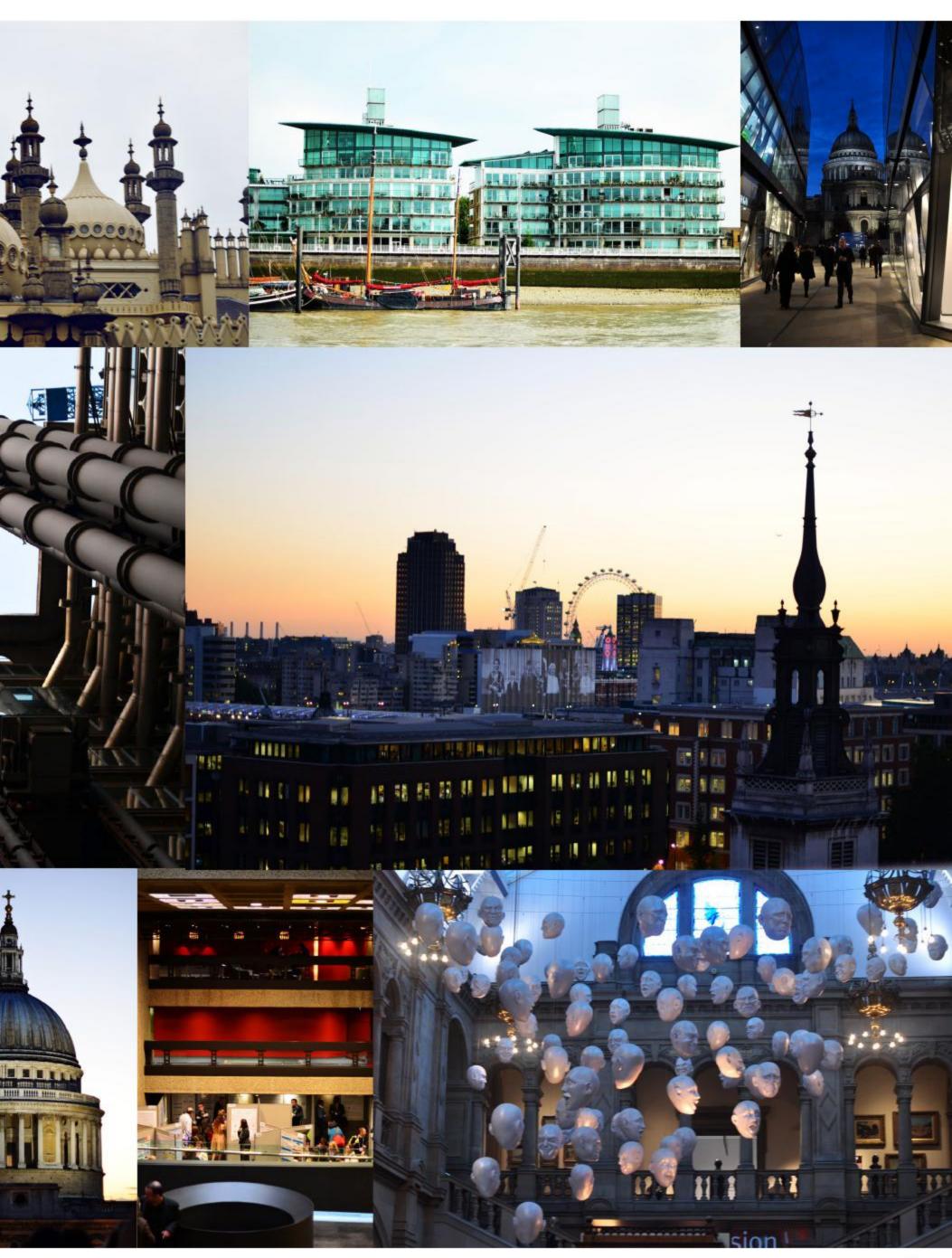


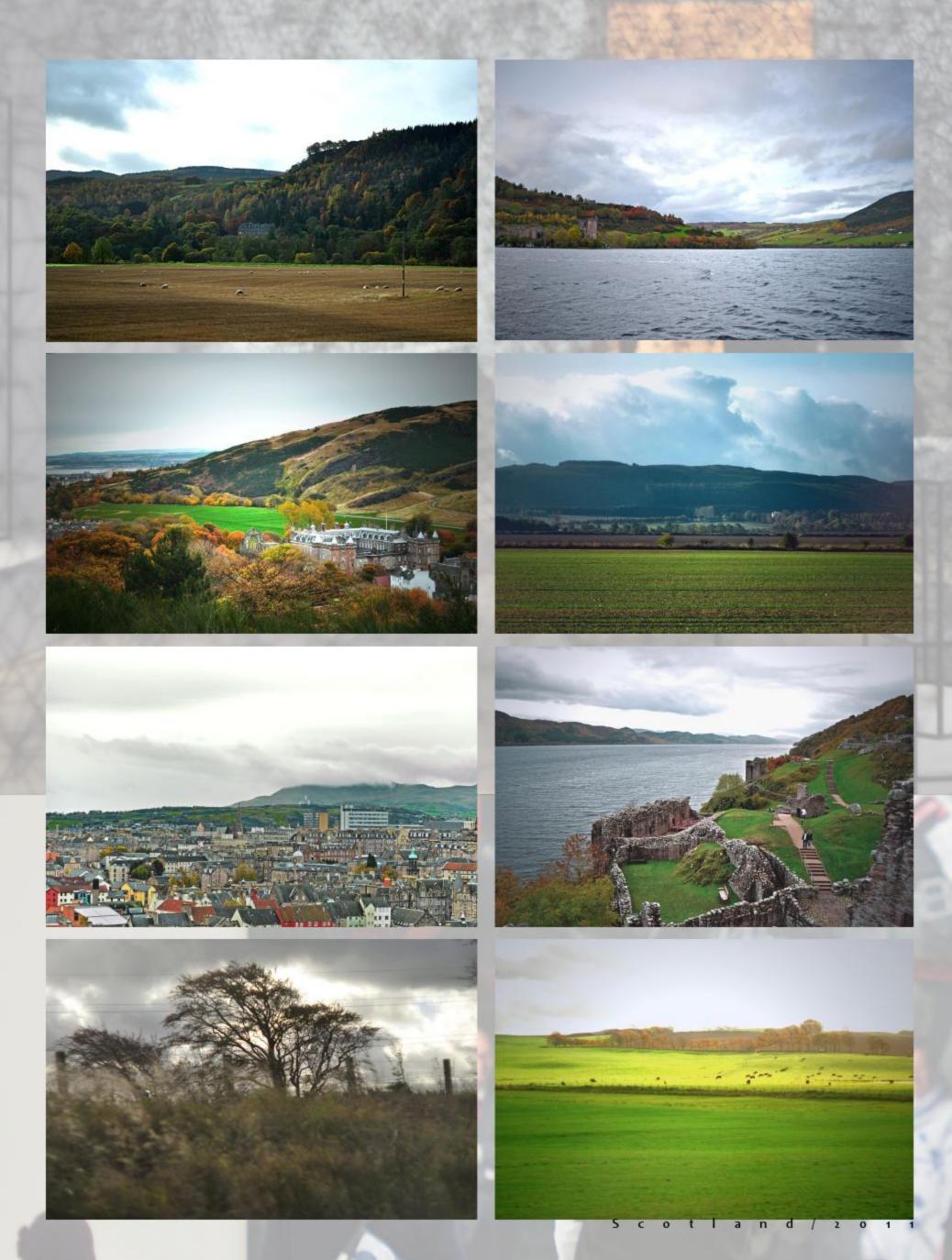
SOFTIMAGE/ KEYSHOT













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