

NATALIA WOJTASIK

**PORTFOLIO OF WORK
2019-2021**

SKATING OVER IT

October-December 2019

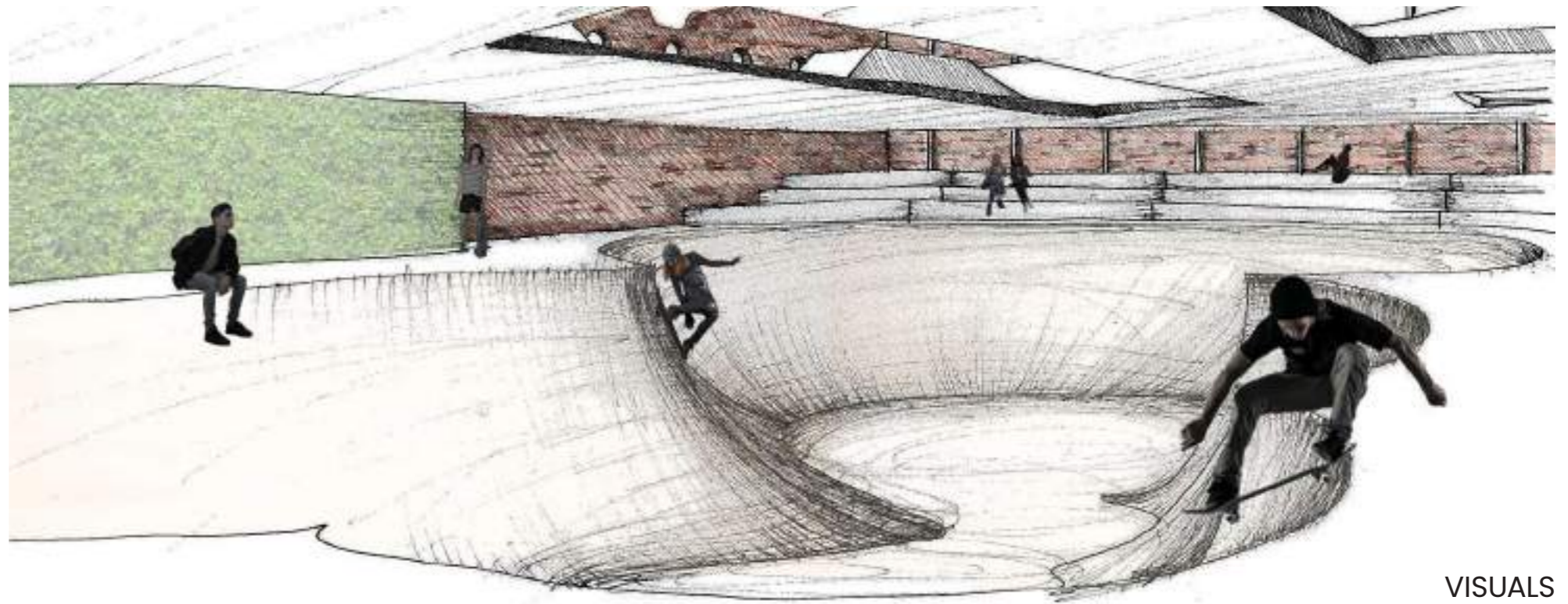
This was a live project at the start of the 2nd year.

The challenge was to design an indoor skate park for FLO - an indoor skate park in Nottingham that was looking to relocate. The site was within an existing Grade II listed building and a part of bigger masterplan that we had to work with.

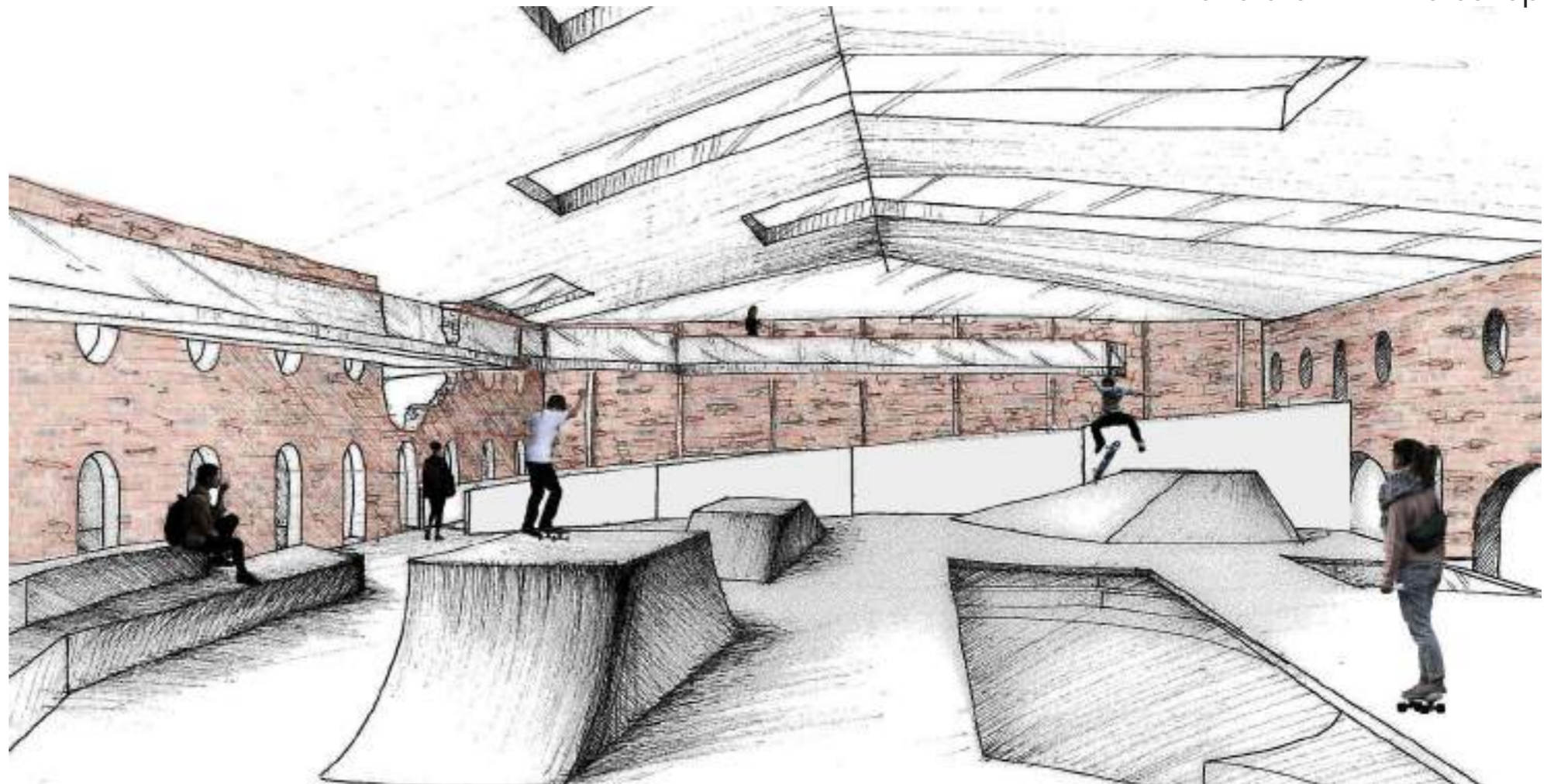
During multiple visits at the skate park I was able to ask question the owners of FLO as well as the skaters that used the space. It enabled me to get to know the skateboarding culture and create a project that identified and replied to needs and challenges of both the users and unusal site.

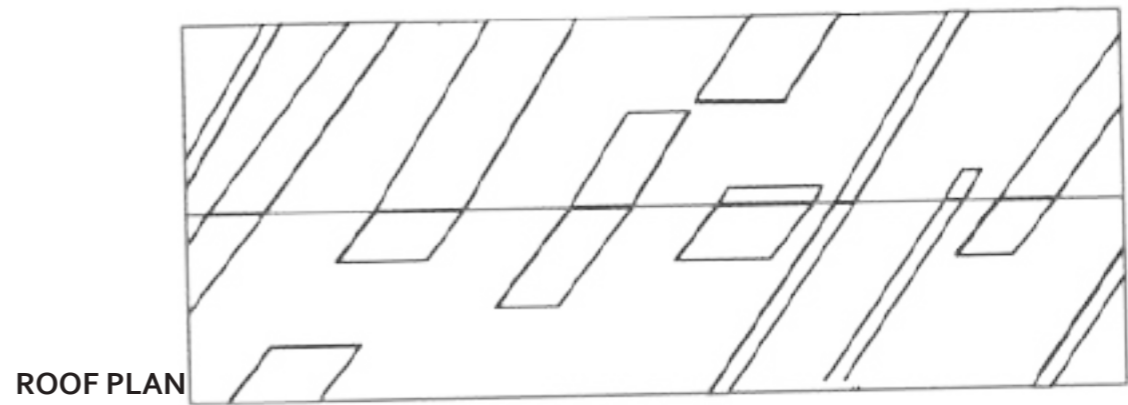
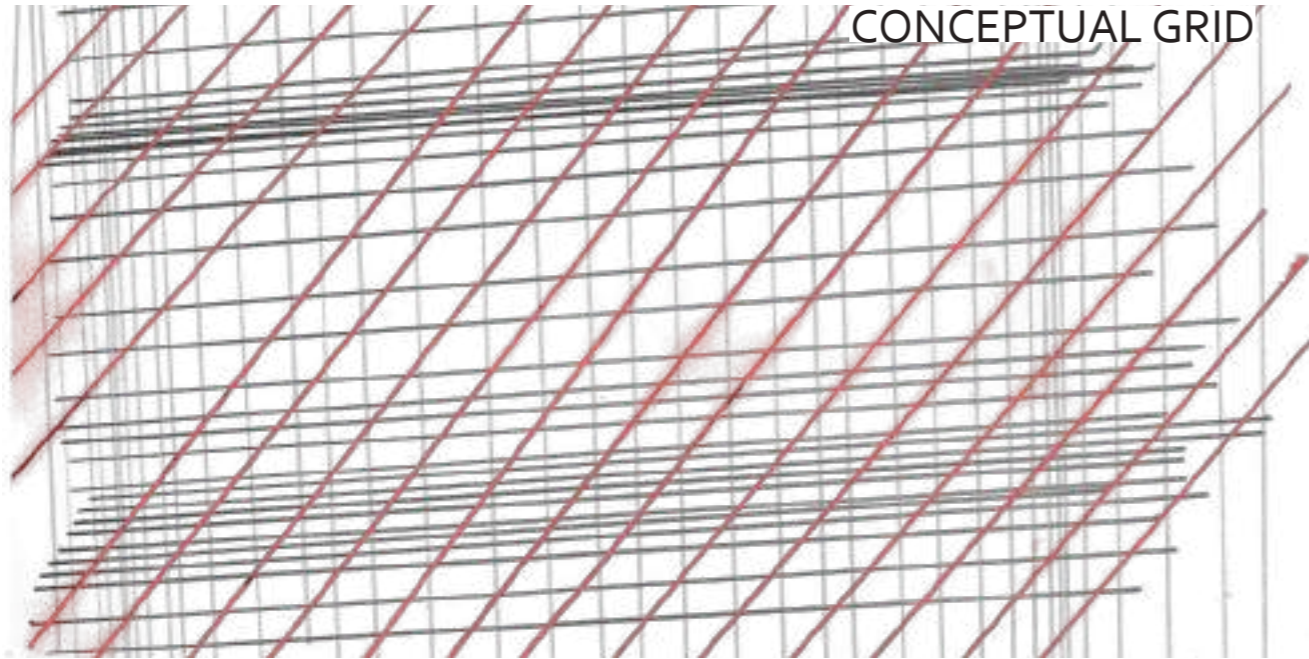
My project was chosen to be a part of the exhibitoon that FLO owners were putting together in order to talk with Nottingham City Council to show how the building can be reused as skate park.

GNR Warehouse

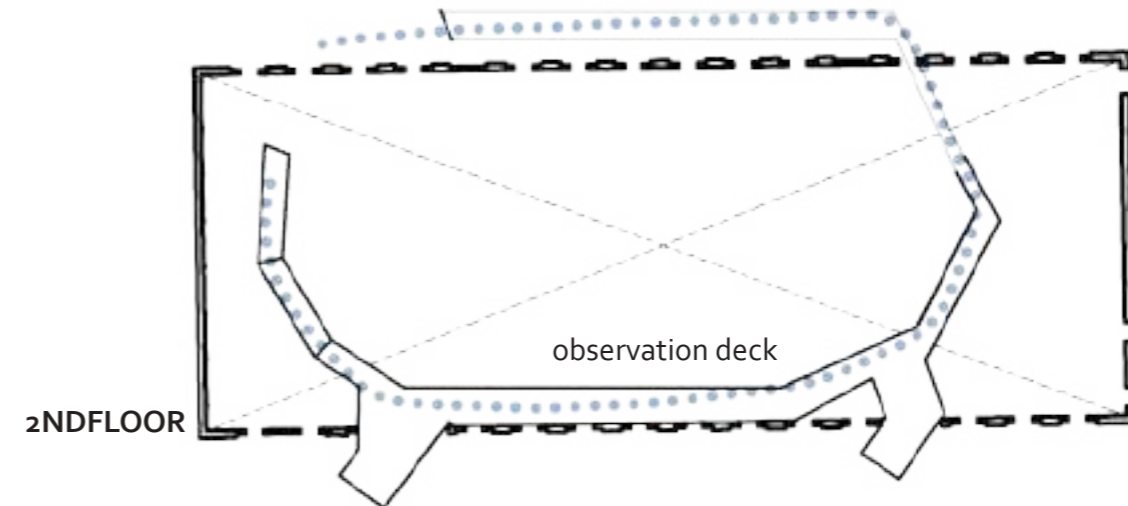


VISUALS
hand drawn + Photoshop

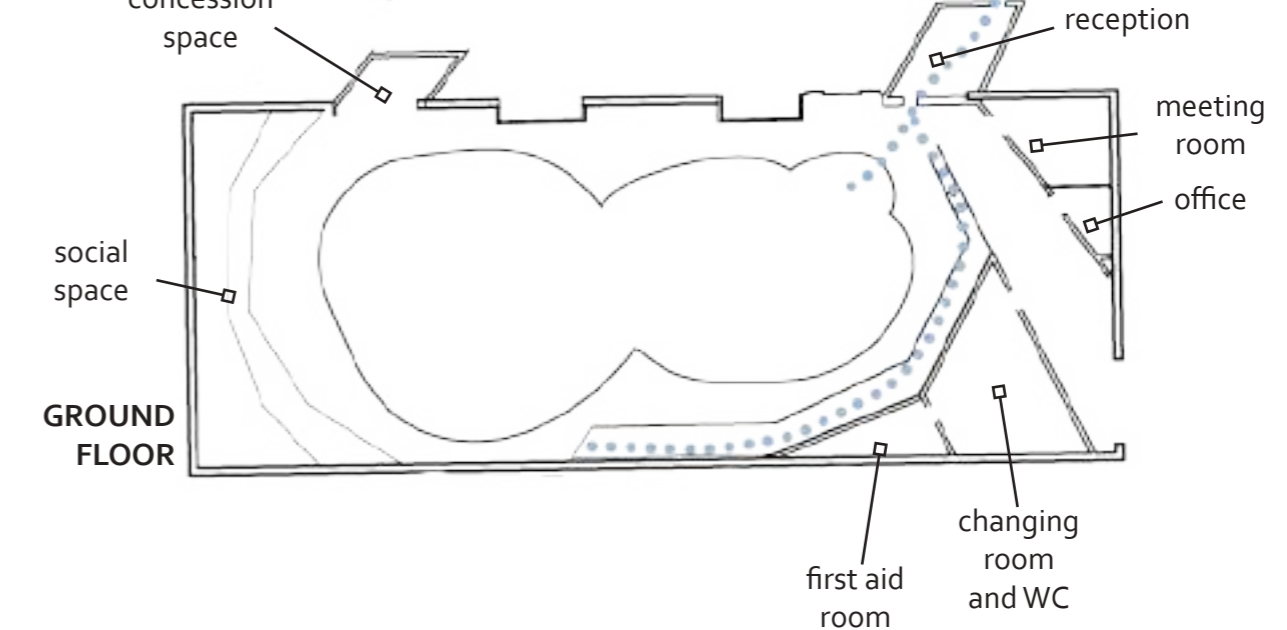
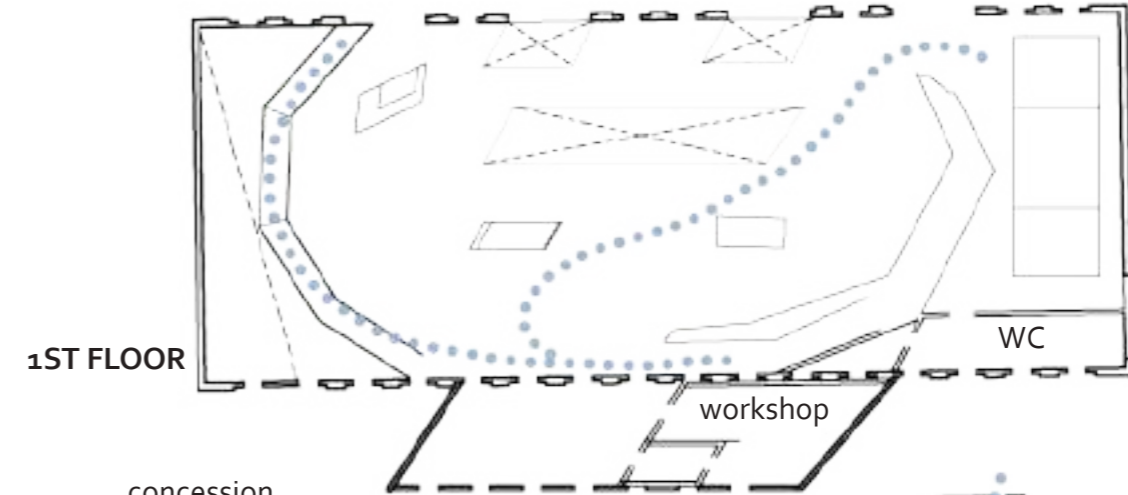
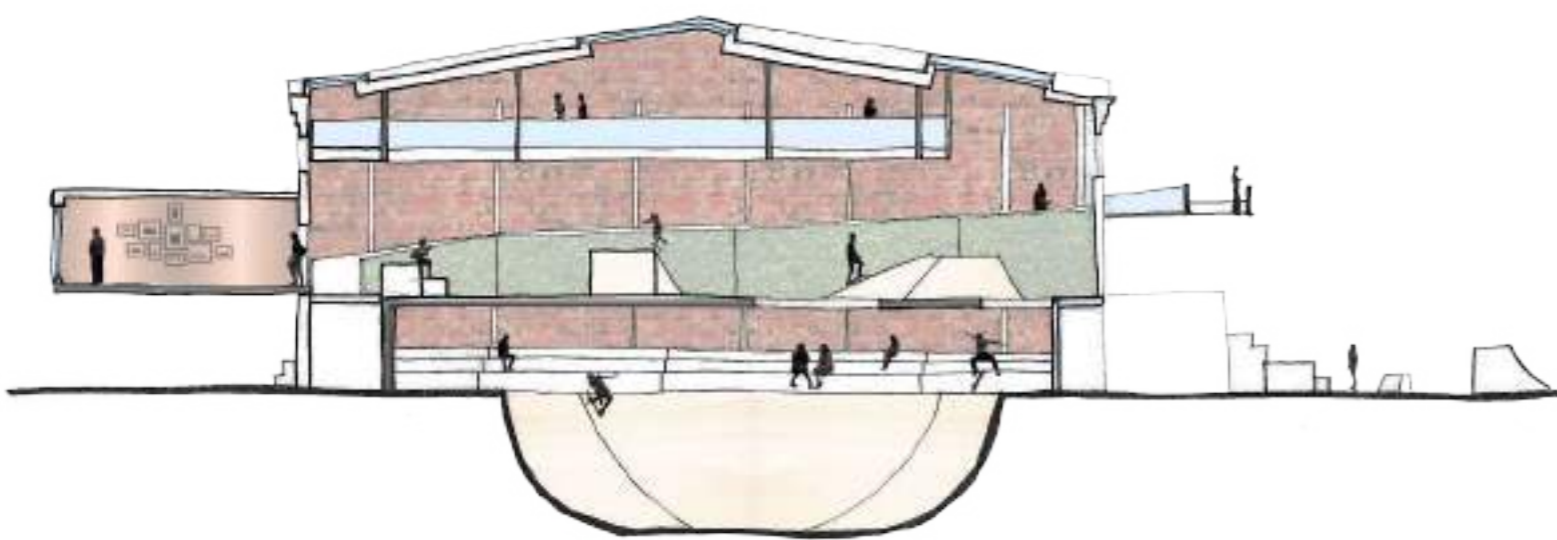




APPROACHING THE BUILDING
contrasting the heritage



SECTION



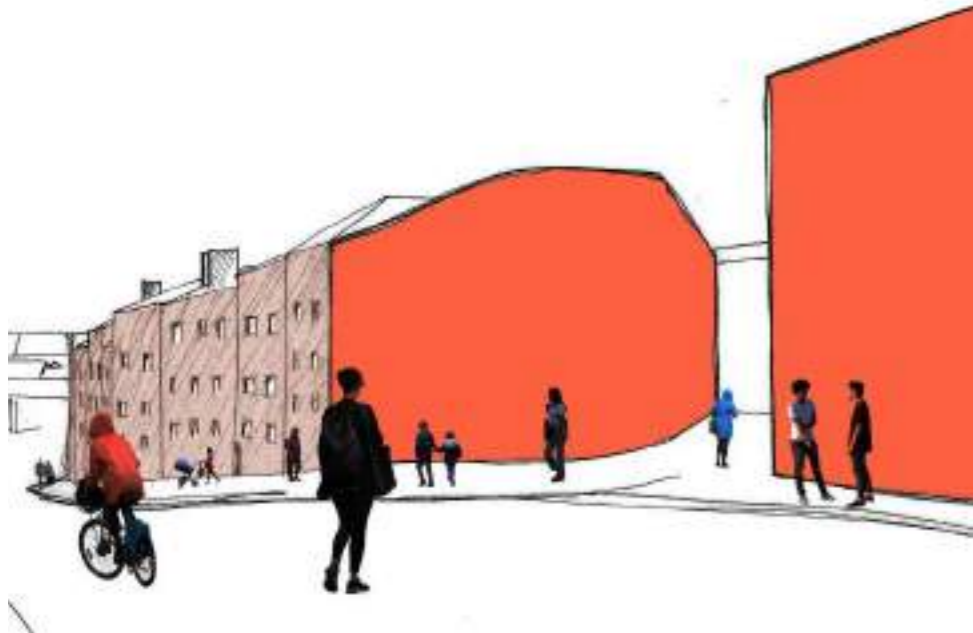
HYBRID HOUSING

December 2019 - March 2020

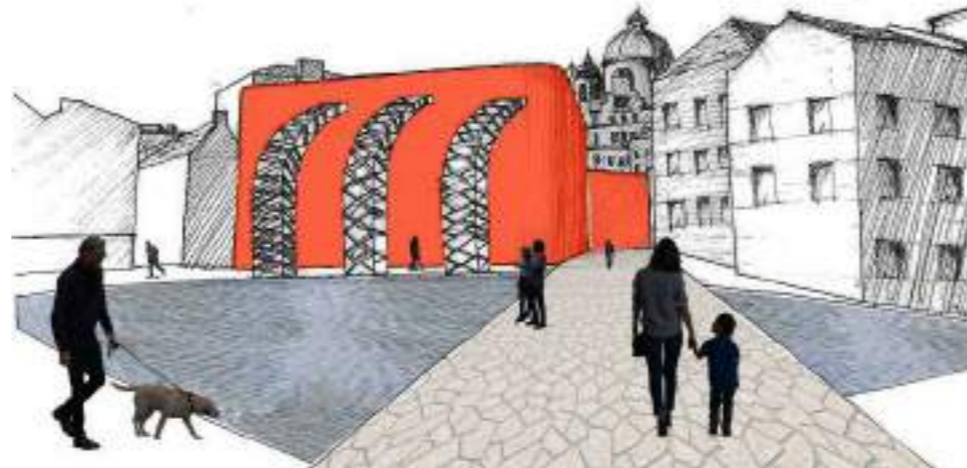
Brief requirements: develop a hybrid housing scheme with a public area of a chosen use. Before designing the housing scheme the challenge was to redevelop the site area by proposing a master-plan that would fit into the future proposal by Leeds City Council. The chosen hybrid was craft workshops with the focus on jewellery making, as Leeds is a fashion oriented city.



Masterplan visuals



VIEW FROM KIRKGATE MARKET



MAIN VIEW TOWARDS KIRKGATE MARKET

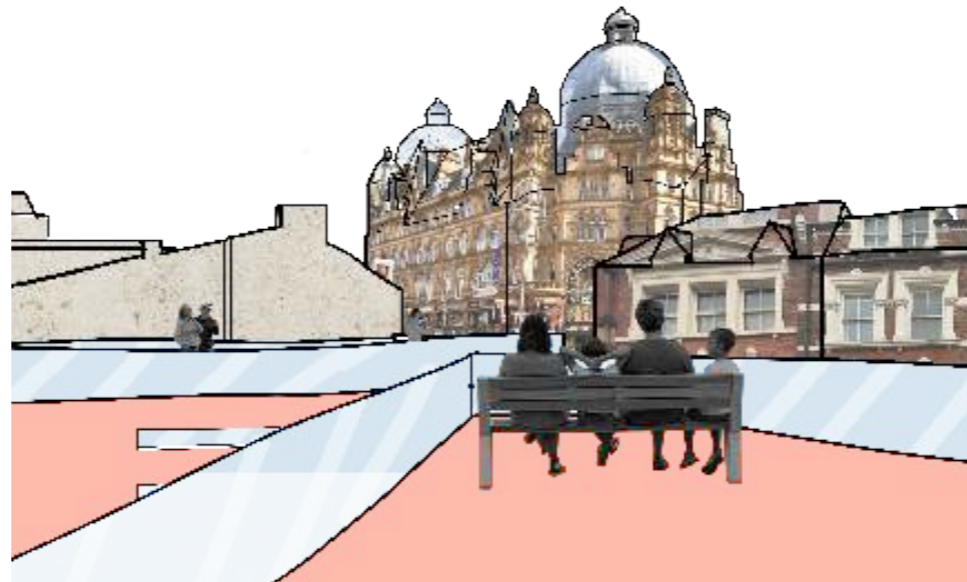


APPROACHING THE SITE FROM CORN EXCHANGE

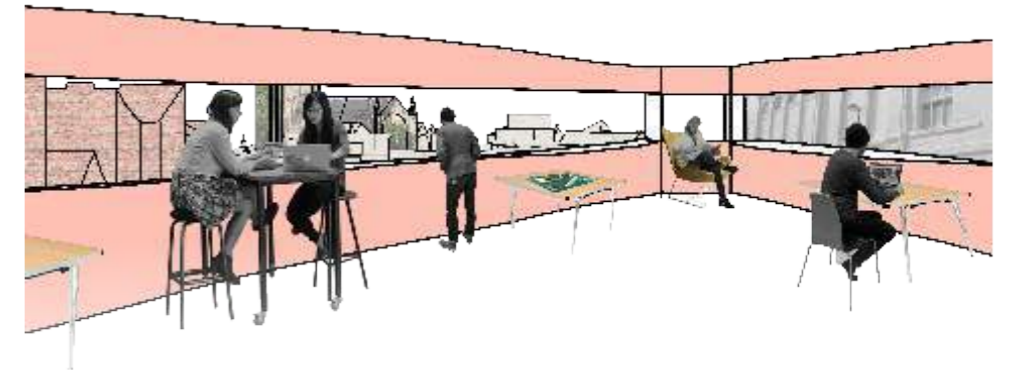
Housing scheme visuals



RETAILS SPACE



MAIN VIEW FROM THE GREEN ROOF



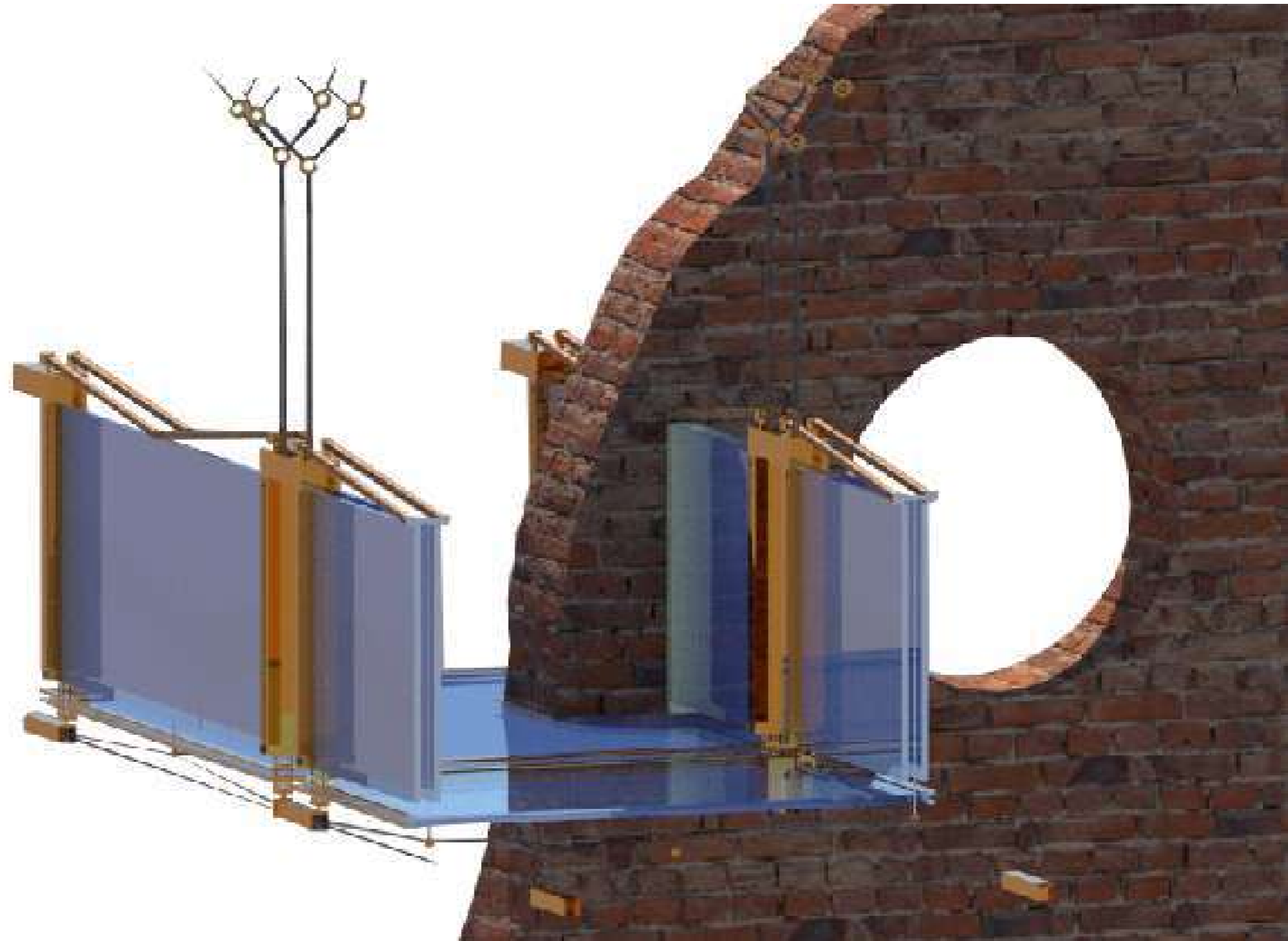
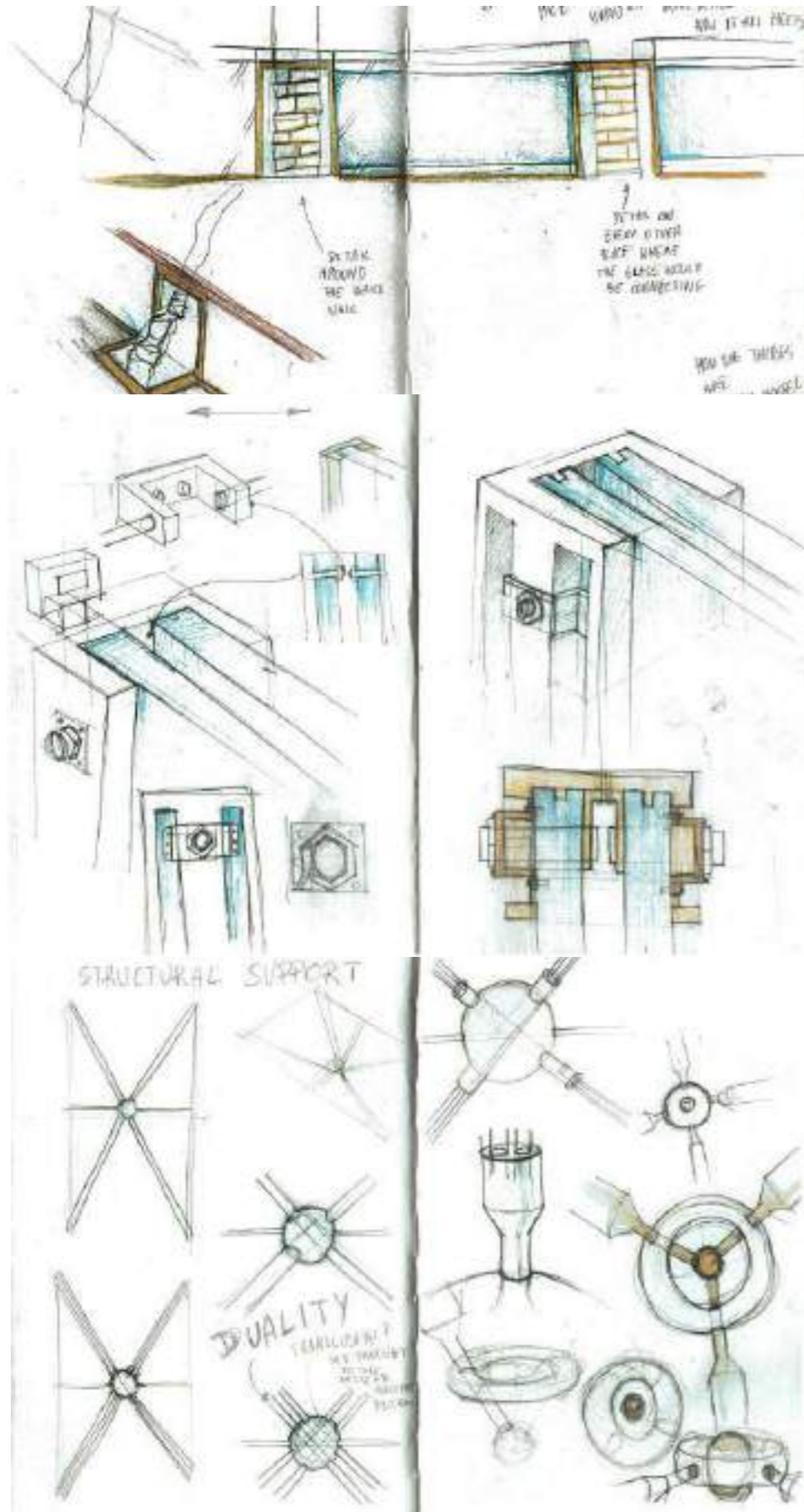
WORKSHOP SPACE

MASTERCLASS: CONNECTION

March - May 2020

The brief challenge was to design a tectonic detail inspired by Carlo Scarpa. We had to work on the connection between the skate park project and the heritage building.

The precedent study for this project was Querini Stampalia Foundation building with the focus on the bridge in front of it. The sketches show the development process of redesigning the bridge. I decided the building would cut into the bridge so visitor can appreciate the contrast between the old and new. The bridge hangs down from the roof, so it works both as a decoration and as an observation deck above skateboarding area.



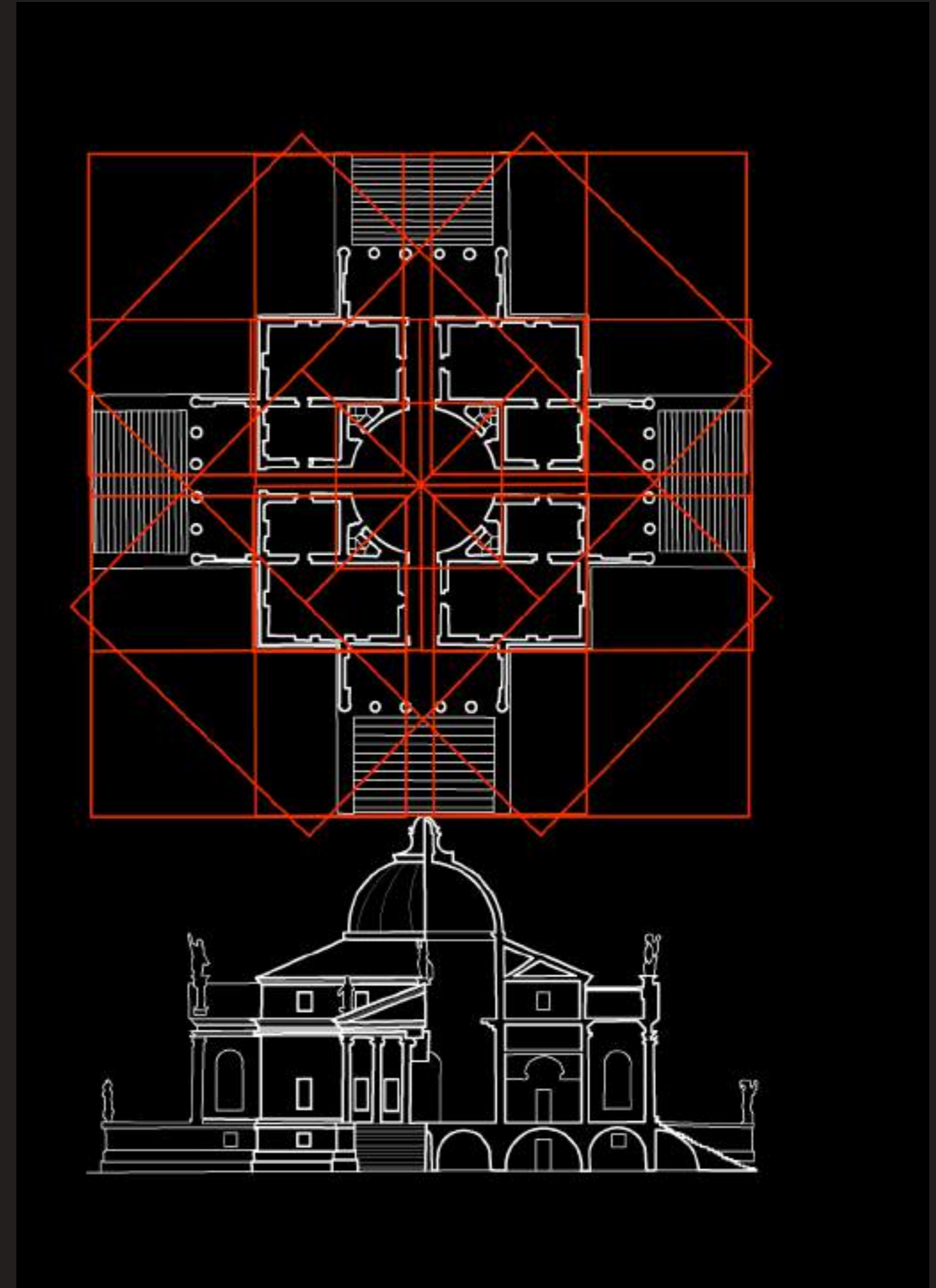
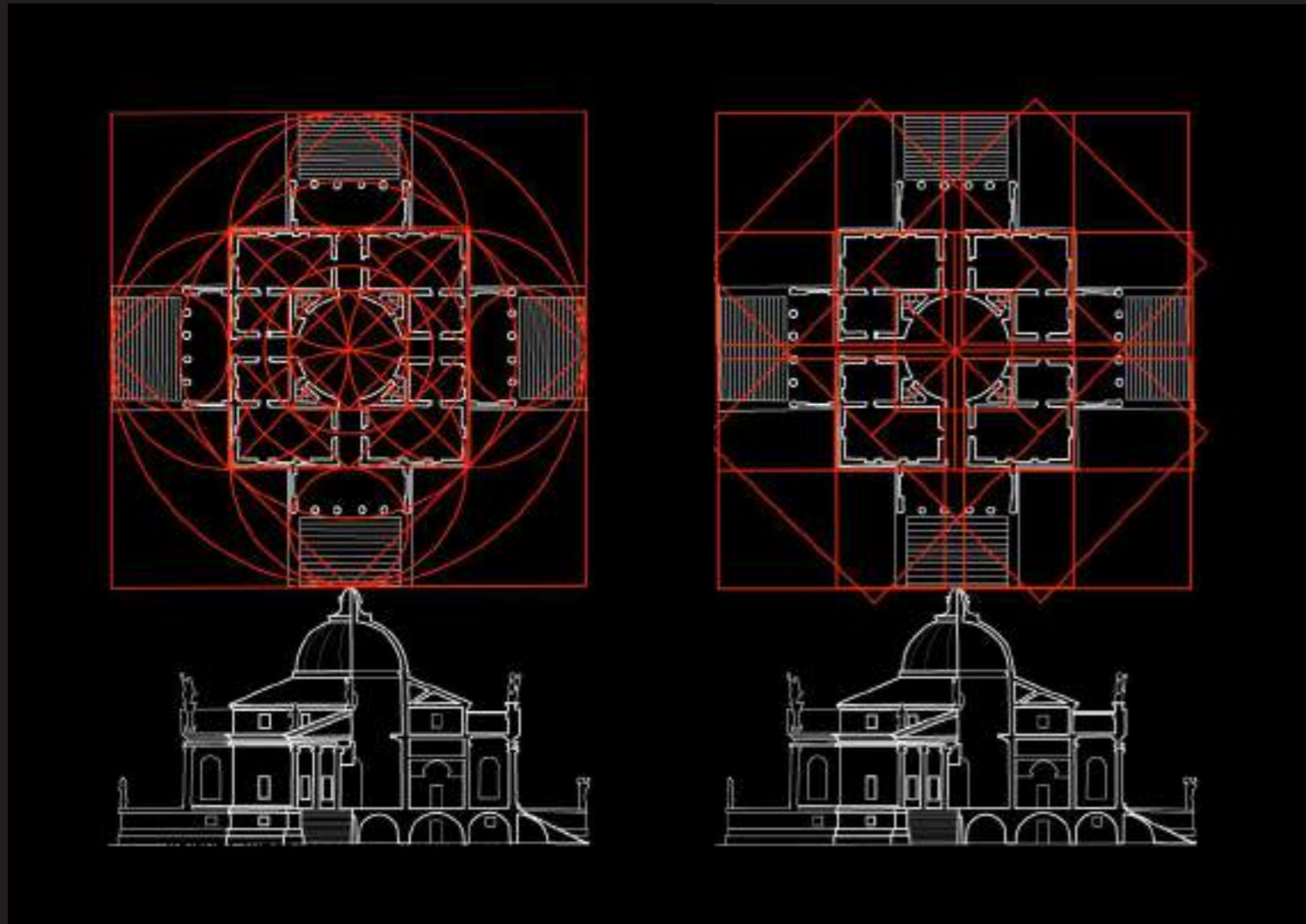
ARCHITECTURAL PROBE

Summer 2020

I got an opportunity to take part in a course run by one of the university tutors. Composition, geometry, beauty and Vitruvian principles were studied with Villa Barbaro, Villa Rotonda and Villa Chericati as case studies. The writings by Alberti, Peter Eisenman, Colin Rowe and James Ackerman were studied in order to deeply understand the buildings. As part of this course, we were challenged to produce analytical visuals inspired by formal analysis made by Peter Eisenman.

The course enabled me to change my perception of architecture towards more conceptual ideas and be more critical of the buildings that are designed in modern times.

This was a voluntary project outside the university hours.

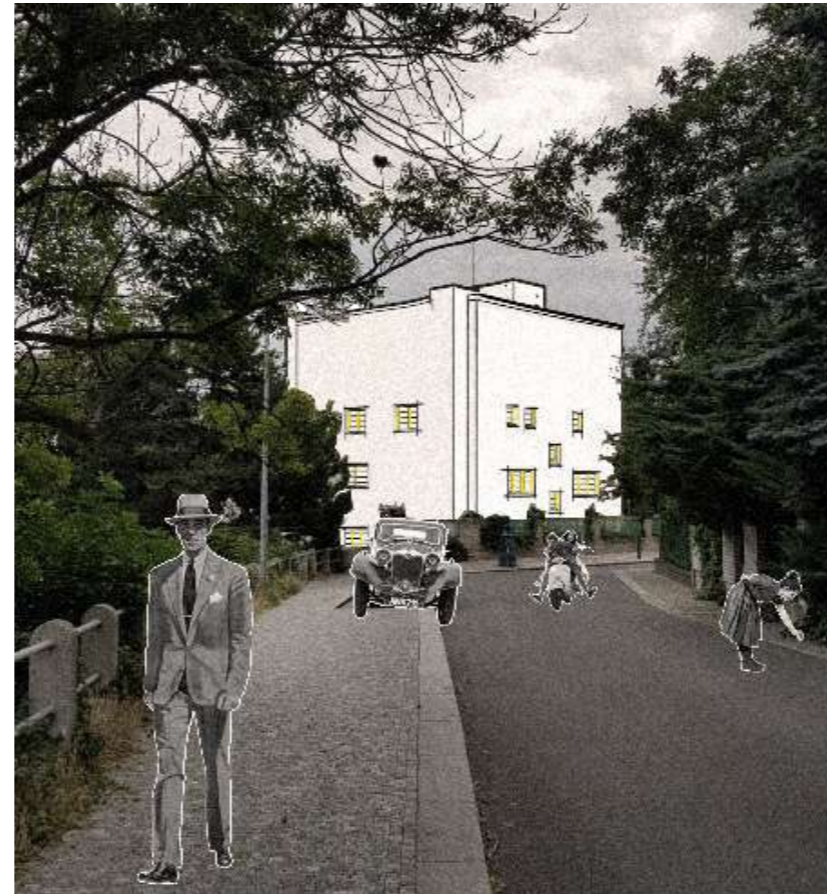


LOCKDOWN 1

March - September 2020



DIGITAL PORTRAIT
Illustrator + Photoshop



MULLER VILLA VISUAL
Photography + Illustrator + Photoshop

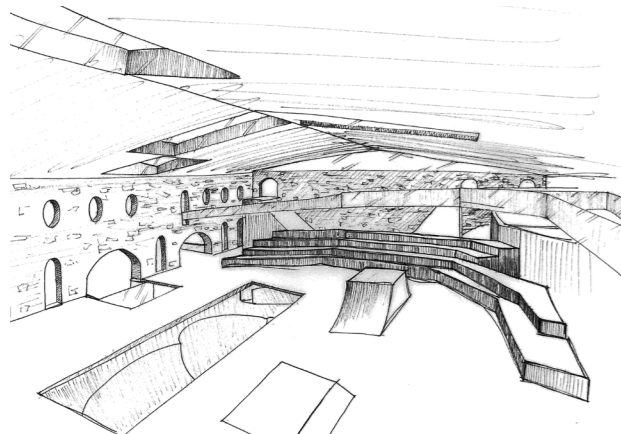
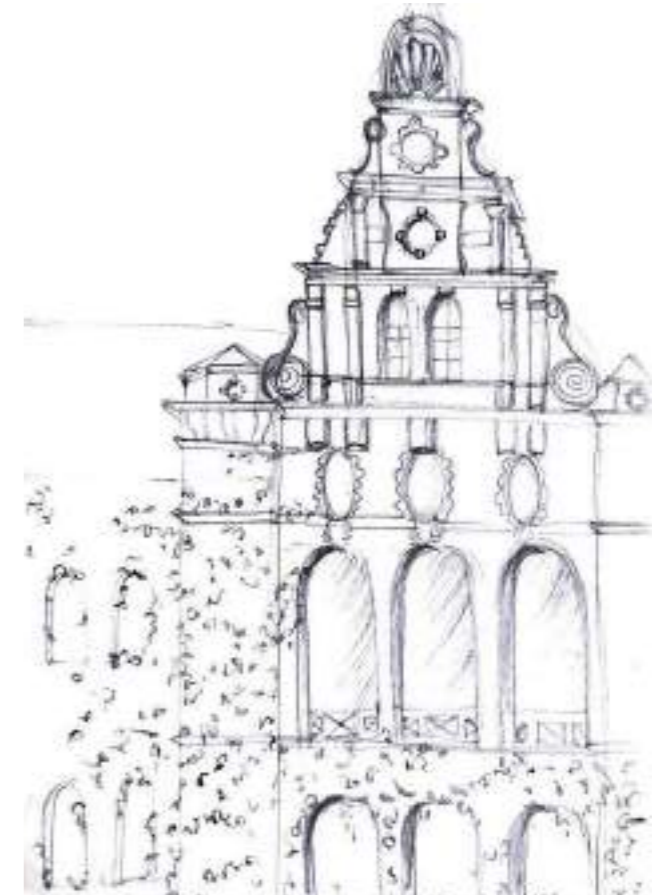


DIGITAL PORTRAIT
Illustrator + Photoshop

During lockdown world needed to slow down. I decided to use that additional free time to develop my skills and learn new ones. As a break from architecture I started draw digital portraits. After showcasing my work on Instagram I managed to get some commission work. I also experimented with the style of the visualizations before my final year project. I believe that rendered visuals, as impressive they are, they are not very personal and do not show atmosphere best. That is why I am trying not to use any rendering programmes. Saying that I still practice my rendering skills, as I am aware that they are commonly used in practice.

HAND DRAWING

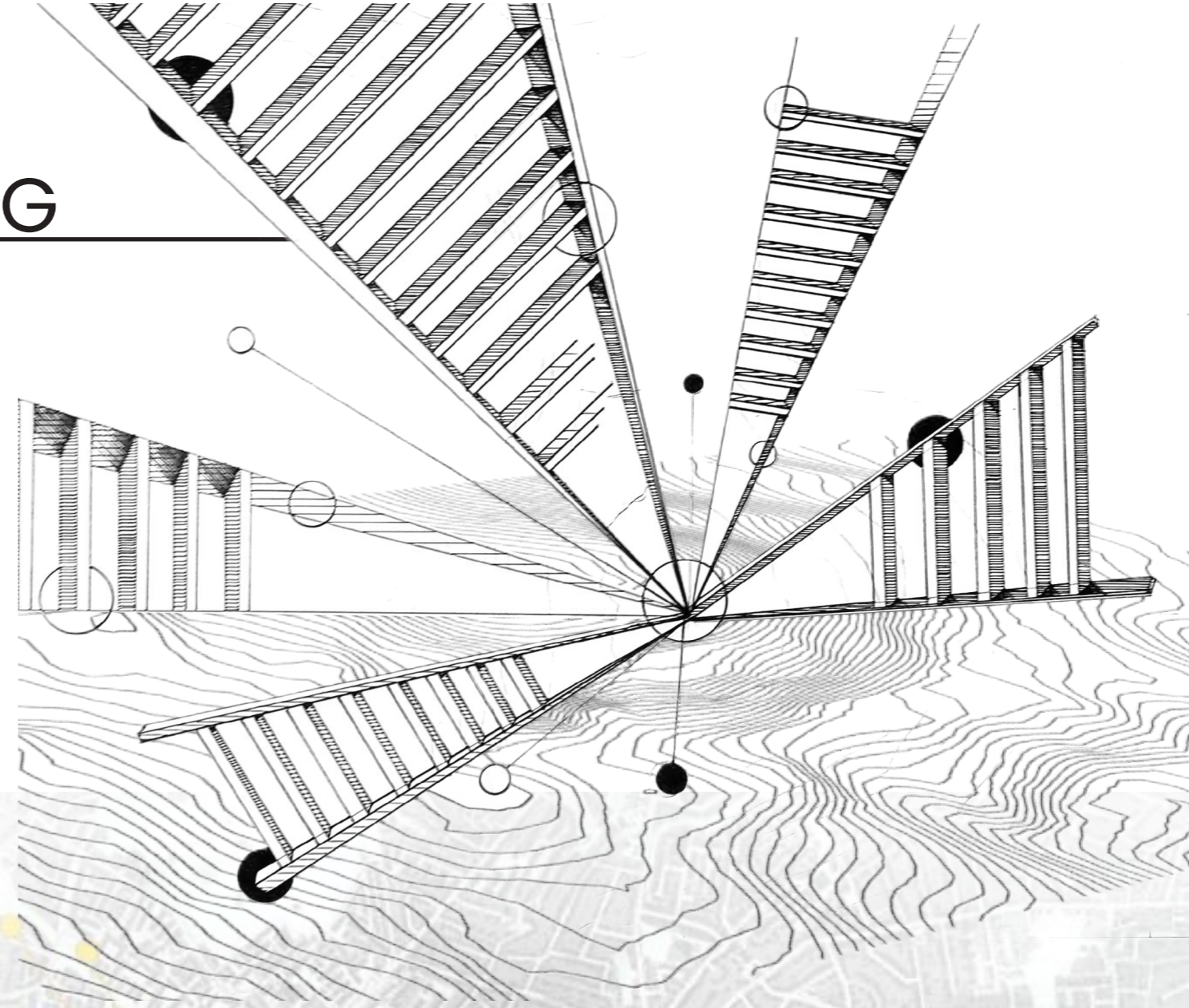
Observation Drawings



DESIGN THESIS: LAYERS OF LEARNING

Final Year Project

Because of the pandemic many people needed to - **slow down** - and reflect on their lifestyle. Taking inspiration from that in my project I want to introduce an idea of slow food and a slow process of breaking down each step - **layer** - of preparing the meal. From gardening through preparing, tasting and eating visitors will be able to focus on the art of cooking. Tasting will be the main focus as it could be described as an - **in-between** - state exploring various senses in "sensory rooms". With the canteen open to public, the building will - **bring people to one point** - enabling better integration of the Sneinton society. Taking inspiration from Campo Marzio and Parc de La Villette a connection to the context will be made by establishing grid of points, lines and planes based on the - **traces** - of history maps. The learning that will happen on site will be based on the idea of - **scaffolding** - process and will be transformed into a structural frame of scaffolding.

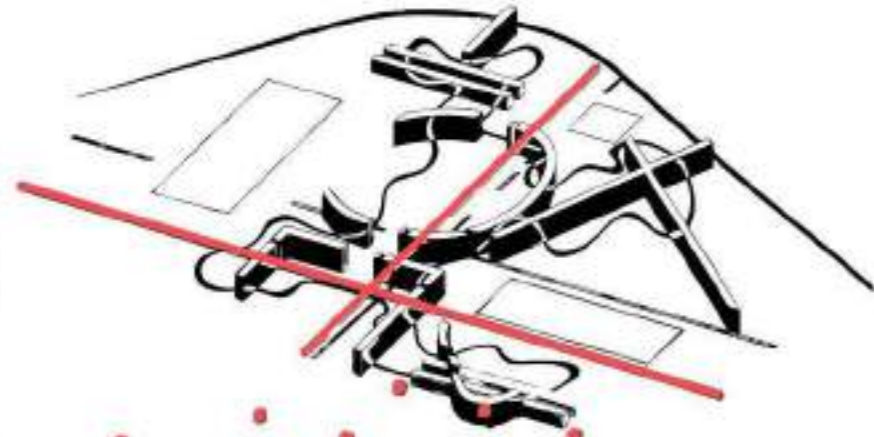


PRECEDENT STUDIES

PARC DE LA VILLETTE BY BERNARD TSCHUMI

LINES

Lines represent movement, so the line layer is a layer of circulation around the site and through the site as it connects two metro stations nearby



POINTS

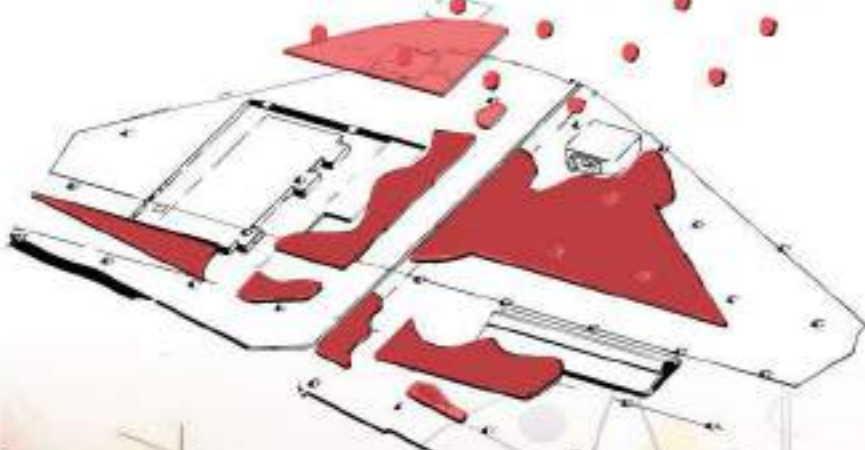
consists of structurally similar neutral spaces that can be transformed accordingly to their function and programme



PLANES

accommodates activities that need large areas of land

(Tschumi, 1994, p. 57)



KANDINSKY

When two lines are crossing there is a point created on that intersection. When adding lines to that point it becomes bigger and finally creates a plane, which changes the structure of a point. (Kandinsky, 2019)



<https://www.wassilykandinsky.net/work-50.php>

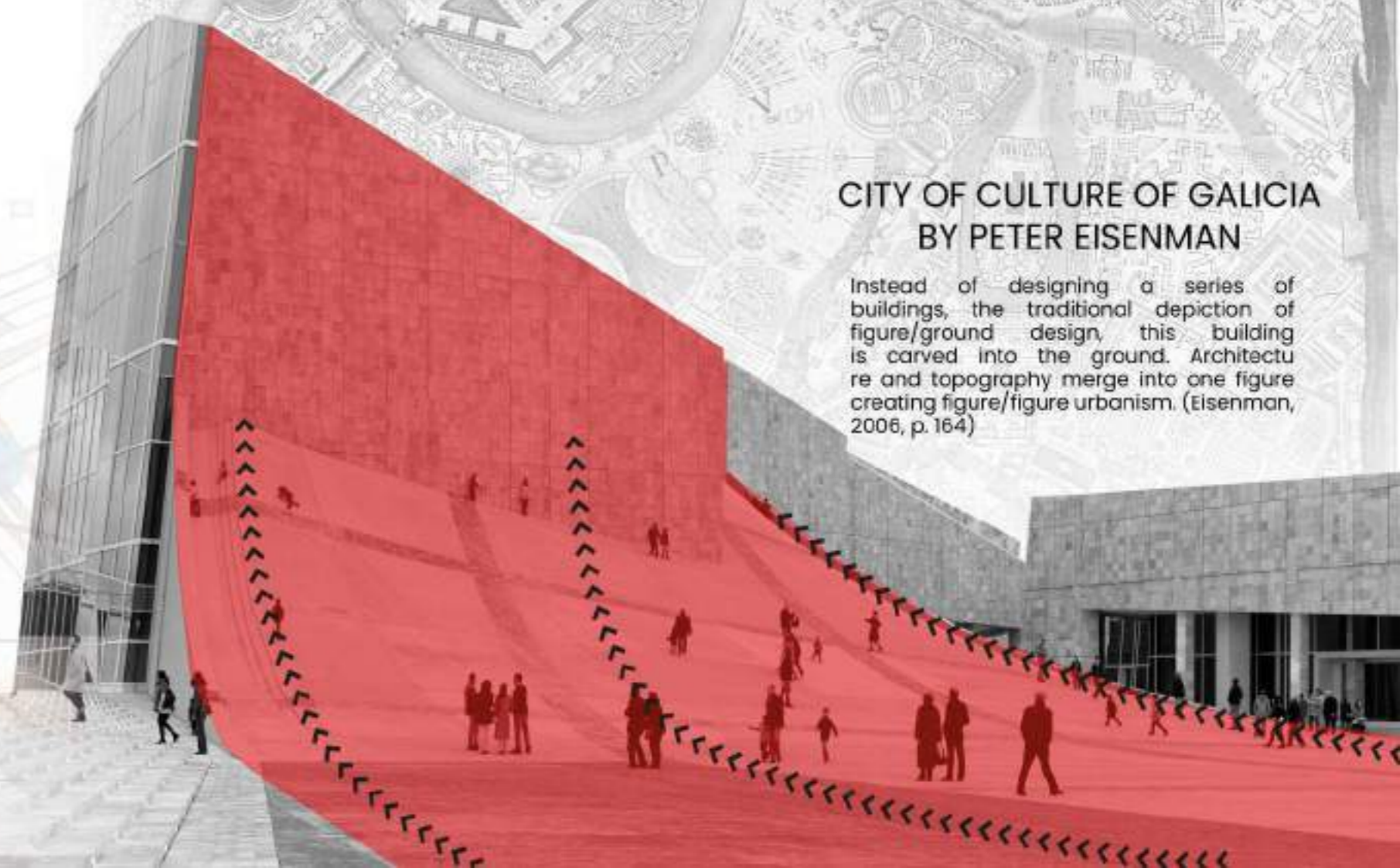
CAMPO MARZIO BY G.B. PIRANESI

The Campo Marzio is a fabric of traces a wearing of fact and fiction." (Eisenman, 2008, p. 40) Campo Marzio consist of layers of traces from the historic maps of Rome therefore it could be said that Campo Marzio could be described as a diagram. Stanley Allen in "Campo Marzio: An Experimental Design" described it as a "neutral screen that collects the deposit of age." (Allen, 1989, p. 77)



CITY OF CULTURE OF GALICIA BY PETER EISENMAN

Instead of designing a series of buildings, the traditional depiction of figure/ground design, this building is carved into the ground. Architecture and topography merge into one figure creating figure/figure urbanism. (Eisenman, 2006, p. 164)



CONCEPTUAL DEVELOPMENT

superposing historical layers

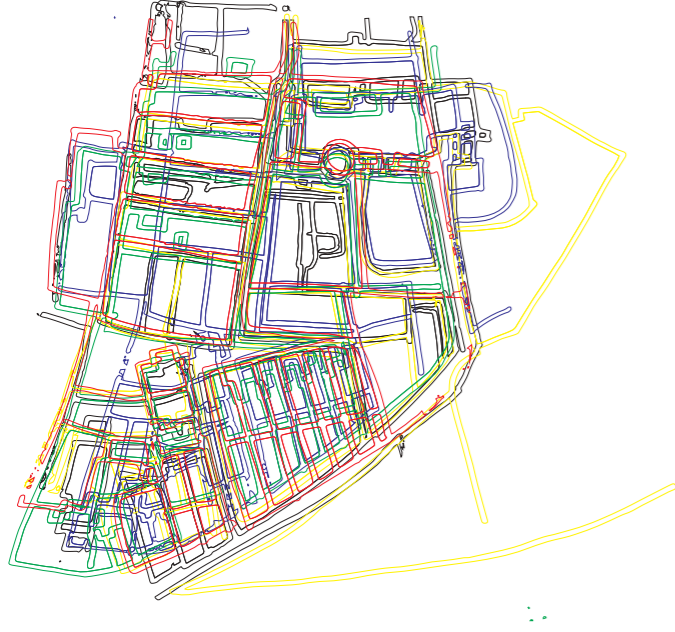
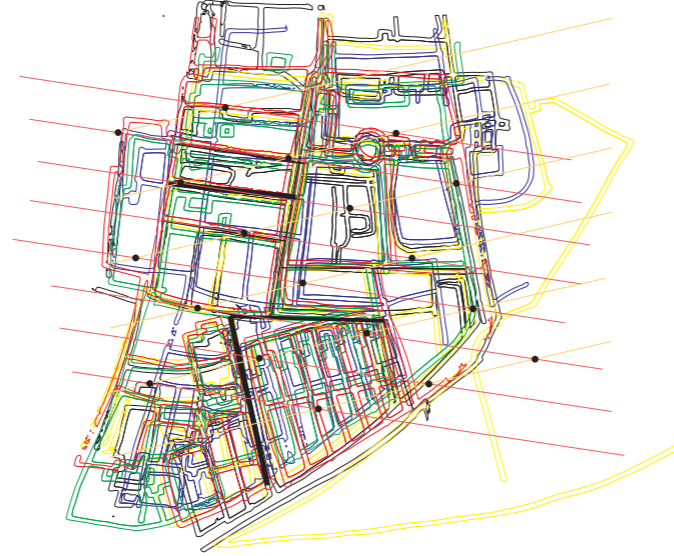


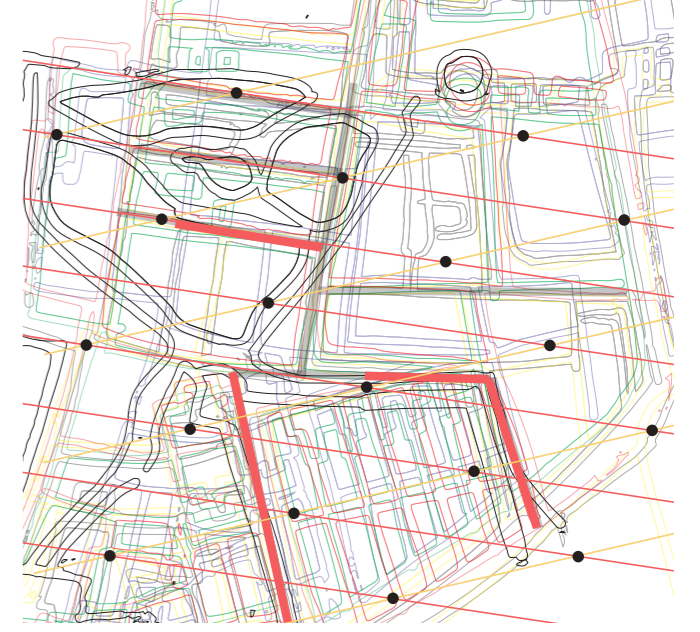
diagram of strong lines on site



superimposing the diagram on site



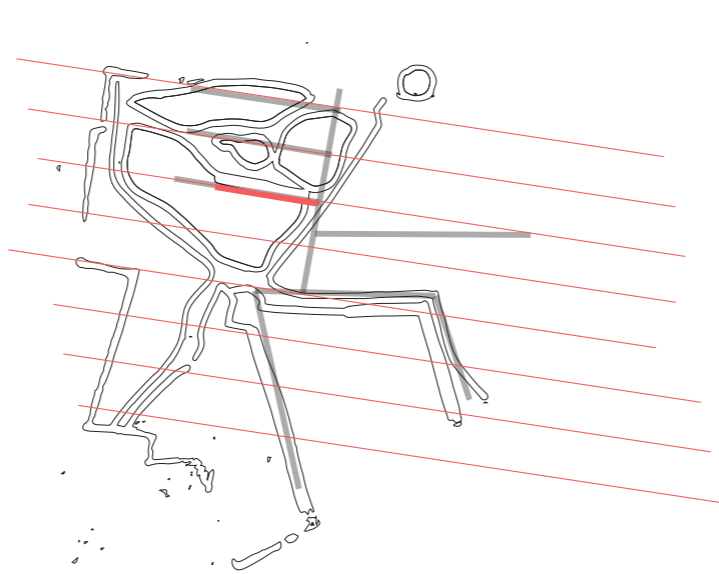
final diagram



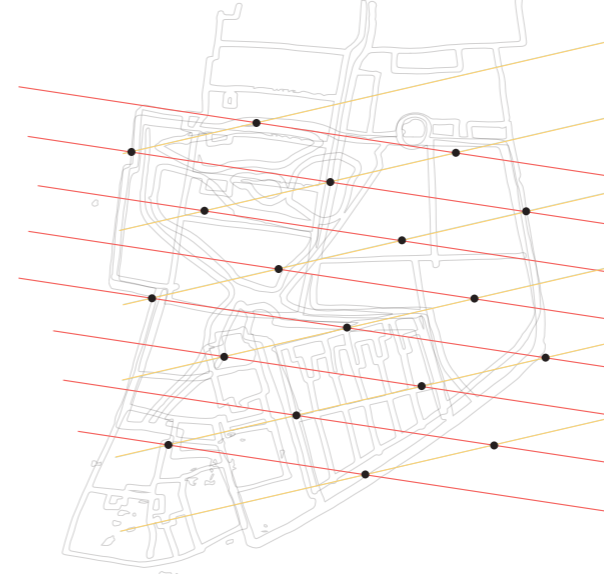
bringing back the line of absent buildings



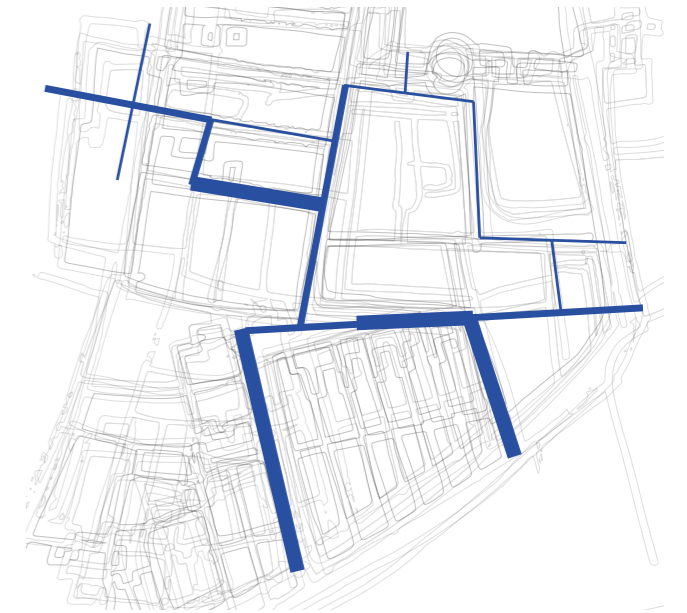
line from the strong lines diagram



final grid

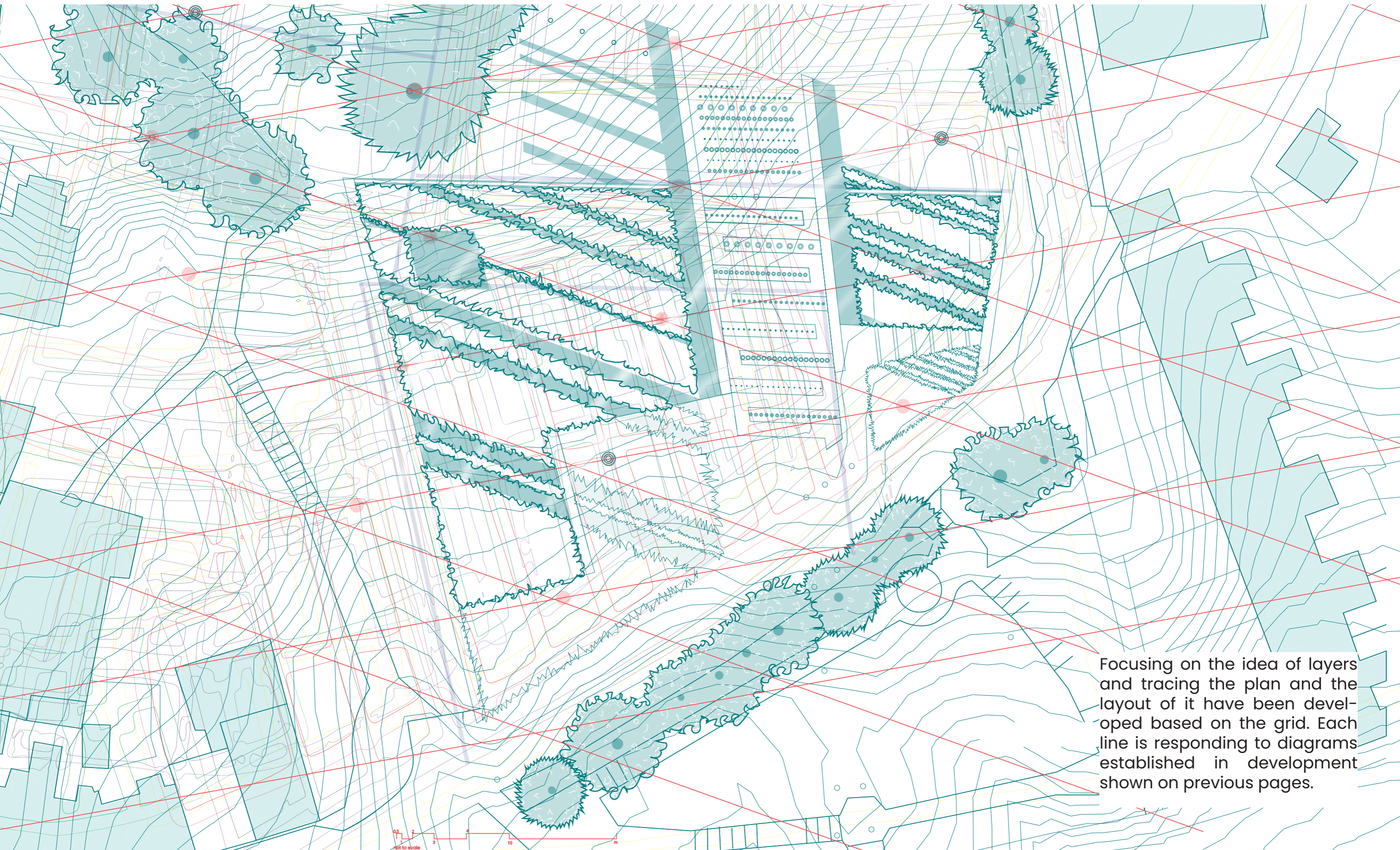


final circulation



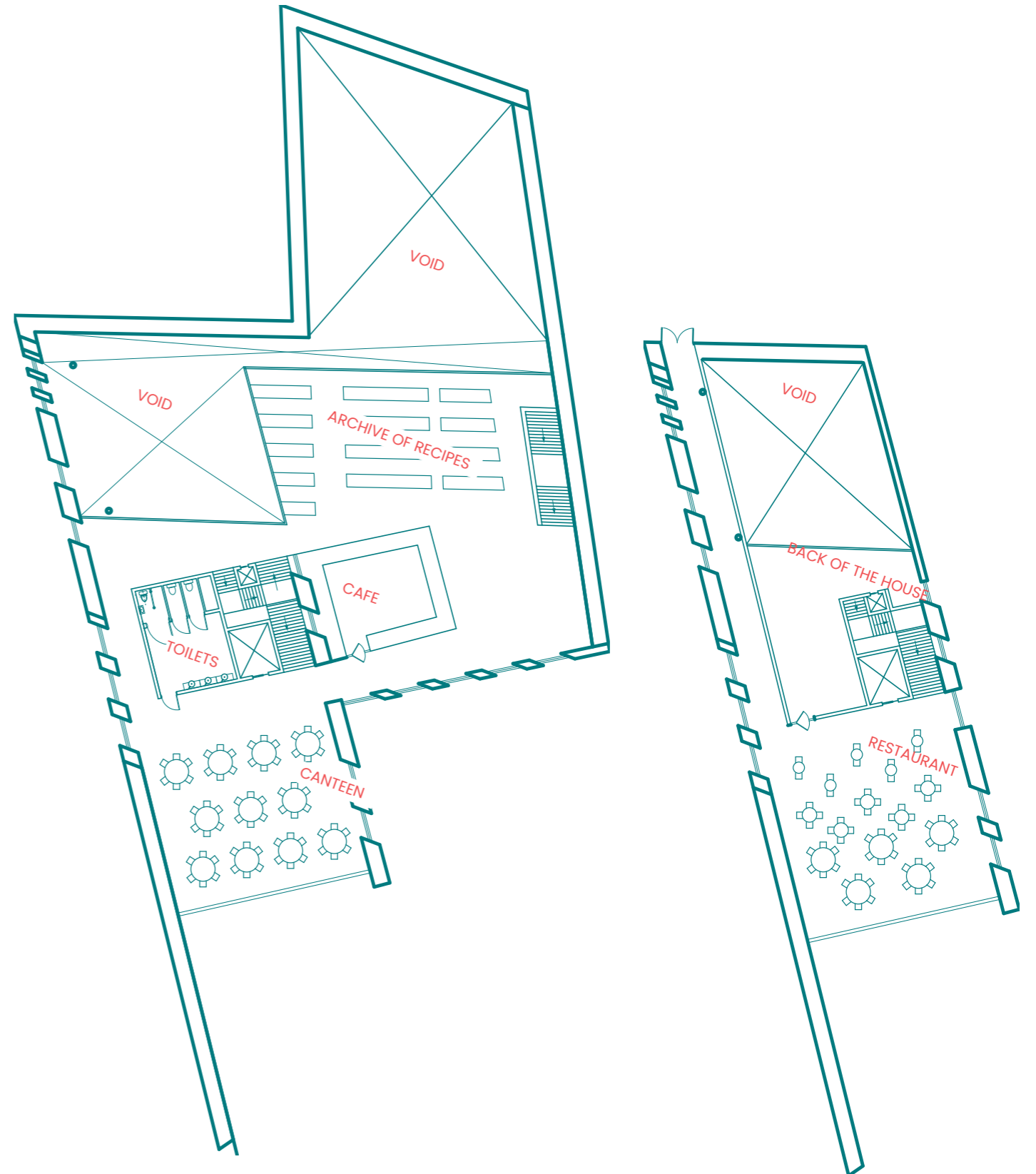
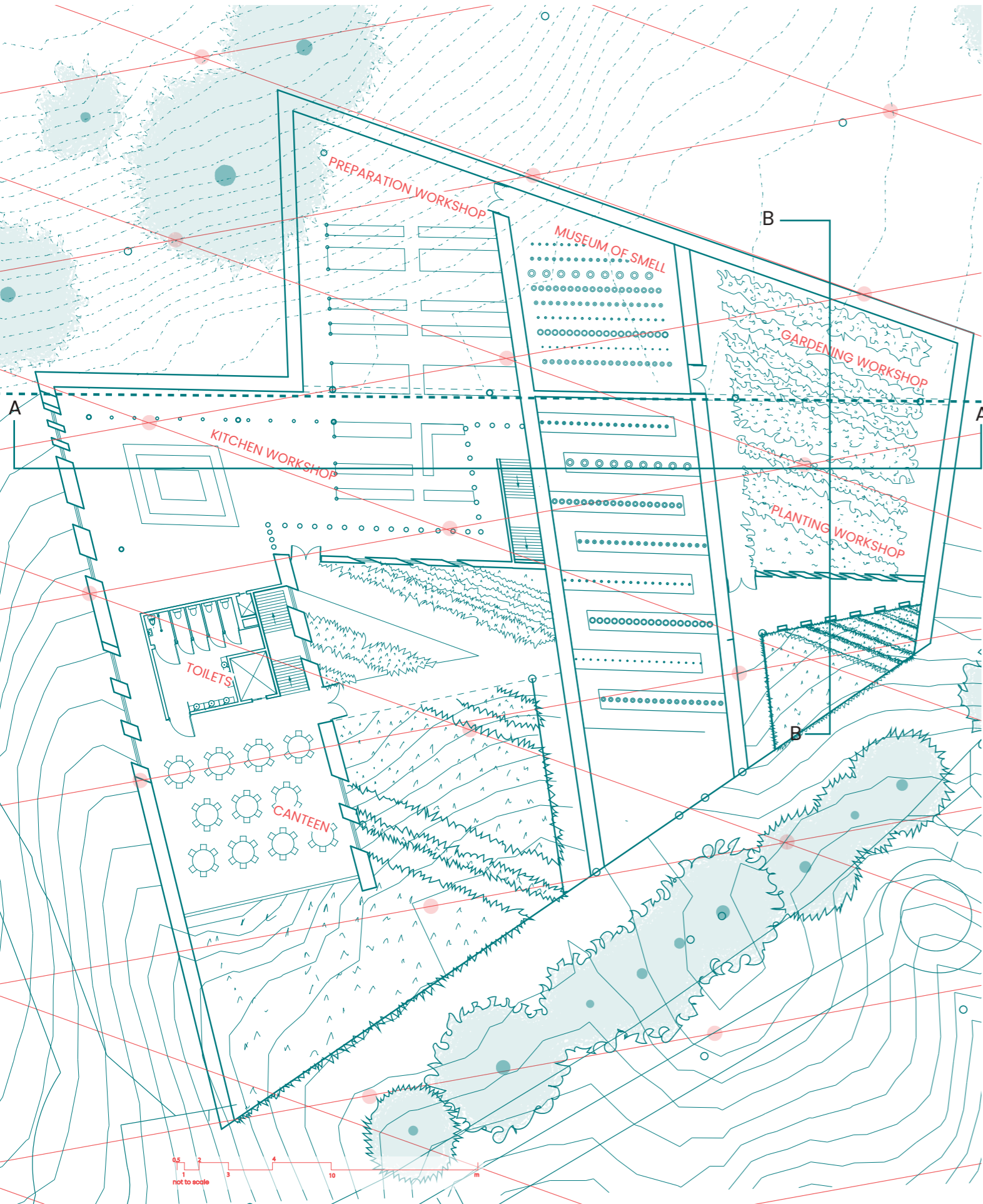
Inspired by Campo Marzio, where Piranesi superpositions various historical maps and creates time - less map of Rome I decided to look back on the site maps and how they relate to each other. After layering the maps I realised that there were strong lines that were repeated throughout the years. This let me to create a simple abstract diagram that holds information about history of the site.

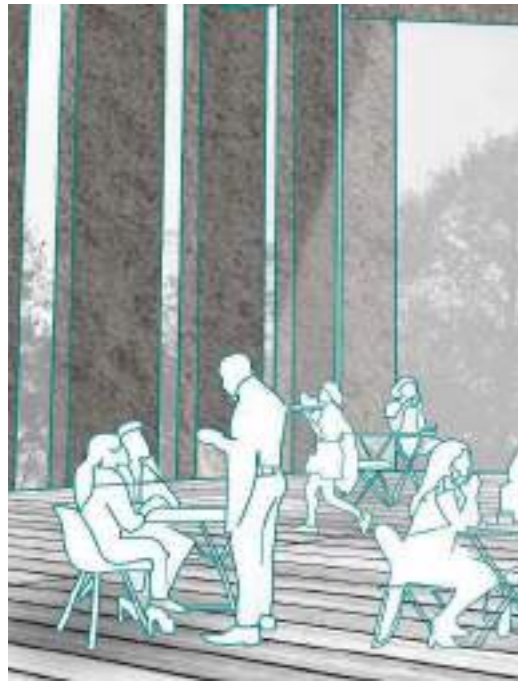
ROOF PLAN



Focusing on the idea of layers and tracing the plan and the layout of it have been developed based on the grid. Each line is responding to diagrams established in development shown on previous pages.

BUILDING PLANS

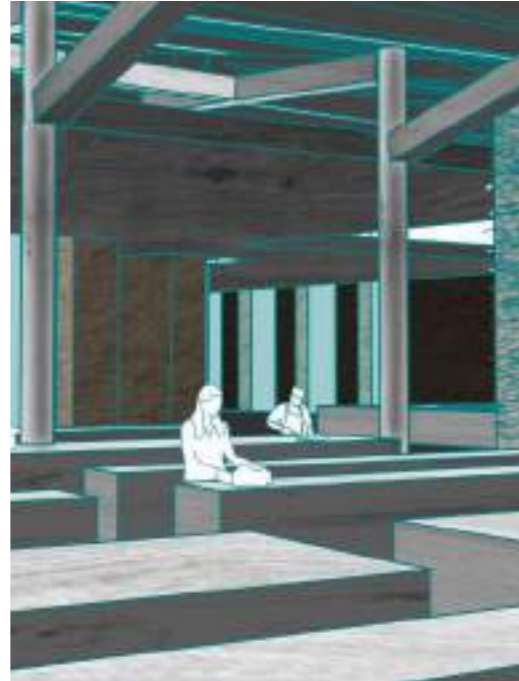




RESTAURANT



ARCHIVE OF RECIPES



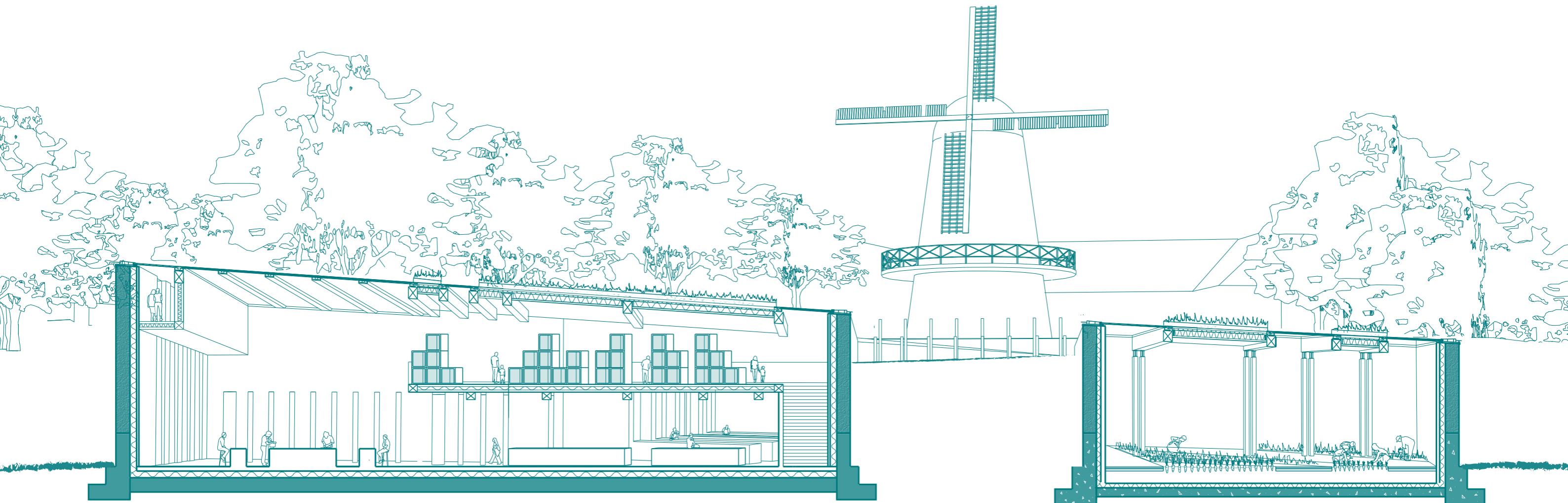
PREPARATION WORKSHOP



APPROACHING THE SITE



SEATING POINTS



SECTION AA

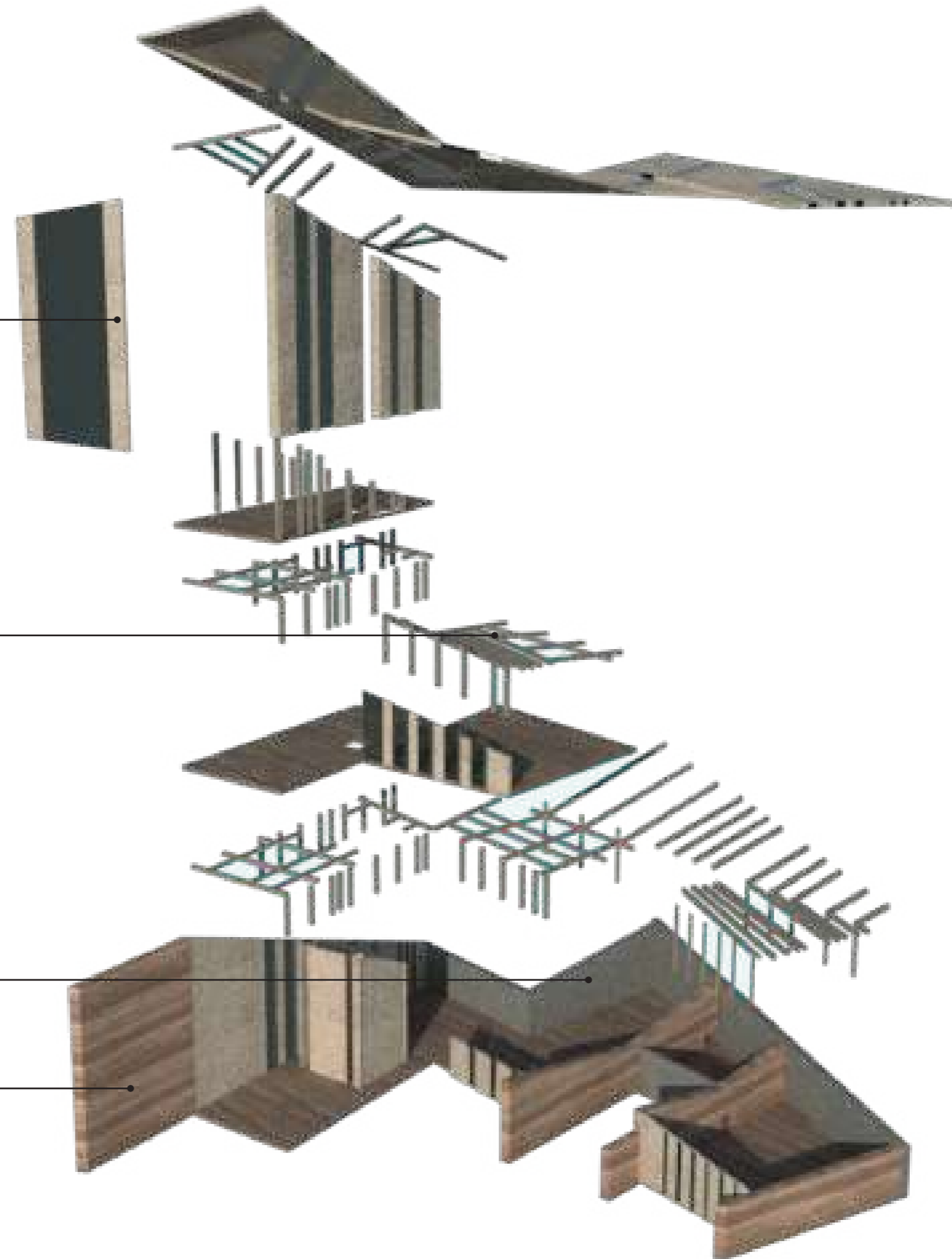
STRUCTURAL MODEL

sandstone
local material used for elevation
and in the museum of smell

timber - structural grid and
flooring

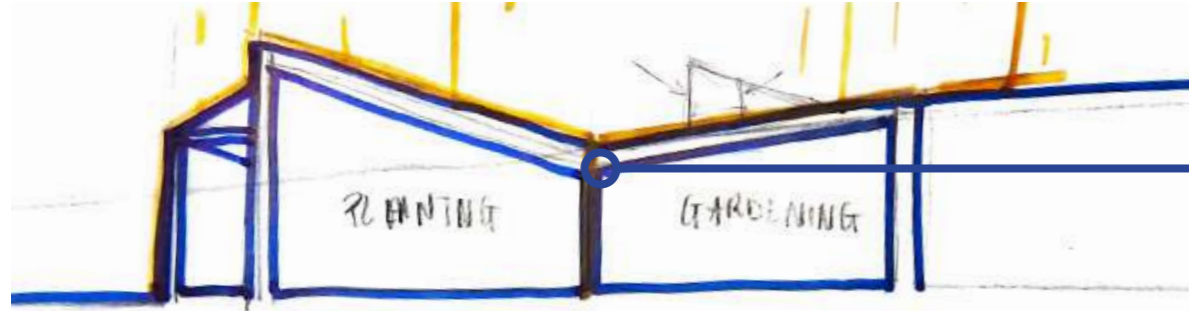
concrete retaining wall

rammed earth - reusing soil that
would be excavated from site



RAINWATER COLLECTION DETAIL DEVELOPMENT

Identifying the problem of water accumulation

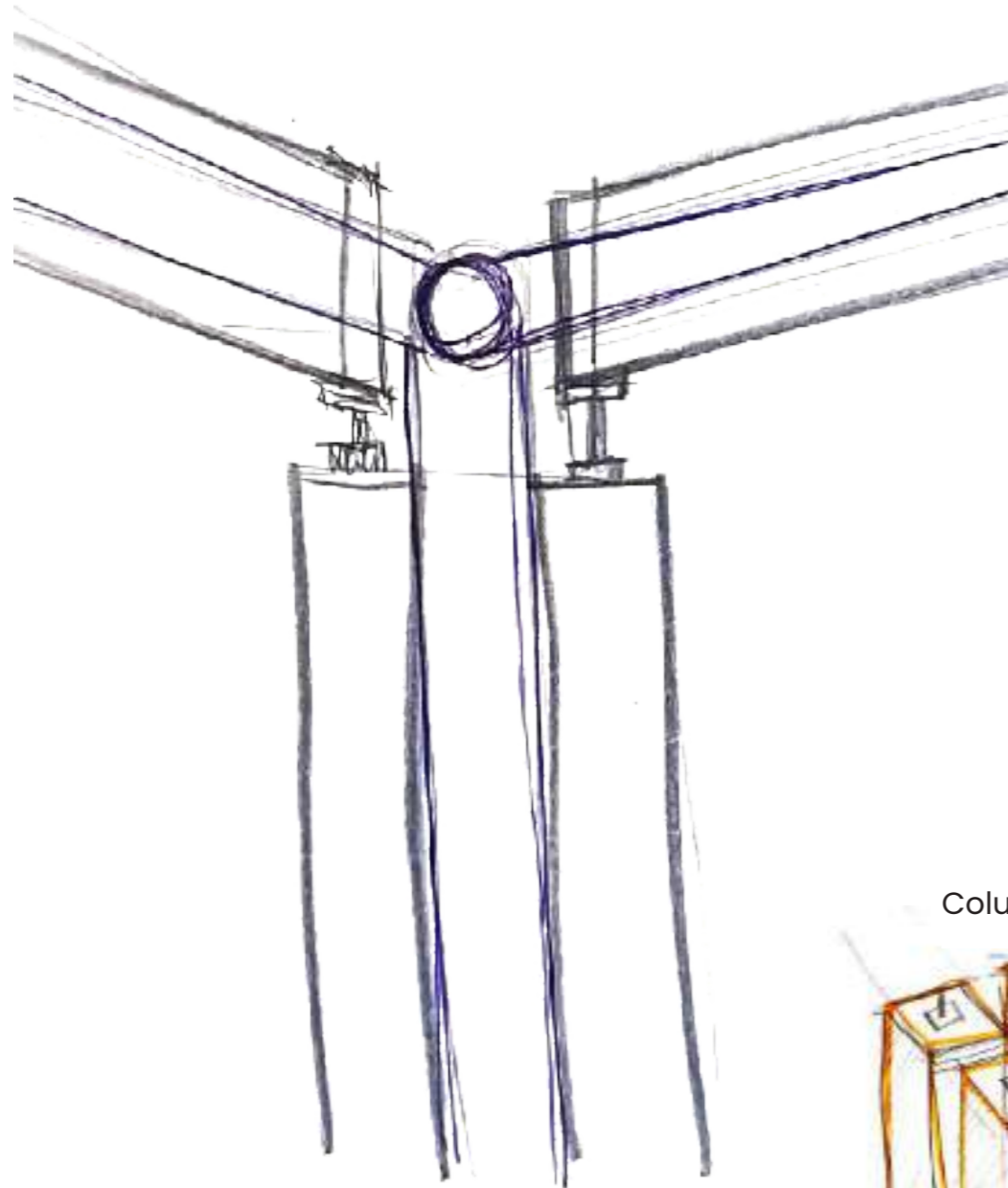


Initial sketch

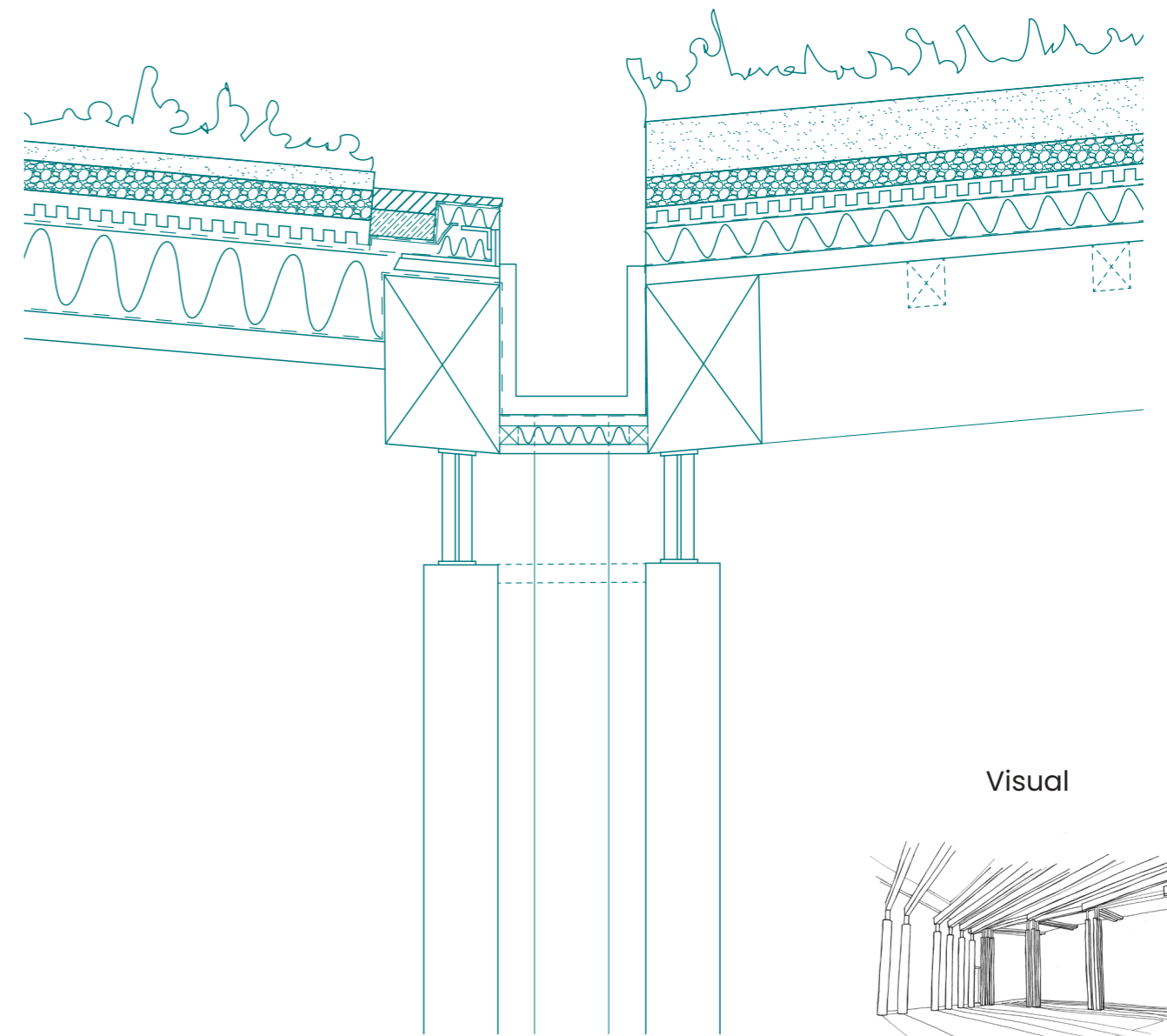
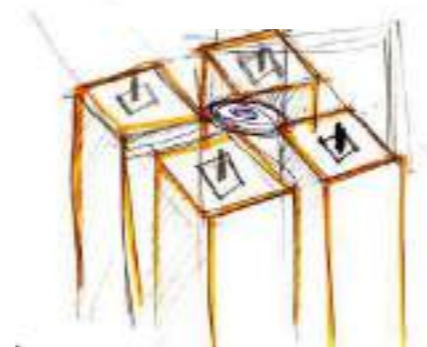
The line where roof and ground meets is a lowest point on the roof, where rainwater will be accumulating. To take advantage of that I decided to introduce rainwater collection columns that would feed into the sustainable aspects of the design as well as the experiential learning



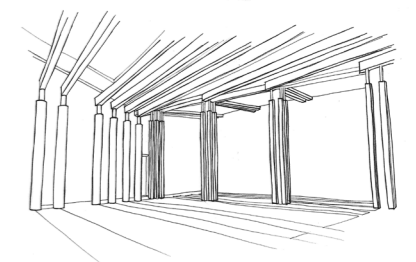
Final technical detail



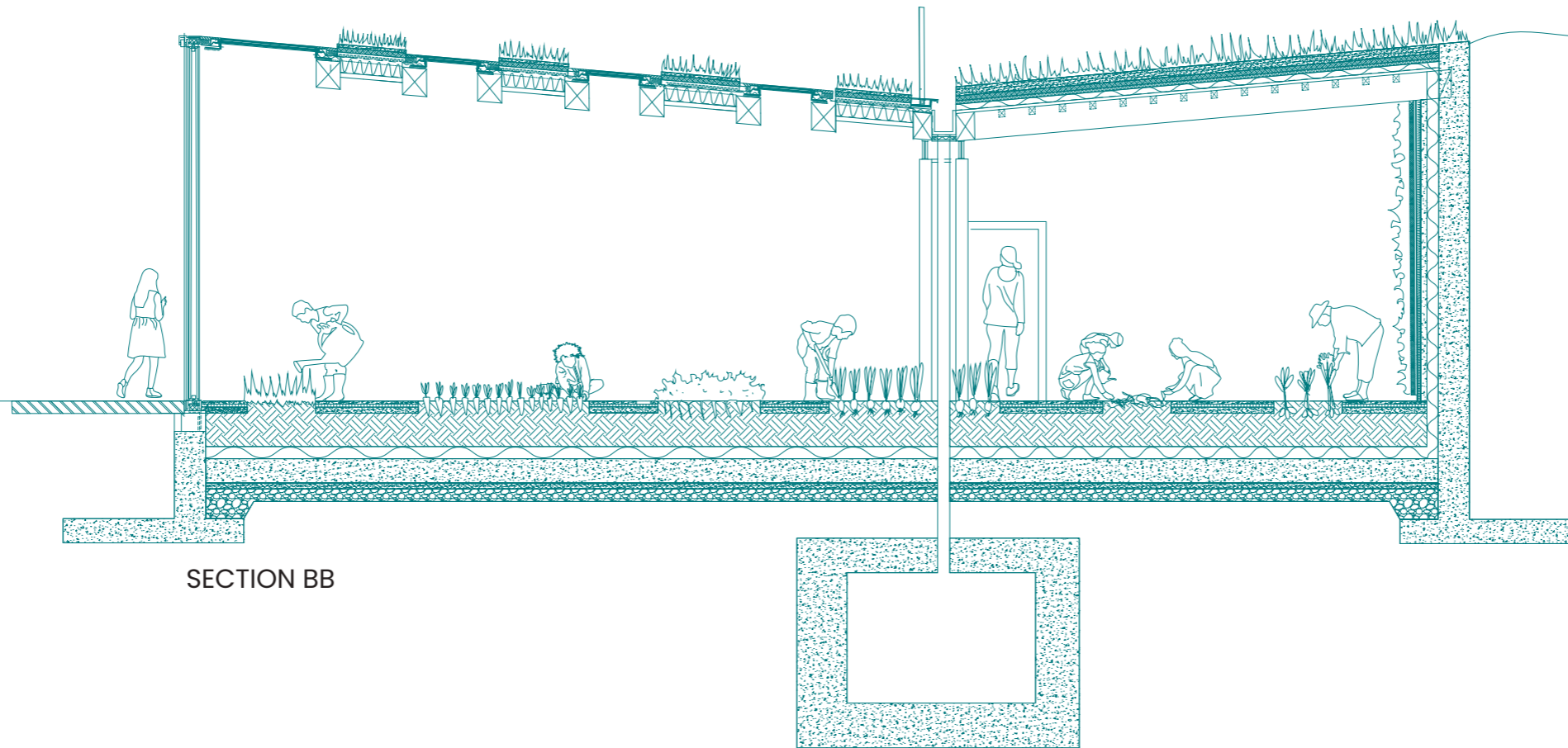
Column



Visual



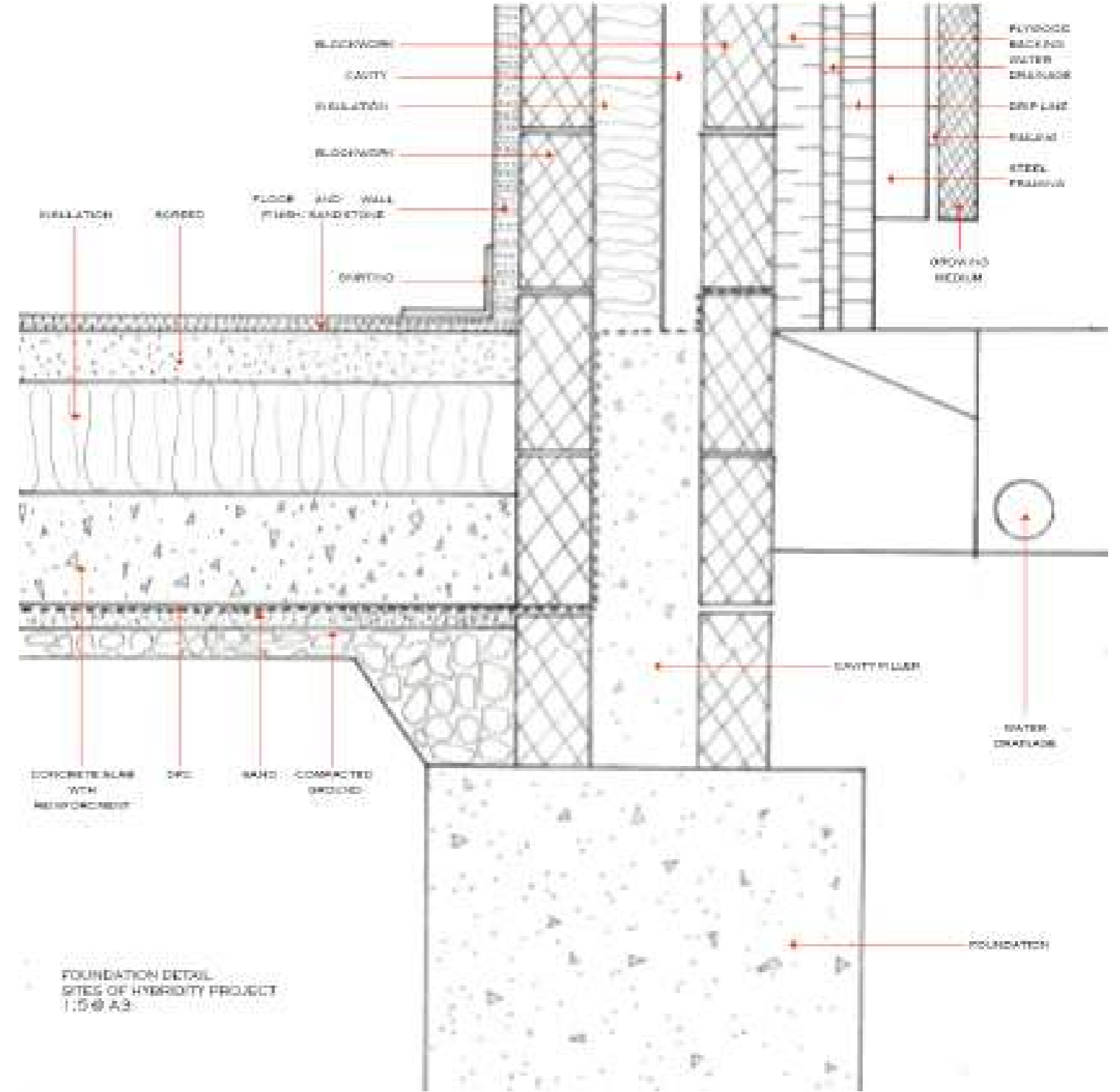
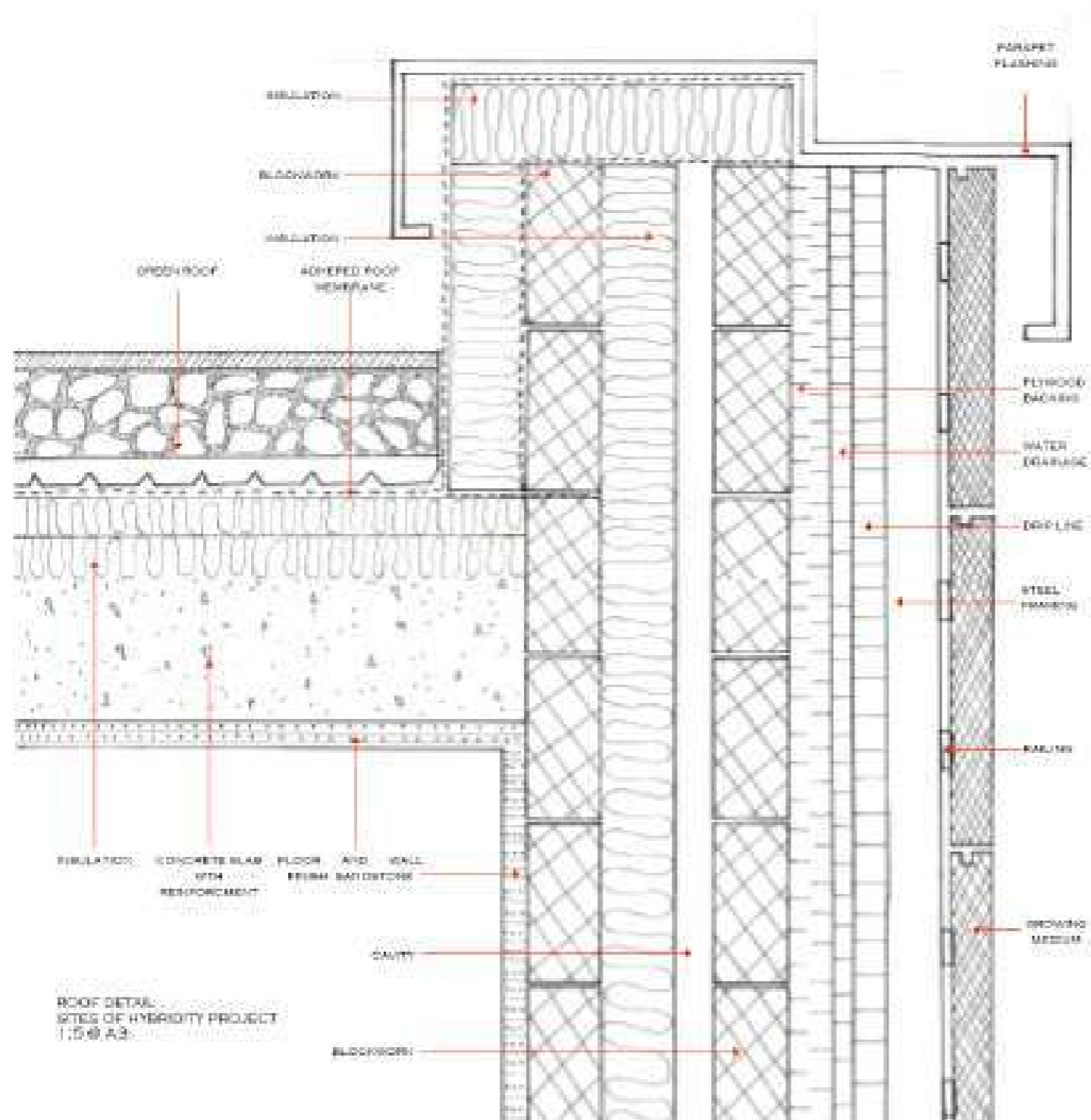
TECHNICAL SECTION



SECTION BB

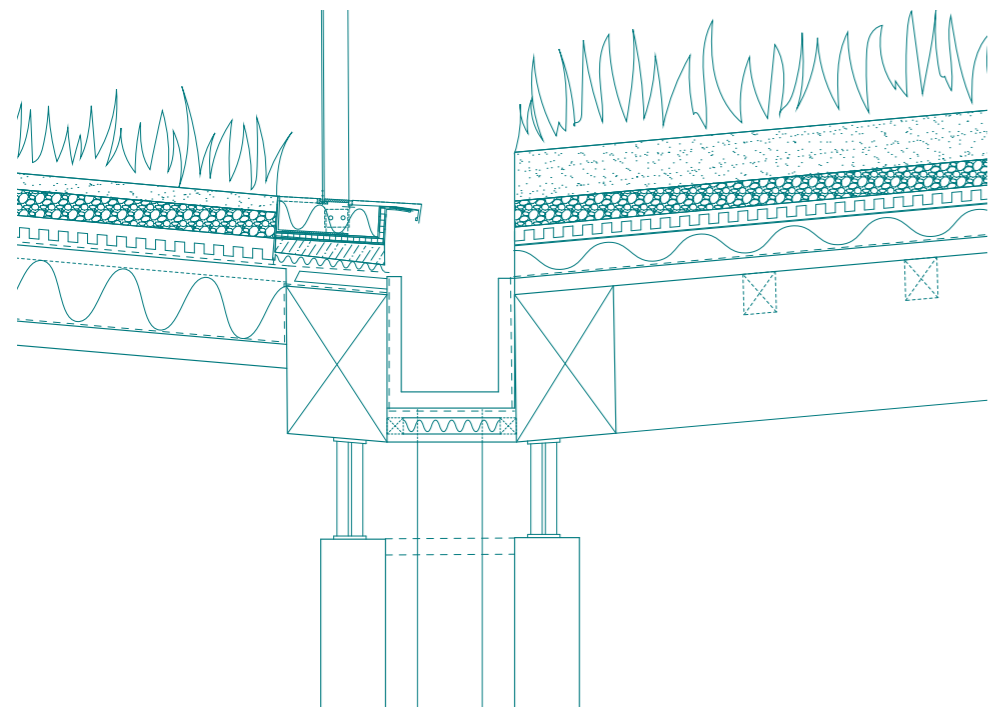
HYBRID HOUSING: TECHNICAL DETAILS

May 2020

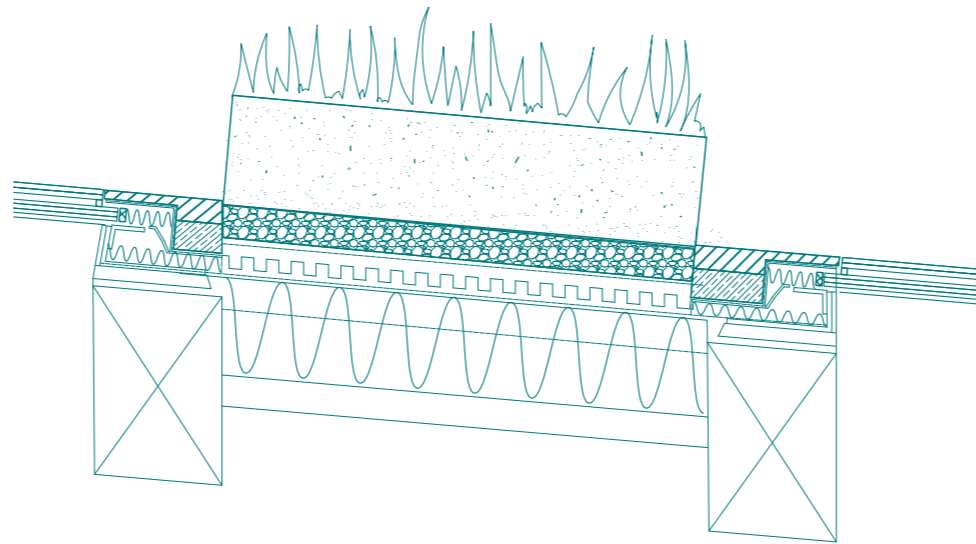


LAYERS OF LEARNING: TECHNICAL DETAILS

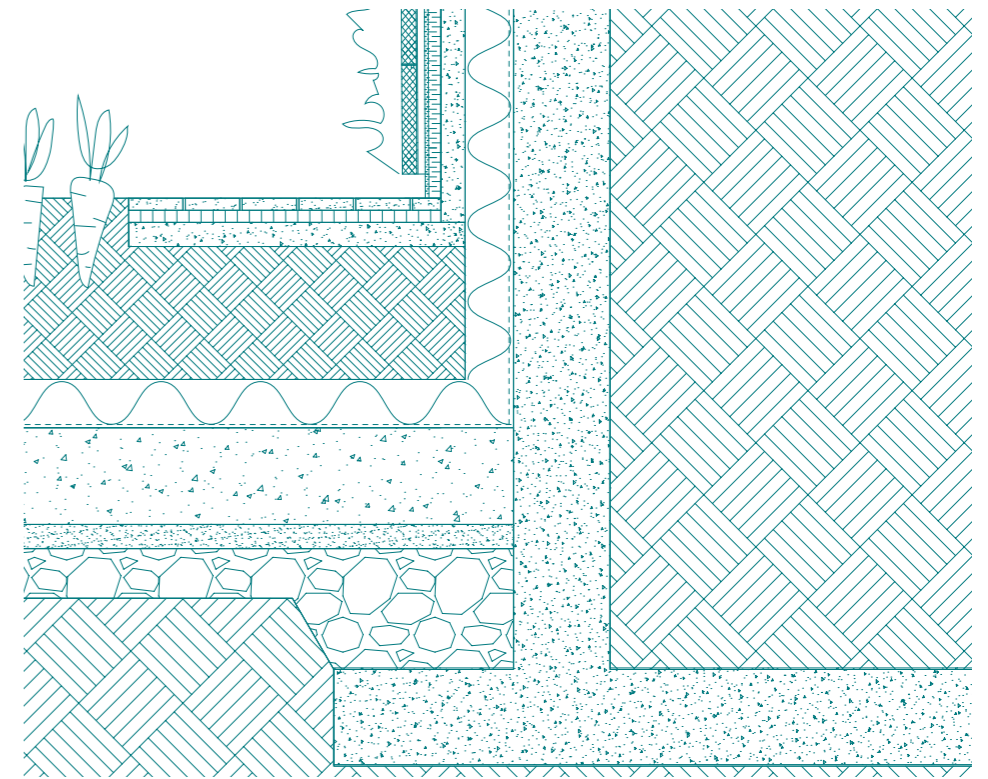
May 2021



DETAIL A: RAINWATER COLLECTION



DETAIL B: EXTENSIVE GREEN ROOF



DETAIL C: RETAINING WALL