

Mateusz

Mieciak

Portfolio

Myself

Design, Development,
User Experience, Management



Constantly working to improve
body-mind balance, learn and
make my small world a better place

Somone else has written about me:

“fopa aka jak woda an audiovisual artist with a
head open to various forms of expression.

Born in the 90s in Warsaw, he wanted to be
a producer or a rapper, but he did not have
enough courage for the latter (so far).

In the visual area, he chooses means such as
drawing, film or 3D graphics, and in music pro-
duction he catches the concepts that he cannot
express with images”

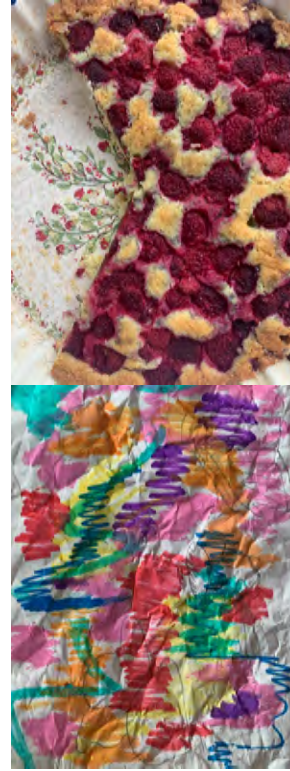
I try to always look for ways to flow while making
concious decisions or educated guesses. In my
artistic practice I often start with a concept and
develop the solution upon it. Lately I've focused
my mindset into creating tools and products.
That way I can see how my work can be im-
proved to be usefule for others.

jakwoda.com

[instagram/quasiaqua](https://www.instagram.com/quasiaqua)

[linkedin/mateuszmieciek](https://www.linkedin.com/in/mateuszmieciek)





**I like skateboarding and music and sweet stuff
and also pastels in basic colors
as you can see...**
I value communication, technology and fun :)

Riso Preview

User Interface Design,
UX Research, Coding

Riso Printing due to its distinct aesthetic, bold color mixing, speed, versatility and sustainability it is a great way to duplicate posters, brochures, books, comics, flyers and many more.

For a lot of people getting into printing with Riso or Screen Print it might not be obvious what it is, how their project will look when printed or how to prepare files.

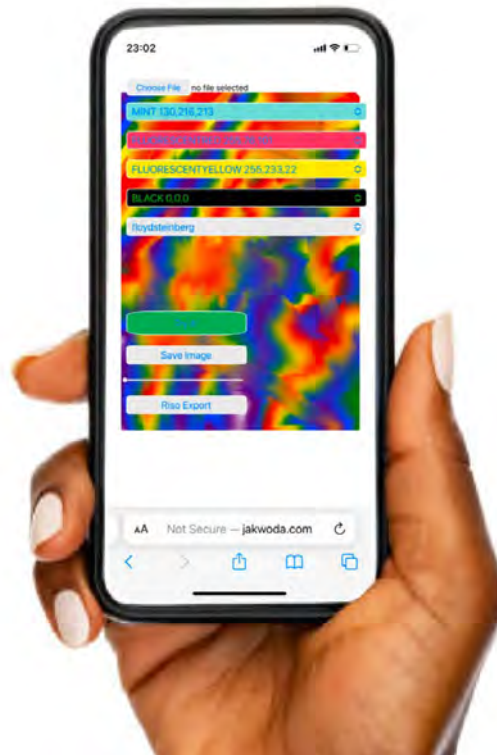
It's important to make the technology more accessible to people who are curious about the creating but can't imagine the final result or don't have skills to use graphic design software.

The web-app I've made streamlines the process of preparing the files and makes it easy to use straight from the phones or computer.

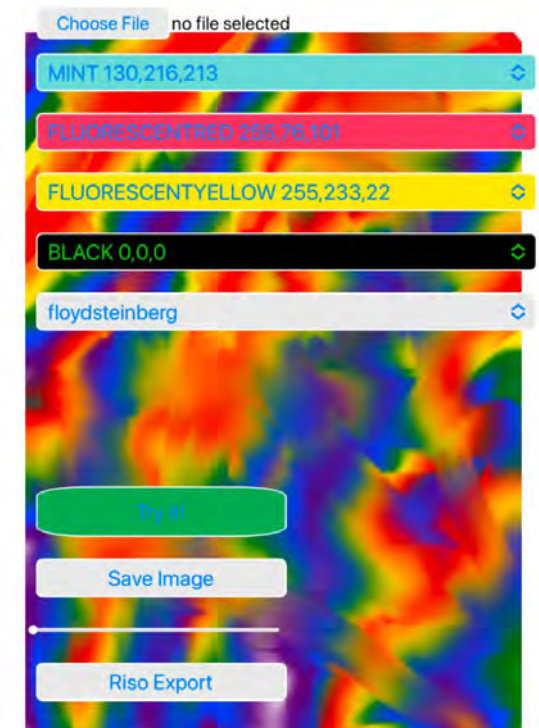
It was done as my Bachelor Project in collaboration with Obra Press a Riso Print Workshop, Shop and Cafe based in Copenhagen

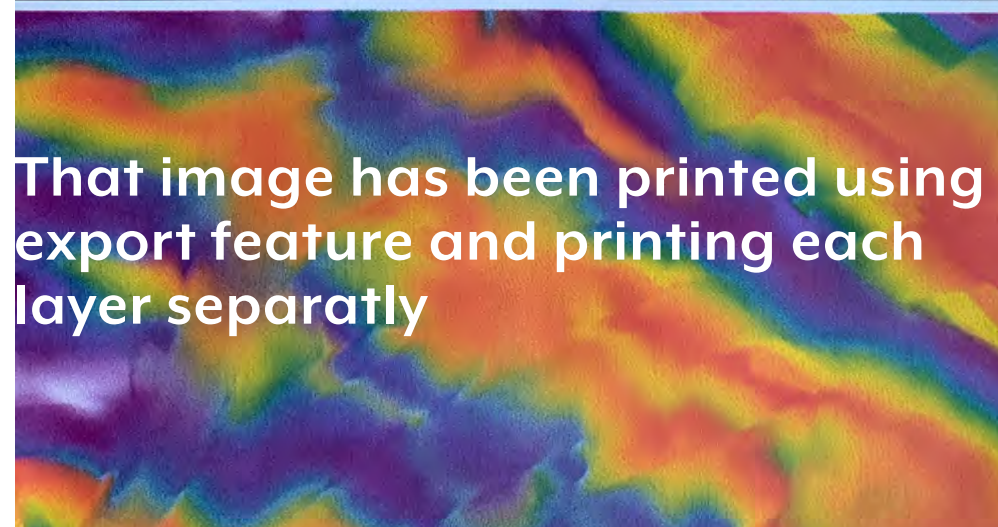
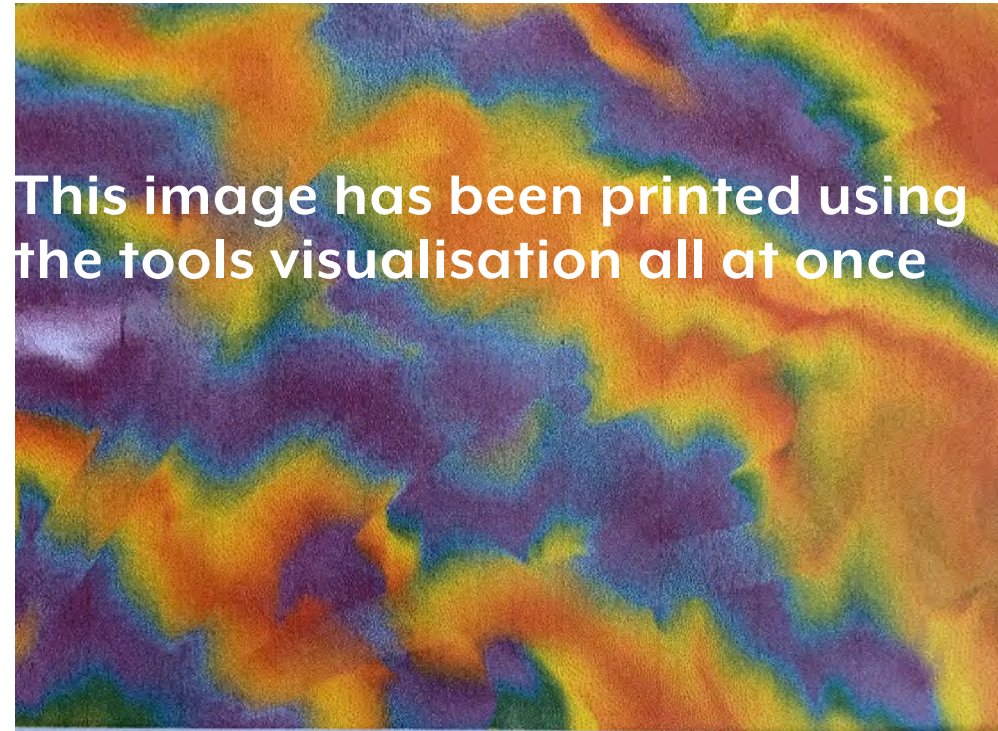
jakwoda.com/risotest - prototype

Web-based tool that lets you prepare files for multicolor graphics on stencil duplicators

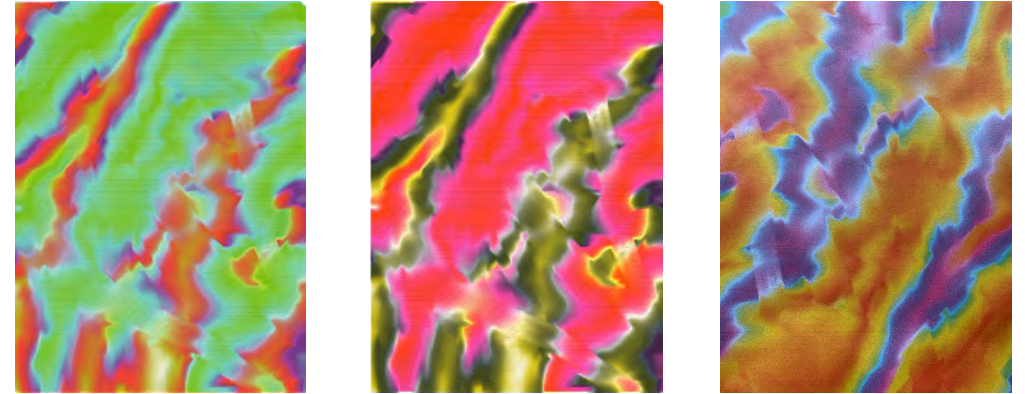


Web-Based App Interface





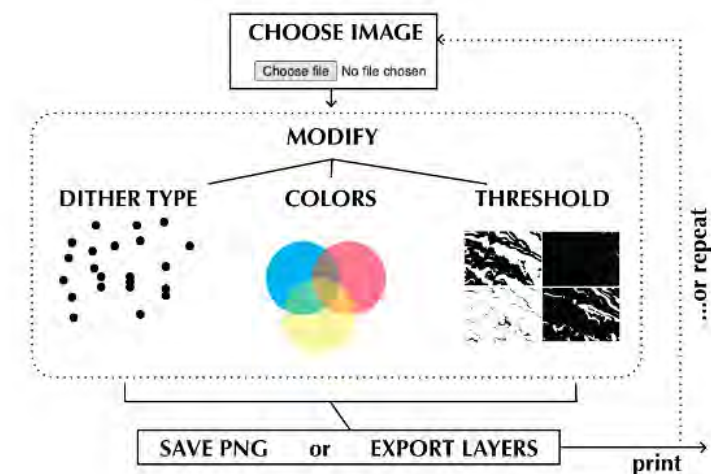
Different prints from the same input image



Input from a camera or gallery



A Scheme of the App





Print Design, Illustration, Typography, Music

Excerpt from the press release:

“The album “Radio Lato” produced by fopa is almost 50 minutes long and is full of catchy vocals, broken percussion sounds, dreamy melodies but also experiments with samples.

Actually, everything here is au rebours - radio dialogues, which we won't hear on the radio, music which is theoretically light, because it's summer, and yet multidimensional.

All this creates an atmosphere as thick as the August air, which is pleasant, but also makes us feel uneasy that this beautiful time full of sun, wine and fun will soon end.”

The packaging consists of a 3 Fold J-Card with scanned pastel drawings featuring custom handmade font, a fully printed transparent cassette with red tape, two colors of boxes with 3 separate stickers on the front.

superkasety.bandcamp.com/album/radio-lato

Design of a cassette tape with edits of polish songs from my childhood produced for Superkasety Records

Mockup of the cassette



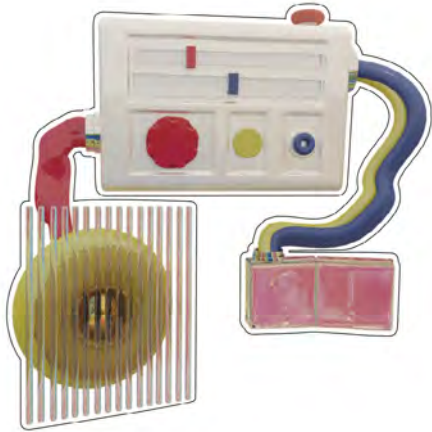
final design



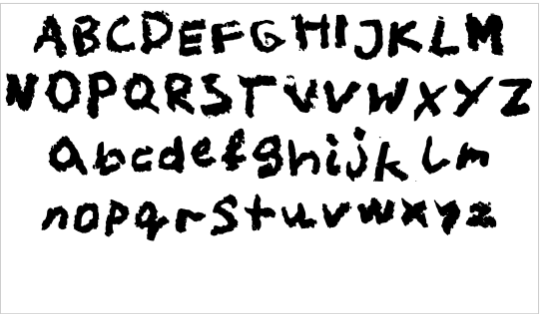
poster illustration



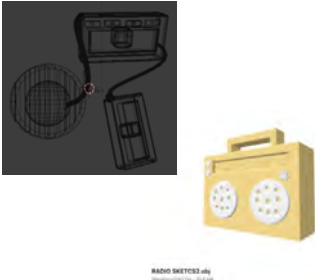
sticker



hand-drawn font



initial 3d designs



jk-card print test



Waterlikefont-Regular.otf
OpenType® font - 67 KB

Lucyna

**Art Direction, Branding,
Web Design, Communication**

“Lucyna is a gathering of creative people centred around independent art scene.

We have found each other through the force of vibrating molecules that some people call music. Together each time we try to create the house of Lucy; a place where you can be anything you want”

Lucyna started officially in 2017 and this year it has grown into Festival/Music Label/Community

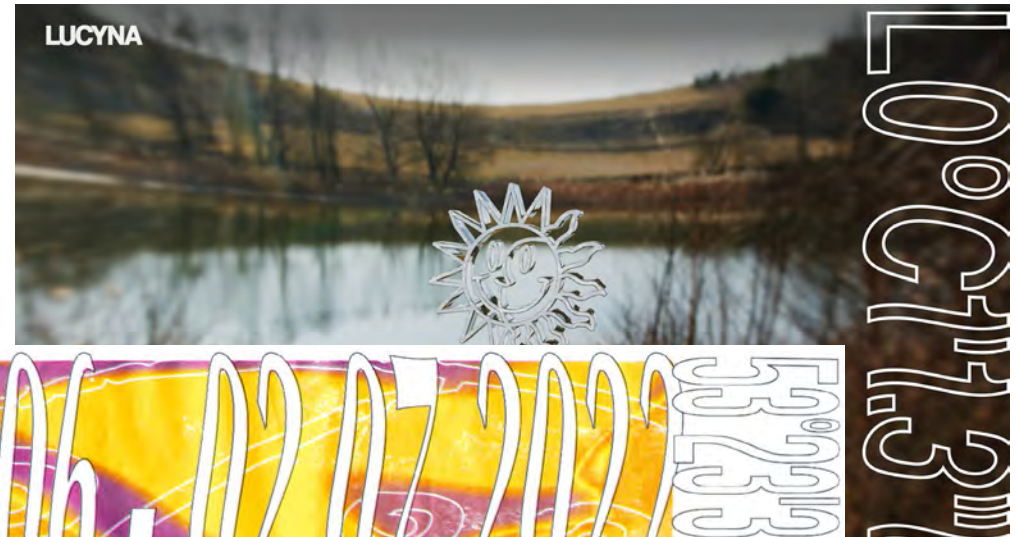
It needed a consistent communication language across the platform and a branding that could be used and copied easily by different people.

I have created a symbol, logotype, a set of fonts and graphics. I have co-created the website, helped to prepare graphics for screen printing workshop, made an Instagram filter, a zine to guide people at the festival and many more.

lucyna.digital/festival

Identity for an independent music label and festival. Working with brand, communication, artists etc.

Website Design



Cover Poster



3D logo



Print on Fabric



Instagram Filter



Merchandise



ScreenPrint



TieDye T-Shirt



Style Guide



Logo Inspo



Cassete Tape



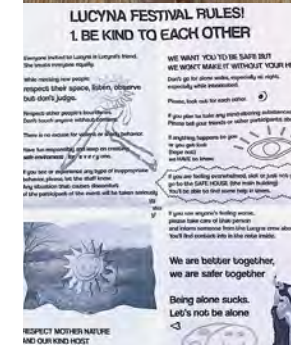
Zine



Festival Headband

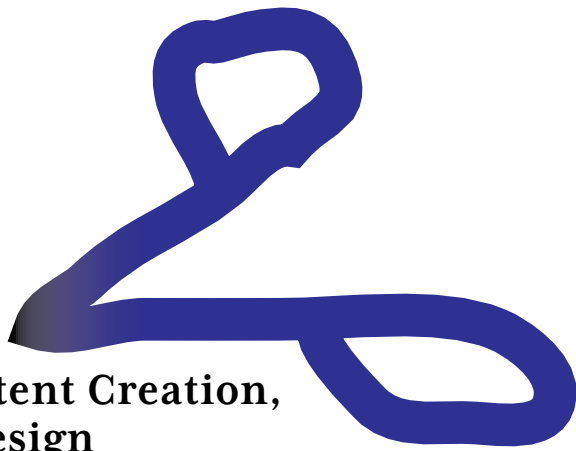


Logo Draft



Bladr

**Animation, Content Creation,
Concept, Web Design**



**Working with Bladr figure out new
way of presenting their books.
Animation and concept of social
media content and website**

Bladr was founded in 2017 and continues to assume various shapes by being a bookstore and an exhibition place. By exploring the artist's book and how it is interlaced with various art disciplines, Bladr seeks to facilitate the potential of the art form.

During my internship at Bladr I have worked close with them during developing their new website. We have thought about a way to photograph books easily and be able to show them in an interesting way.

I have implemented the "donkey ear" animation to the new website template and helped fix some issues while migrating. I also have been working on a series of animations and a poster for bladr birthday as well as a website documenting an exhibiton by Claus Carstensen.

<https://www.bladrbladr.net>

Different versions of animated logo

bladr

bladr



bladr

bladr

bladr

bladr

bladr

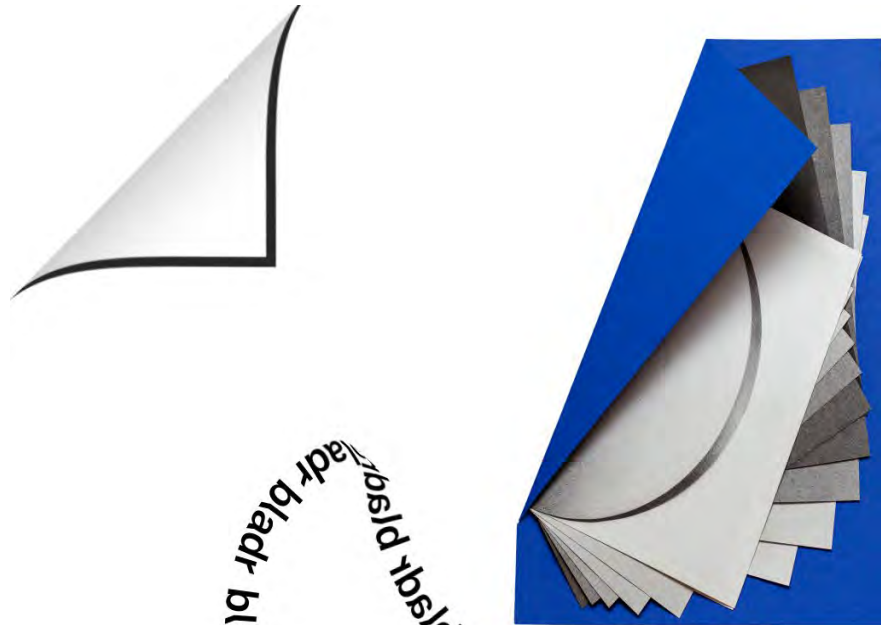
bladr

b

blac

b

Moving Poster



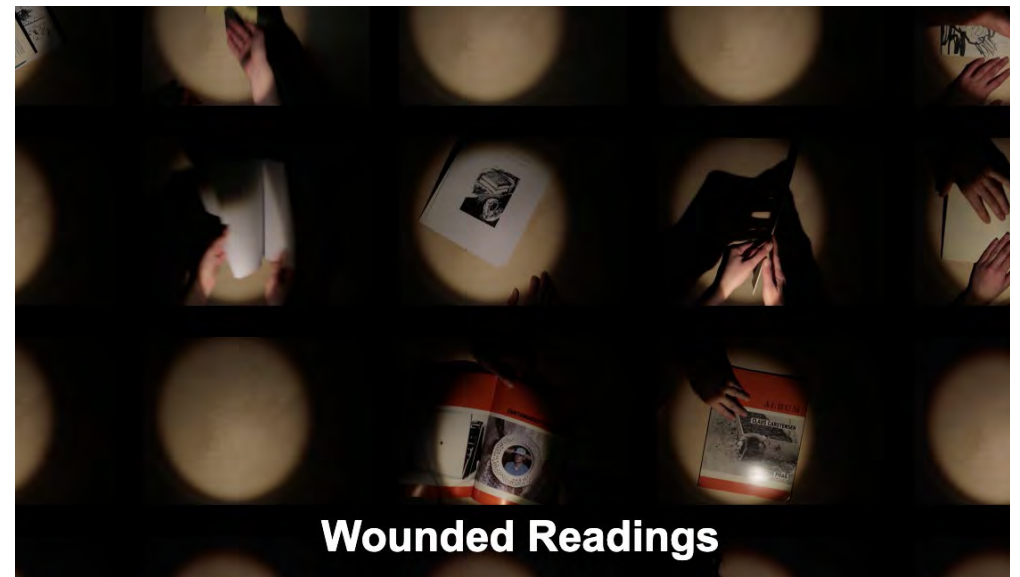
Folded Animation



Website Layout and Content

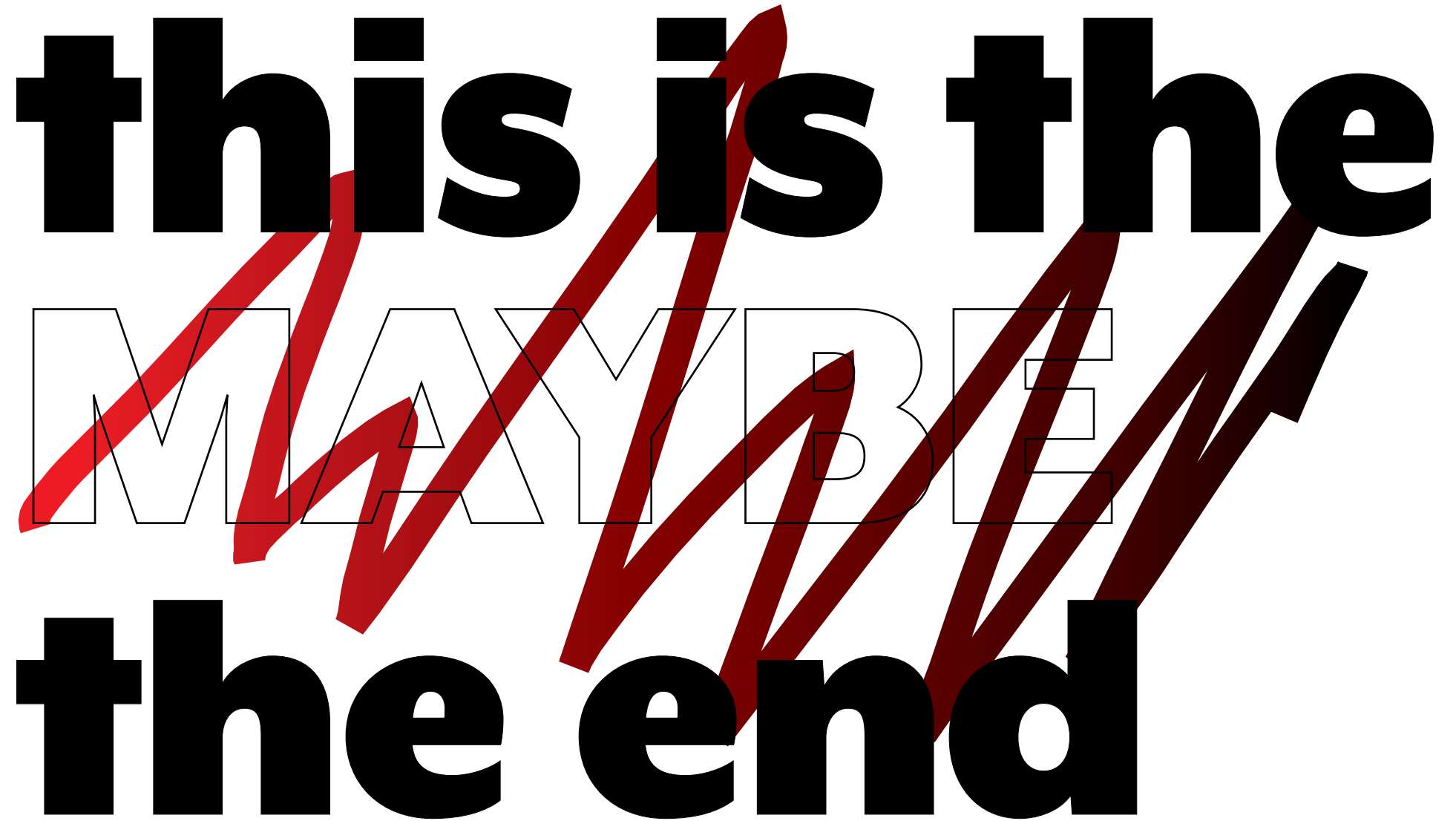


Documentation of Exhibition Web Experience



platform for artists books

this is the
MAYBE
the end





Digital Product, AR Filters, Social Media, 3D Modeling

During last few tyears I have done a bunch of experiments in AR/VR. Some of them were as simple as face filters using masks and LUTs.

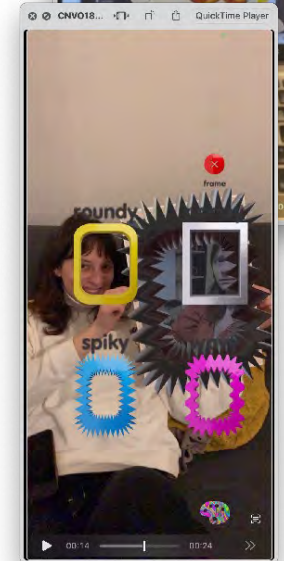
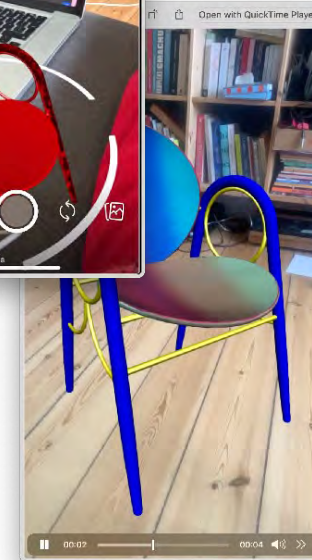
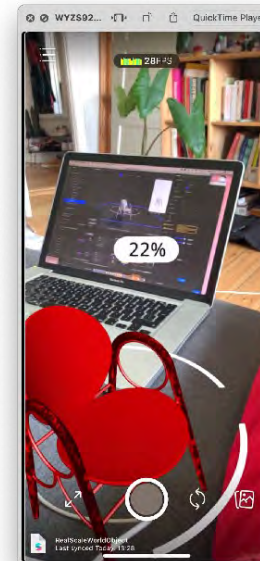
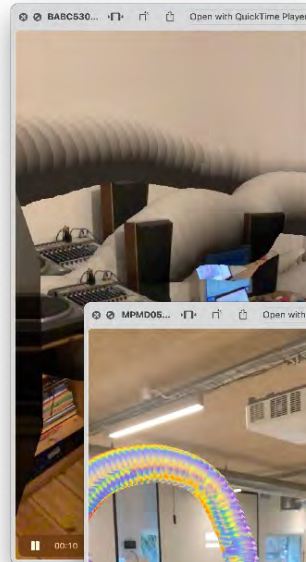
I've also tried to push the medium a bit further and see how much creation freedom I can put inside Augmented Experience.

I've made a VR tour of School Lab in Unreal, a 3D drawing tool, a chair customizer for my internship, a mockup creation app in Unity.

I have gravitated towards Instagram Filter as it is the most accesible and understandable place for people to play with Augmented Reality.

Exploring I could make inside of this framework. It was nice to see how fast one can create and to reach the limitations of this closed architecture.

Augmented Reality projects that you can interact with in order to create custom content



Drawing Tool

Chair Customizer

Frame Maker

Web



Web-Design, Interaction HTML, CSS, JS

Learning coding has been a great journey so far I have discovered basics of HTML, CSS, JS, and some PHP, PYTHON, C++ and GLSL shaders. I feel the most comfortable with JavaScript and especially creative coding in p5.js

I have a lot of stuff I want to learn and I know that this will be a long road for me. I am starting to involve more parametric and generative approach to my work as I see a lot of value in it.

Here are some of the designs I have made using code besides the ones shown before.



Displace Cam

Code snippet of
in P5.js

```
// let img0;
let img1;
let c;

function preload(){
  // Load the shader
  simpleShader = loadShader('basic.vert', 'basic.frag');

  // Load the image
  // img0 = loadImage('mountain.jpg');
  img1 = loadImage('ogRainbow.JPG');
}

function setup() {
  // shaders require WEBGL mode to work
  capture = createCapture(VIDEO);
  capture.size(500, 500);
  createCanvas(500, 500, WEBGL);
  capture.hide();
  let c1 = img1;
  c = img1;
}

function draw() {

  // shader() sets the active shader with our shader
  shader(simpleShader);
  image(capture, 0, 0, 320, 240);
  const nx = map(mouseX, 0, width, -1, 1);
  const ny = map(mouseY, 0, width, -1, 1);
  // let c = capture.get(0, 0, 500, 500);
  // Send the image to the shader
  simpleShader.setUniform("uTexture0", c);
  simpleShader.setUniform("uTexture1", img1);
  simpleShader.setUniform("uScale", [nx, ny]);

  // rect gives us some geometry on the screen
  rect(0,0,width,height);
}

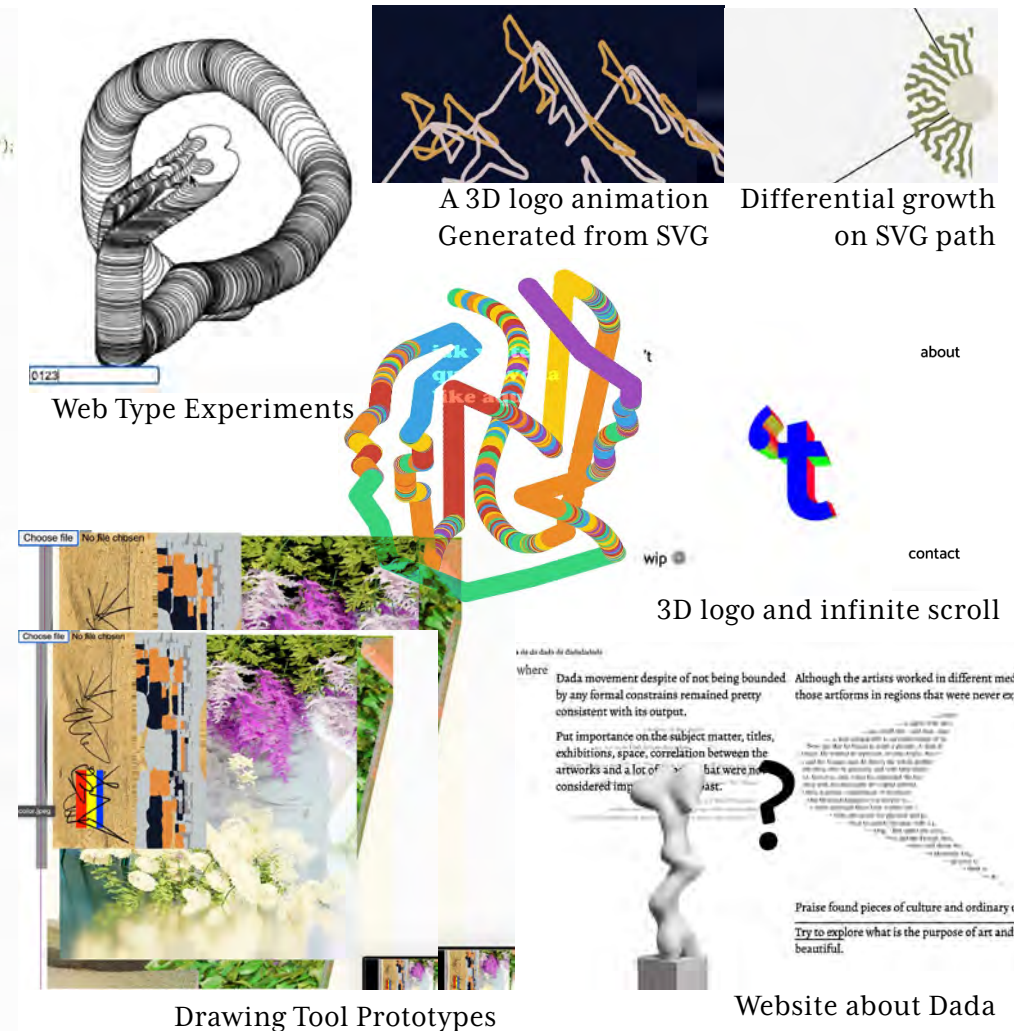
function mouseClicked(){
  c = capture.get(0, 0, 500, 500);
}

// function doubleClicked(){
//   c = capture.get(0, 0, 500, 500);
// }

function mouseDragged(){
  img1 = capture.get(0, 0, 500, 500);
}

function touchStarted() {
  c = capture.get(0, 0, 500, 500);
  // prevent default
```

Web gadgets toys that you could play with inside of your computers or phones browser



Light

Interaction, Research, Product Development, Space

During my studies I have worked on two lighting projects: one for my schools corridor on KEA and on for Copenhagen Light Festival.

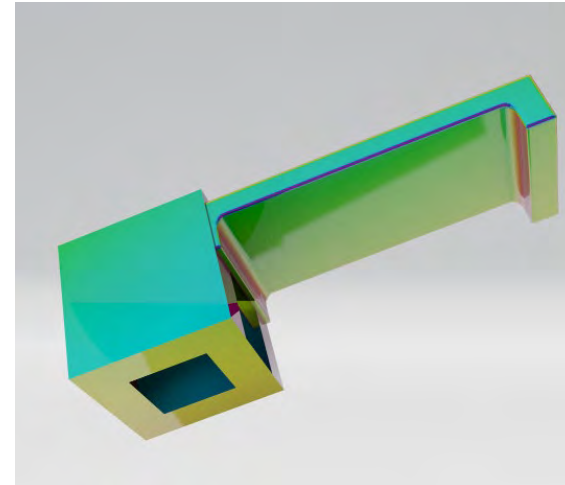
Pojector attachment that can be used for light therapy.

Corridor Projection Mapping and decoration with fluid displacement of texture triggered by people

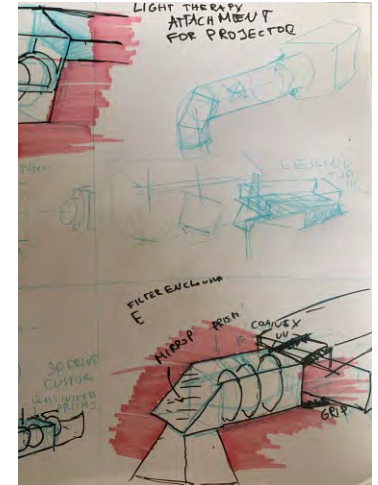
How we interact with light and how it influences us?



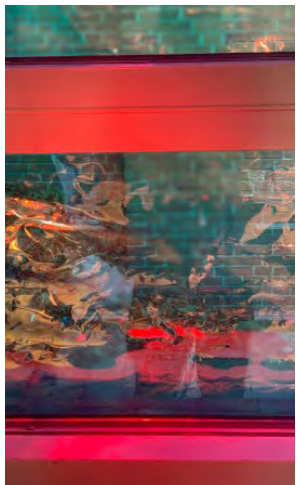
Refraction



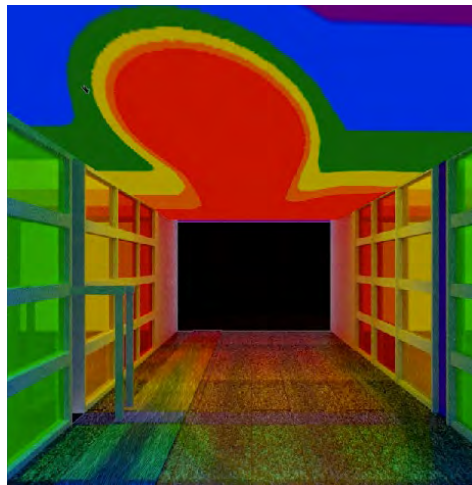
Rendering of the projector attachment



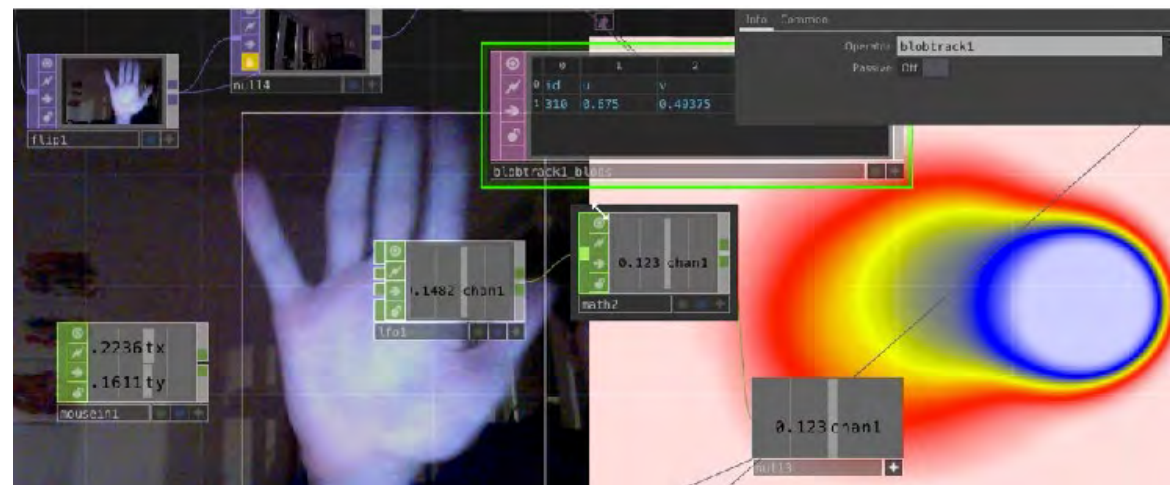
First Sketches



Colored Foil test

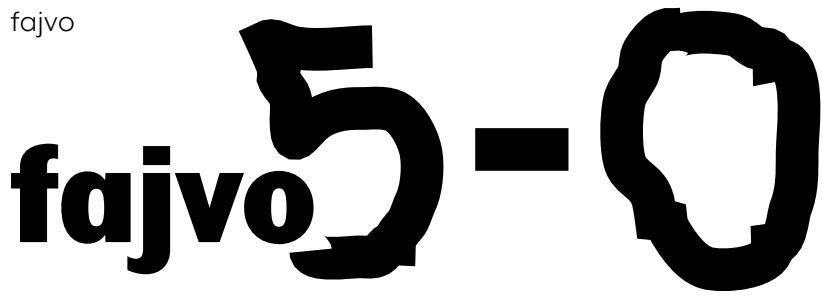


The corridor with the mapping



Node setup in Touch Designer

A fluid blob used to displace texture



Brand, Exhibitions, Videos, Events, Objects, Texts, Tricks

You try it doesn't work
You try it doesn't work
and so on
and so on
and so on
Finally it works!

But you keep trying because you know you can
do it even better.

It resembles life.

But in this case it's just a try

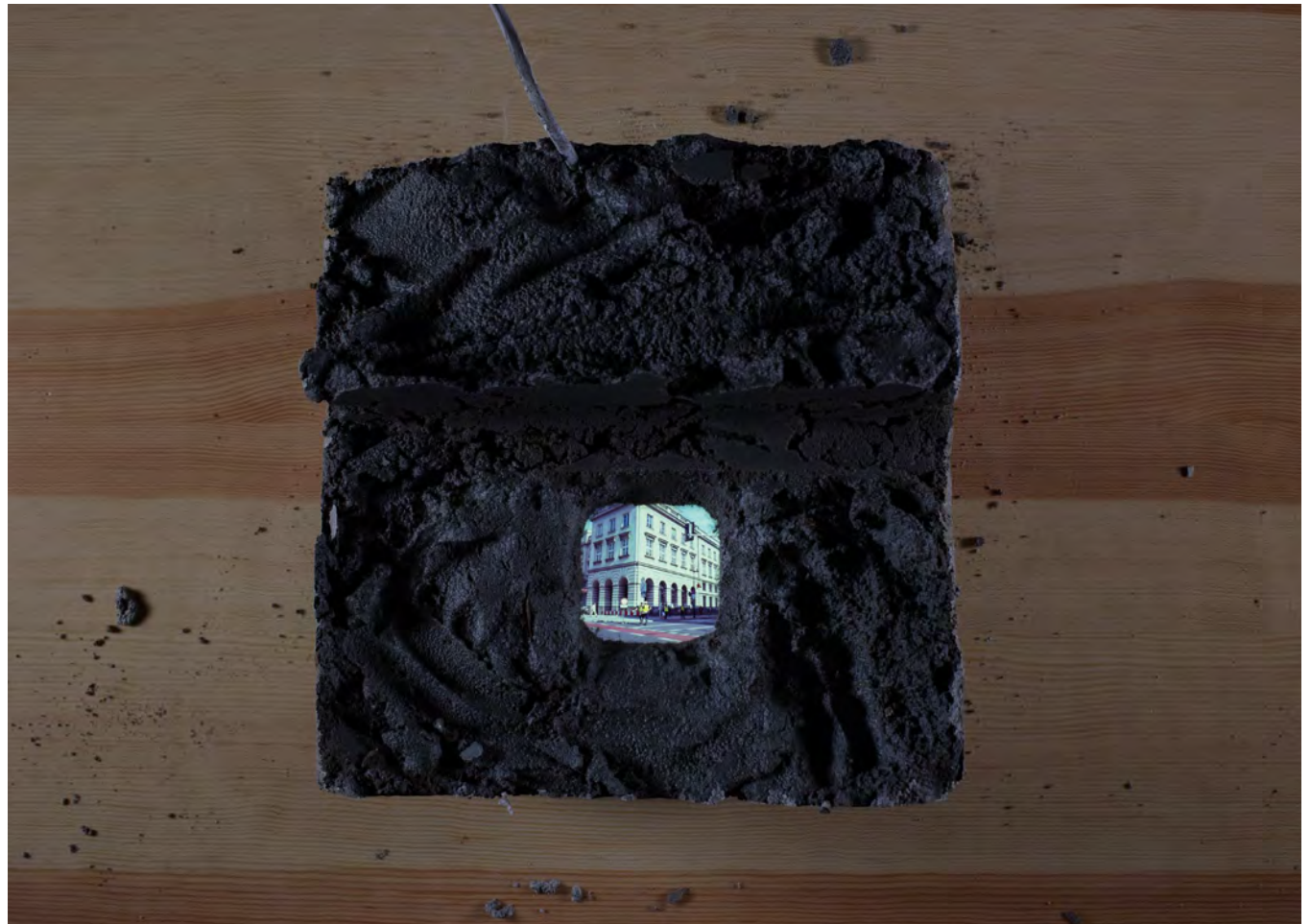
An attempt to perform a trick.

5-0 is

A skateboarding trick that involves keeping your
balance on the back track while grinding on the
edge of an obstacle.

**Tryboarding is a statement. It is a
way of thinking about the things
one does in life. It's a community.**

one of five 5cmx5cm positive of policeman in a concrete lightbox frame



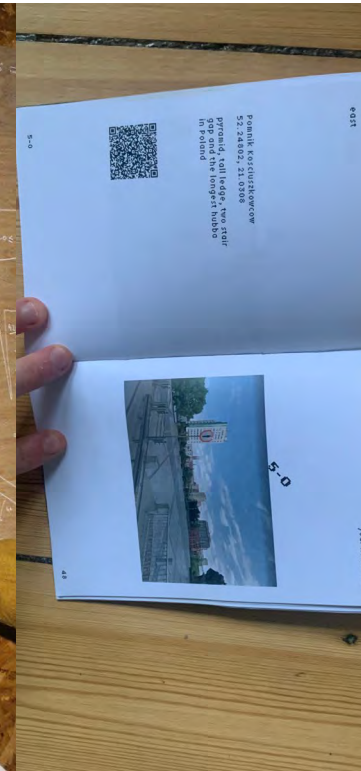
Documentation of Exhibition



Critical Angle Theory



5-0 Spot Book Zine



Half of A Trophy

