

# PORTFOLIO



+7 927 039 35 00

AYDARARCHITECT@GMAIL.COM

# AYDAR ZUFAR



## ABOUT

Love for creating lives in me since childhood. As early as 2007 I got this idea to set out on the path of becoming a representative of our proficiency; and I'm still on the way to my aim gaining the experience of work with different materials and features of realization of building and design ideas.

This portfolio presents a part of my last personal works and projects co-authored with students and specialists of architecturing and designing.

## MANIFESTO

I believe in the ability of architecture, exploring and creativity to be helpful for the world.

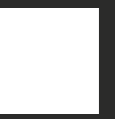
Today "design" doesn't mean "solving problems", it means a strict development of a man-made living environment.

Focusing on the future, progression, love for nature and willingness to develop our life are the most important things that can form the understanding of high quality architecture.

My honest wish is seeing how people live in the mode of our time, in the spaces full of high aesthetical meaning and spirit, the spaces free from kitsch, having the harmony of centuries-old traditions.



# ARCHITECTURE



## HOUSING



## PUBLIC



# ARCHITECTURE

## 3X\_HOUSE

**Place:** Turgay / Russia

**Area:** 470 m<sup>2</sup>

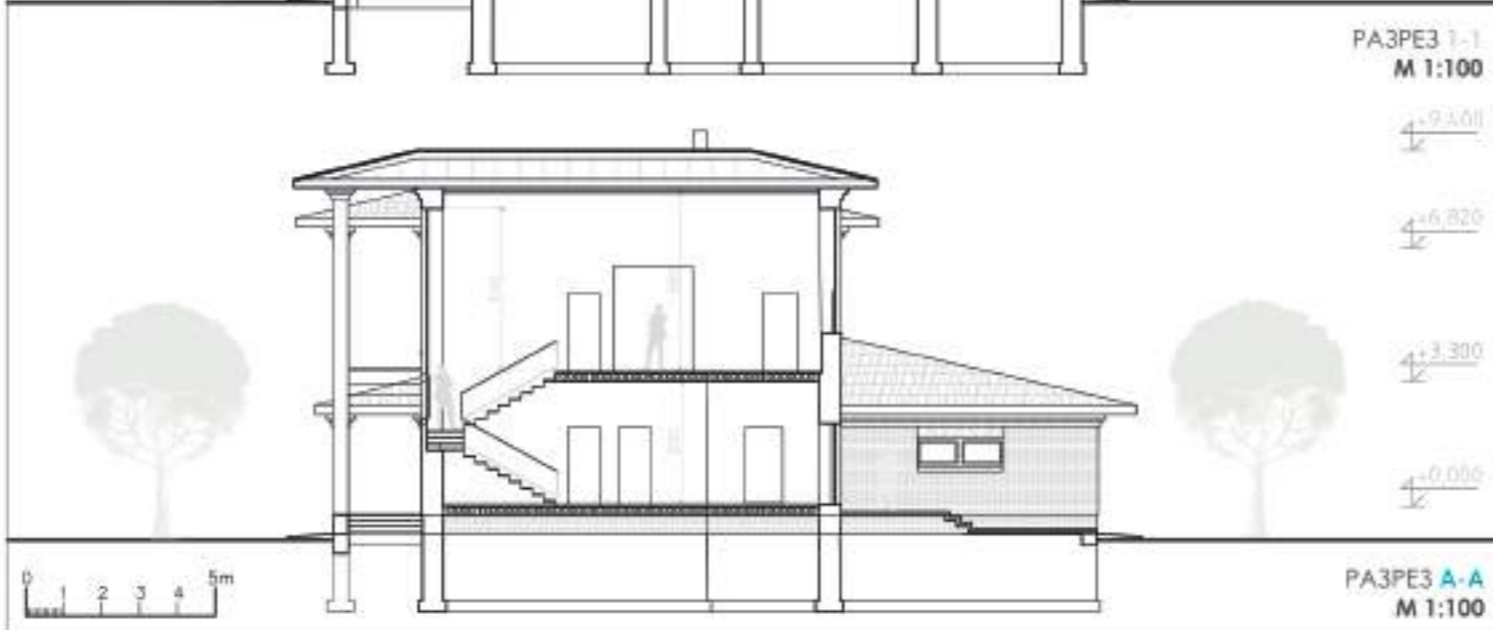
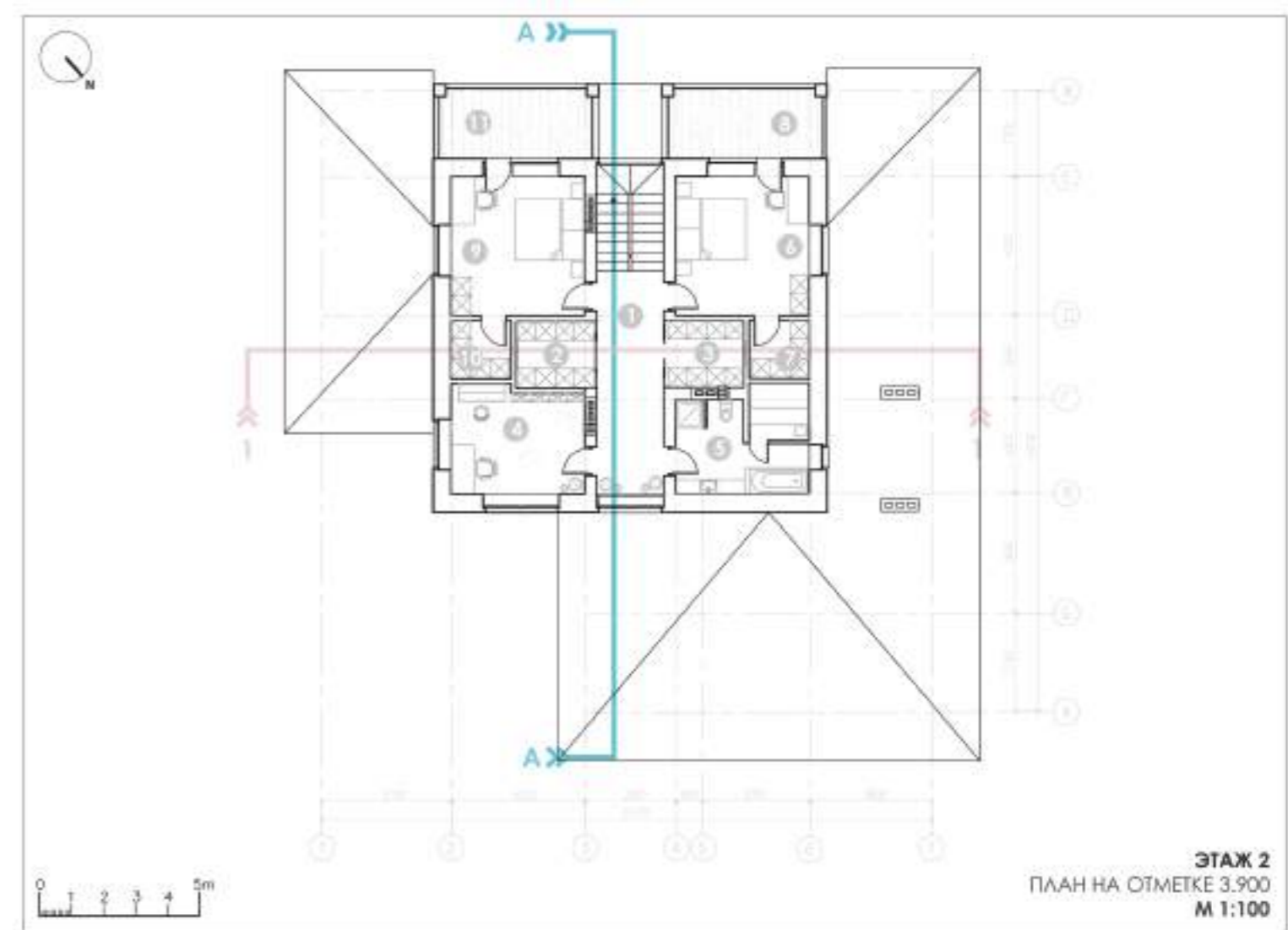
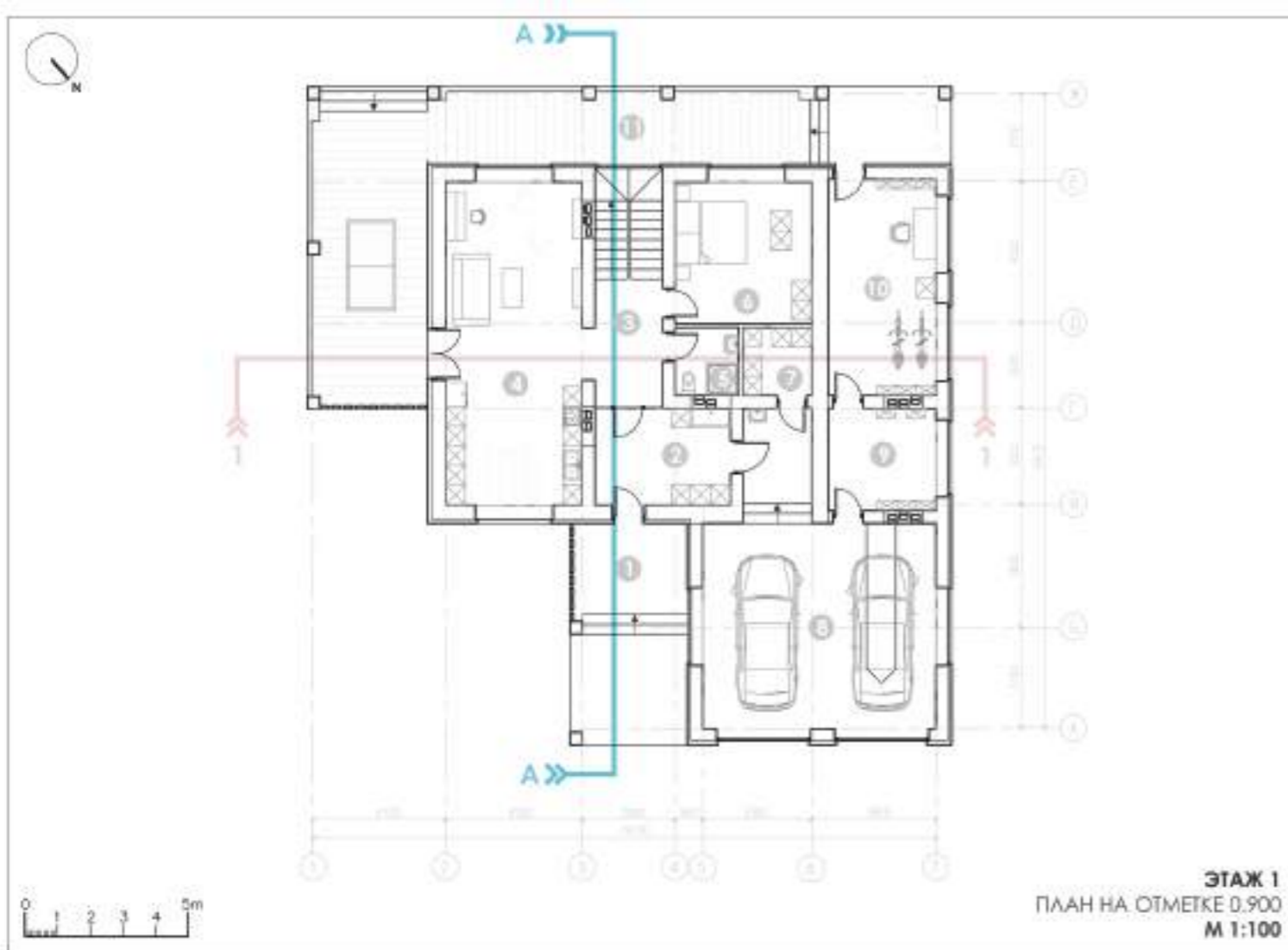
My favourite scale in architecting is private house construction. I grew up in a private house and I am glad to guide people from cities to the world of conscious living in the countryside. Helping people to gain their experience of building and exploitation of private houses and their engineering systems.

**3X HOUSE** is a one-family private house near a forest that contains three basic units:

- 1 - a garage-workshop
- 2 - a terrace
- 3 - a residential unit

The residential unit dominates in the composition overtopping the two smaller units. The house is made of warm ceramic blocks Parotherm type with a light ceramic brick cladding.





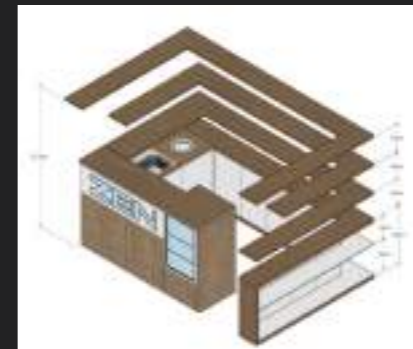
# INTERIOR



## RESIDENTIAL



## PUBLIC



## INTERIOR

# MILKY SPACE

**Place:** Kazan / Russia

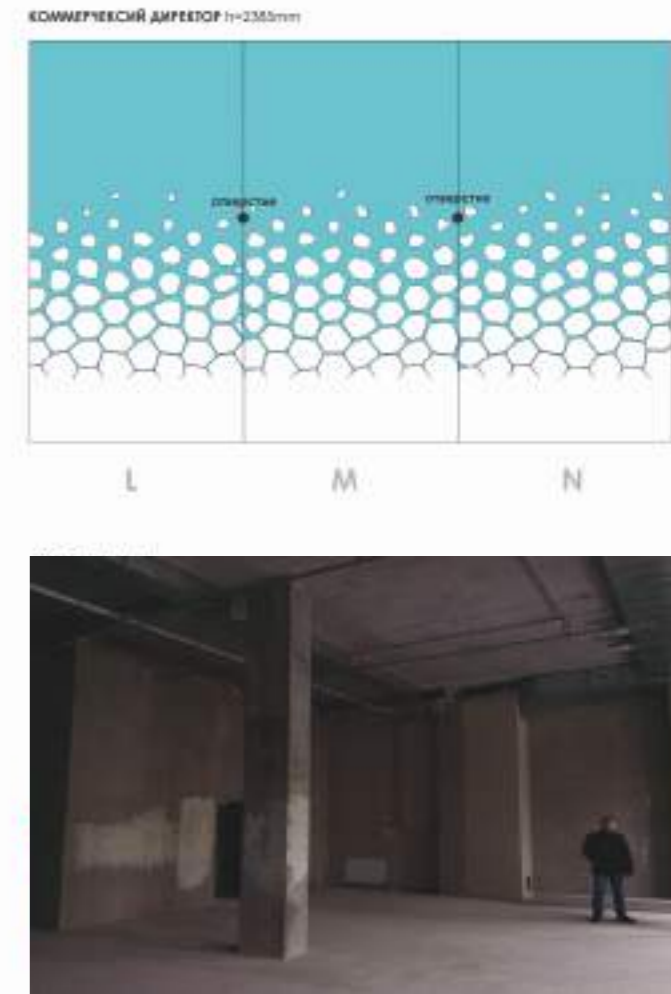
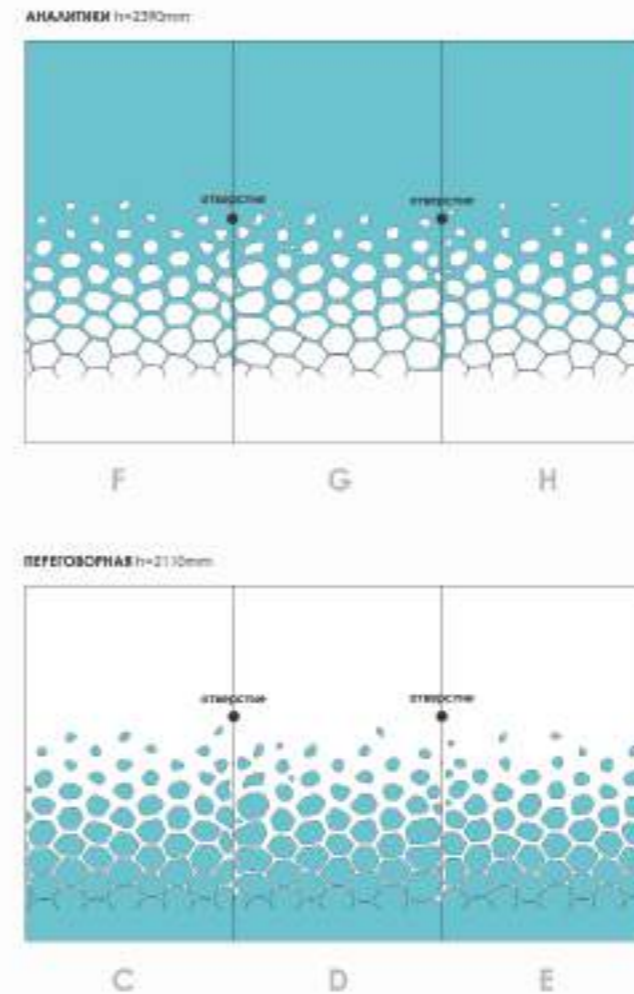
**Area:** 215 m<sup>2</sup>

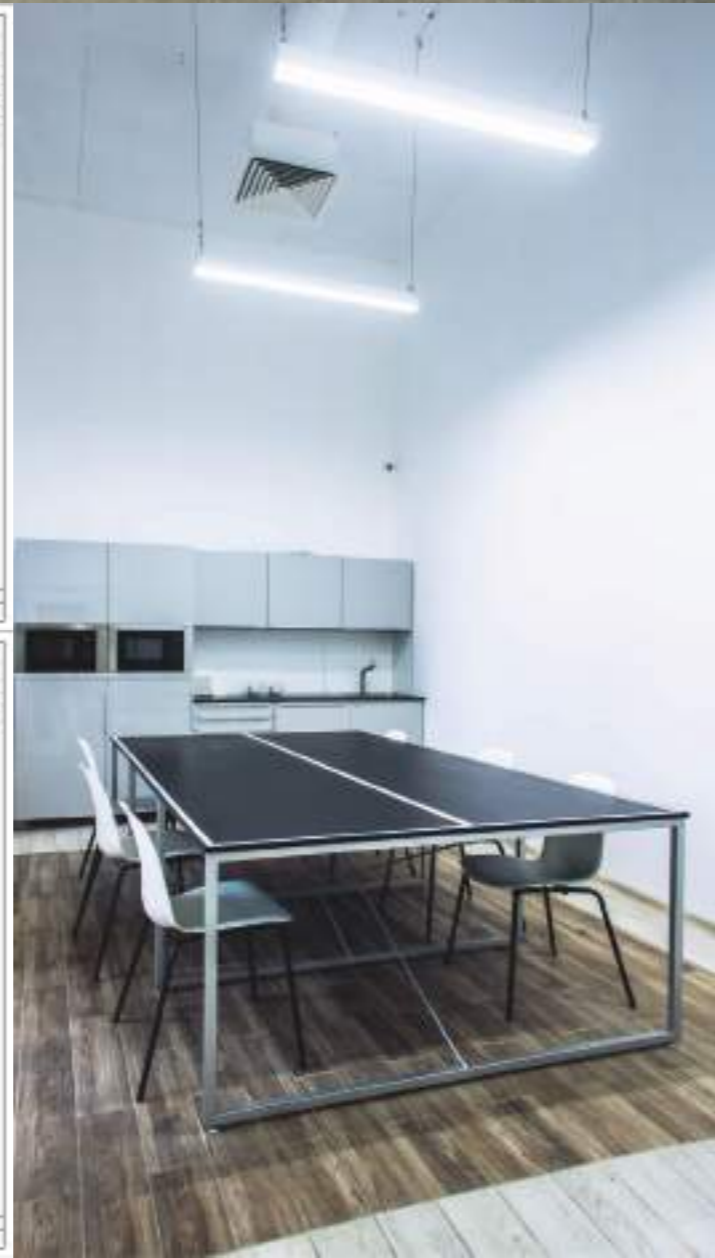
Public interior design often means lots of input data and demands, and when satisfying them it is important to save comfortability and compliance cooperative identity.

**MILKY SPACE** is an interior solution of the dairy factory central office that is founded in the heart of the historical city centre.

Thanks to the original height of the siling the space united to levels. The upper ones contain offices of the managers, below them a spacious zone for lovely work days of the workers.

The specialists of parametric modeling in Rhino+Grashopper were invited to develop the patterns, and the working model was created in Autodesk Revit that helped to avoid contradictions while realising the object.







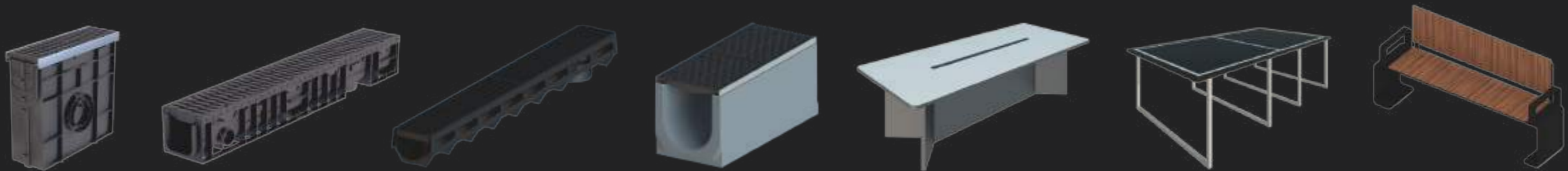
# PRODUCT DESIGN



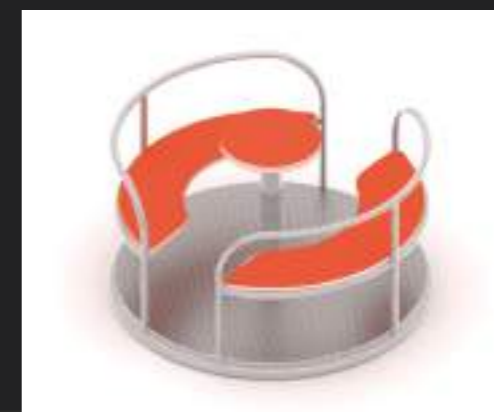
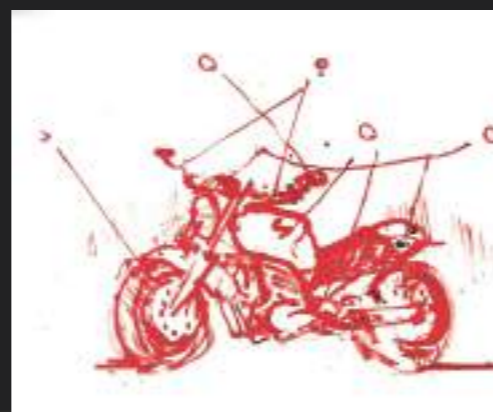
## ARCITECTURAL DECOR



## ENGINEERING & FURNITURE



## MECHANICAL



## PRODUCT DESIGN

# MIKROMIR.SPACE

**Place:** Kaliningrad / Russia  
**Playground Equipments:** 115

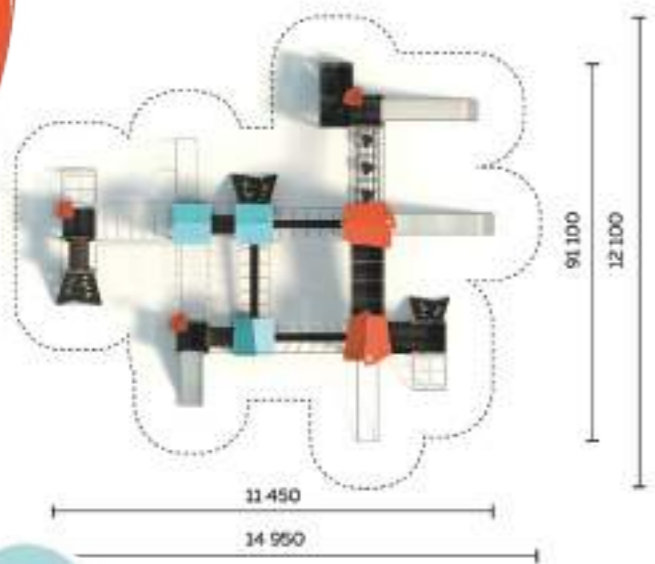
Developing kids' zones and units is an effective way to increase the extent of the design with numbers of users and wide geographical spread.

Designing more than 100 variations of gaming equipment and launching the manufacturing production was a priceless experience for me. Leading the team from constructive blueprints to choosing components extended my knowledge of details and features of production.

Our mission is creating the atmosphere that educates children through the equipment of high quality and the aesthetic.

Our aim is to create a safe, developing and attractive space for children to gain important life skills.





### BC-01029



126.57 кв.м



H - 4090 mm



L - 11450 mm



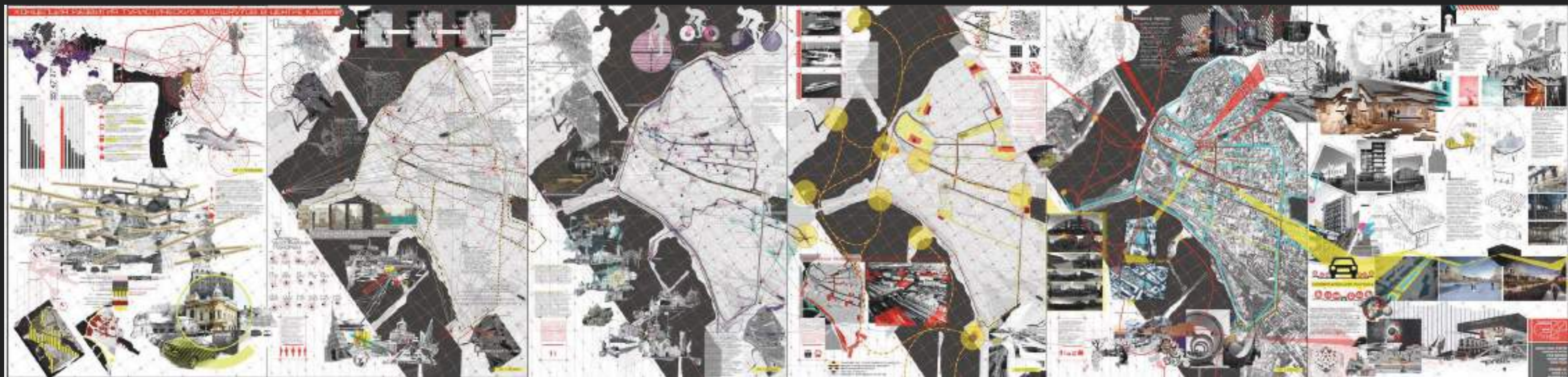
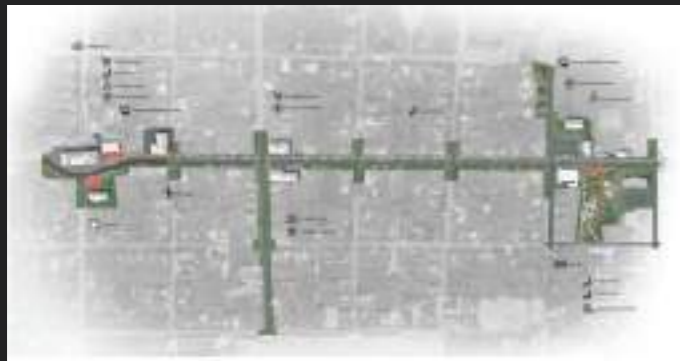
W - 9100 mm



2100 mm

3 - 14 | возраст

# URBAN PLANNING

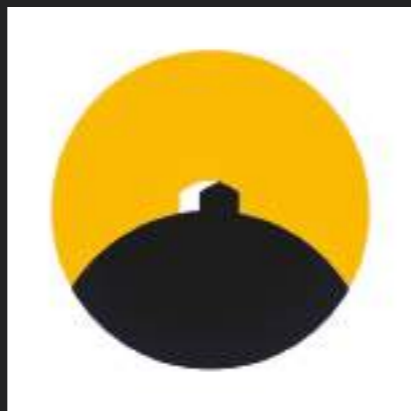




# GRAPHIC ARTS



## LOGOTYPING



## HAND DRAWING



## STREET ART



# GRAPHIC ARTS

# JUST KITCHEN

**Type:** Logotyping

**Brand:** TV Show

Graphic art in my opinion means, first of all, a sense of composition and colouristics. It was visual art that led me into architecture gradually moving from plane to space.

Making a logo for me is a process of step-by-step creating of a familiar image and an expressive composition.

Taking part in creating of a logo concept trend for a new cooking show at one of the well-known TV channels as CTC, united these simplest and memorable image.

Speaking of cooking, what can be the simplest element while making food? The first thing that comes to mind is a pot. However, when speaking about the basic element of any dish, then it is water of course.

