Mateusz
Mieciek
Mieciek
Portfolio

Myself

Design, Development,
User Experiance, 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 production 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 improved to be usefule for others.

instagram/quasiaqua

linkedin/mateuszmieciek

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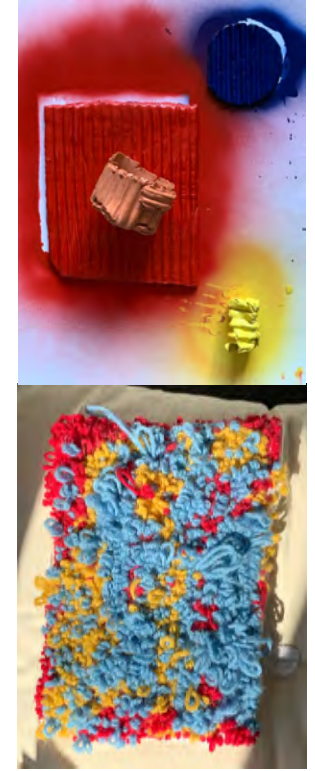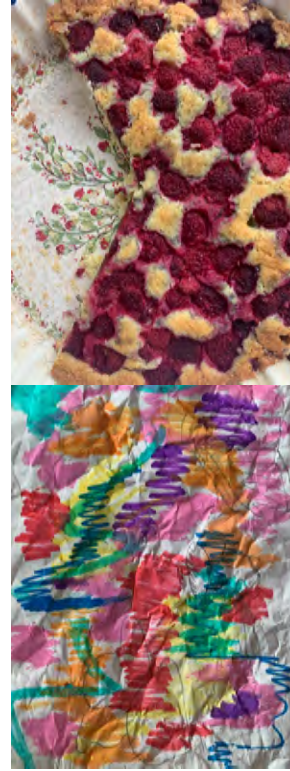
I like skateboarding   and music   and sweet stuff

and also pastels in basic colors

as you can see...

I value communiction, technology and fun :)

Riso Preview

User Interface Design, UX Research, Coding

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

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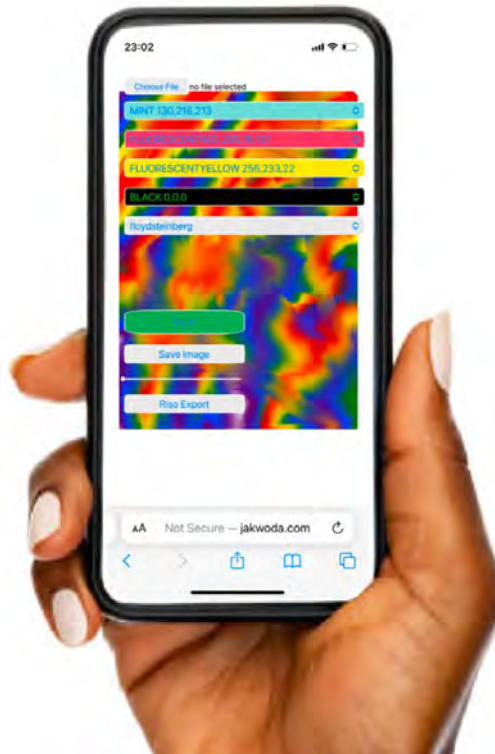
It's important to make the technology more accessible to people who are curious about the creating but can't imagine the final result or don't have skills to use graphic design software.

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.
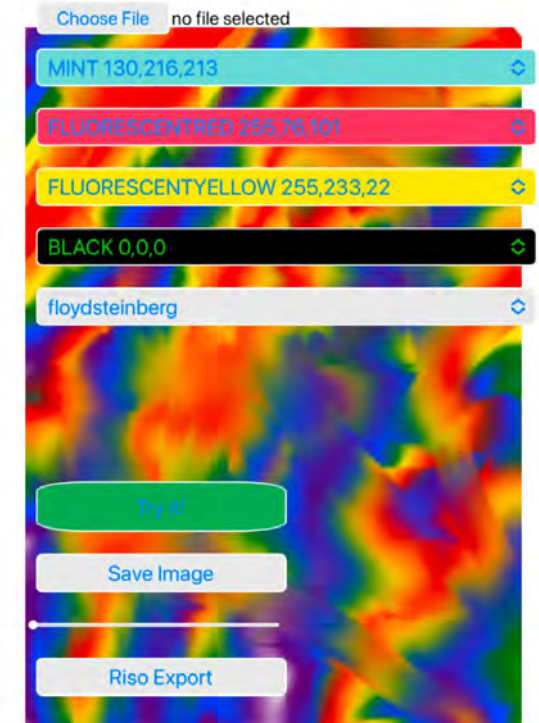
It was done as my Bachelor Project in collaboration with Obra Press a Riso Print Workshop, Shop and Cafe based in Copenhagen
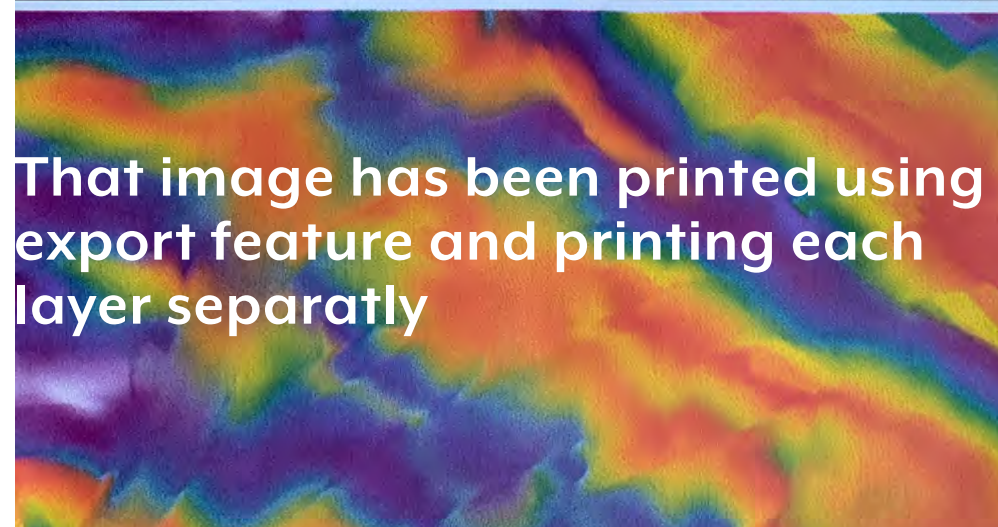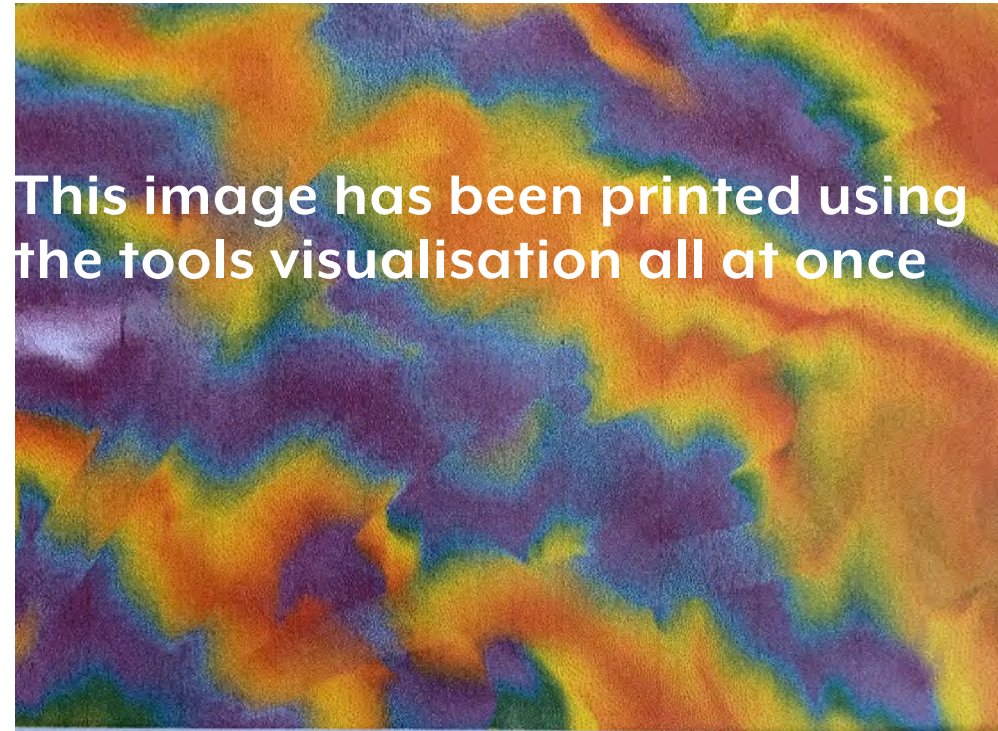
jakwoda.com/risotest - prototype

Web-Based App Interface

4

Different prints from the same input image

This image has been printed using the tools visualisation all at once
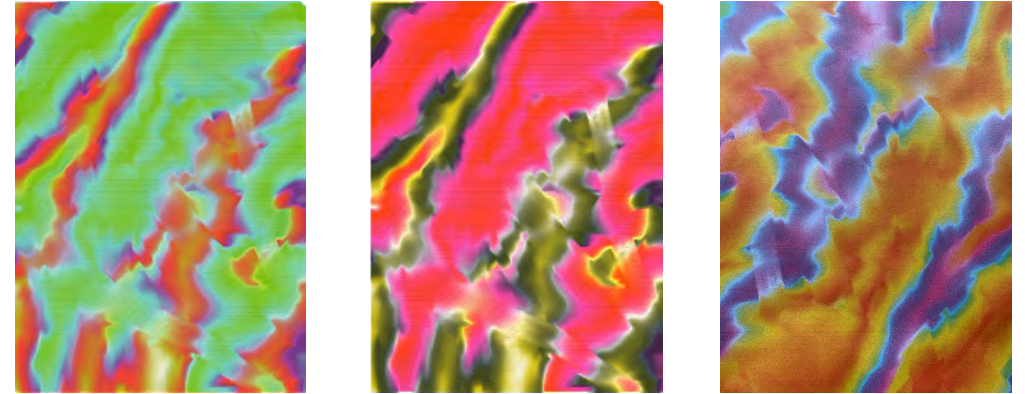
Input from a camera or gallery

A Scheme of the App

That image has been printed using export feature and printing each layer separatly

CHOOSE IMAGE
Choose file No file chosen

MODIFY

DITHER TYPE   COLORS   THRESHOLD

...or repeat

SAVE PNG   or   EXPORT LAYERS
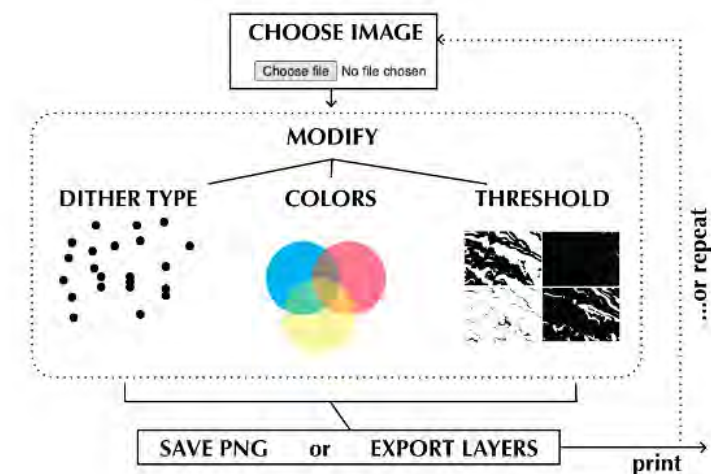
print

Radio Lato

Print Design, Illustration, Typography, Music

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

Mockup of the cassete

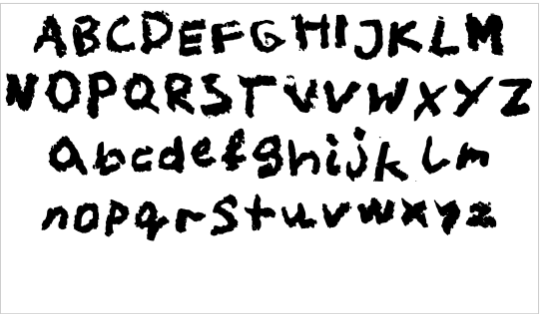Excerpt from the press release:
"The album "Radio Lato" produced by fopa is almost 50 minutes long and is full of catchy vocals, broken percussion sounds, dreamy melodies but also experiments with samples.

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 trasparent cassette with red tape, two colors of boxes with 3 separate stickers on the front.

superkasety.bandcamp.com/album/radio-lato

final design

poster illustration

sticker

there are 50 blue

and 50 red versions
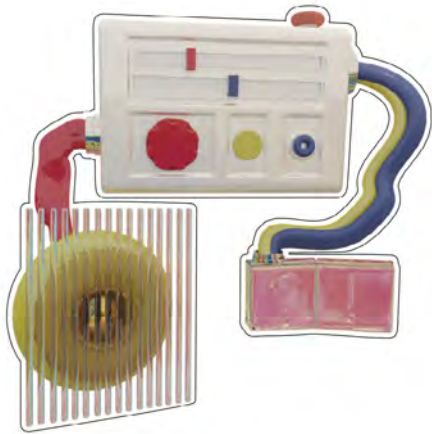
hand-drawn font

initial 3d designs

ABCDEFGHIJKLM
NOPQRSTUVWXYZ
abcdefghijklm
nopqrstuvwxyz

RADIO SKETCH2.obj
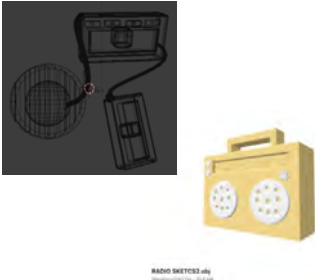
jk-card print test

Waterlikefont-Regular.otf
OpenType® font - 67 KB

Lucyna

Art Direction, Branding, Web Design, Communication

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

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

We have found each other through the force go 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"

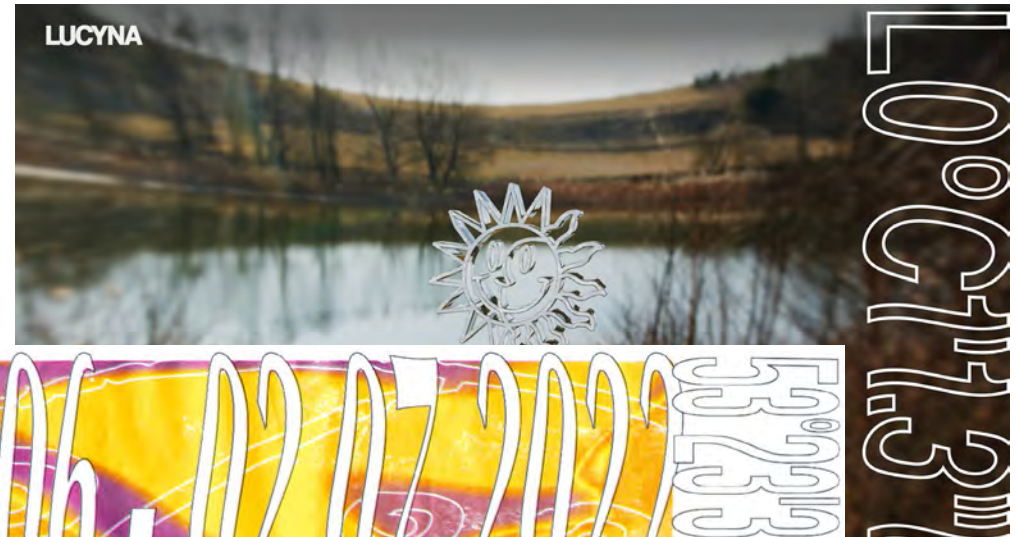Lucyna started officially in 2017 and this year it has grew into Festival/Music Label/Community

It needed a consitent 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 cocreated the website, helped to prepare graphics for screen printig workshop, made an instagram filter, a zine to guide people at the festival and many more.

lucyna.digital/festival

Website Design

Cover Poster

30.06 - 02.07 2022
LUCYNA 2022

3D logo

Print on Fabric

Instagram Filter

Merchendise

ScreenPrint

TieDye T-Shirt

Style Guide

make change
not a statement

LUCYNA

Someday where it's lucyna again

Logo Inspo

Logo Draft

Cassete Tape

NOWA ZIEMIA

LUCYNA TAPE

moon side

nowa ziemia

Morphing Symbols

Custom Frame

Sculptural Picture

Analog Background

L-shaped Type

Zine

LUCY N/A

LUCYNA

LUCYNA FESTIVAL RULES!
1. BE KIND TO EACH OTHER

Festival Headband

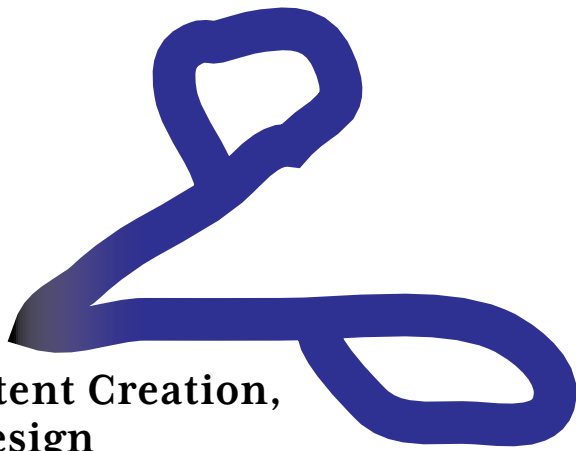LUCYNA 2022 HALF YEAR'S EVE

LUCYNA 2022 HALF YEAR'S EVE

HALF YEAR'S EVE

LUCYNA 2022
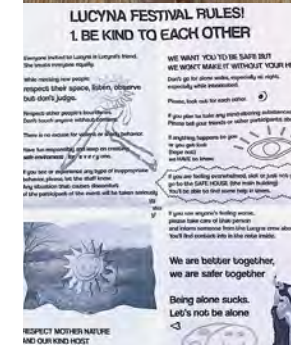
Bladr

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

Moving Poster
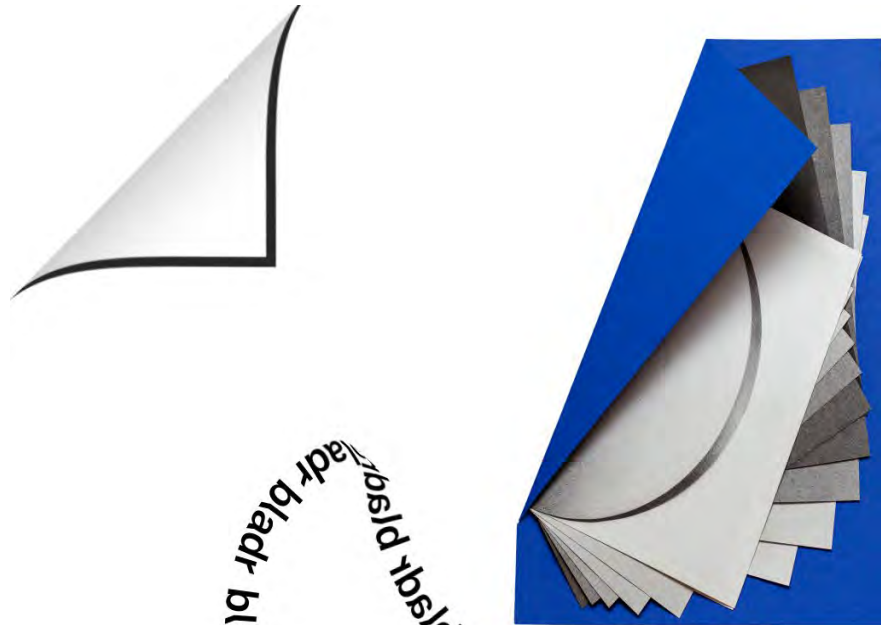
Folded Animation

Website Layot and Content

platform for artists books
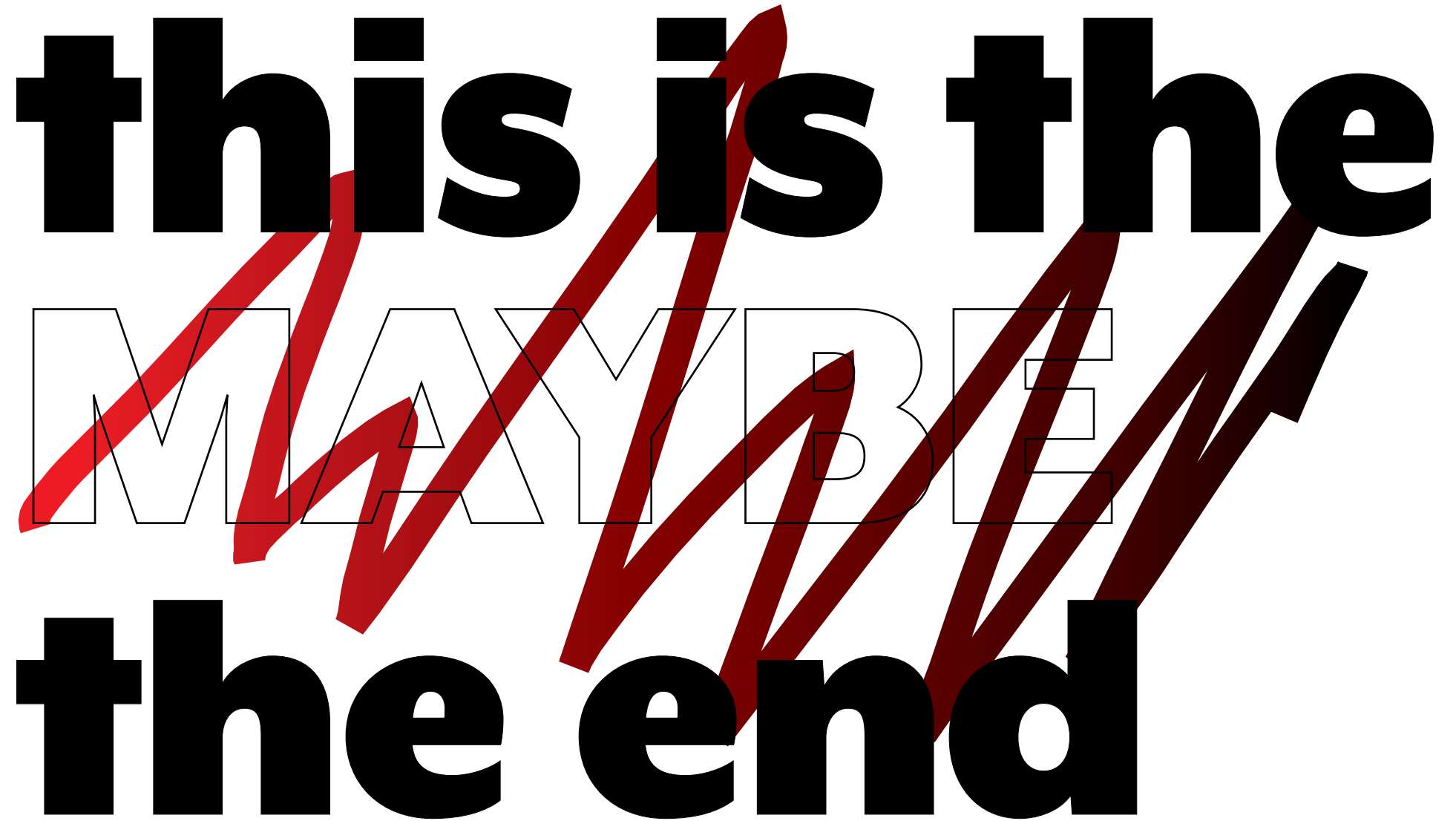
Documentation of Exhibition Web Experiance

Wounded Readings

this is the MAYBE the end

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

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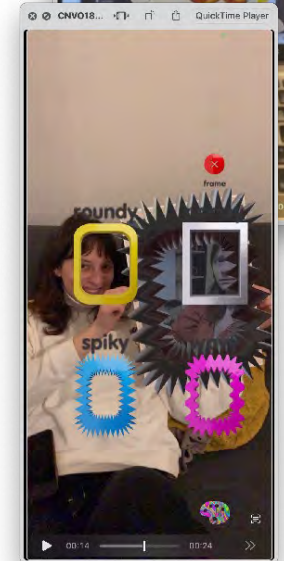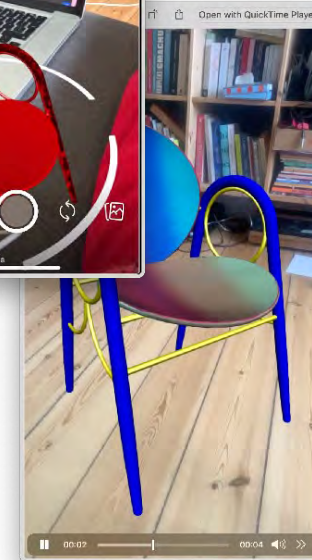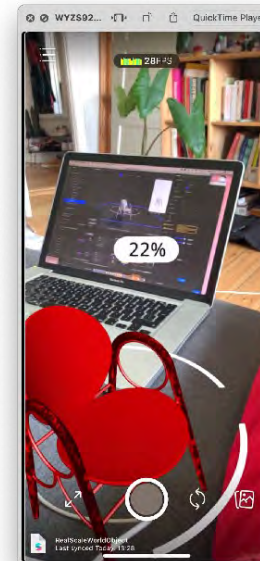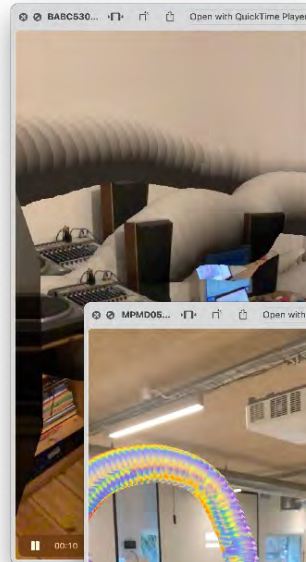
I've also tried to push the medium a bit further and see how much creation freedom I can put inside Augmented Experiance.

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 limitiations of this closed architecture.

Drawing Tool

Chair Customizer

Frame Maker

Web

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

Web-Design, Interaction
HTML, CSS, JS

Learning coding has been a great journey so far
I have discovered basics of HTML, CSS, JS, and
somePHP, PYTHON,. C++ and GLSL shaders.
I Feel the most comfortable with JavaScript and
especialy 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 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 mx = map(mouseX, 0, width, -1, 1);
  const my = 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", [mx, my]);

  // 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
```
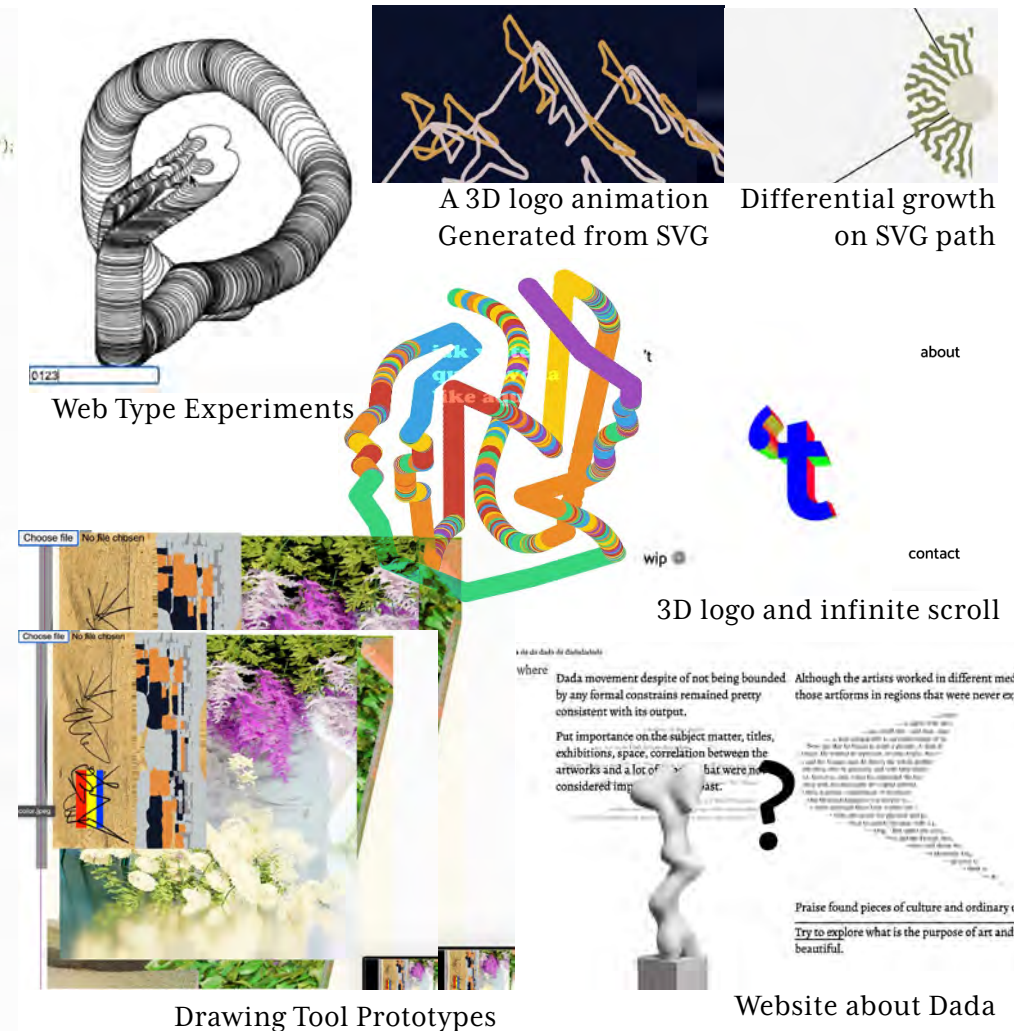
Web Type Experiments

A 3D logo animation
Generated from SVG

Differential growth
on SVG path

about

contact

3D logo and infinite scroll

Drawing Tool Prototypes

Website about Dada

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.
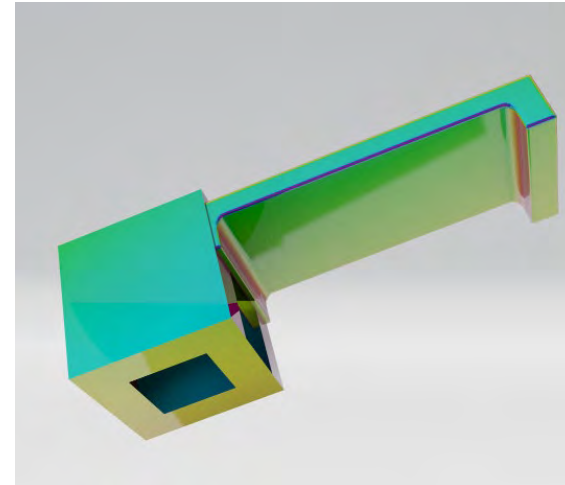
Pojector attachment that can be used for light therapy.

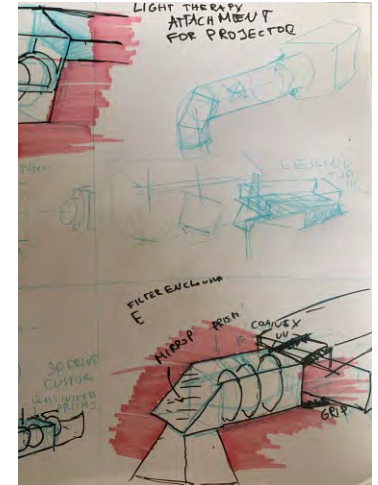Corridor Projection Mapping and decoration with fluid displacement of texture triggered by people

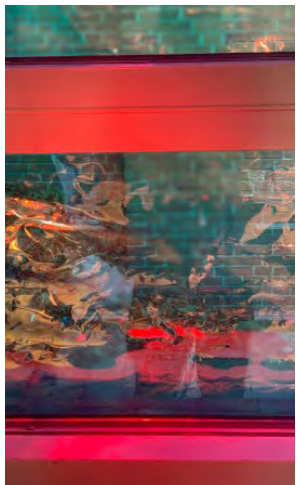# How we interact with light and how it influances us?
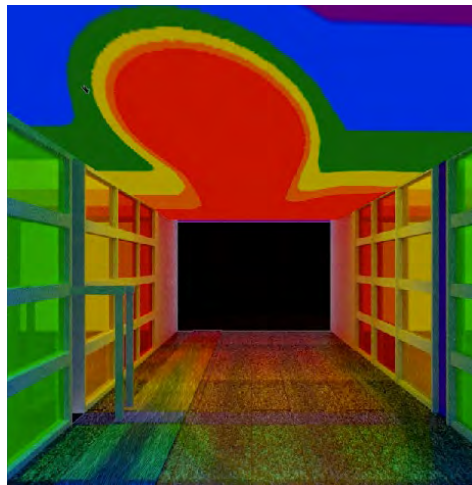

Refraction

Rendering of the projector attachment
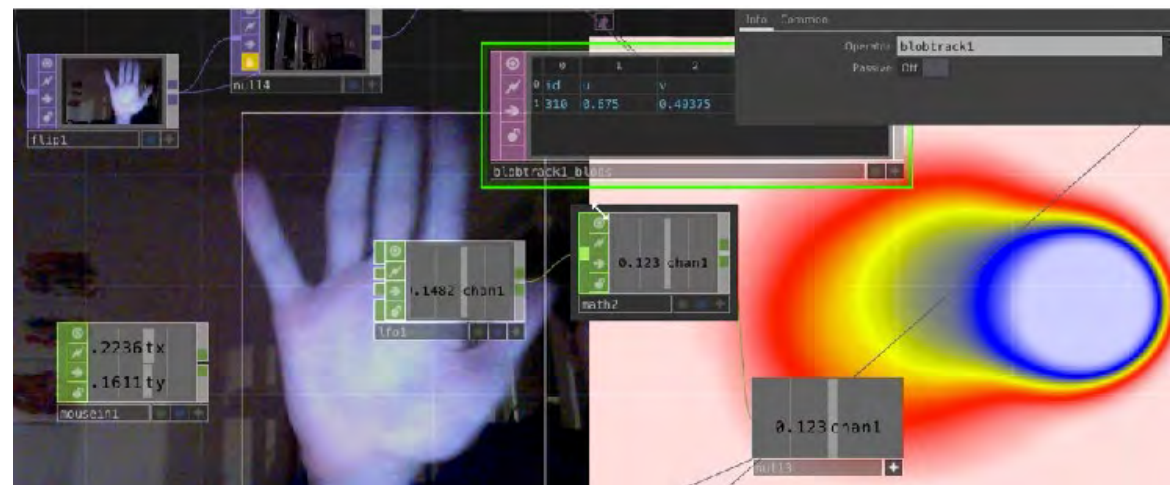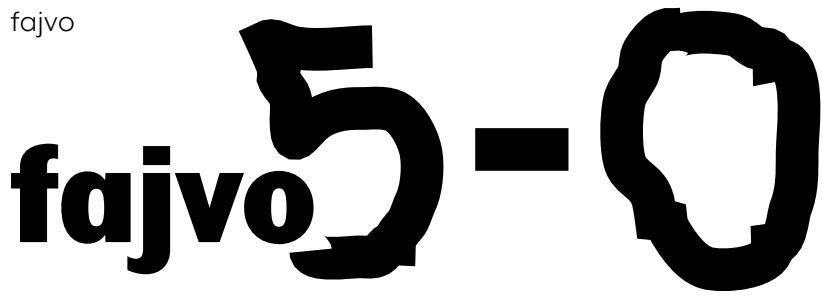

First Sketches

Colored Foil test

The corridor with the mappping

Node setup in Touch Designer

A fluid blob used to disoplace texture

fajvo 5-0

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

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 concete lightbox frame

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.
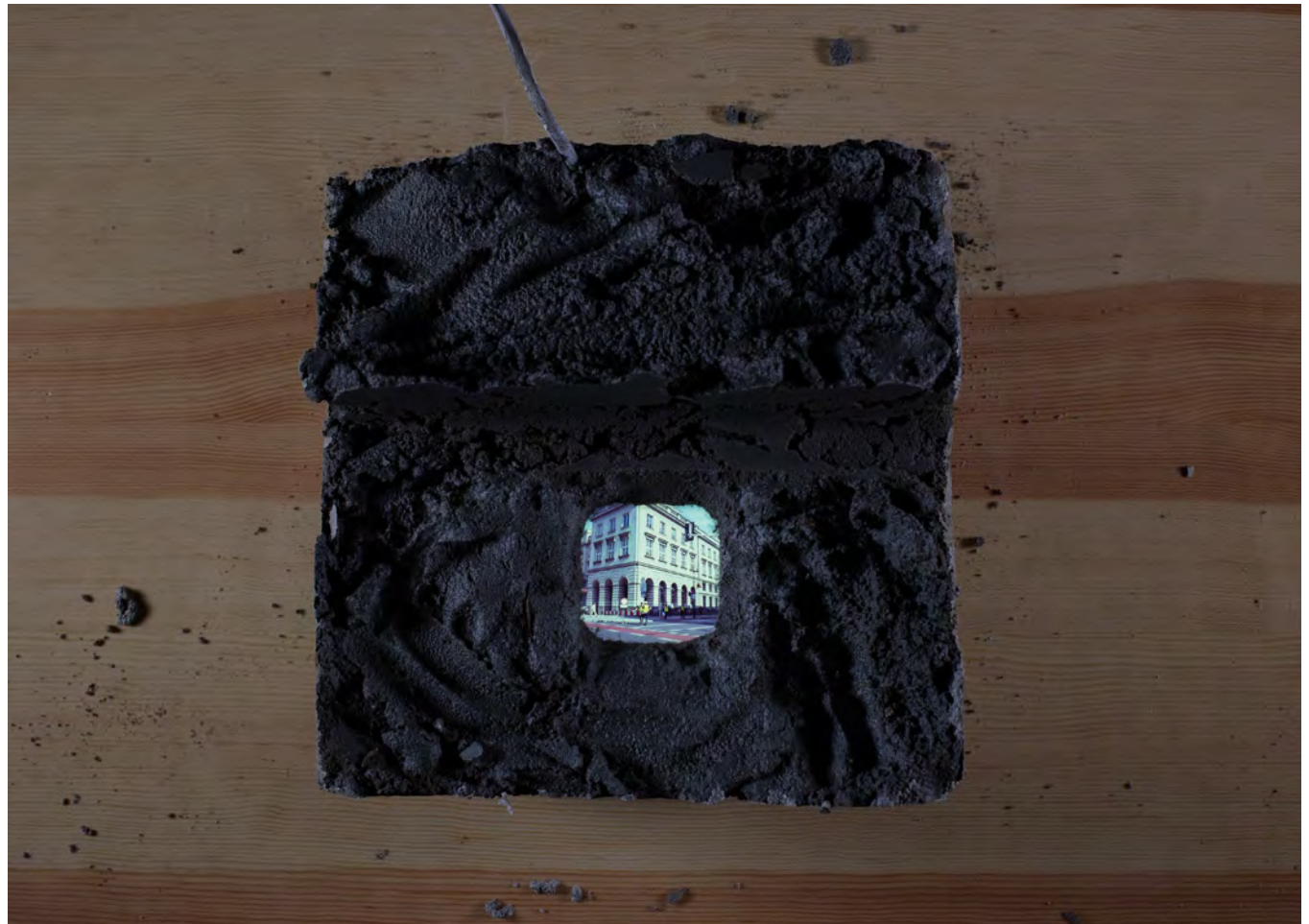
It resembles life.

But in this case it's just a try

An attempt to peform 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.
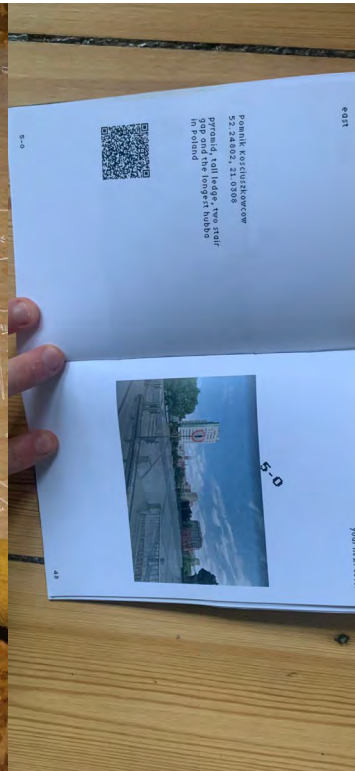
Documentation of Exhibition   Critical Angle Theory   5-0 Spot Book Zine   Half of A Trophy