www.JAKUB ŠPANIEL.eu

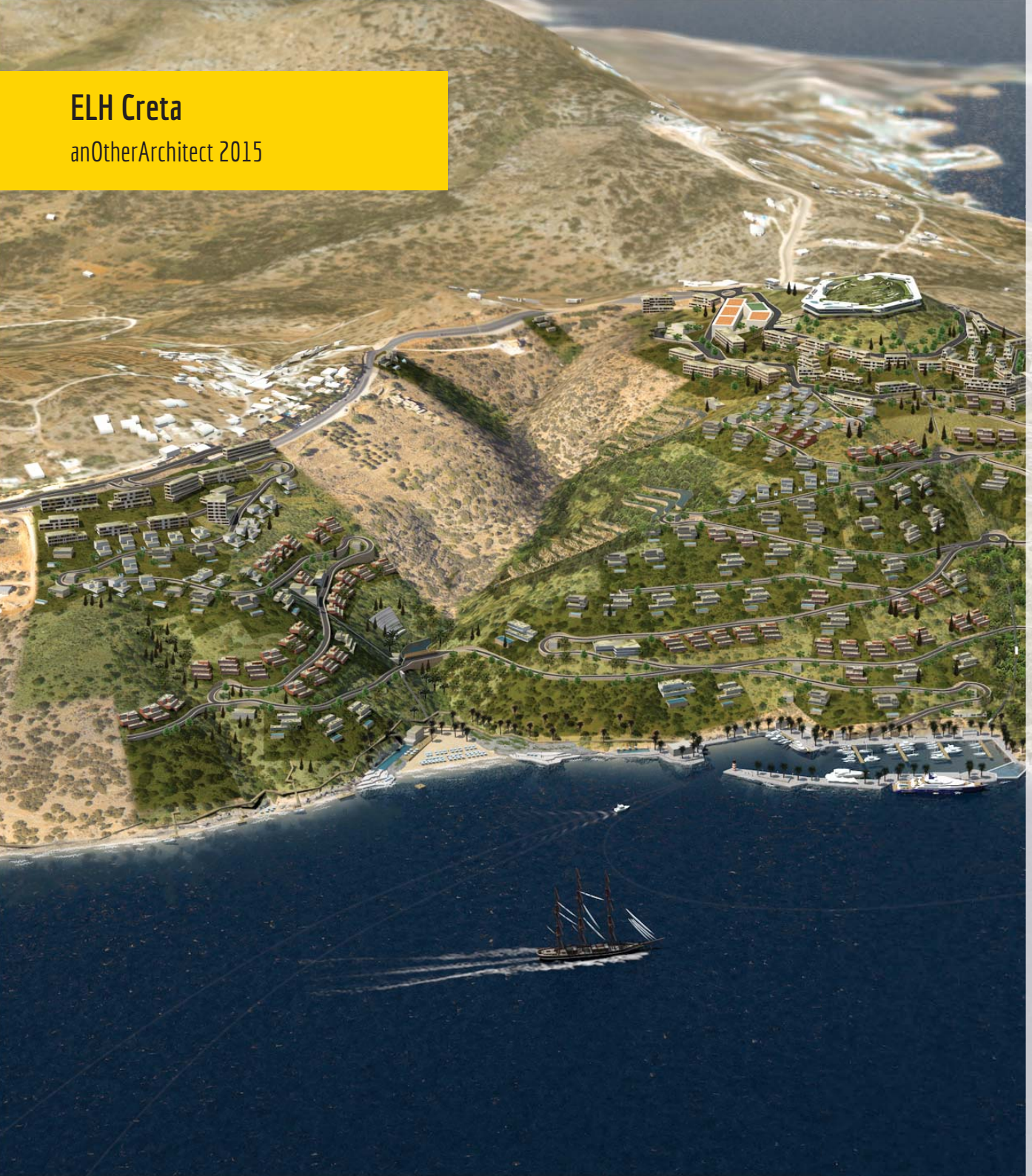
Kindergarten Semily

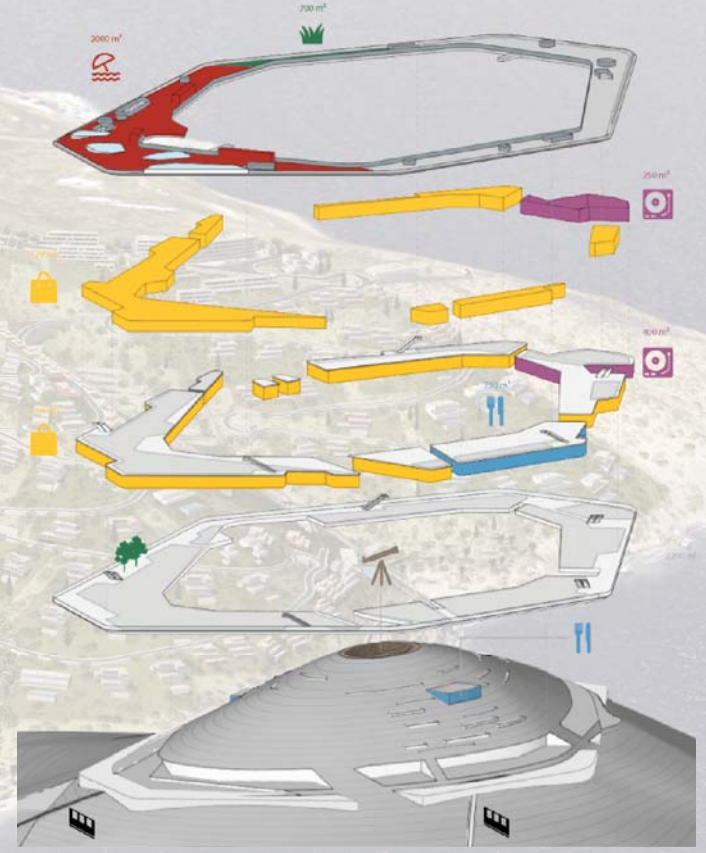
competiton 2015 with n/a studio

2nd place

ELH Creta

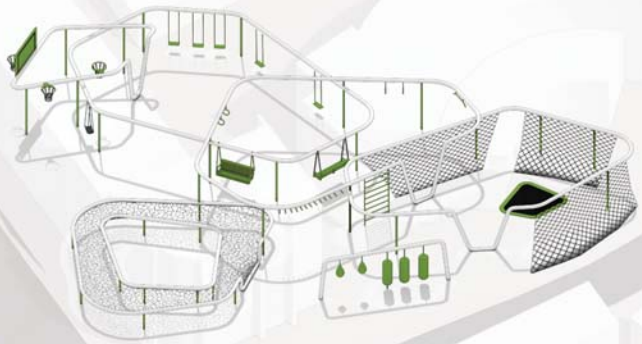
anOtherArchitect 2015

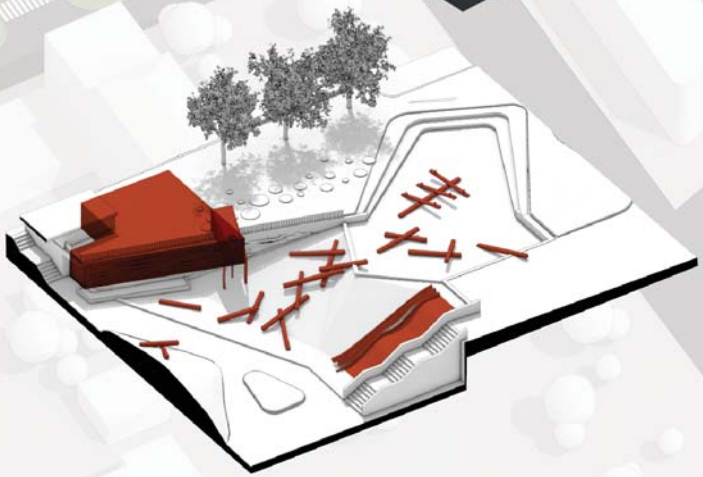




MAK Moscow

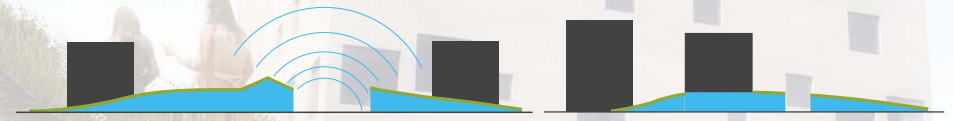
anOtherArchitect 2015

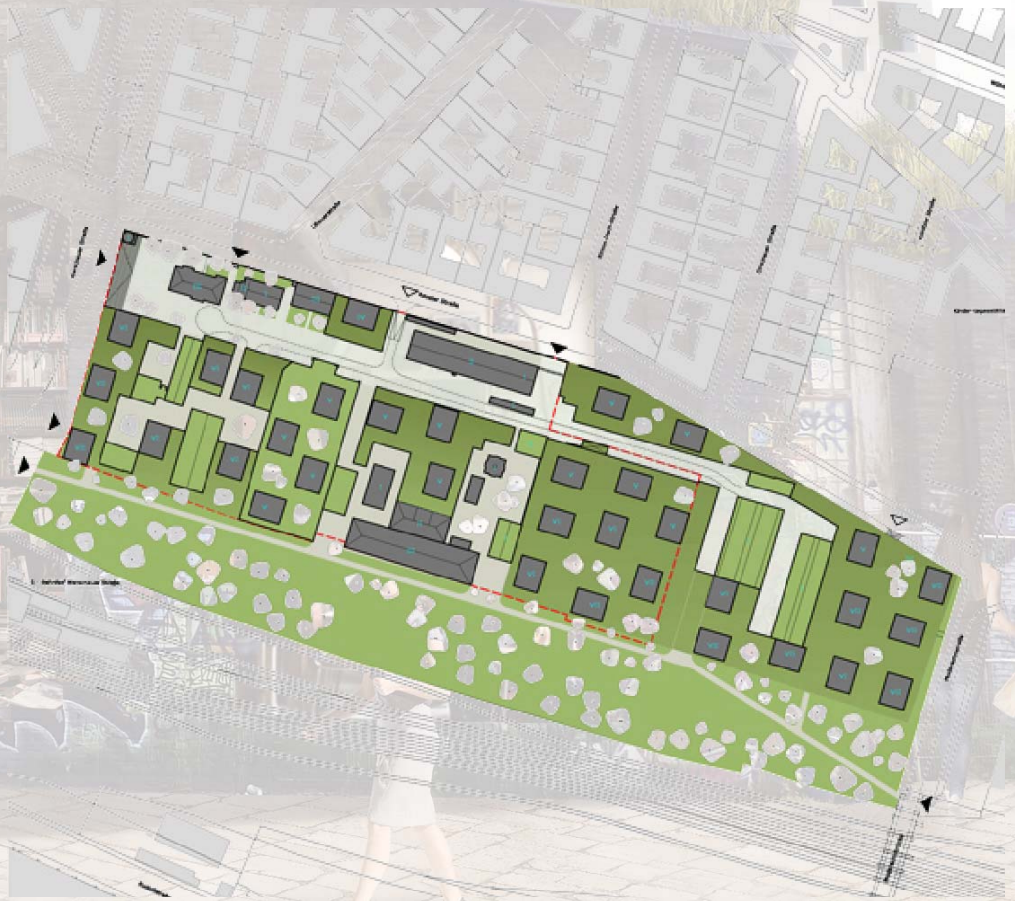




RAW development

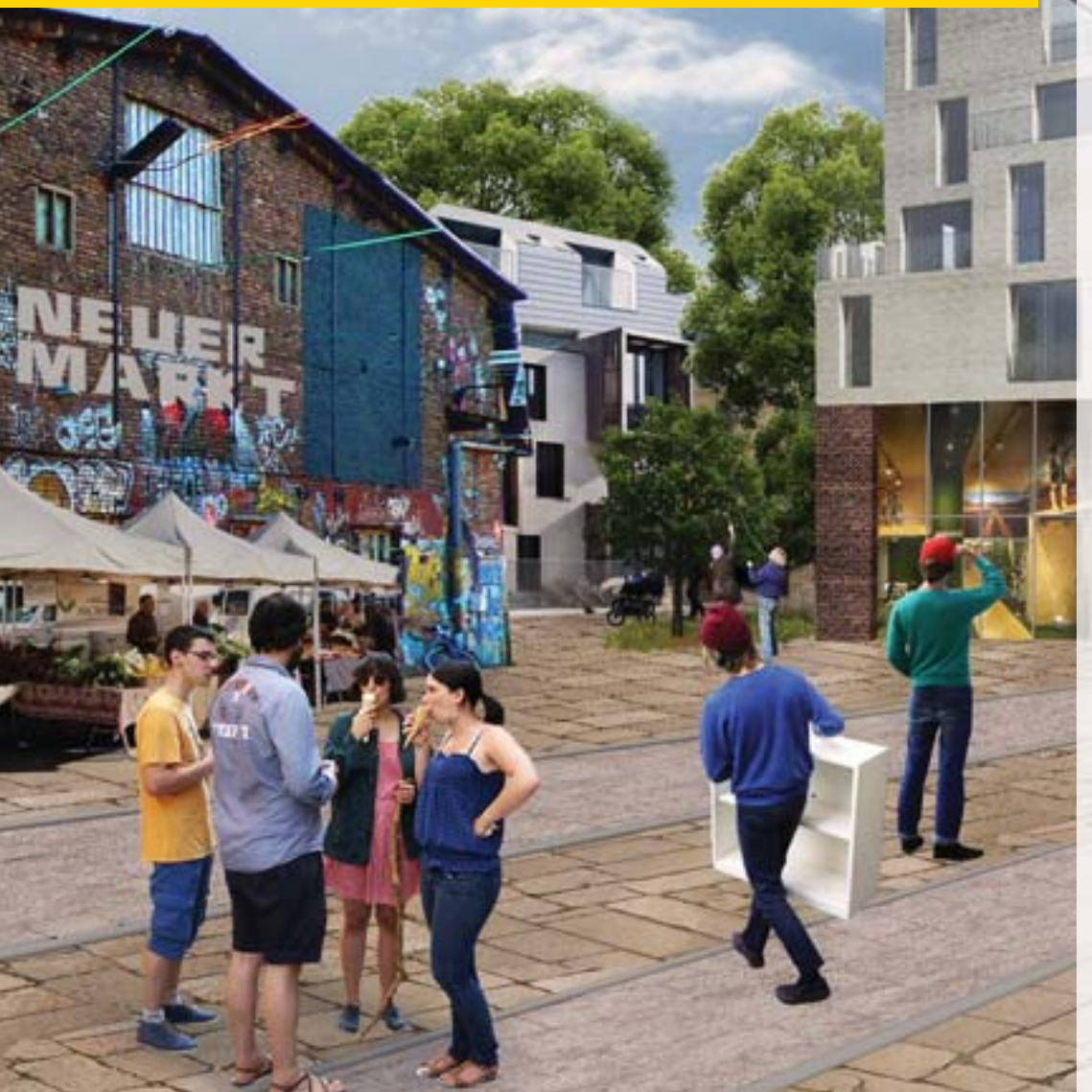
Rundzwei 2014

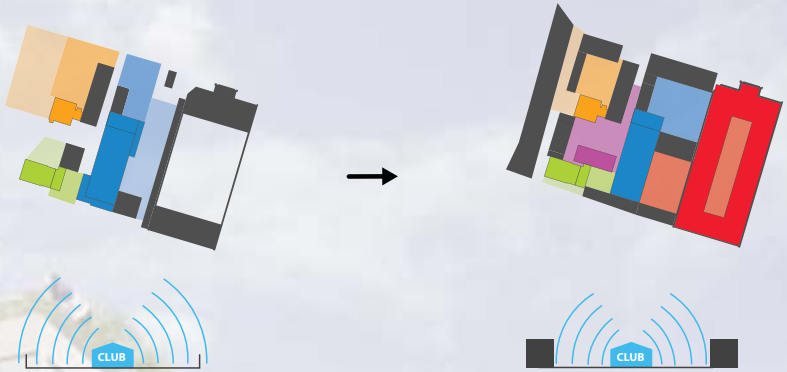




Option one - Towers and podiums

RAW areal in Berlin is a former train wagon workshop, now used as a club site, artist workshops, bars and galleries. At Rundzwei, we tried to articulate the club zone and separate the noise from it to allow living on the other side of site. Noise barrier is created with buildings with daytime usage, or landscape. We proposed more options that can be mixed together to fit specific part of the site, to maintain the character of RAW areal.



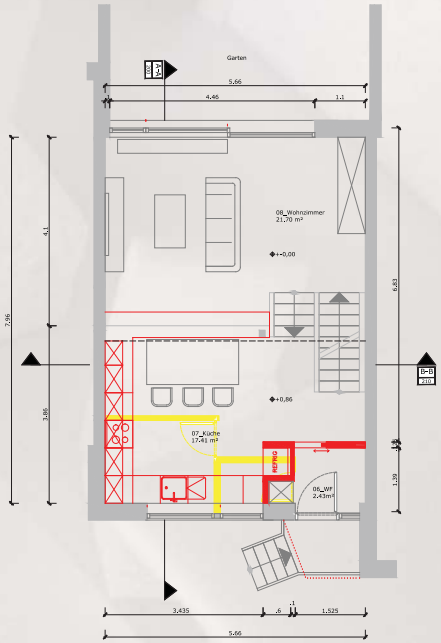


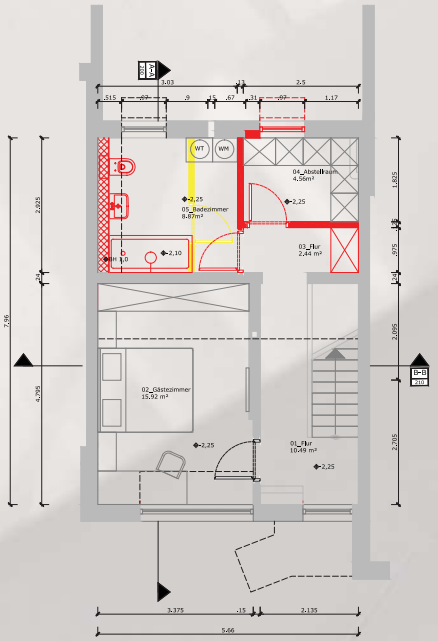
Option two - Urban village

Schopenhauerstraße 93f

Rundzwei 2014

Reconstruction





Smarthouse

Xella competition 2014

Award from Stavitel magazine

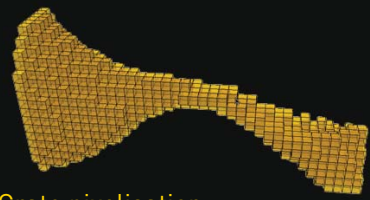
Wolf FM radio booth

Iceland 2013 with Bureau Detours

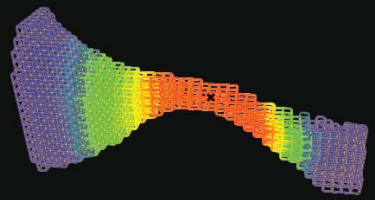
Ant hill

VŠVU 2013

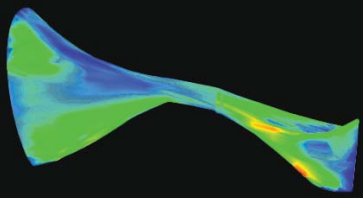
Sun shade evaluating



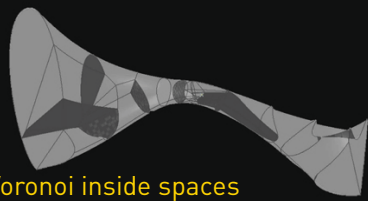
Crate pixelisation



Deflection



Rope fixing



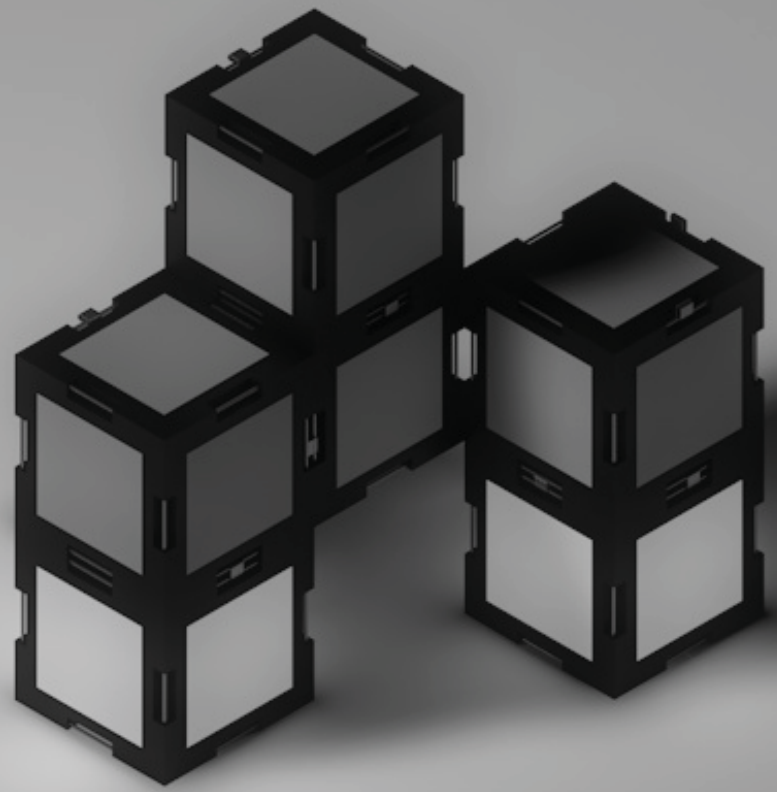
Voronoi inside spaces

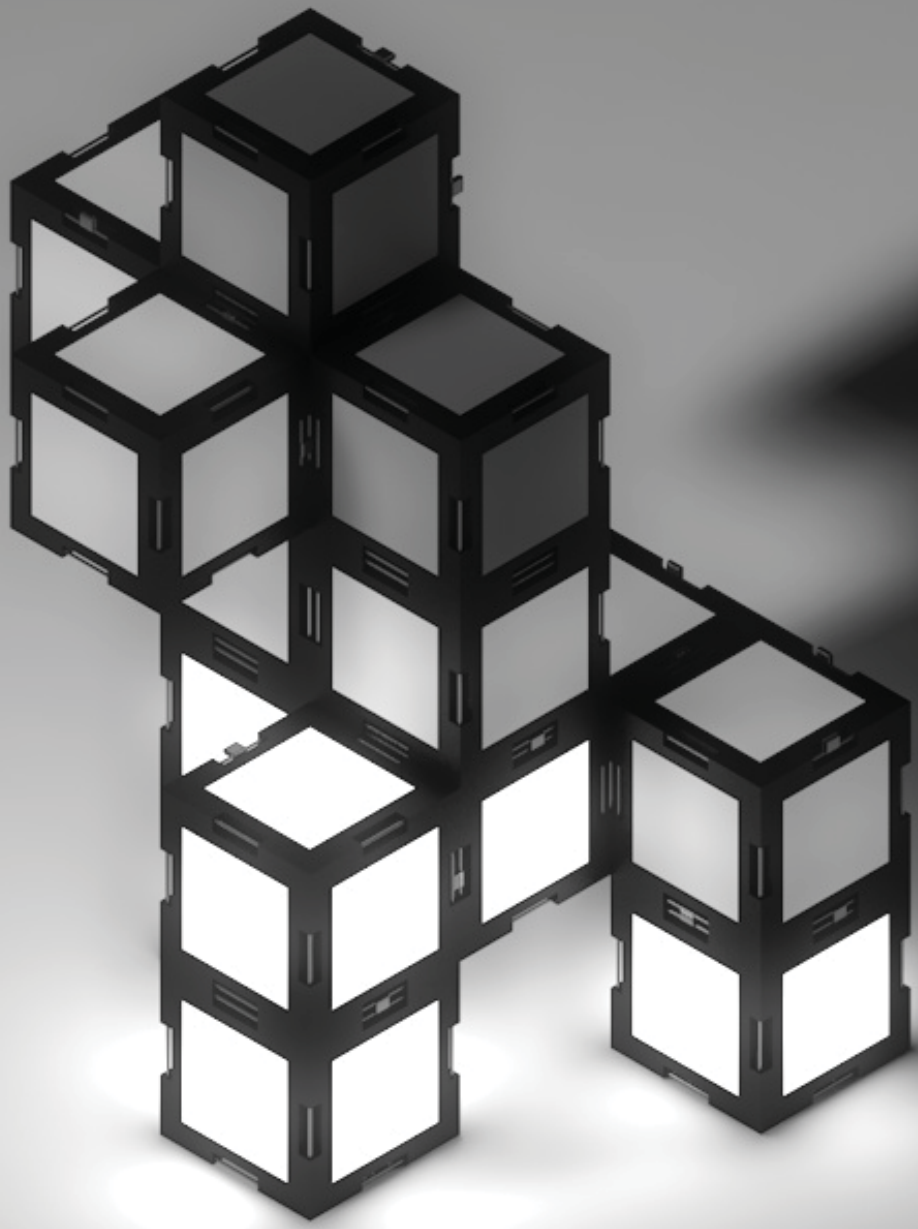
Connections

Ant hill is a place that tries to enrich the site at Kocelova street, areal of our university. It stands above gates, made of plastic beer crates, but inside, what is not visible, are various things happening.
There are spaces that are large enough to make a camp fire or dance, or so small that you will barely fit into them. In some you will have to crawl, in some nobody want you to go and it's too narrow.

Basic shape of the building is generated, but as long it is made out of beer crates, you can add how much you want, and take some aswell. There are new spaces for studios, exhibitions, leisure, altrough it is mostly a summer instalation, because of missing insulation, it can be equiped with water insulation from above. Minecraft is a suitable tool for editing and outsourcing design process, here used also for showing, how playful creating a space can be, with actual rational stress analysis result - you can make your own caves, and it's telling you, where to add and where you can remove crates.

Interactive building cubes proposal. Individual cubes have pressure sensors that control light coming out of it. Intensity of static pressure increases emiting light. Thanks to joints on each edge of cube, you can assemble it in any shape or structure, and instantly see which part of te structure needs to be supported, or on the other hand, is too dense. Similar model prototype was made.

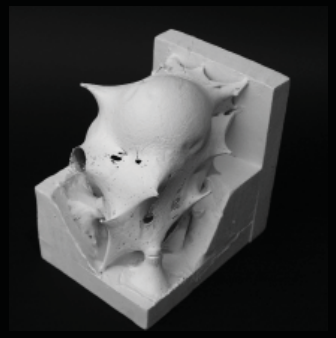


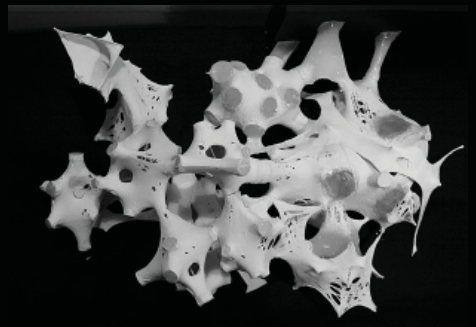


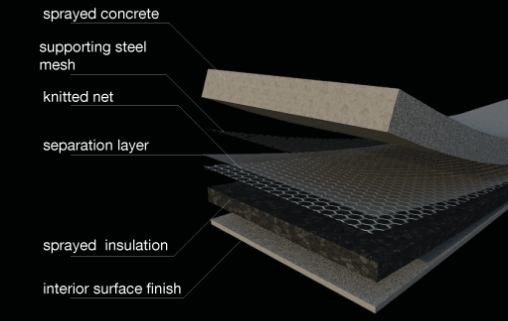
Dendrite

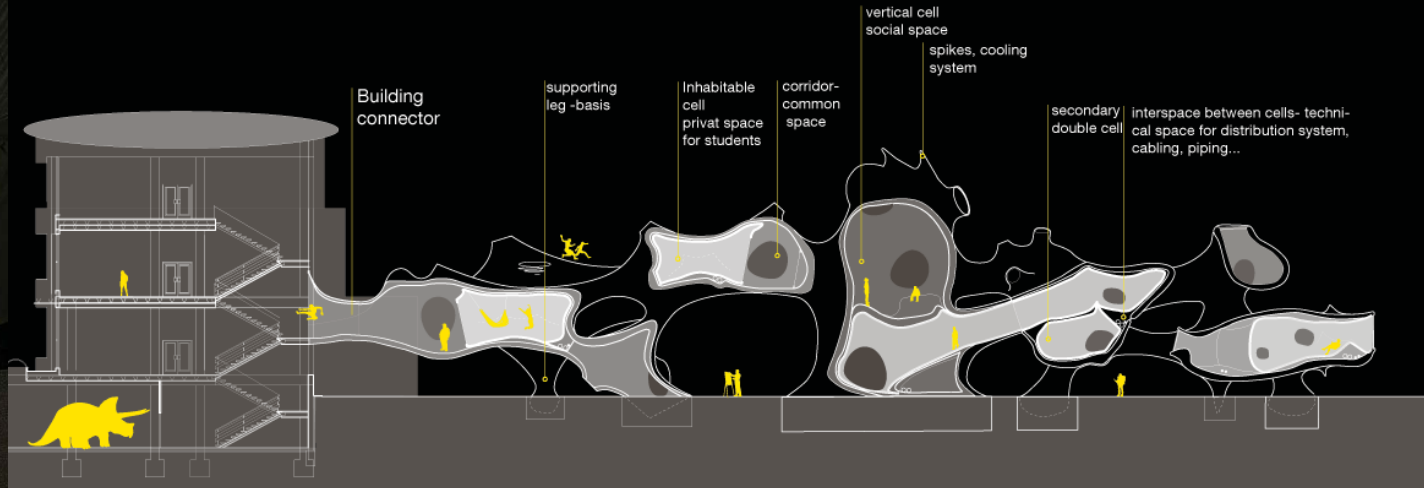
VŠVU 2012

Project brings a building technique, whitch is tested on VŠVU campus site at Drotárska cesta. It is a technique - nylon net strengthened by latex, that can be easily replaced with another adequate materials in different scale. With different models, testing, campus situations and problems we came to broad palette of types, mistakes, special behaviour of material, its tearing, transparency and other properties. There is a question, how to connect two and more cells together. We solved it by a trunk that connects same size trunk of the other cell. With that system, we can create a hierarchy. Cells have theirs specialisation, mainly for living, other for auditorium, lecture rooms, water-tower and canteen.



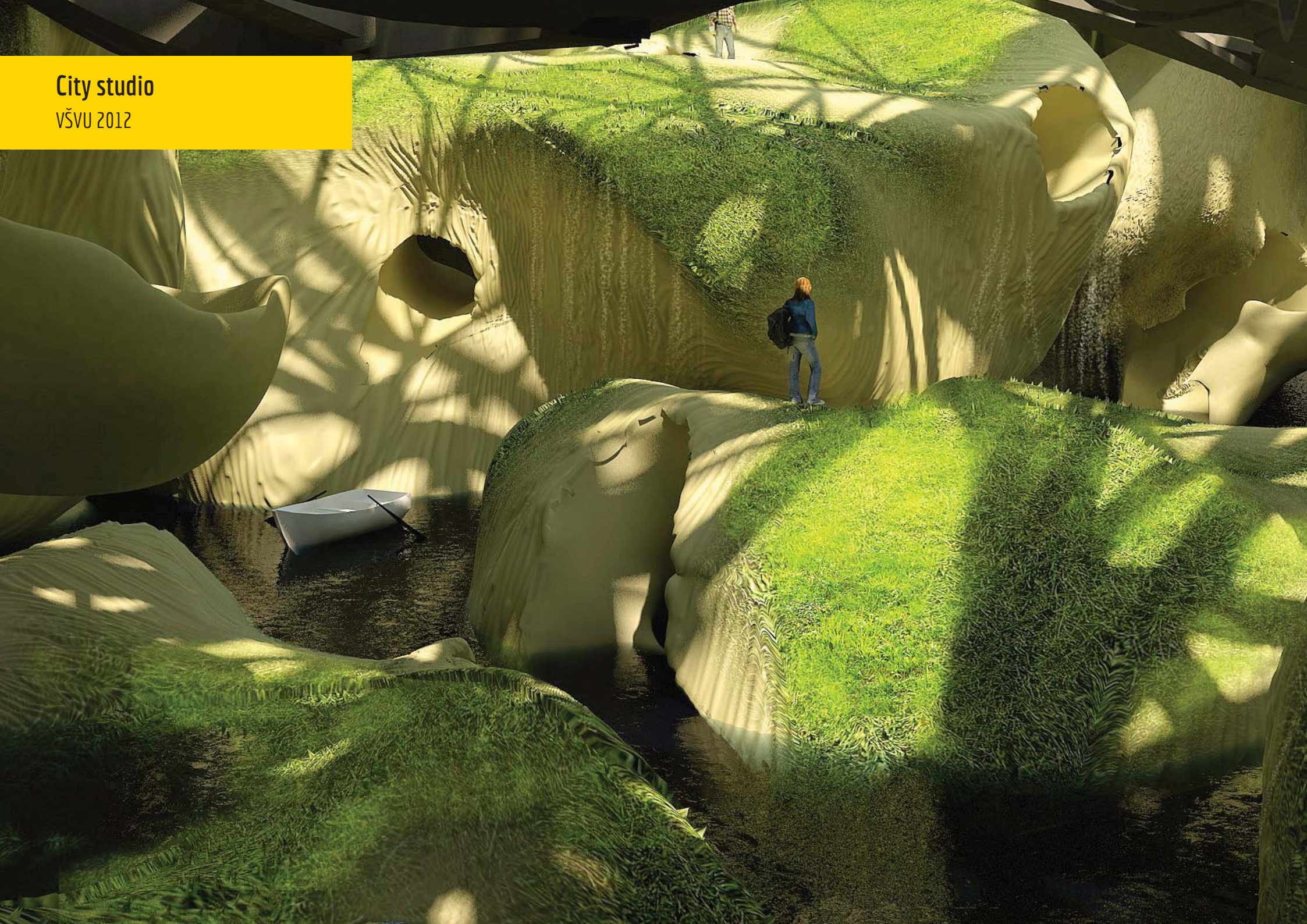






City studio

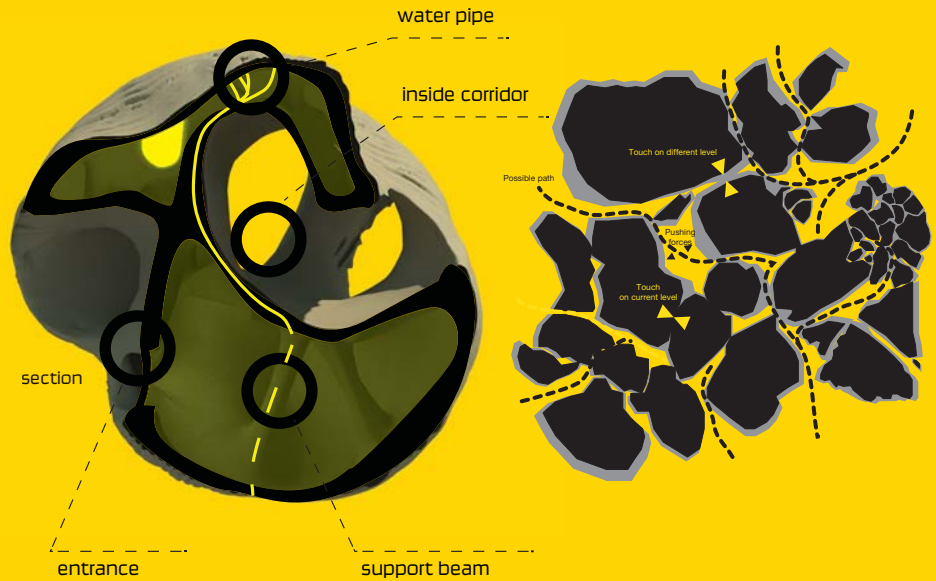
VŠVU 2012



Structure designed for Námestie Slobody square is divided into three connected environments. It came from cooperation work of three projects. Underground part is made of rocky 3D printed elements. On its specific surface is poured water stream, so it allows regulation of temperature and humidity of environment. The lake in bottom is used for communication, along with communication system creating halls, bridges and spaces in the rocky elements.

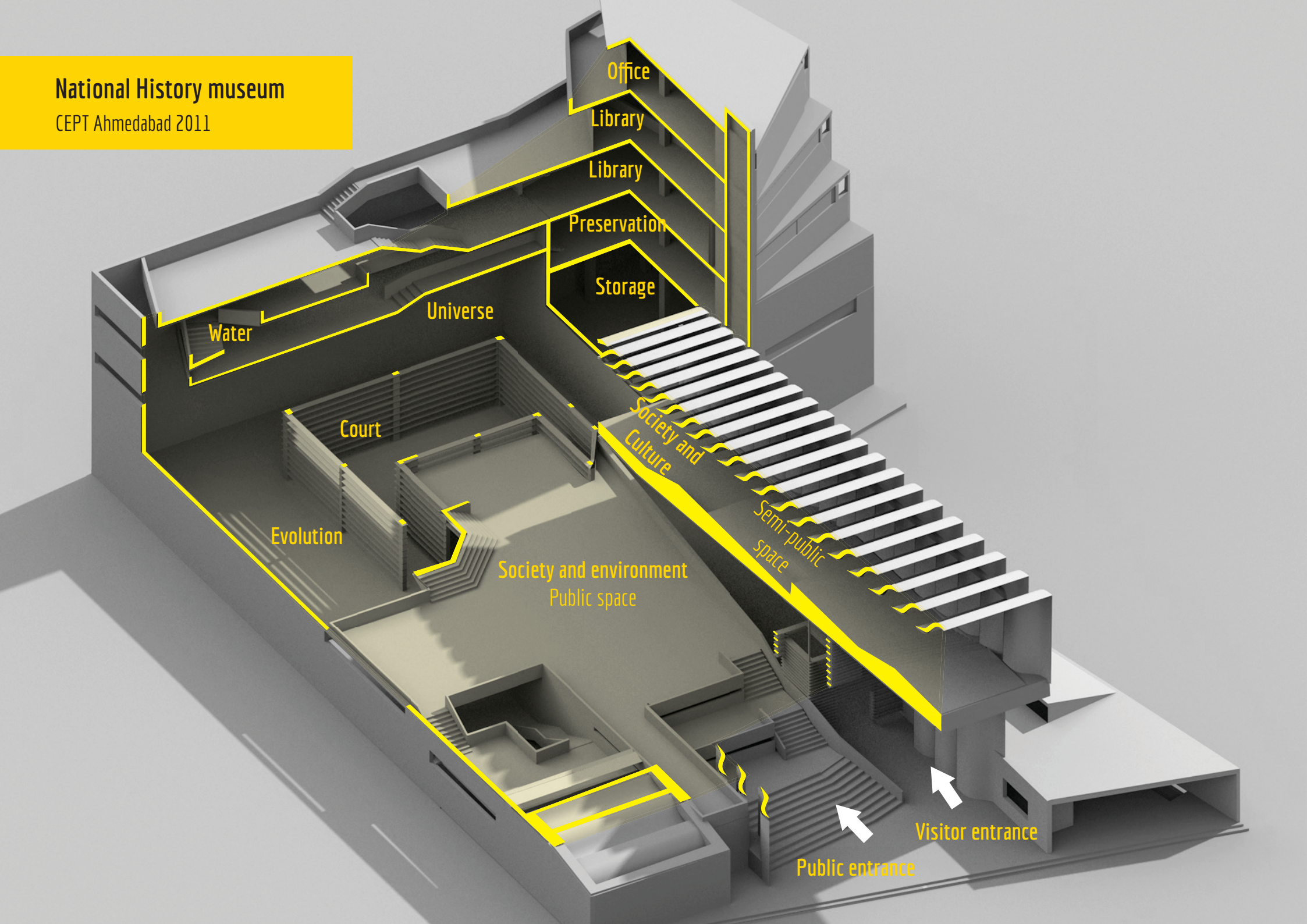
The underground part continues with upper construction part, which uses similar paths and spaces, but in different, open and light environment. Third project is dealing the properties of paths. The structure with specific atmosphere, binding with nature and regulated environment offers spaces for many events, activities, which are missing in the city center.

branching script in Processing | seeds of rocks | inflating the seeds | resulting rocks | dynamics simulation

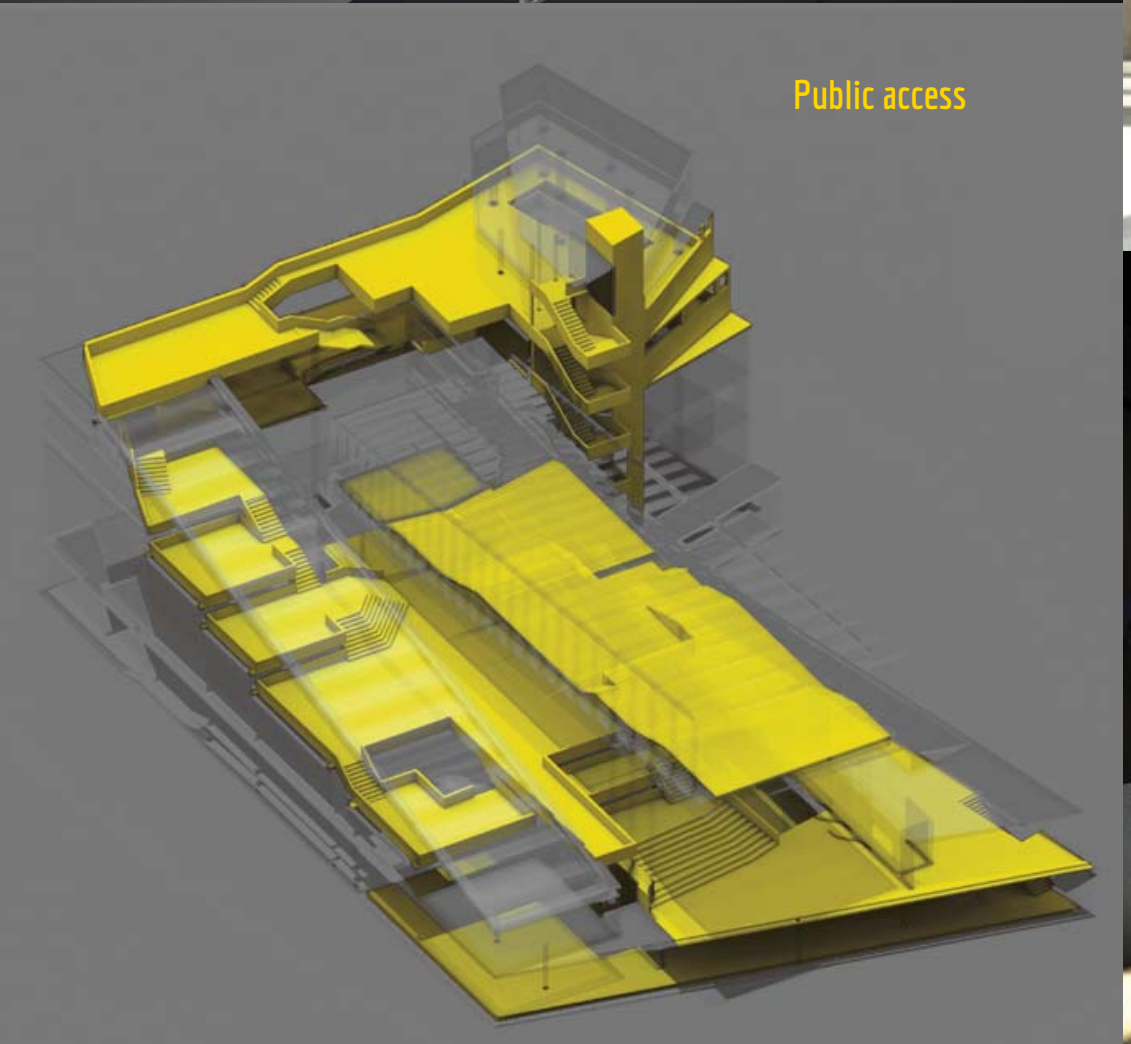


National History museum

CEPT Ahmedabad 2011



Public access

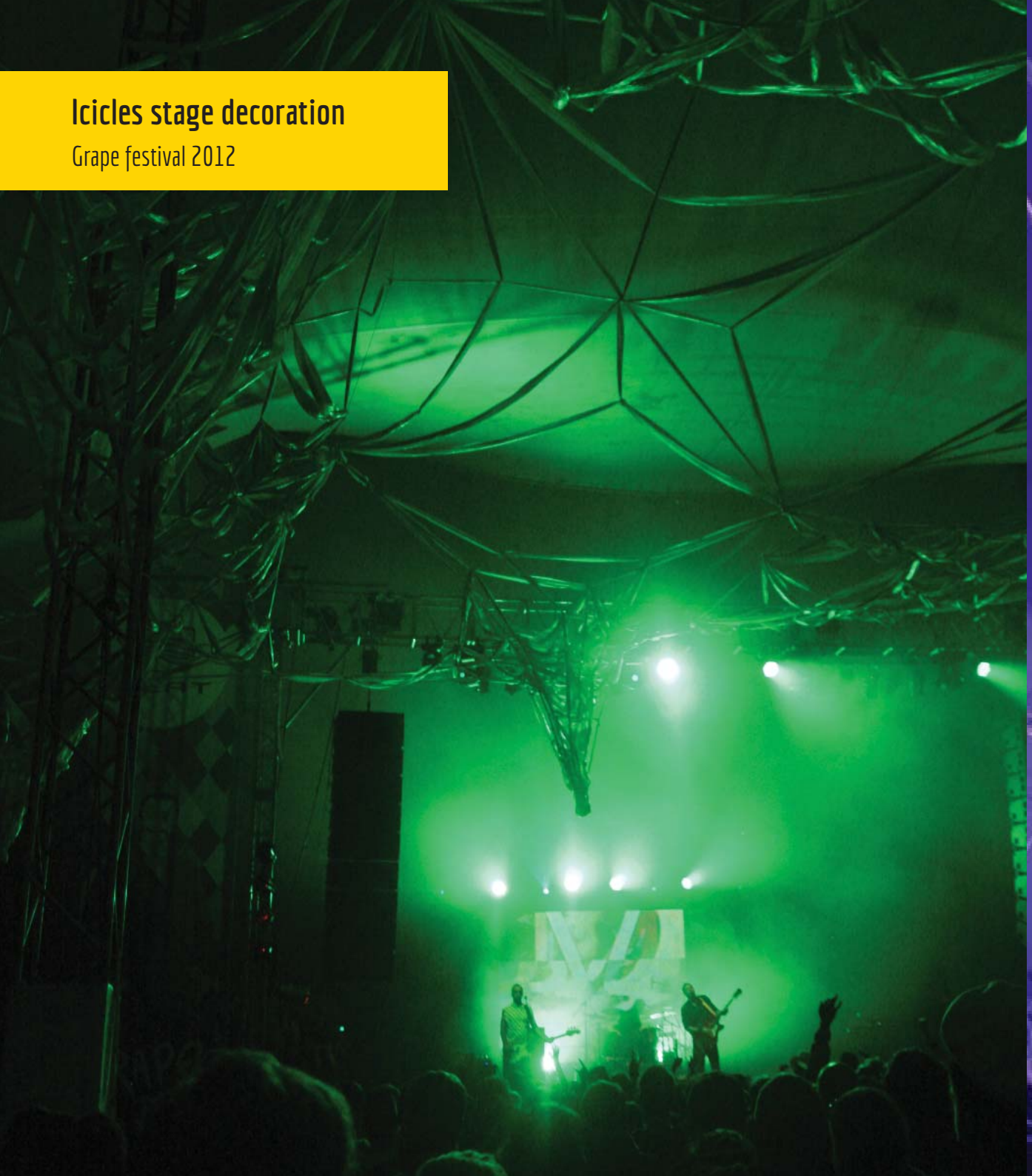


Sofa, benches and chairs

WK team 2013-2015

Icicles stage decoration

Grape festival 2012



Urban bench

Bratislava 2012

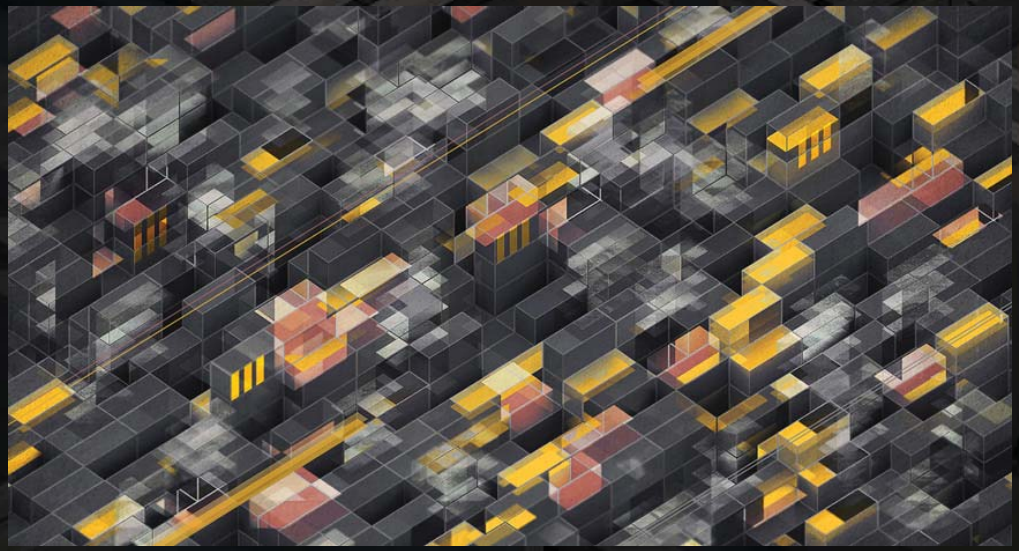
After the first voluntarily build bench has been stolen, we decided to make a second, better. The tree provides great spot in the city, but whole square is without any bench.

First trial

Second trial

Graphic design

logo, web, print, UI design



intercede

NÁRODNÍ ÚSTAV DUŠEVNÍHO ZDRAVÍ

alegal

BlindShell App

Bike Bratislava

Asleep

twiga

Resume

Jakub Španiel

CURRICULUM VITAE

1989	Born in Bratislava, Slovakia
2000-2008	Gymnázium Ladislava Novomeského
2008-2012	VŠVU/AFAD Architecture, Bachelor
2011	CEPT, Ahmedabad, India
2012-2014	VŠVU/AFAD Architecture, Master

WORK

2008-2009	LL studio
2009-2011	Linwe/KRAFT
2012	EliteSolutions
2013	Institut for (X), Bureau Detours, [DK]
	NICE Architects [SK]
	WK team [SK]
2014	Rundzwei Architekten [DE]
2015	anOtherArchitect [DE]

SKILLS PROGRAMS

Cinema 4D, AutoCAD, Illustrator, Photoshop, InDesign, SketchUp, Grasshopper, Pepakura, Vegas, Rhinoceros, ZBrush, 3DsMax

LANGUAGES

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