

**ARCHITECTURE**

**PHOTOGRAPHY**

**DESIGN PAINTING**

**RENDERING**

**FINE ARTS**

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“Only common things happen when common sense prevails”  
-Anonymus

**PORT**

**FOLIOS**



**ARCHITECTURE**  
**RENDERING**  
**COMPETENCES**  
**CONTACT**

**ARCHI**  
**TECTURE**

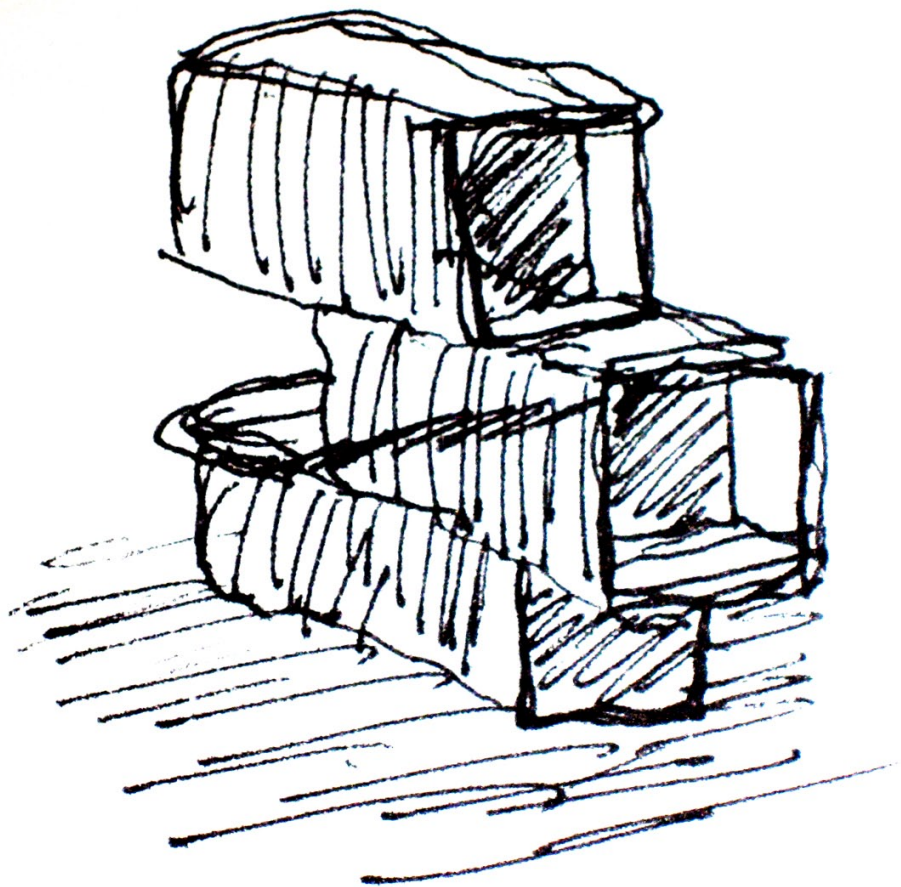
# THE CONTAINER HOUSE

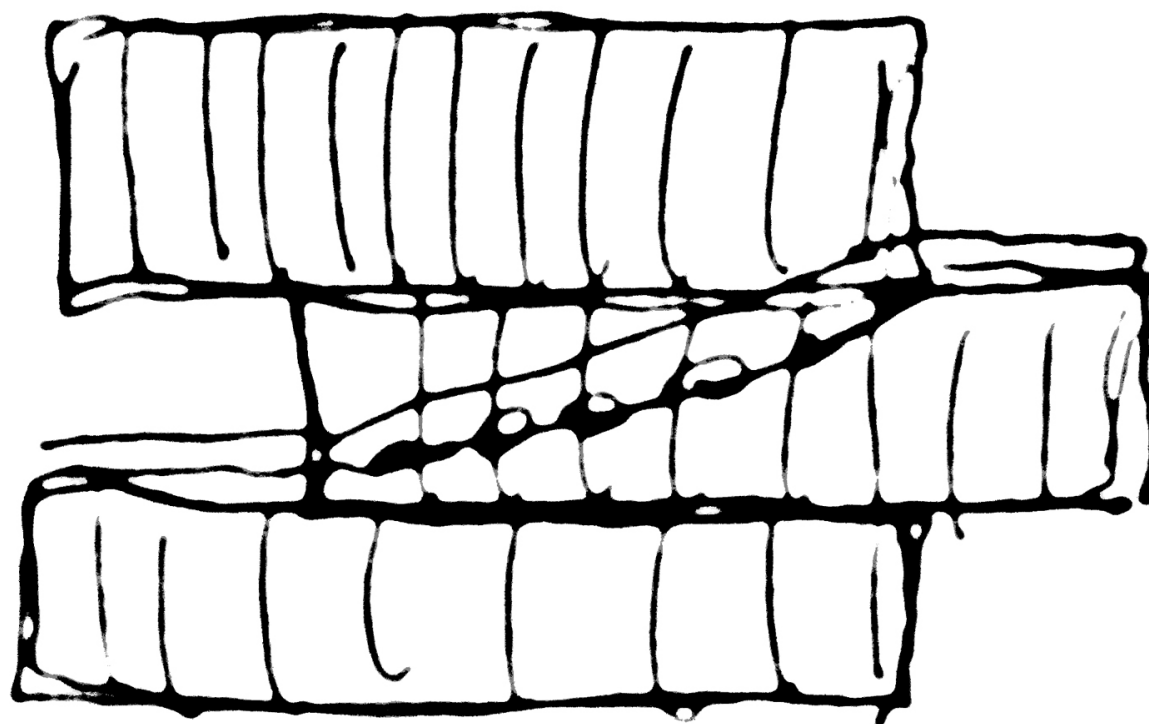
The container's spacious, open-window, light-filled interior design are both uplifting and inspirational for an ideal weekend house, creating a peaceful and relaxing environment.

For flexibility, internal layout was designed to meet the vacation home and cabin requirements. The container house is fully equipped including heating, bathroom, kitchen, climate control systems, high quality furniture and telephone/internet access systems for a quality living environment.

The client is an artist, and he has another perception of a home. He asks the access floor for the "public space" living and kitchen. The first level: the bedroom, and in the second one level: one studio to paint, to read, and to think, "to let to fly the imagination".

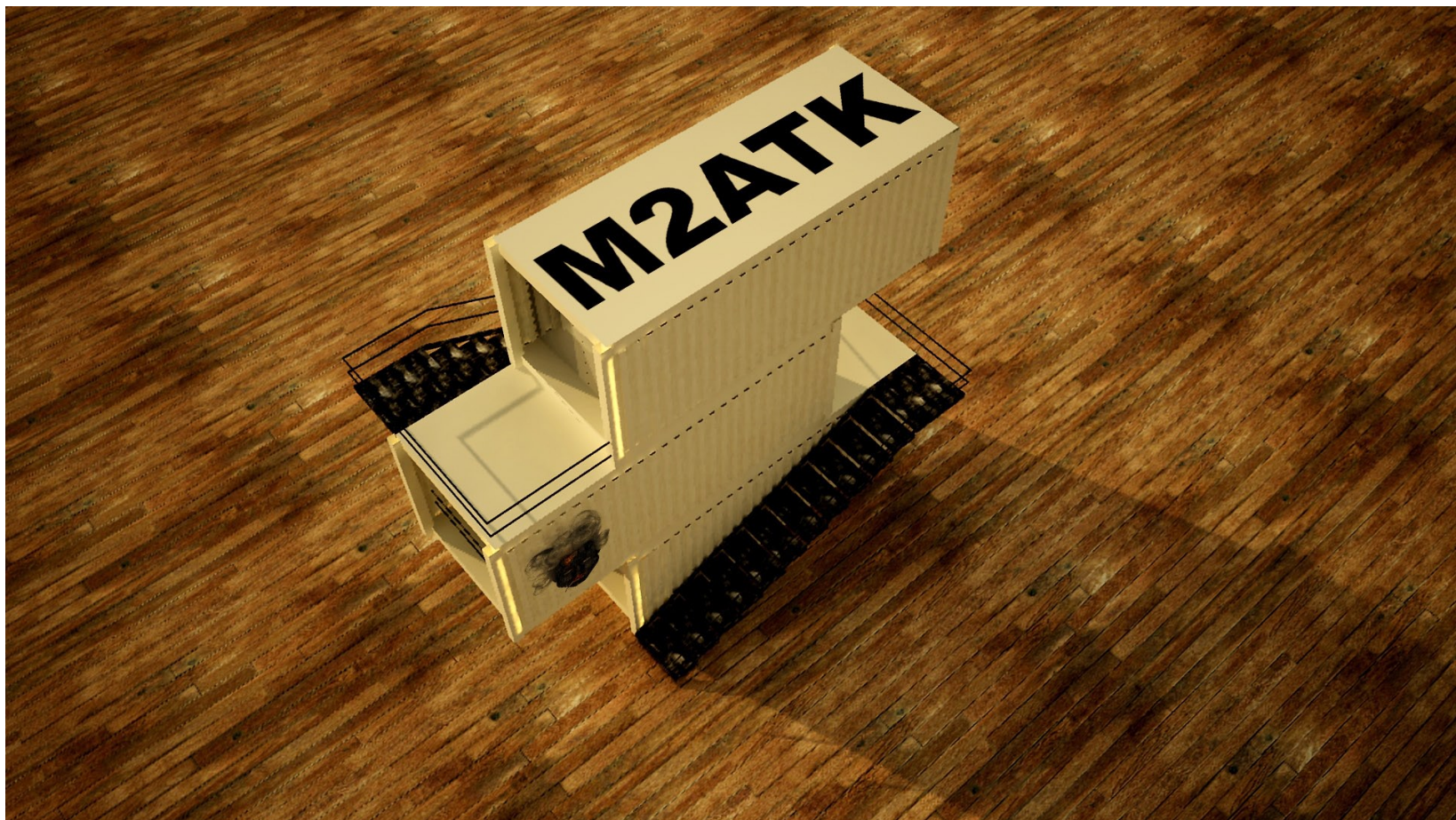
Easily installed, the container house also can easily be removed if the property is ever sold.

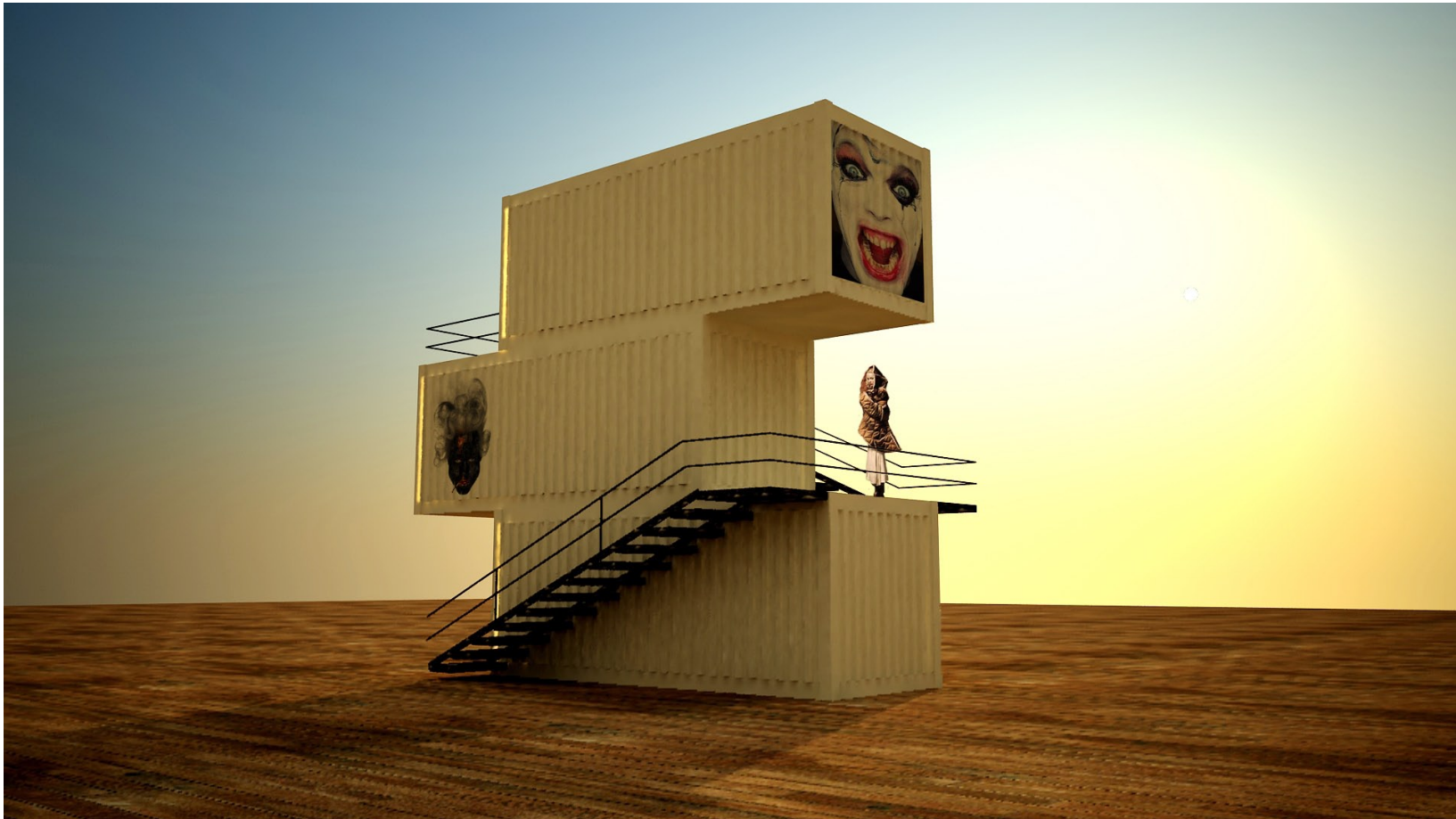


























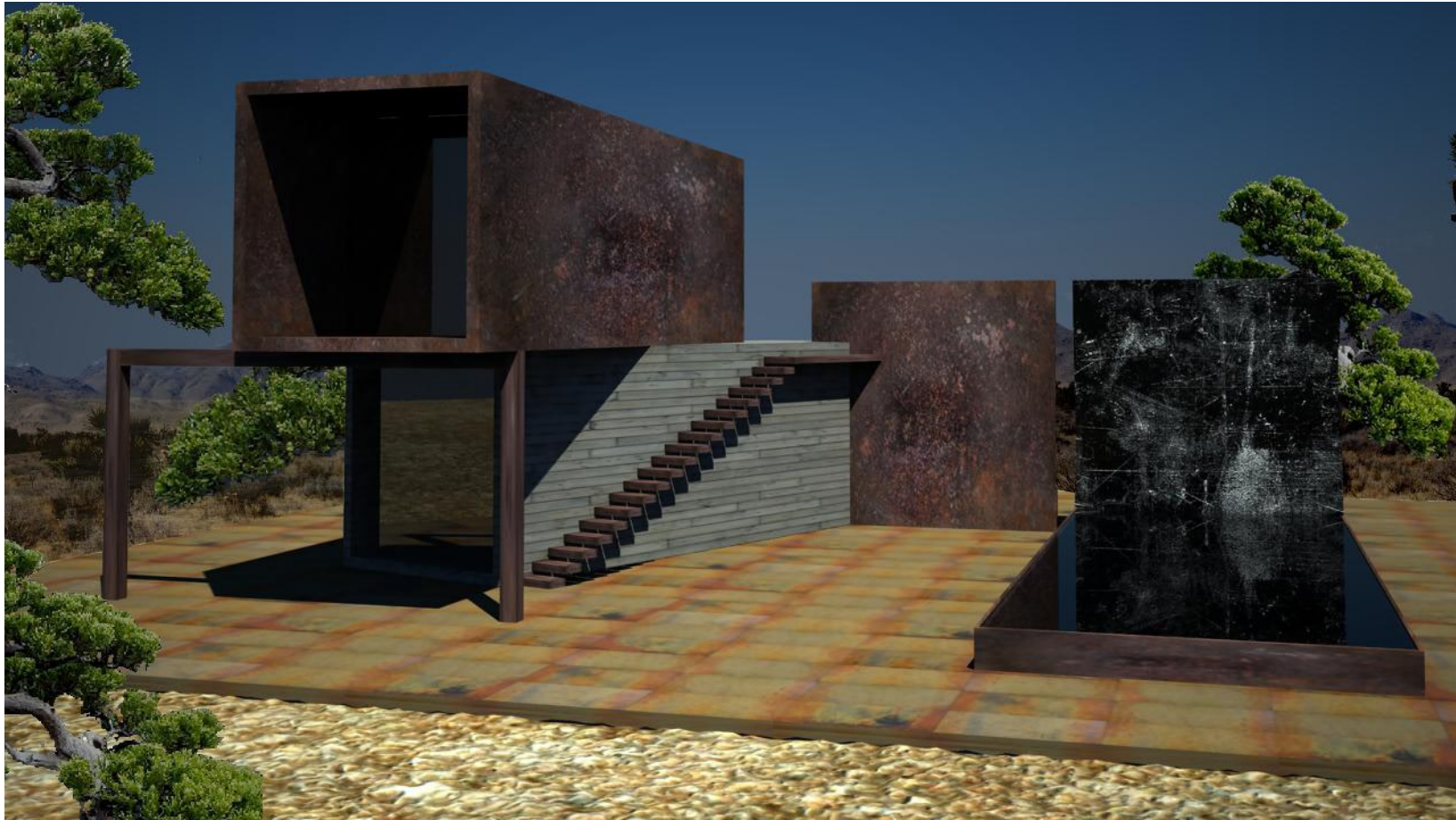


# THE METAL HOUSE

The Metal House wishes to create an inner world where memories and even dreams may have their moment and place. It is bringing together an archetype of a house, movement in space and the expression of four basic elements into a three-dimensional collage. The Metal House is made for passers by who wish to halt rest and make their own understanding and use of a simple space made of matter and light.















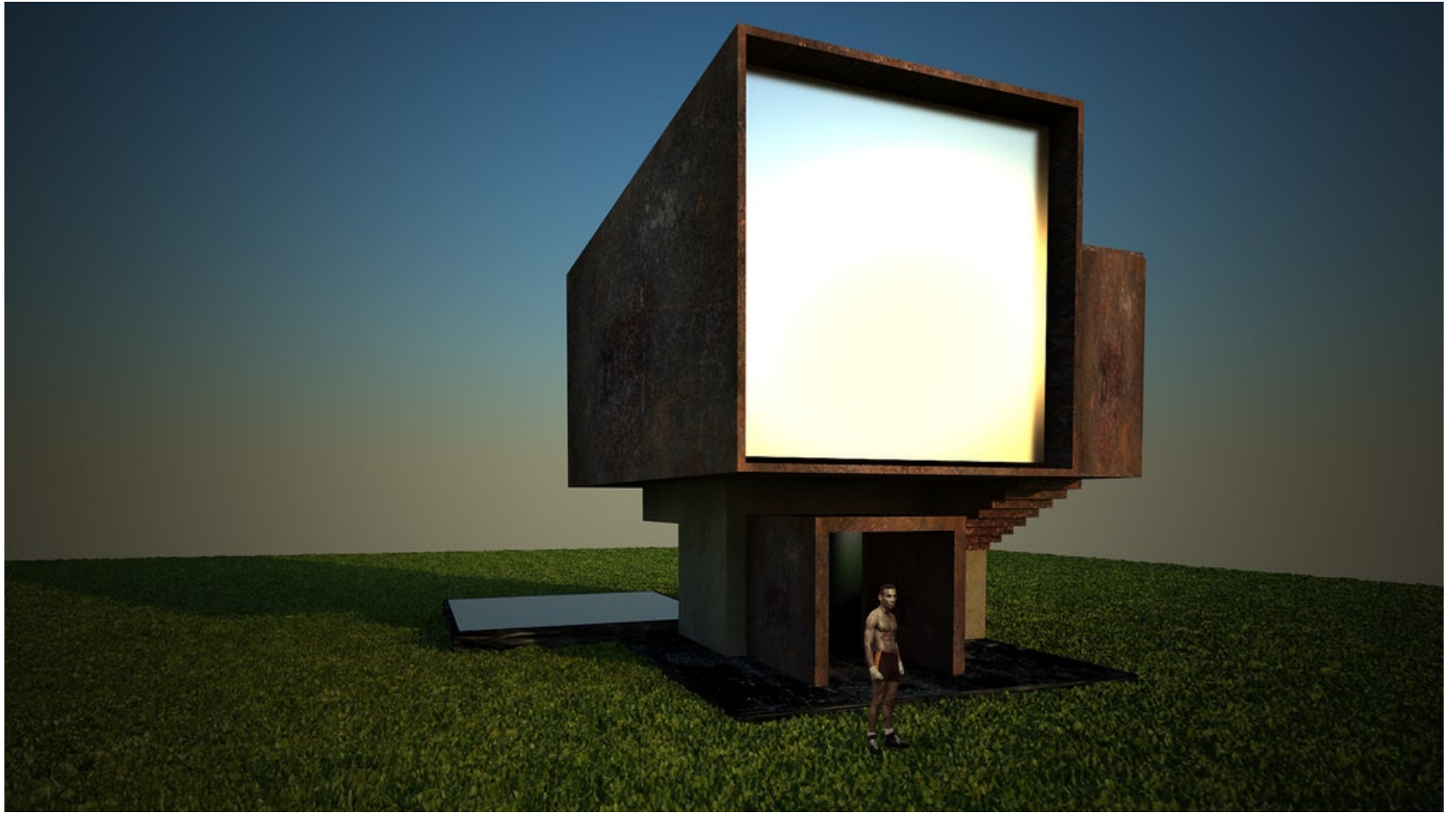
# **SAYULITA** **HOUSE**

The goal has been to make a peaceful small home, a kind of beach cave where a person can withdraw to, and whenever wished, forget the intensity of the surrounding city for awhile.















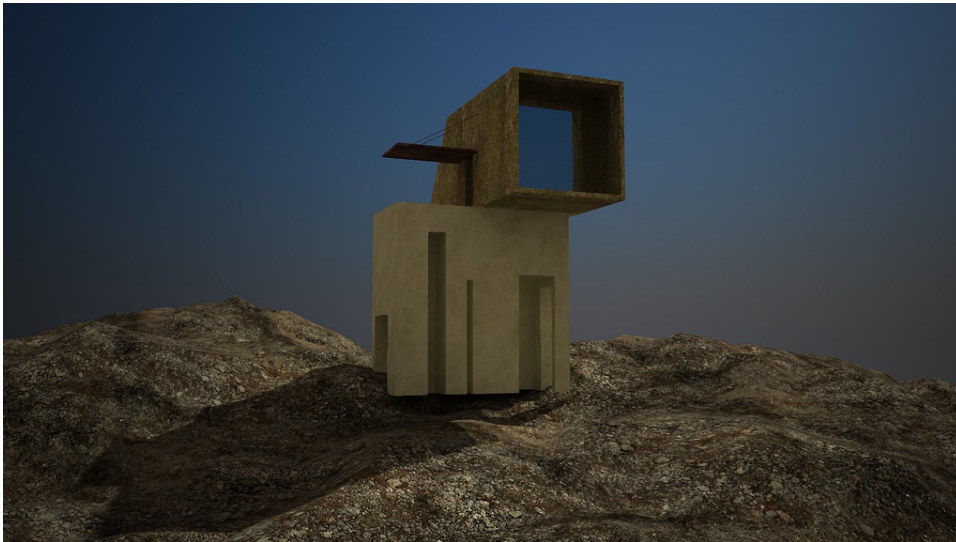
# LEGS HOUSE

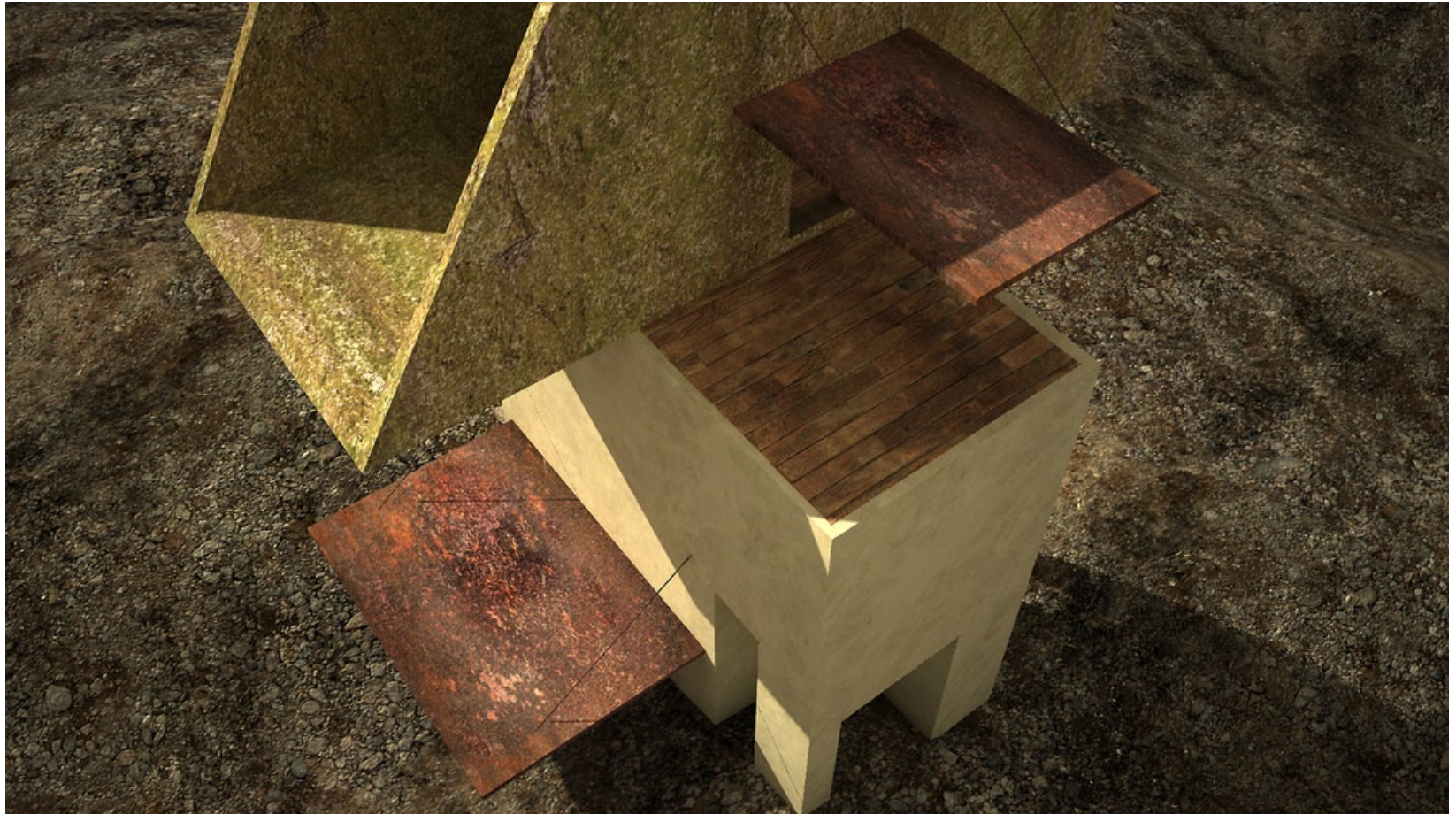
In Mexico all buildings for living have to be made in an advanced way due to the ever-contrasting weather. Additionally, the houses have to be properly heated with external energy more than half of the year's course. Therefore producing smaller homes would bring about a considerable economical and ecological benefit. Today the construction activity stands alone for more than one third of total global energy and material consumption, well exceeding that of all traffic and transport. This should be a crucial question, where people, in accordance with their growing wealth, possess larger and larger houses. And in most cases, this in addition to a second home called a summer house or a cottage. So, the goal has been to make a peaceful small home on Mountains.















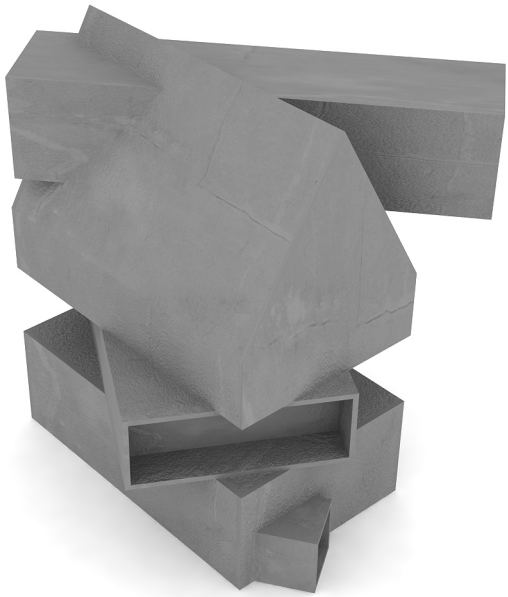




# **DASSEL** **HOUSE**

Intervention project.

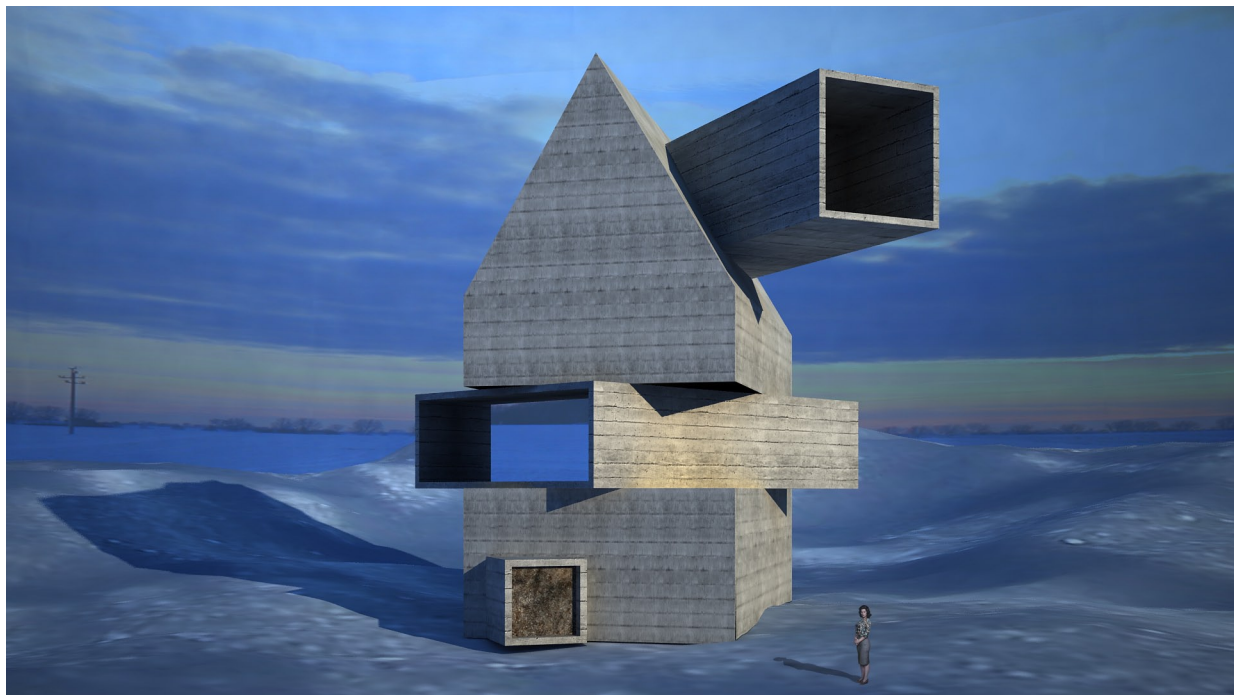
Some days ago, one friend bring me a rubik's cube. I was resolving it, and playing with the movement. So, for this project, I played with the second floor moving its center like a rubik. The client wanted the same form, with some news elemens. I changed the material for concrete. And I move up the studio. This is my first project in Germany.

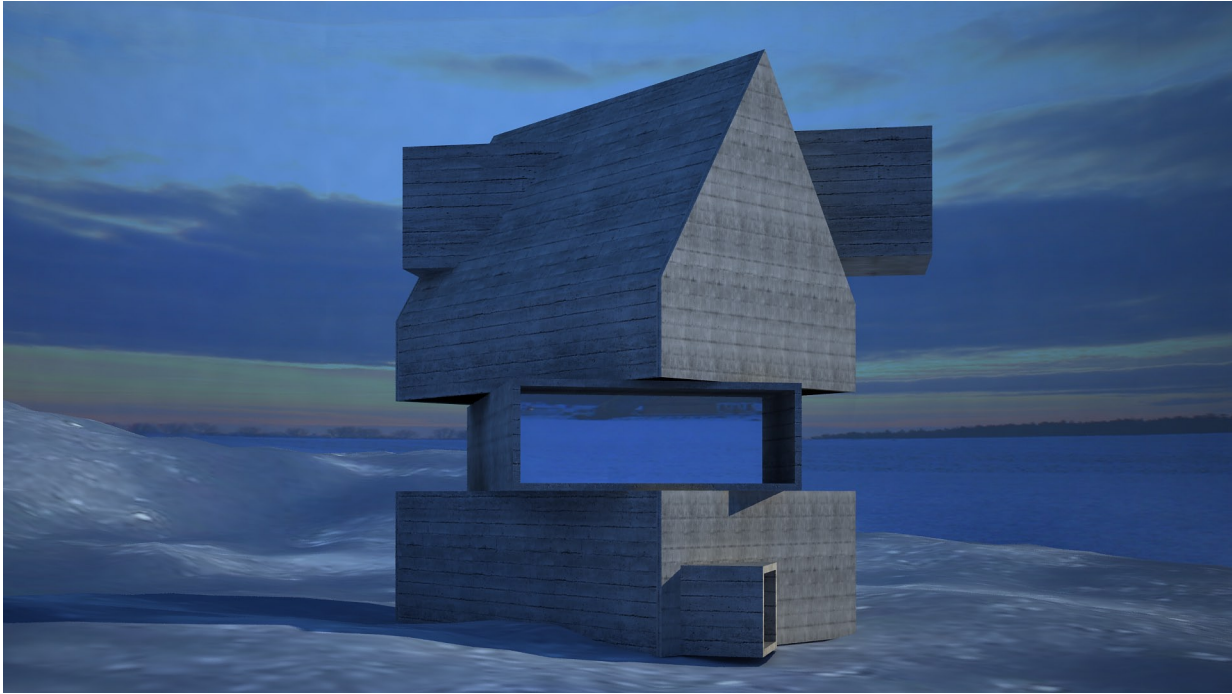


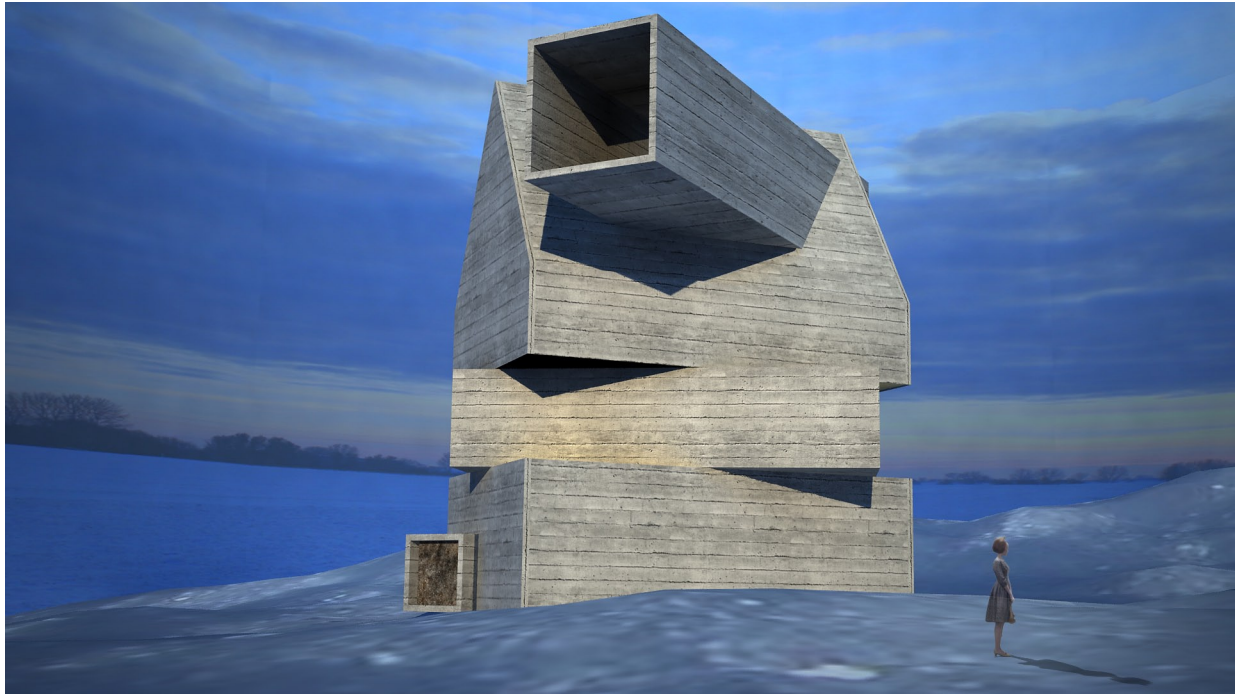


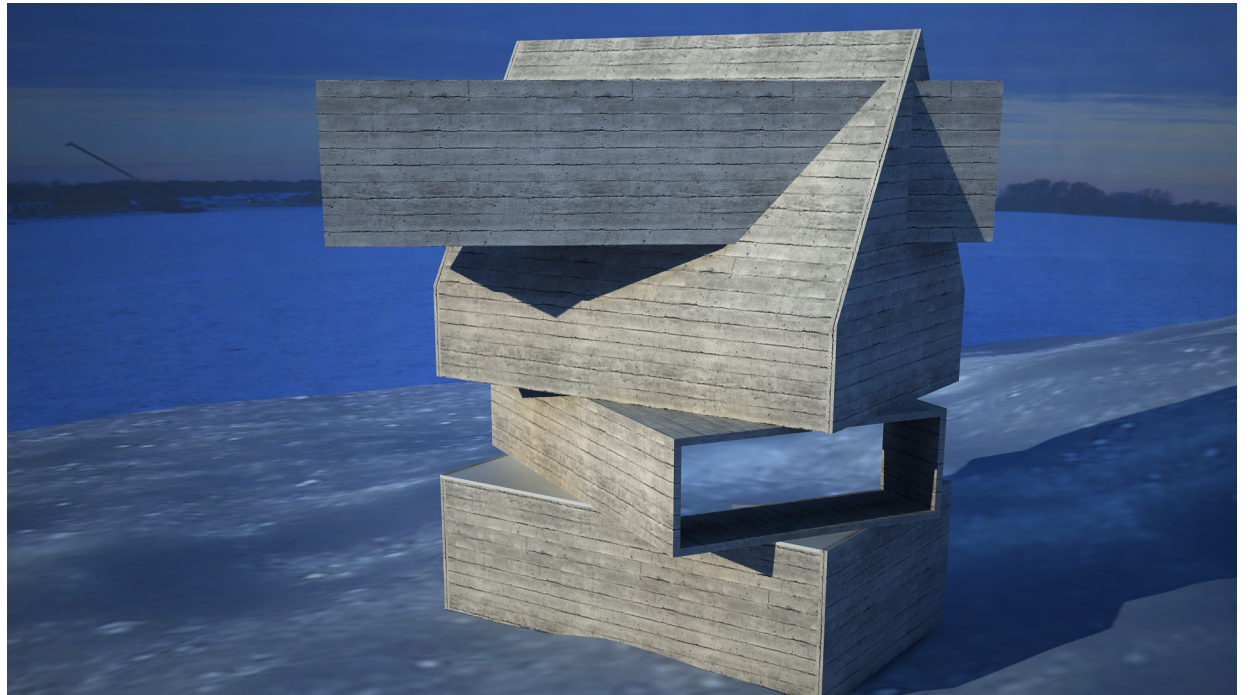




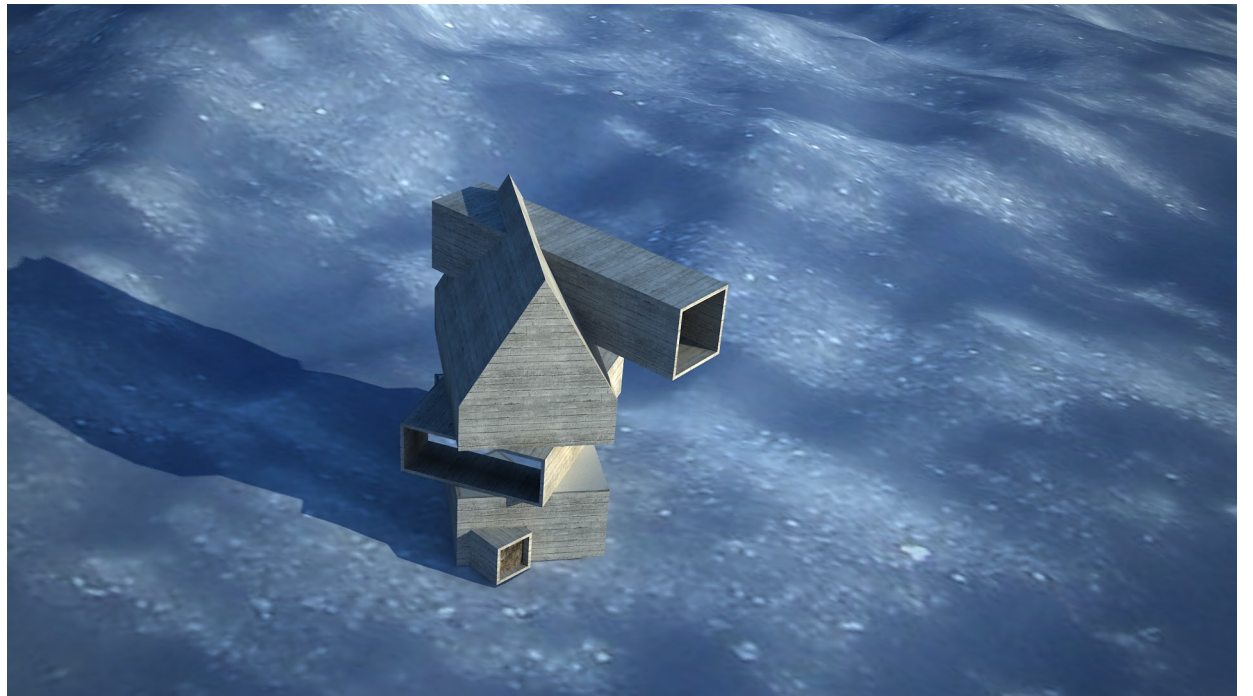




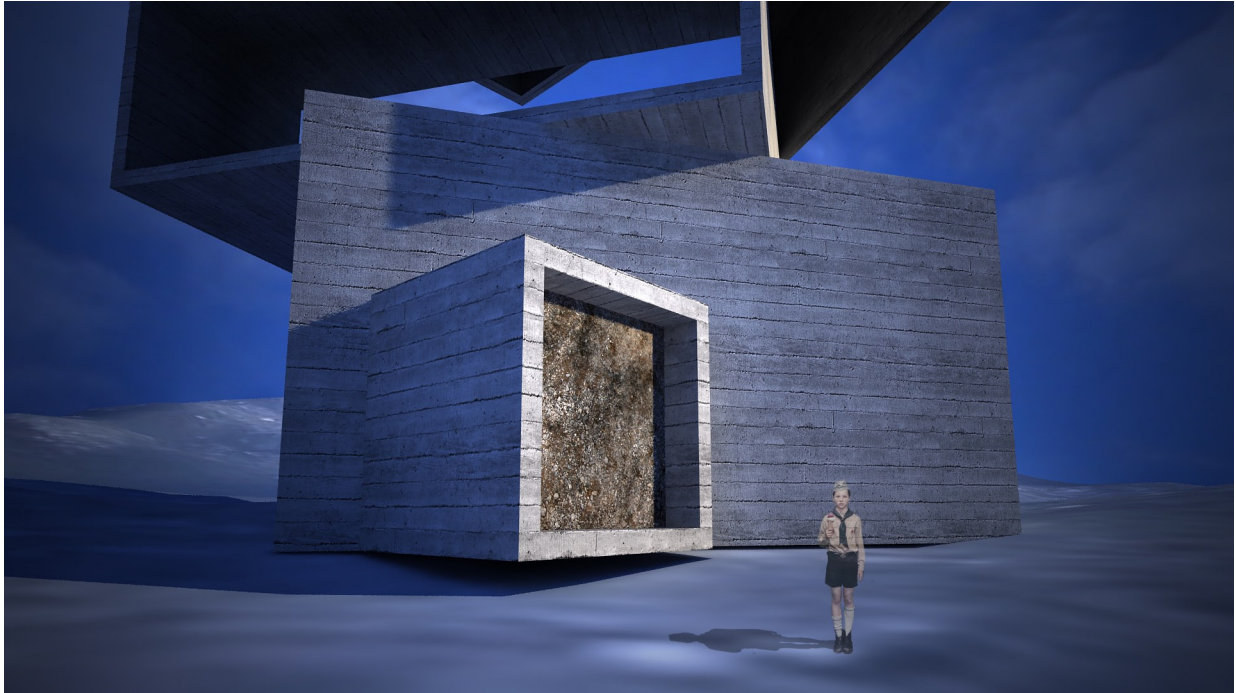


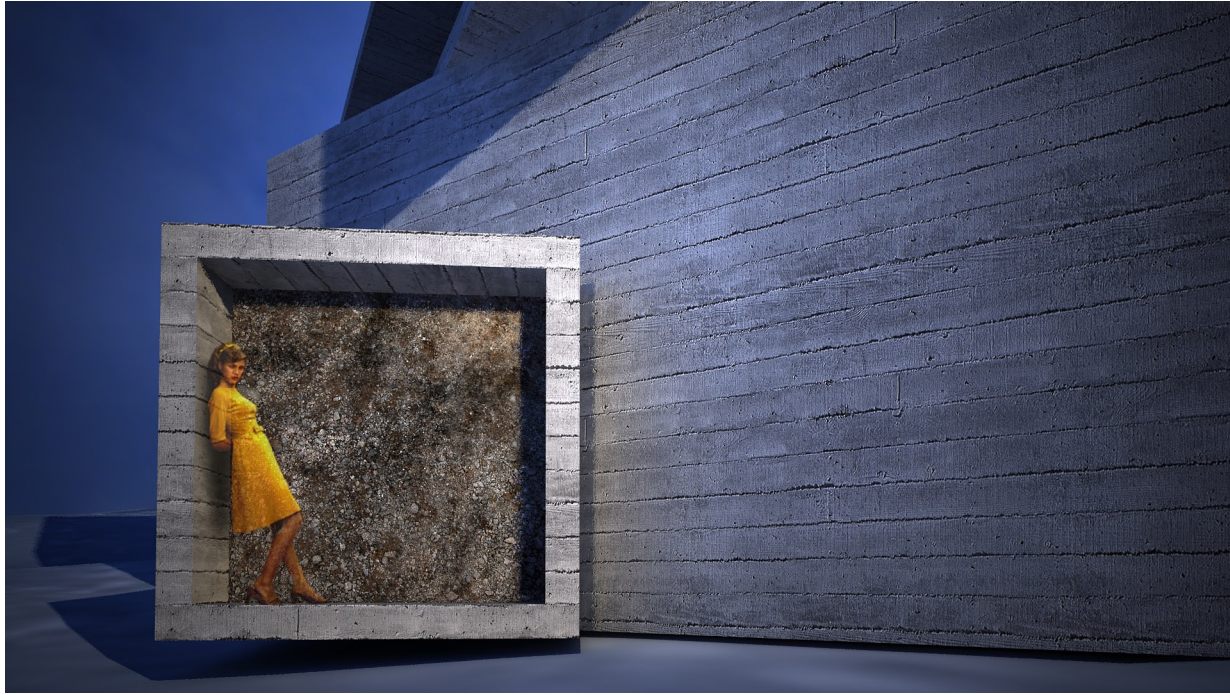










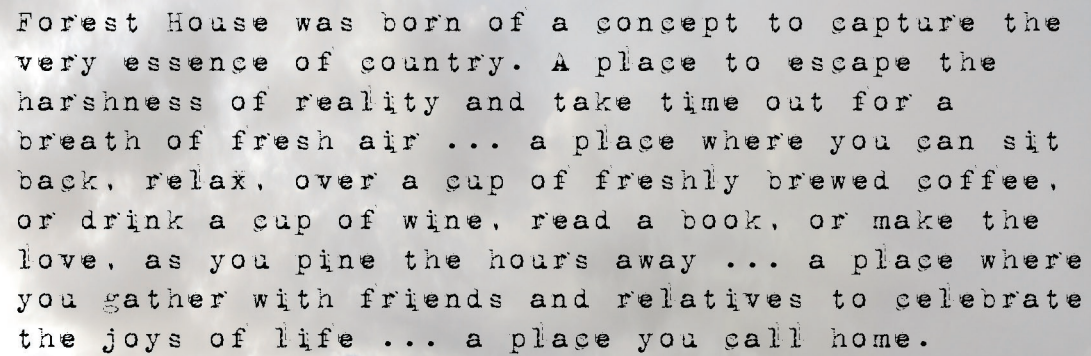






NOMINATED ON ARCHITIZER™ 2014

# FOREST HOUSE



Forest House was born of a concept to capture the very essence of country. A place to escape the harshness of reality and take time out for a breath of fresh air ... a place where you can sit back, relax, over a cup of freshly brewed coffee, or drink a cup of wine, read a book, or make the love, as you pine the hours away ... a place where you gather with friends and relatives to celebrate the joys of life ... a place you call home.

forest house  
housing development

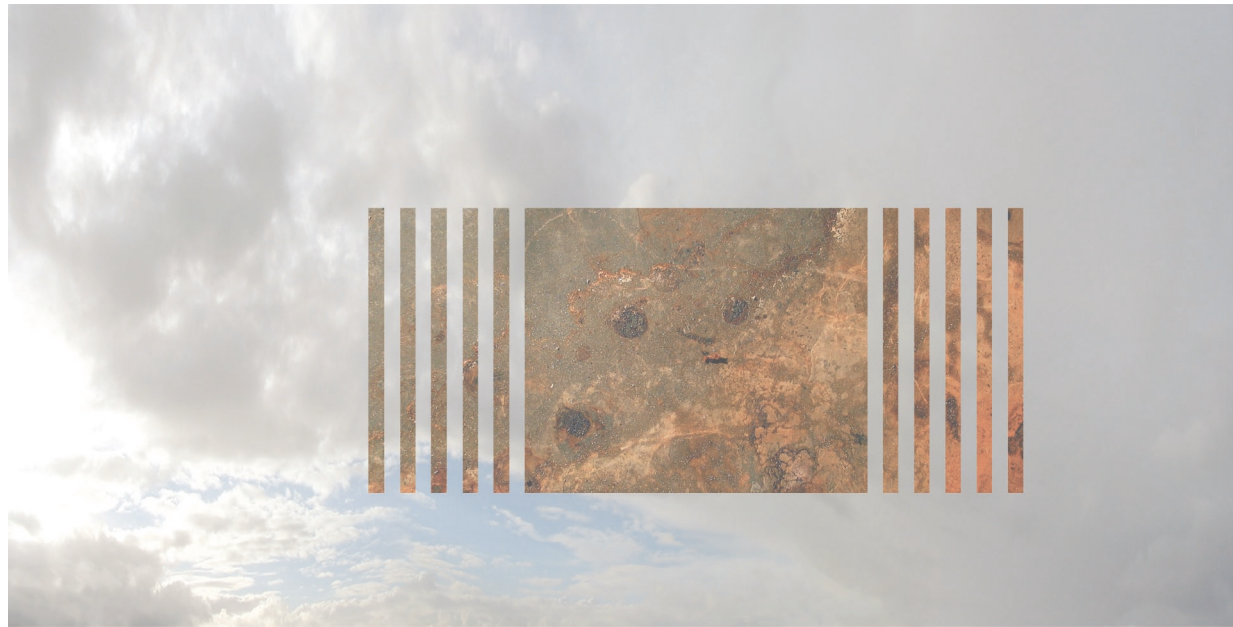
resume  
conceptual project



forest house  
housing development

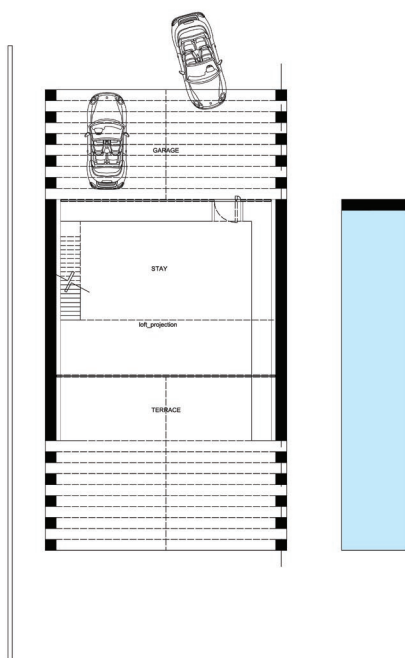
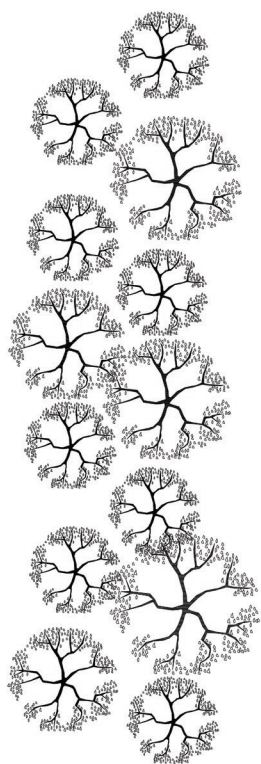
concept 1  
conceptual project





forest house  
housing development

concept 2  
conceptual project





forest house  
housing development

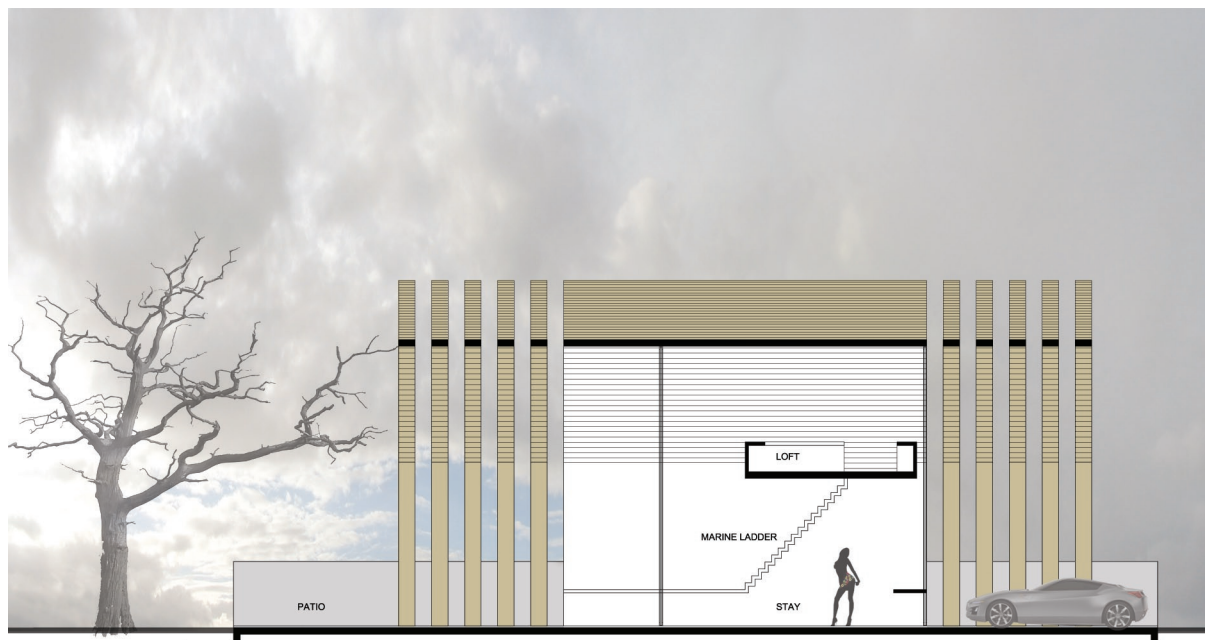
farcade 1  
conceptual project



forest house

section 1







forest house  
housing development

farcade 2  
conceptual project



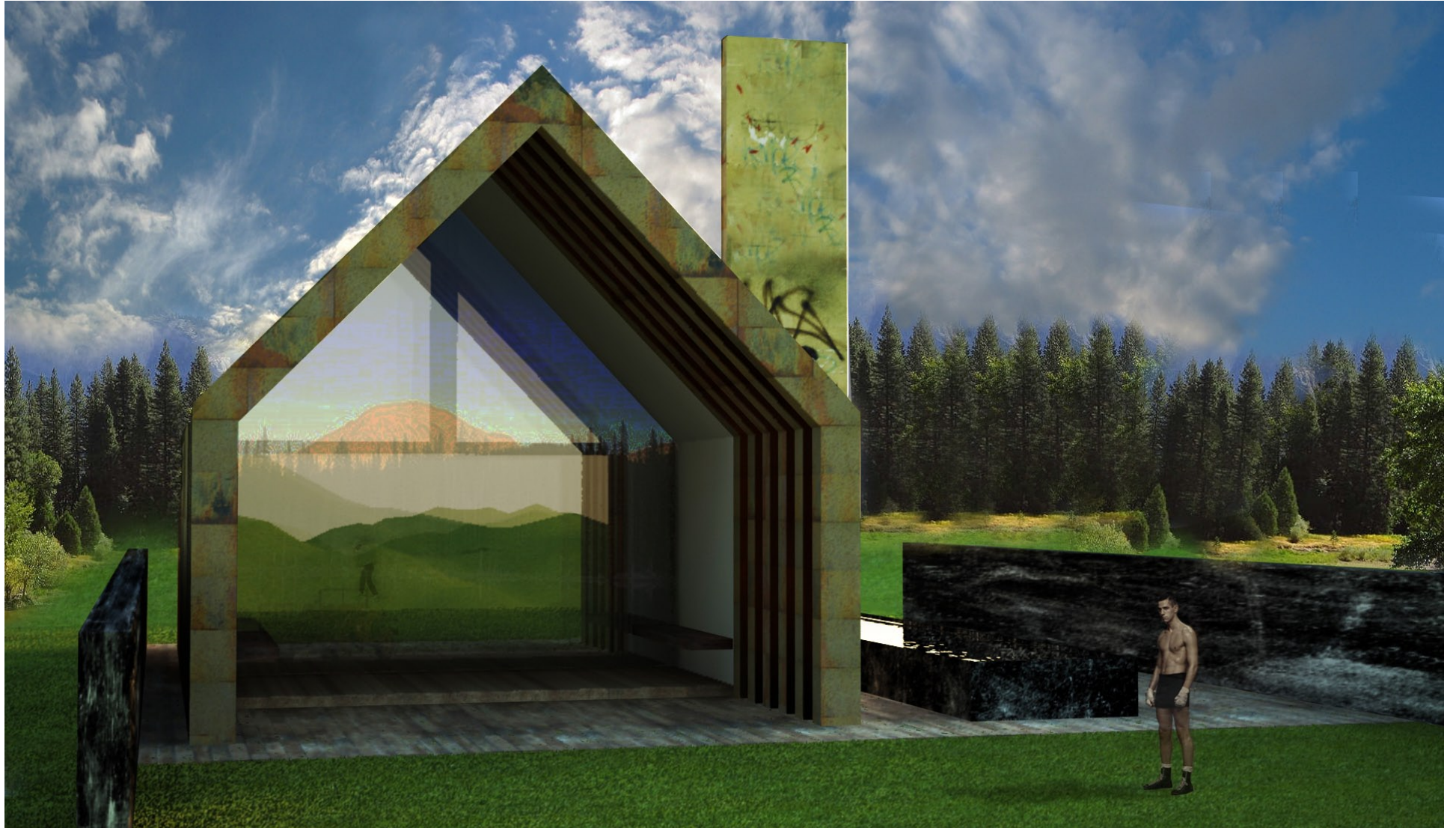




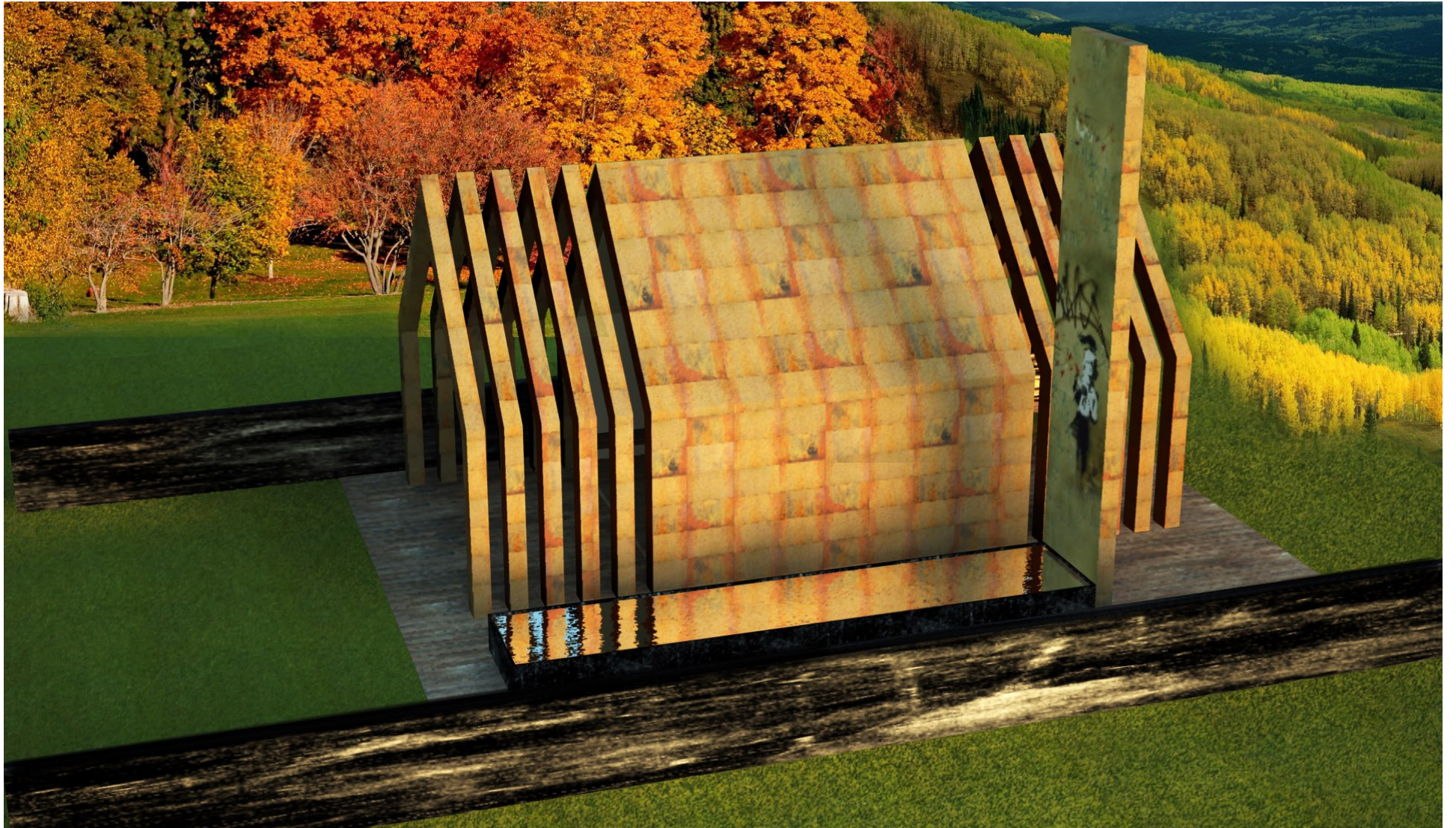












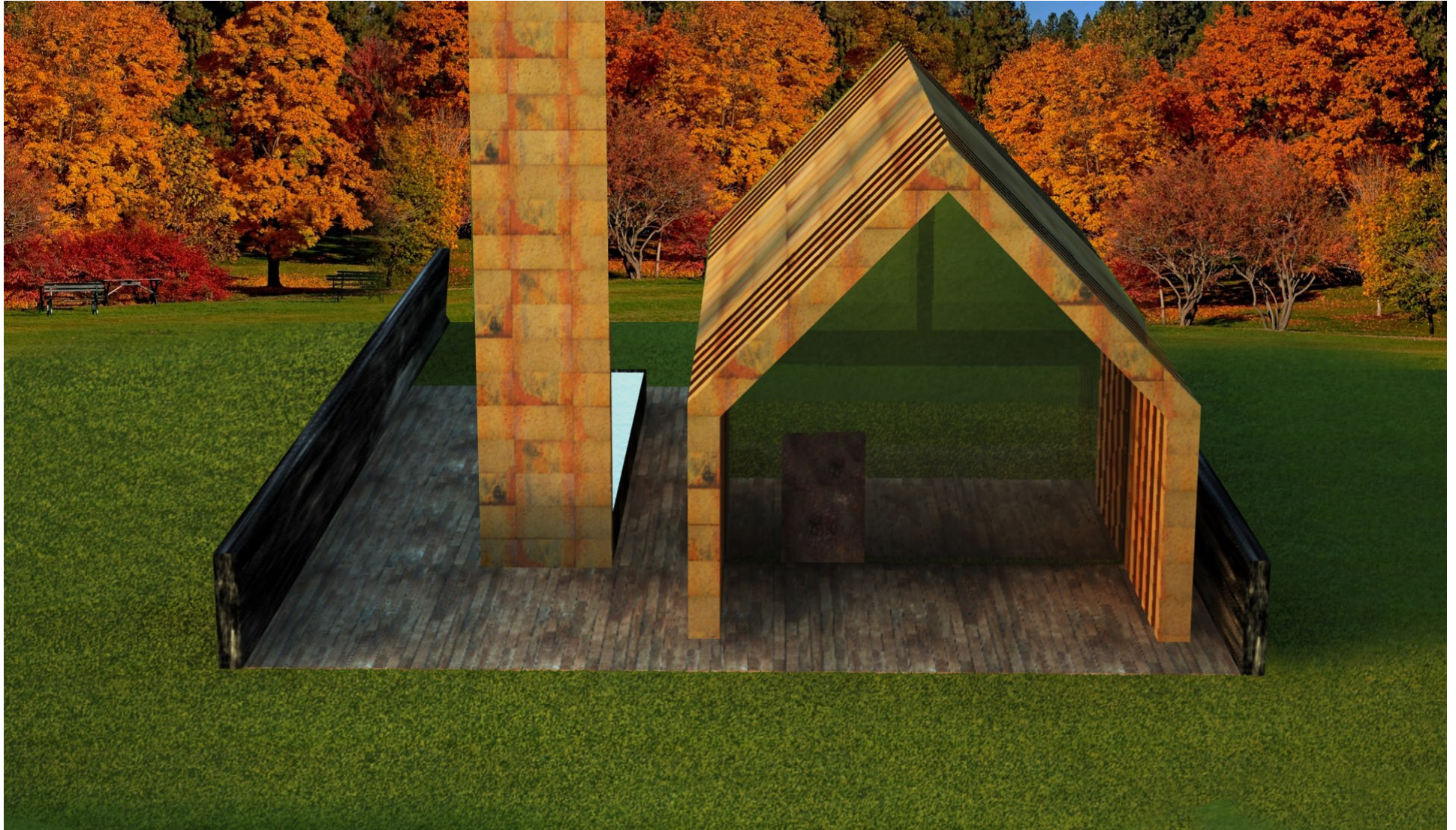




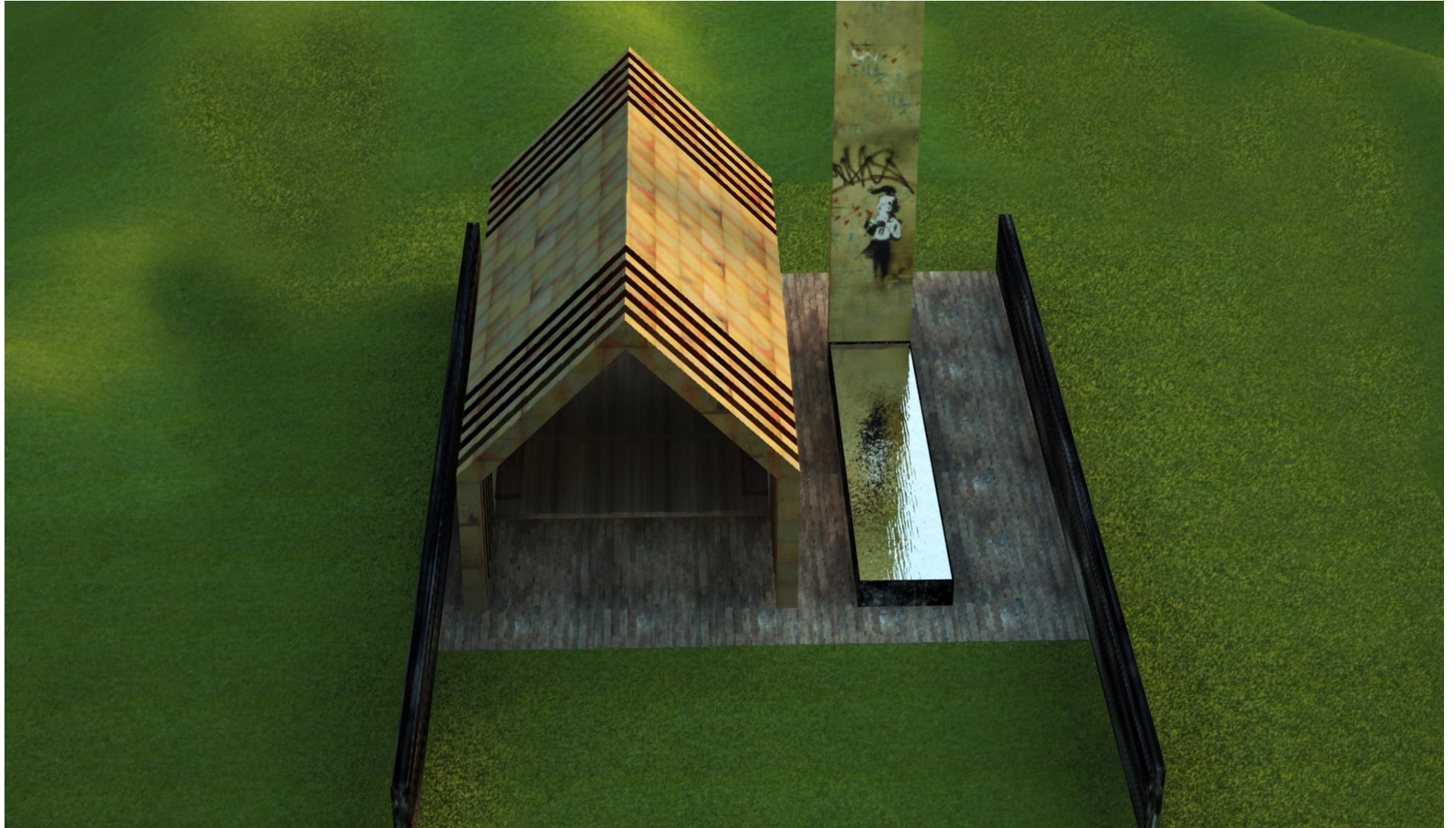
















# SCULPTURE BOXES

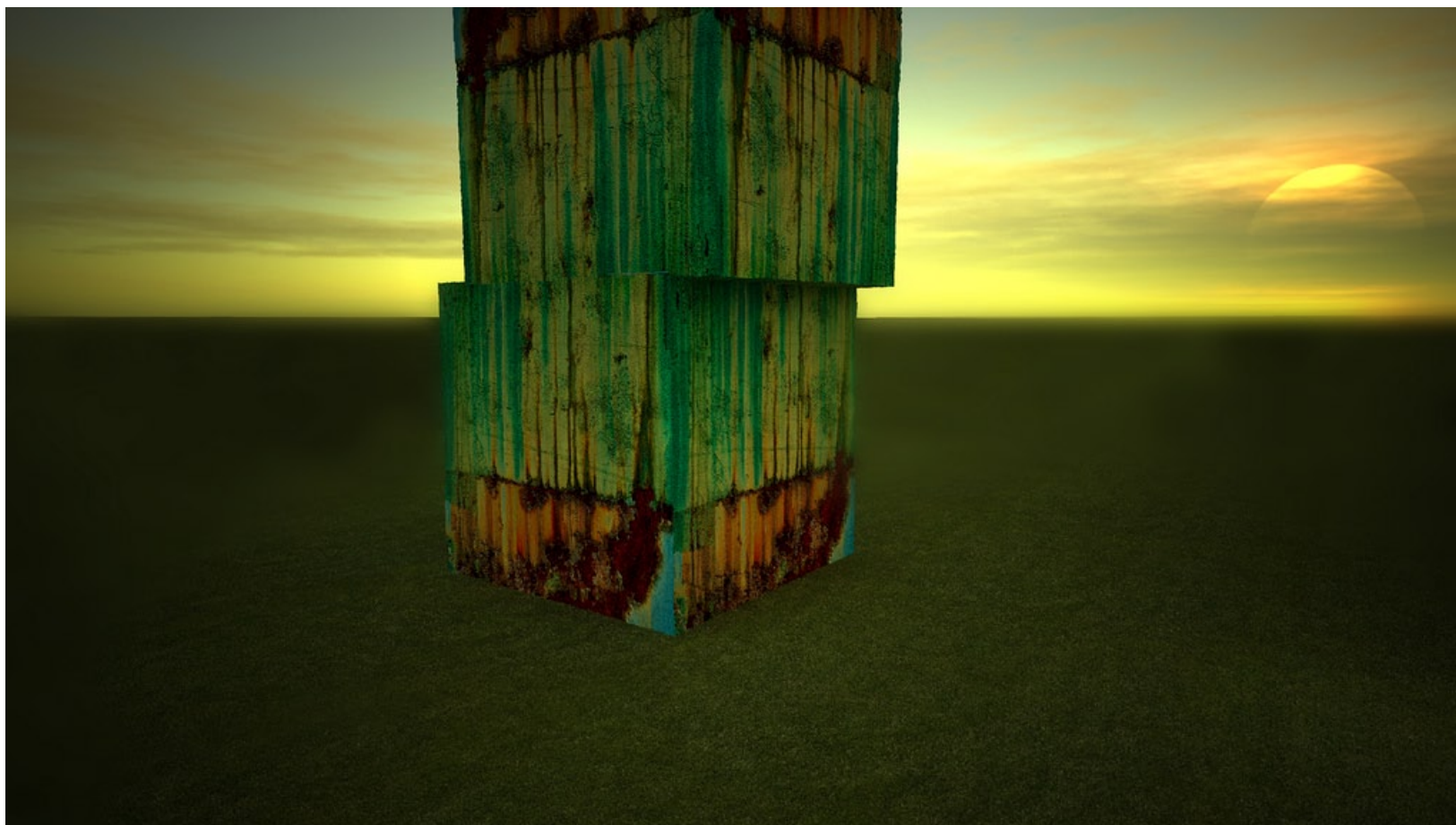
Still and reflective work, a tower made it with boxes like an animal, like a viper going to heaven, like Quetzalcóatl, leaving this world to get a spiritual level, a spiritual form.











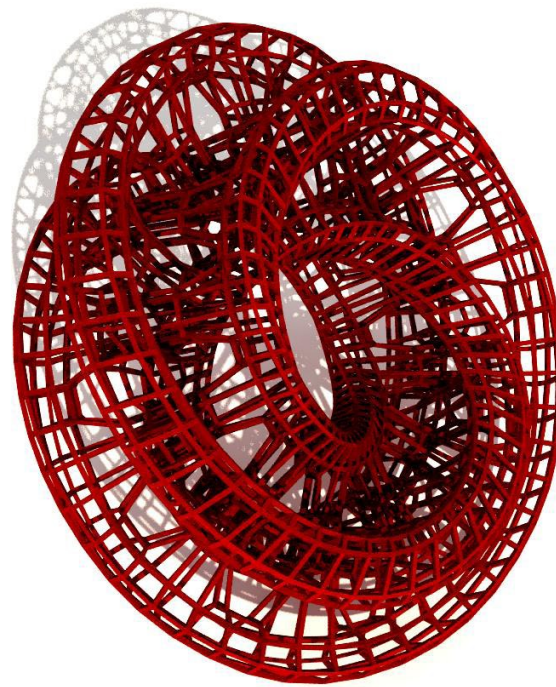


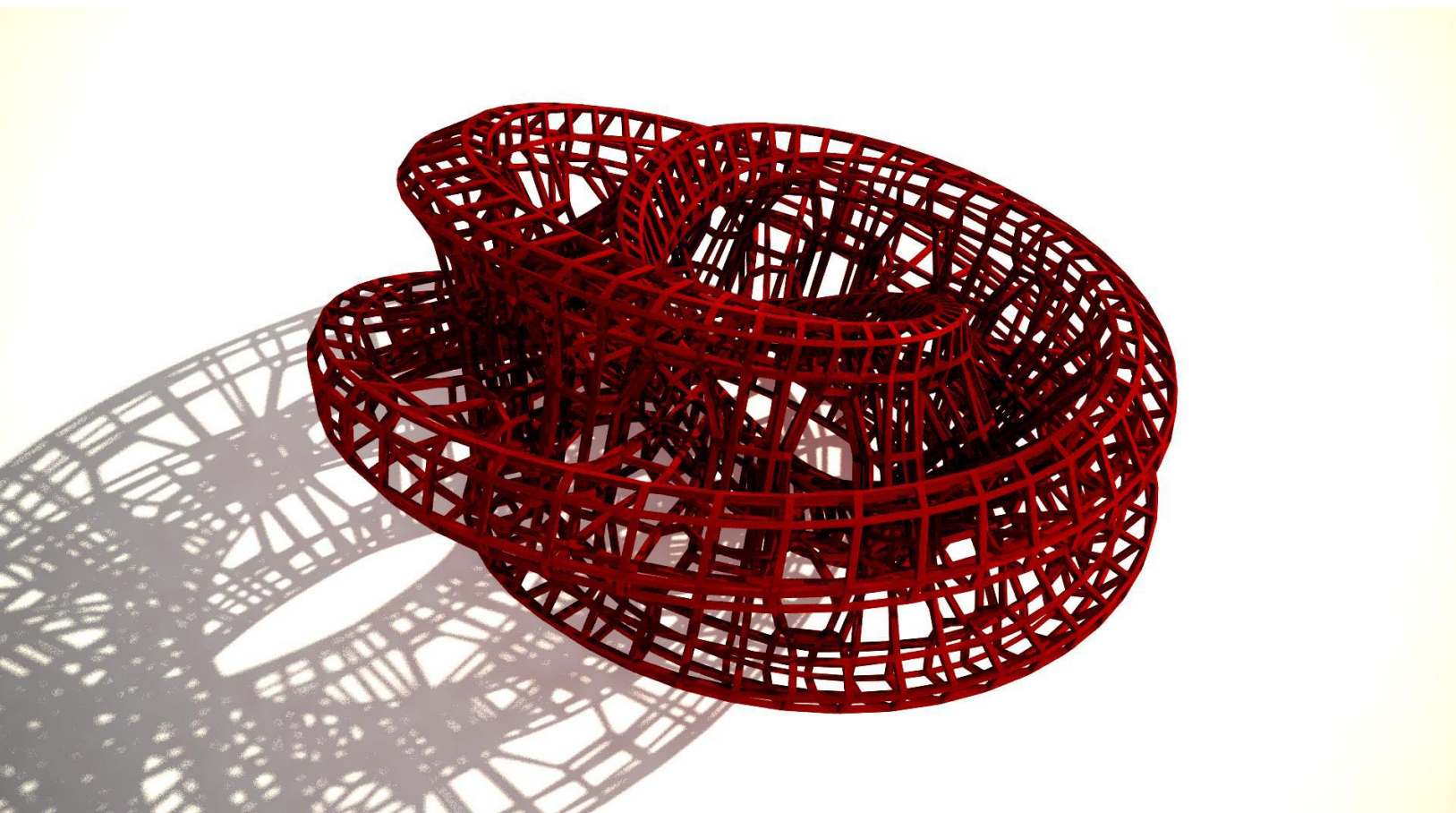


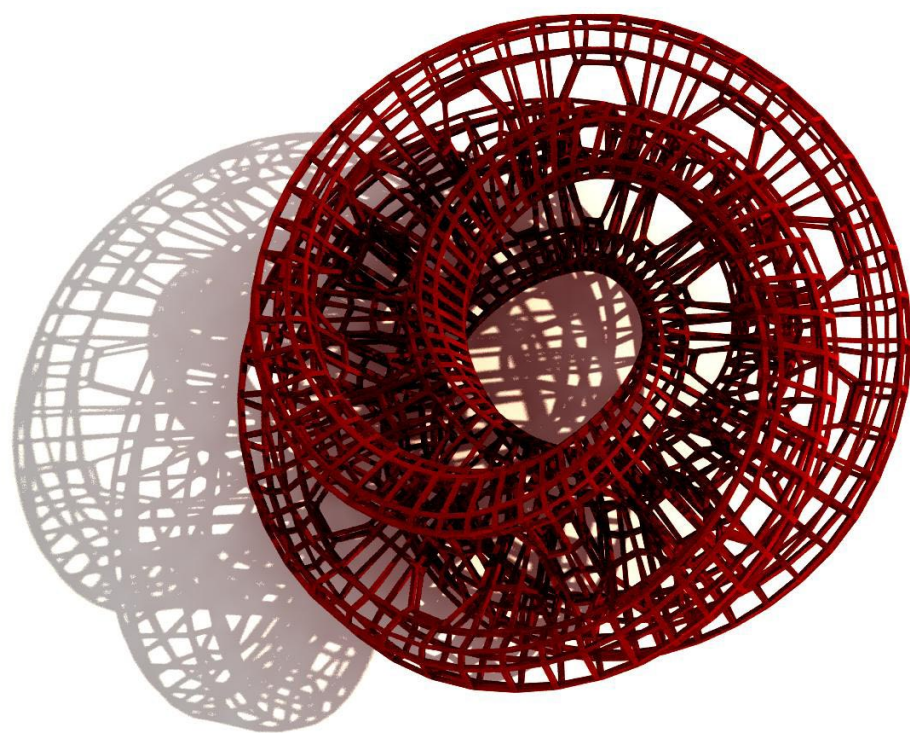
# SPIRAL INTO AIR

In theater there is not more powerful than space. Today, when movies, television and computers dominate our visual world, theater uniquely takes place in three dimensions. A dear friend called me to ask me a special design for theater. They are working in a performance dance, and mystery story. So the first thing I thought was in the deconstructivists. They used the theater as a lab for new ideas. The world context, theater is always at the center of culture. They are attracted by the mystery and spiritual dimension of the designing for the stage. For me, design is the search for the sculptural melody of the space. The two ( design and sculpture) feed on each other. The model itself is a very autonomous work of art. I want the audience to experience the vertiginous sensation akin to traveling up the spiral. This sculpture seems to be inhabited by invisible people or strange mythical creatures. But they are not there: they will show up later... on stage.

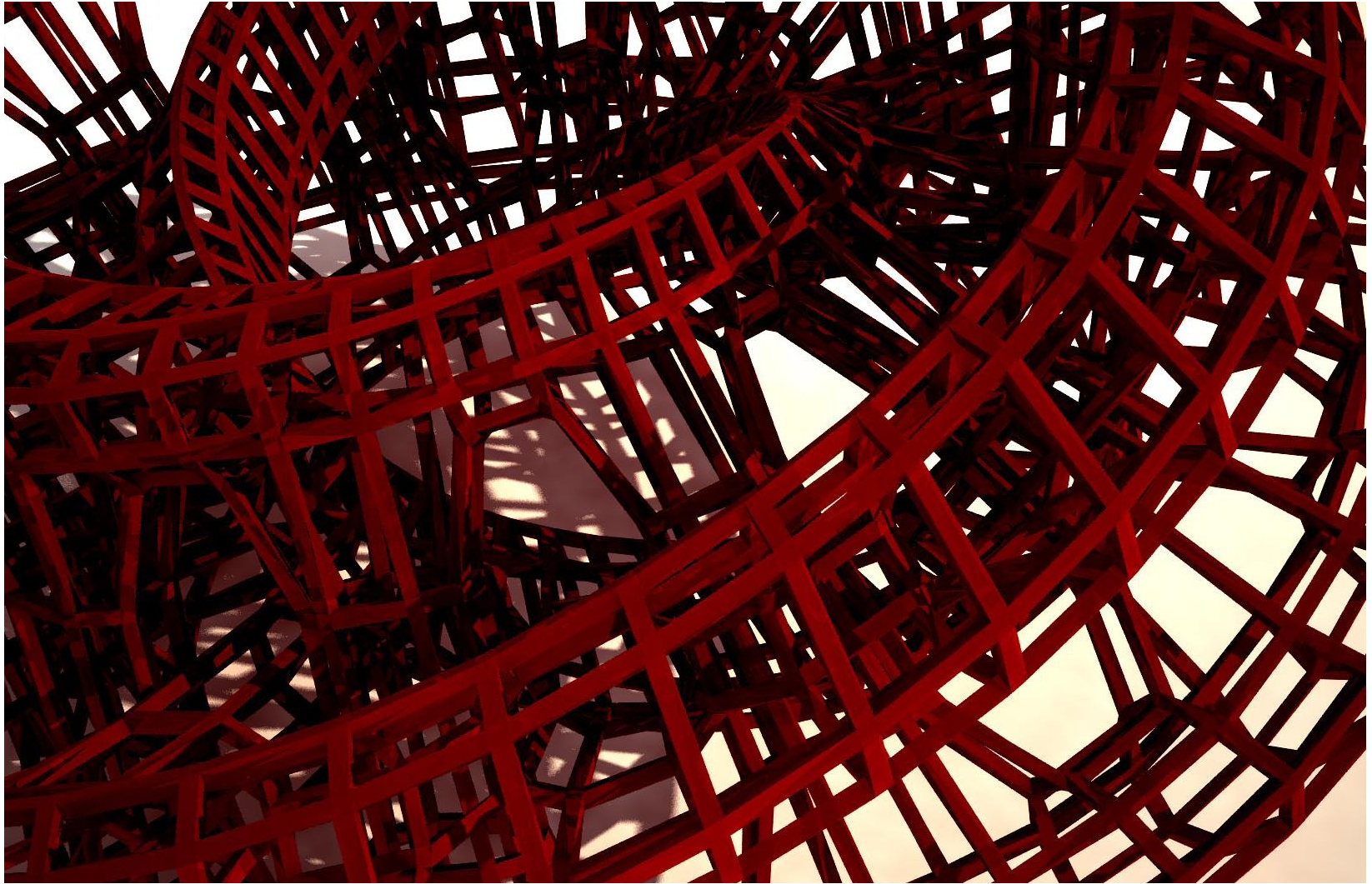


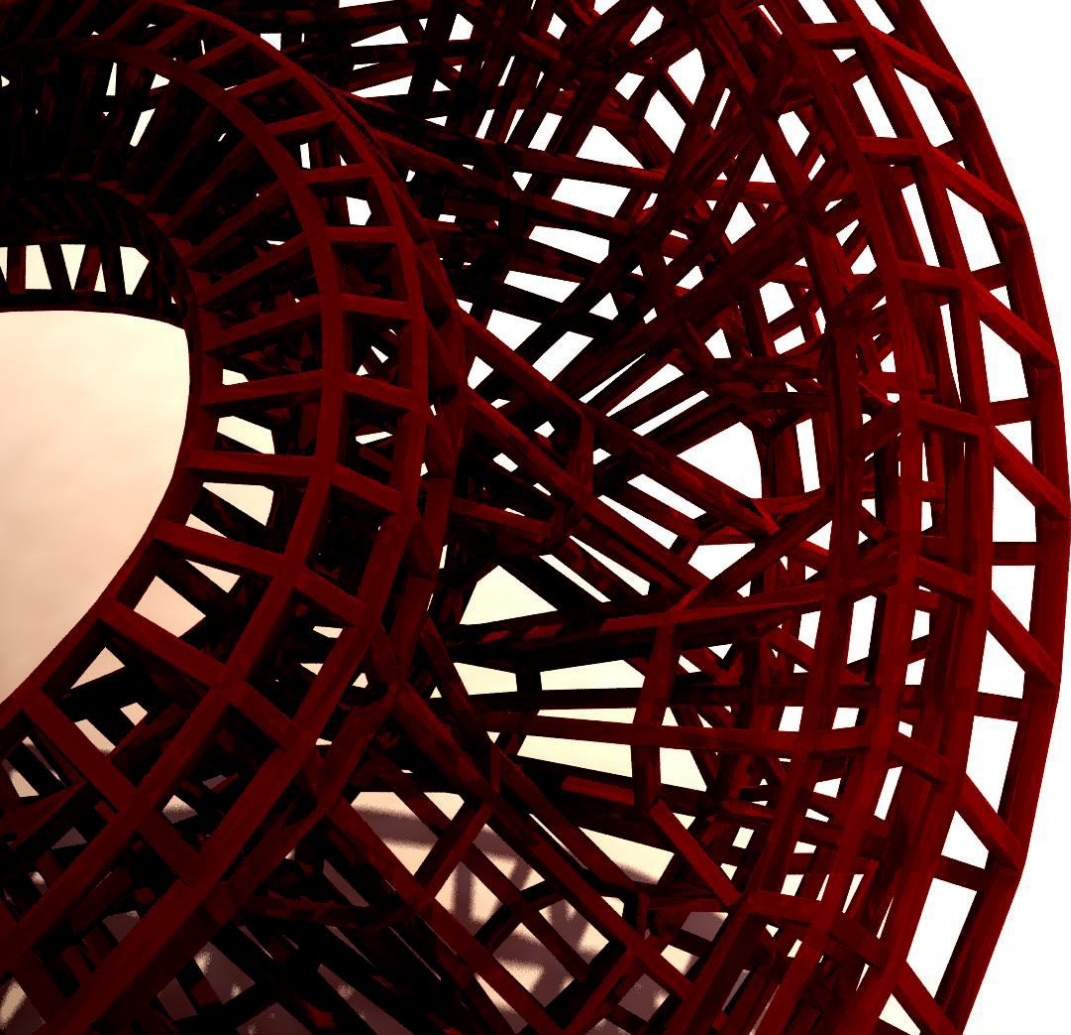












# STONEHENGE REAL

This is only an artistic project trying to show the Stonehenge with all the components. I don't know if each stone had a cover or not. The renderings were modeled in 3d max, illuminated in vray and the postproduction work was made in photoshop. Stonehenge is a prehistoric monument located in the English county of Wiltshire, about 3.2 kilometres (2.0 mi) west of Amesbury and 13 kilometres (8.1 mi) north of Salisbury. One of the most famous prehistoric sites in the world, Stonehenge is composed of earthworks surrounding a circular setting of large standing stones. Archaeologists believe that the standing stones were erected around 2200 BC and the surrounding circular earth bank and ditch, which constitute the earliest phase of the monument, have been dated to about 3100 BC. The site and its surroundings were added to the UNESCO's list of World Heritage Sites in 1986 in a co-listing with Avebury henge monument, and it is also a legally protected Scheduled Ancient Monument. Stonehenge itself is owned by the Crown and managed by English Heritage while the surrounding land is owned by the National Trust.

New archaeological evidence found by the Stonehenge Riverside Project indicates that Stonehenge served as a burial ground from its earliest beginnings. The dating of cremated remains found that burials took place as early as 3000 B.C, when the first ditches were being built around the monument. Burials continued at Stonehenge for at least another 500 years when the giant stones which mark the landmark were put up. According to Professor Mike Parker Pearson, head of Stonehenge Riverside Project:

Stonehenge was a place of burial from its beginning to its zenith in the mid third millennium B.C. The cremation burial dating to Stonehenge's sarsen stones phase is likely just one of many from this later period of the monument's use and demonstrates that it was still very much a domain of the dead.

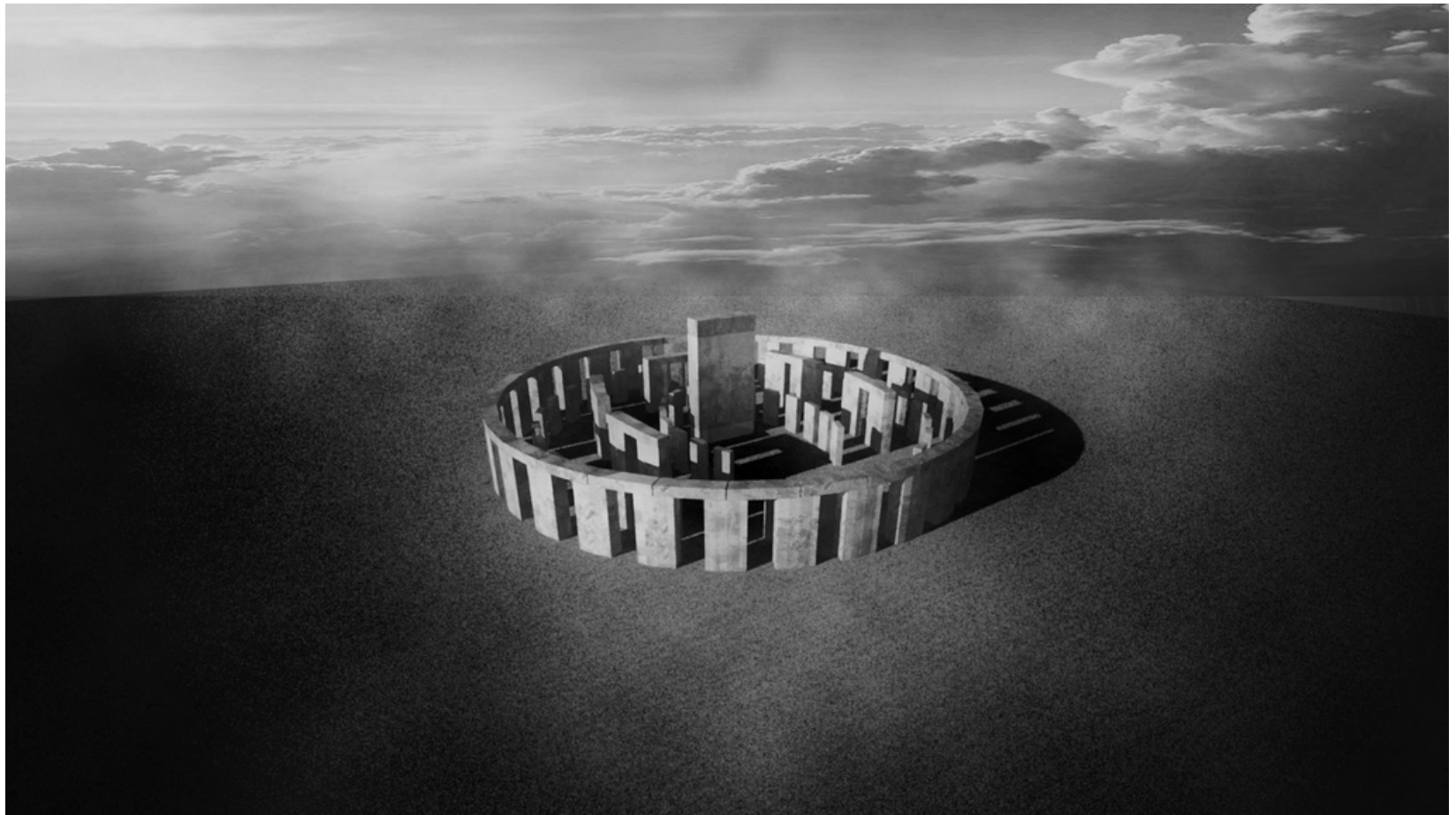














# BLUEHENGE REAL

Archaeologists have discovered Stonehenge's little sister (just a mile from the famous monument). The prehistoric circle, unearthed in secret over the summer, is one of the most important prehistoric finds in decades. Researchers have called it 'Bluehenge' after the colour of the 27 giant Welsh stones it once incorporated (but are now missing).

The find is already challenging conventional wisdom about how Stonehenge was built – and what it was used for. Bluehenge was put up 5,000 years ago – around the same time as work began on Stonehenge – and appears to have been a miniature version of it.

The two circles stood together for hundreds of years before Bluehenge was dismantled. Researchers believe its stones were used to enlarge Stonehenge during one of a number of redevelopments.

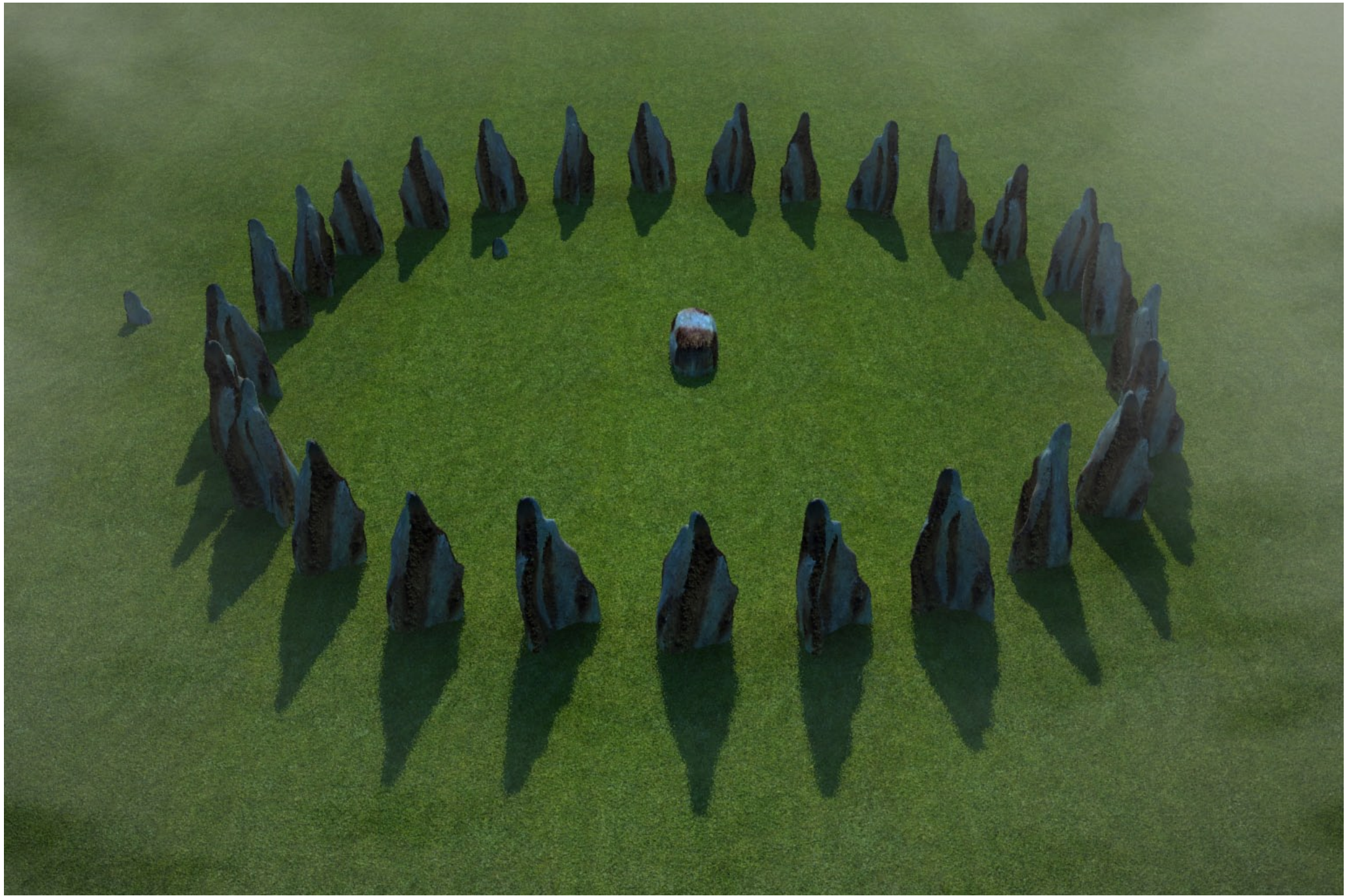




















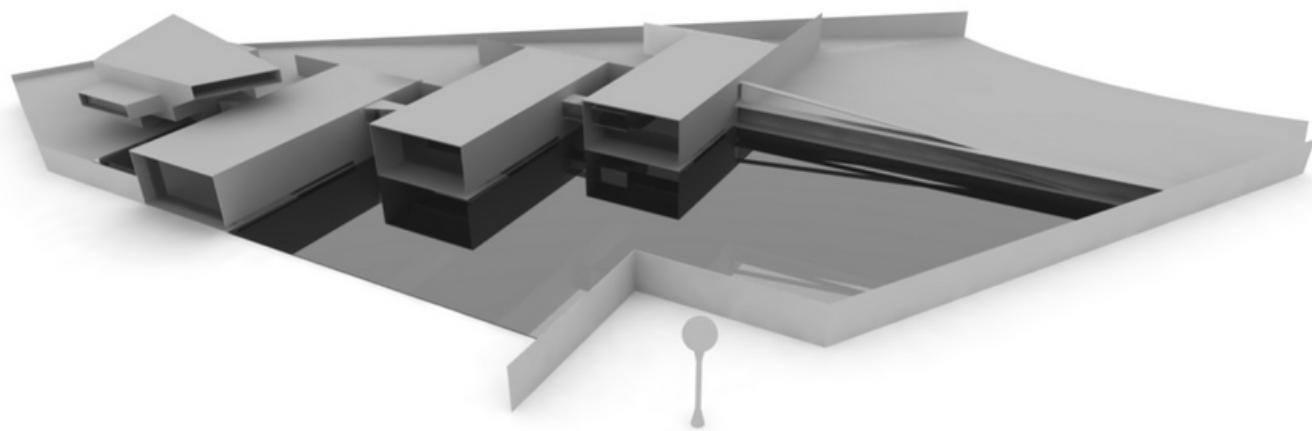


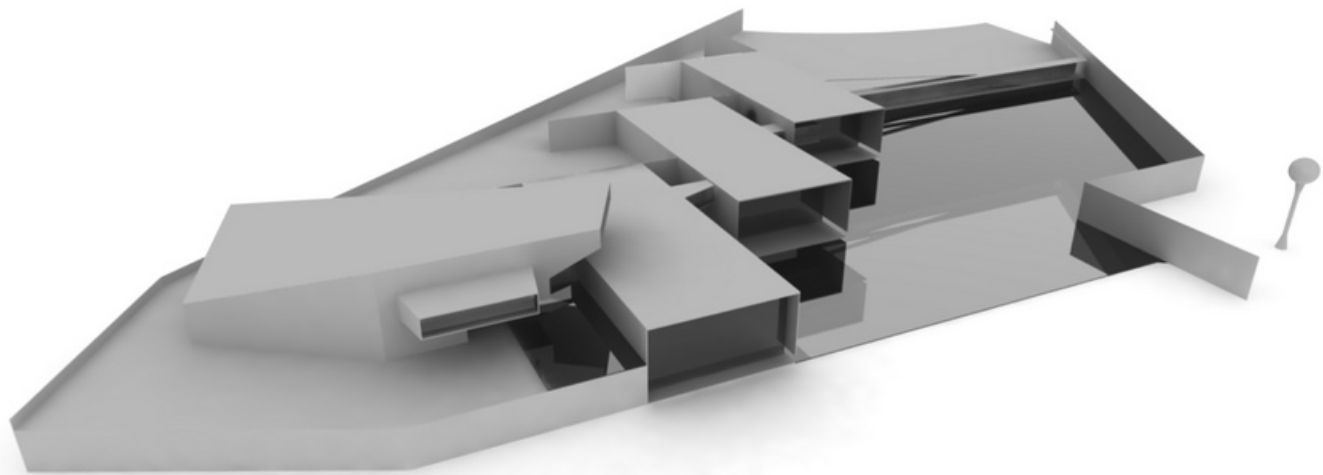


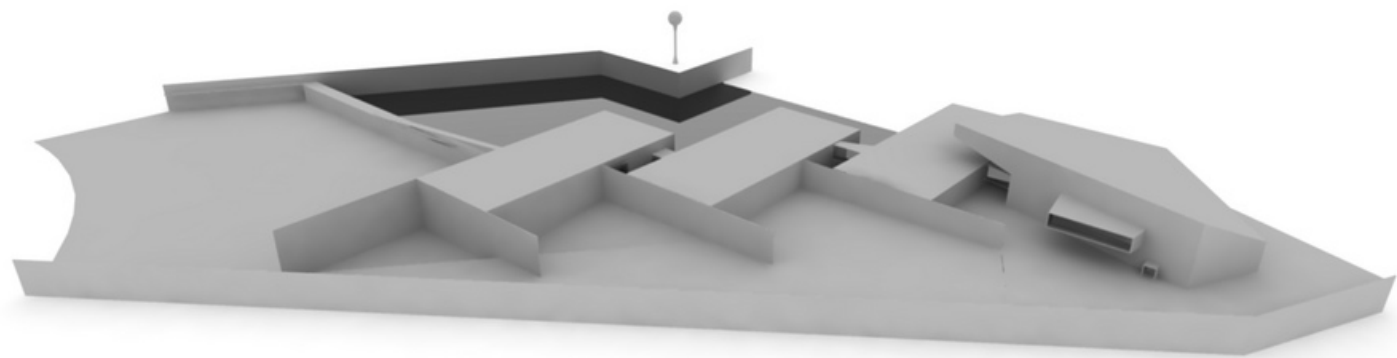
# **CORPORATE** **HEADQUARTERS** **GRUPO ROMO**

Three white blocks as a great department mass in the natural silhouette of this landscape. Three blocks and one building. This is an editorial printer. The client loves the water. So we thought in three simple boxes "floating" on the water. And another place like a "sculpt building" for the headquarters in where the models, photographers, clients can live the magical landscape, without scale. I made this project in collaboration with Lucio Muniain for Grupo Romo.

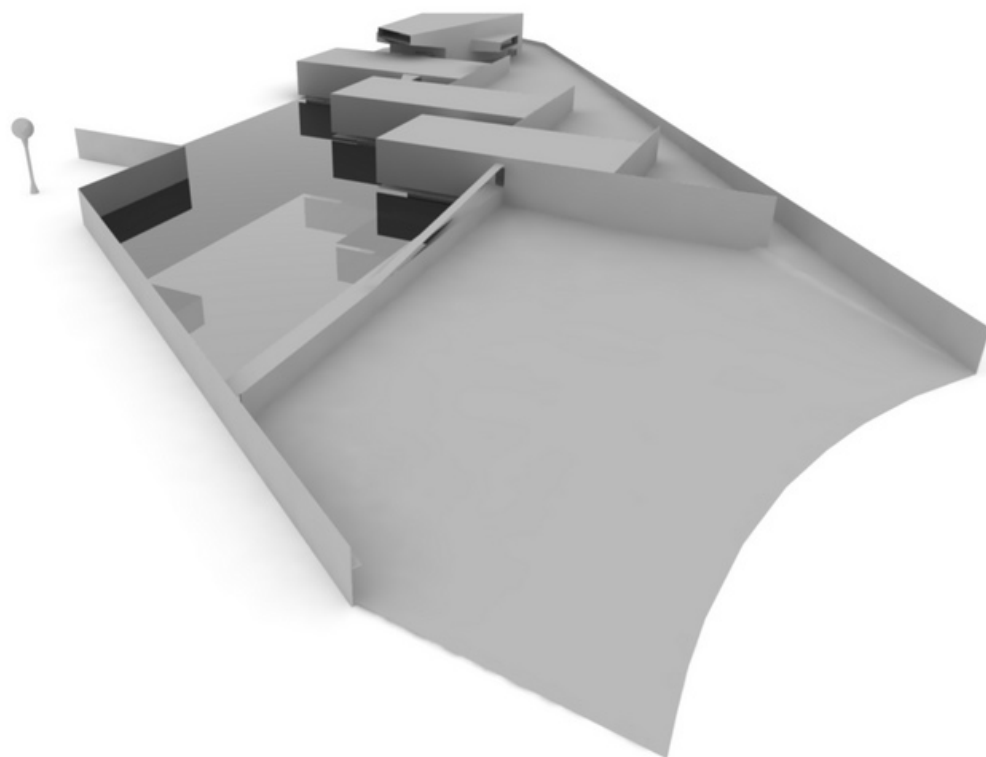


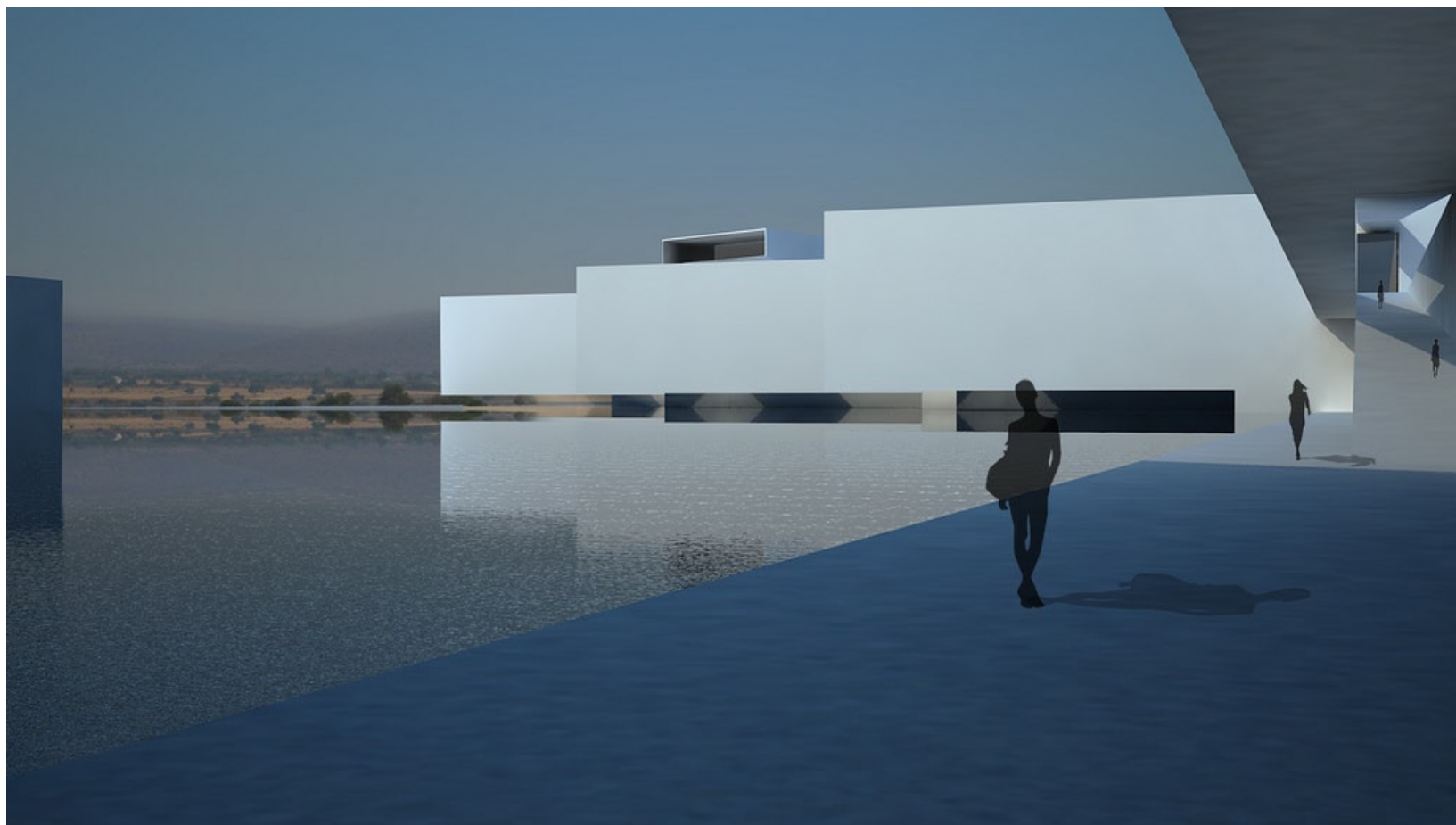


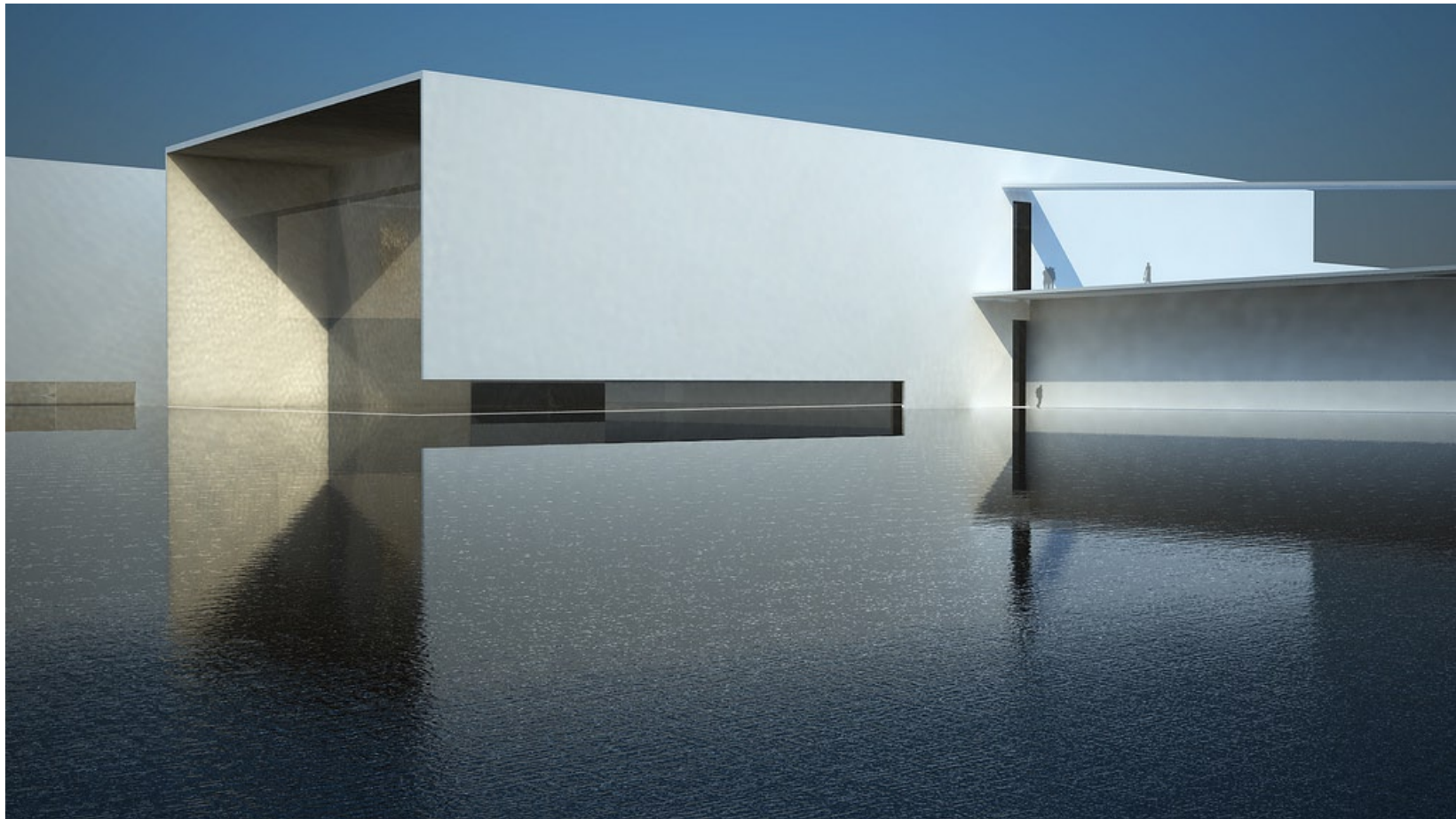




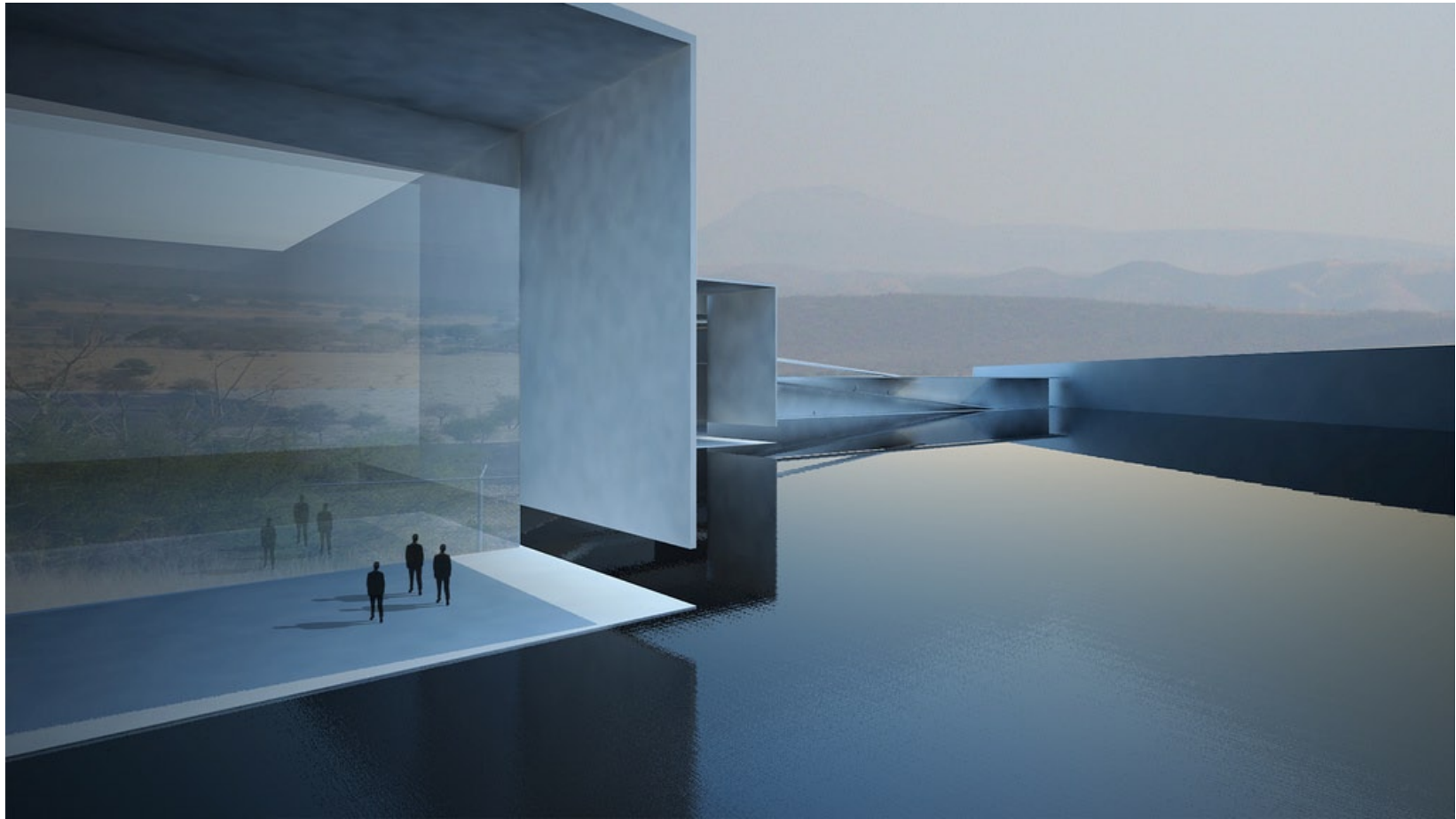


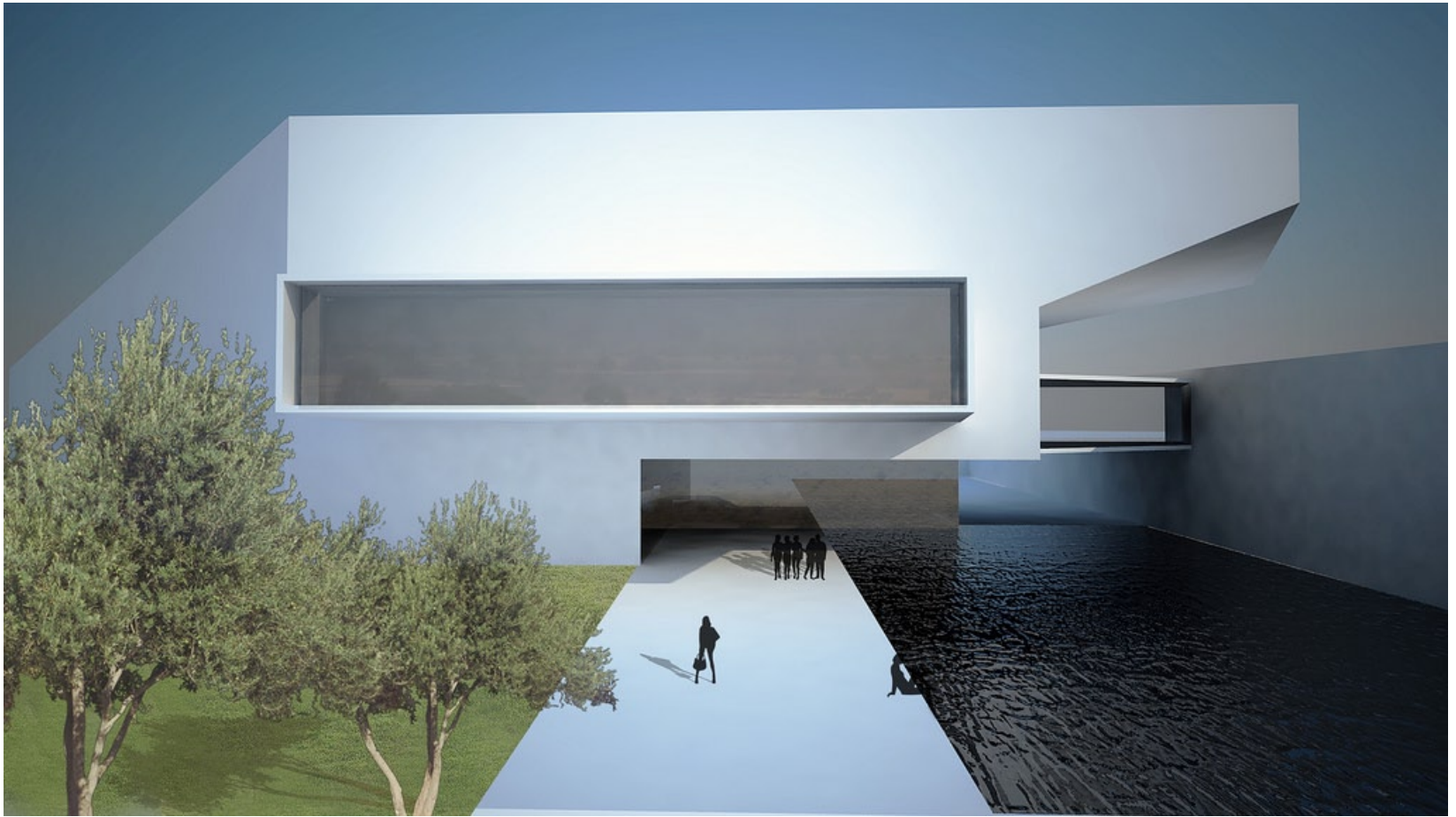










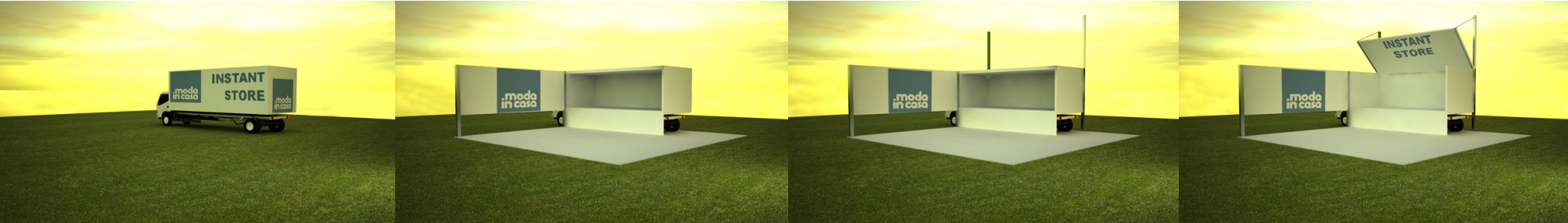


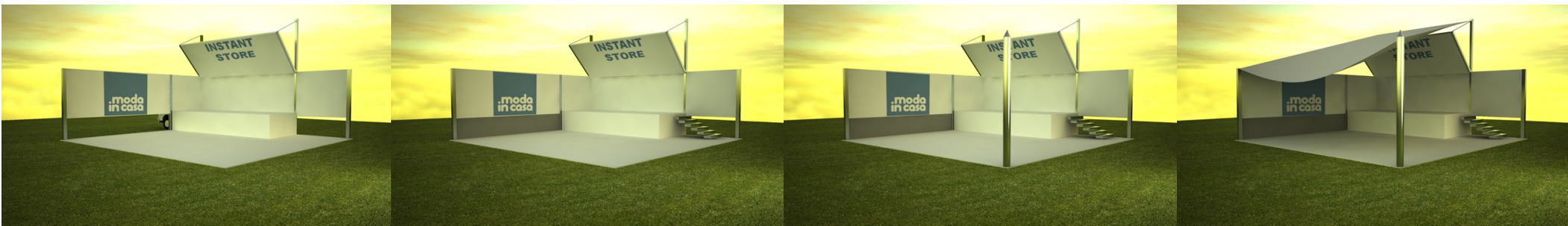




# MOBILE STORE MODA IN CASA

The concept was to make a store easy to move by the road. We made it on a truck. In the development, I had some meetings with Honda's engineers to see all specifications we needed to make real this idea. All the box can open its panels. So, in a few minutes, the store start works and open the doors to everybody.











**RENDE**

**RING**



# ACAPULCO

## MAR

# ALTO

Lucio Muniain et al, and Bosco Arquitectos.  
Renderings: **M2ATK**













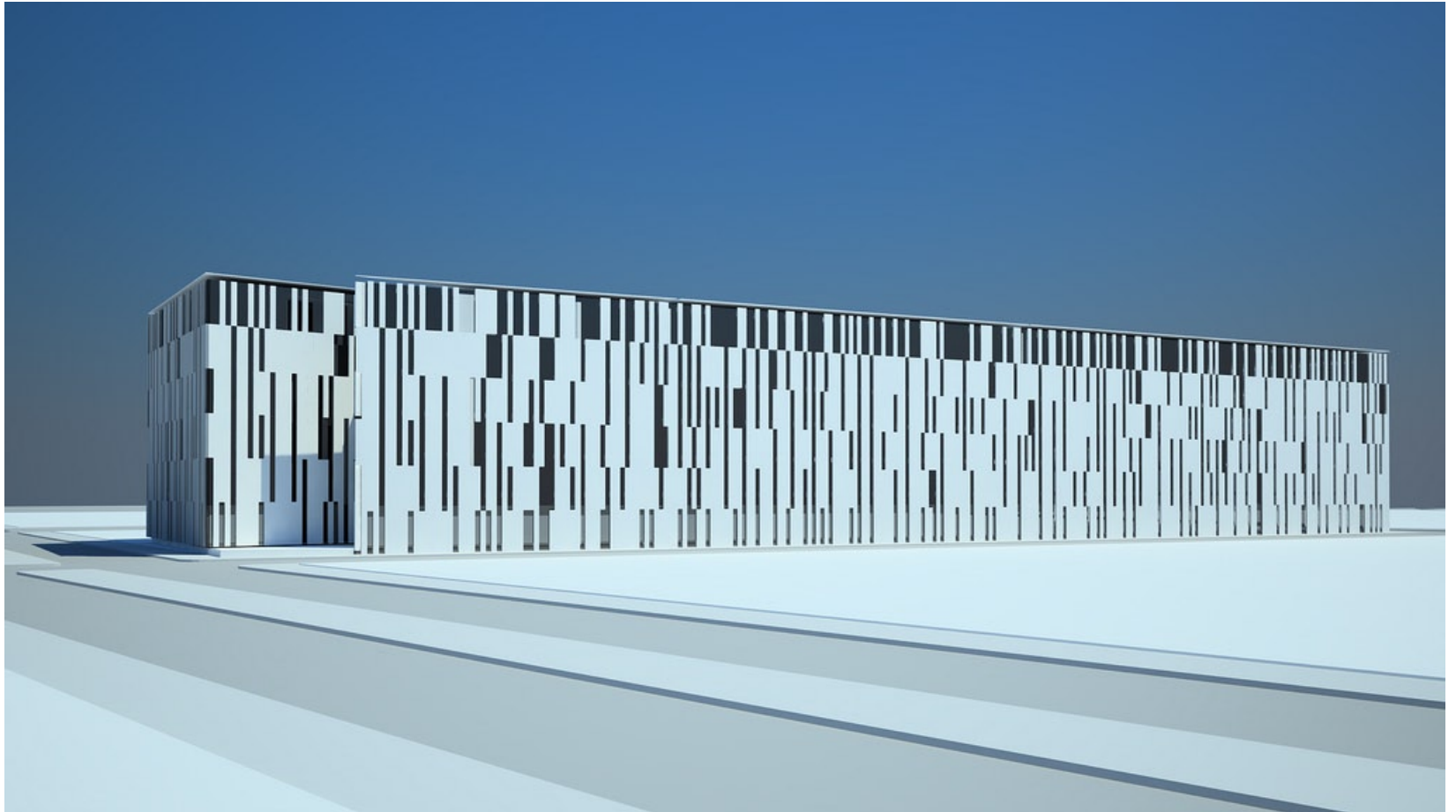




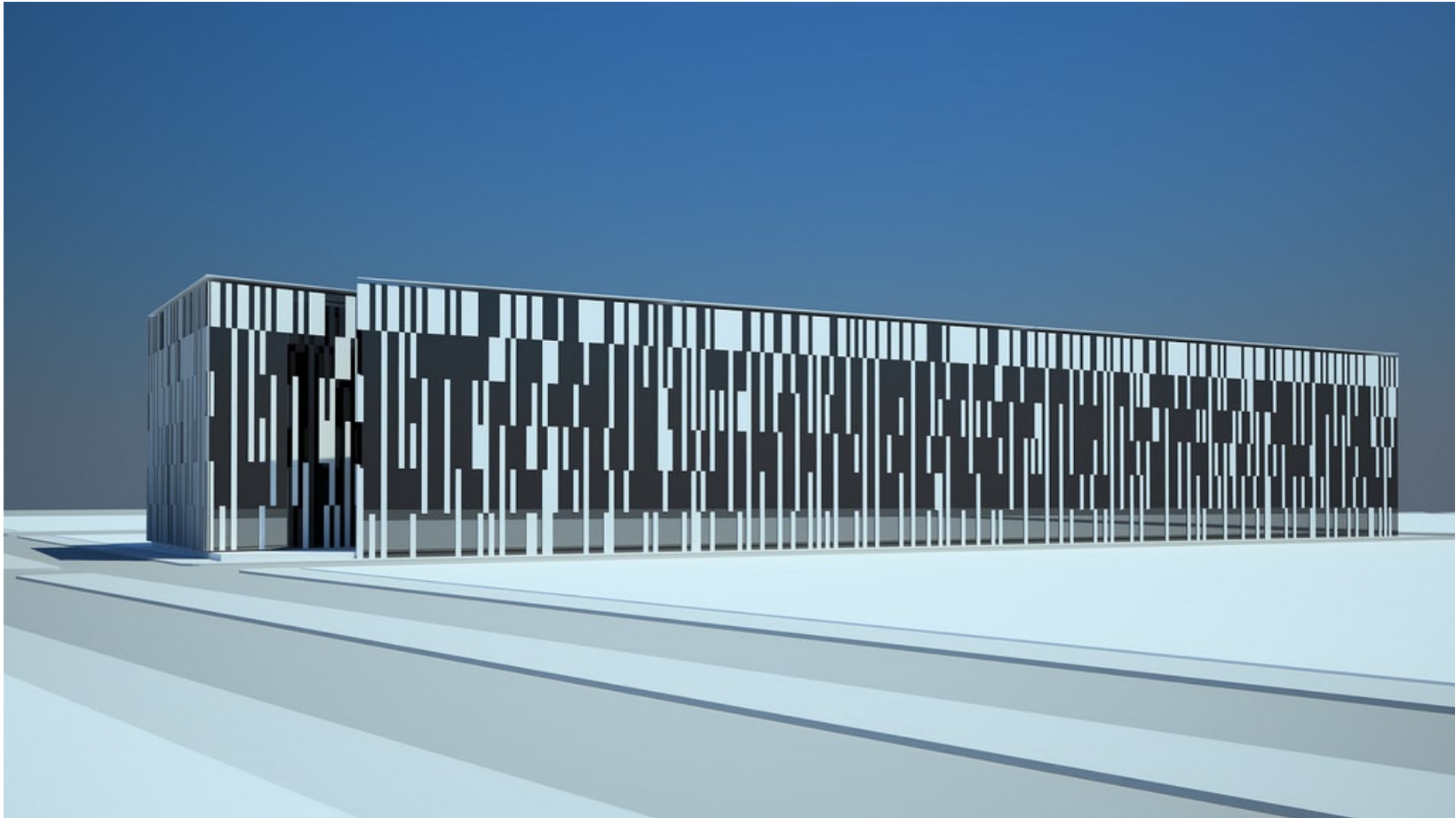


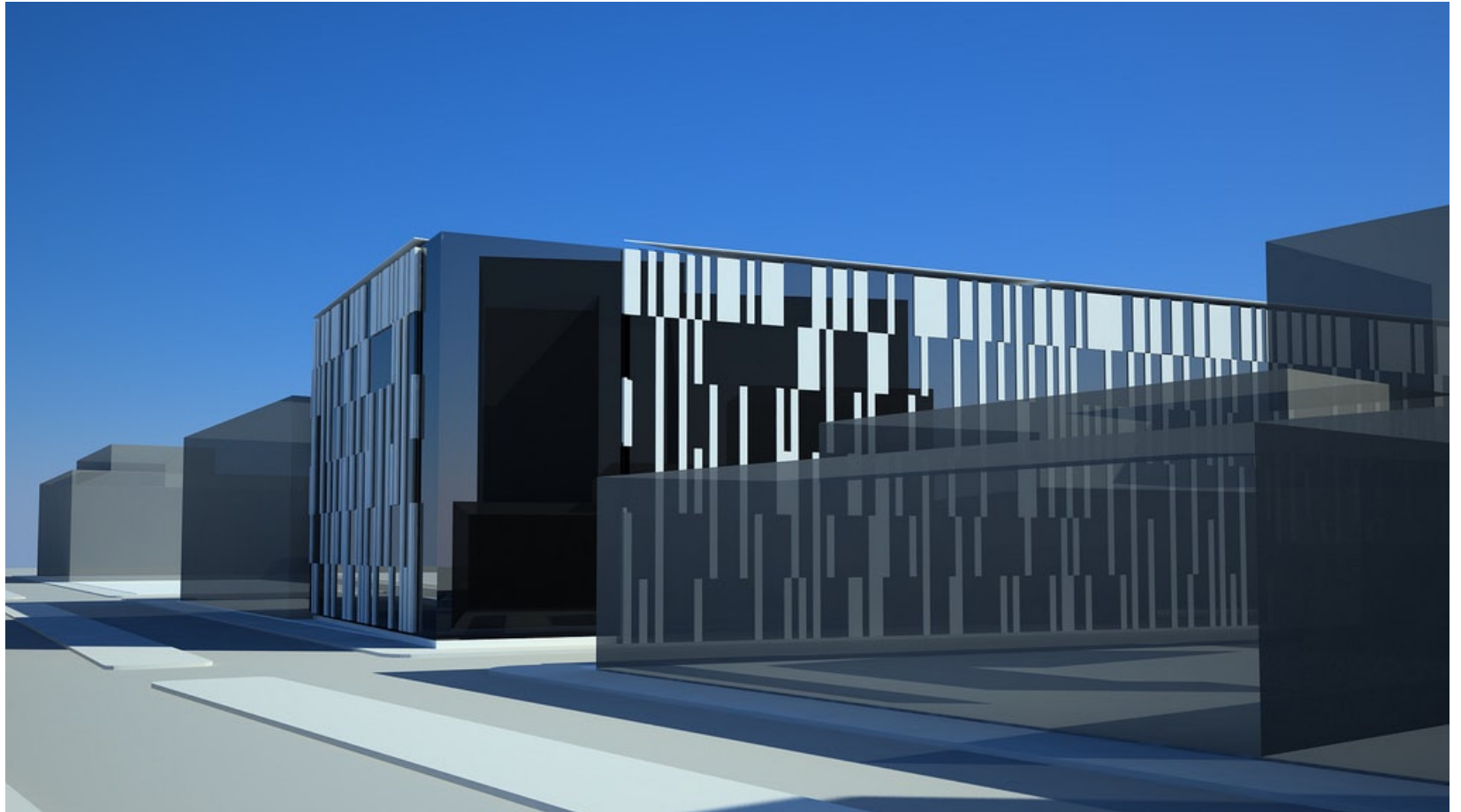
# **PGR** **BUILDING**

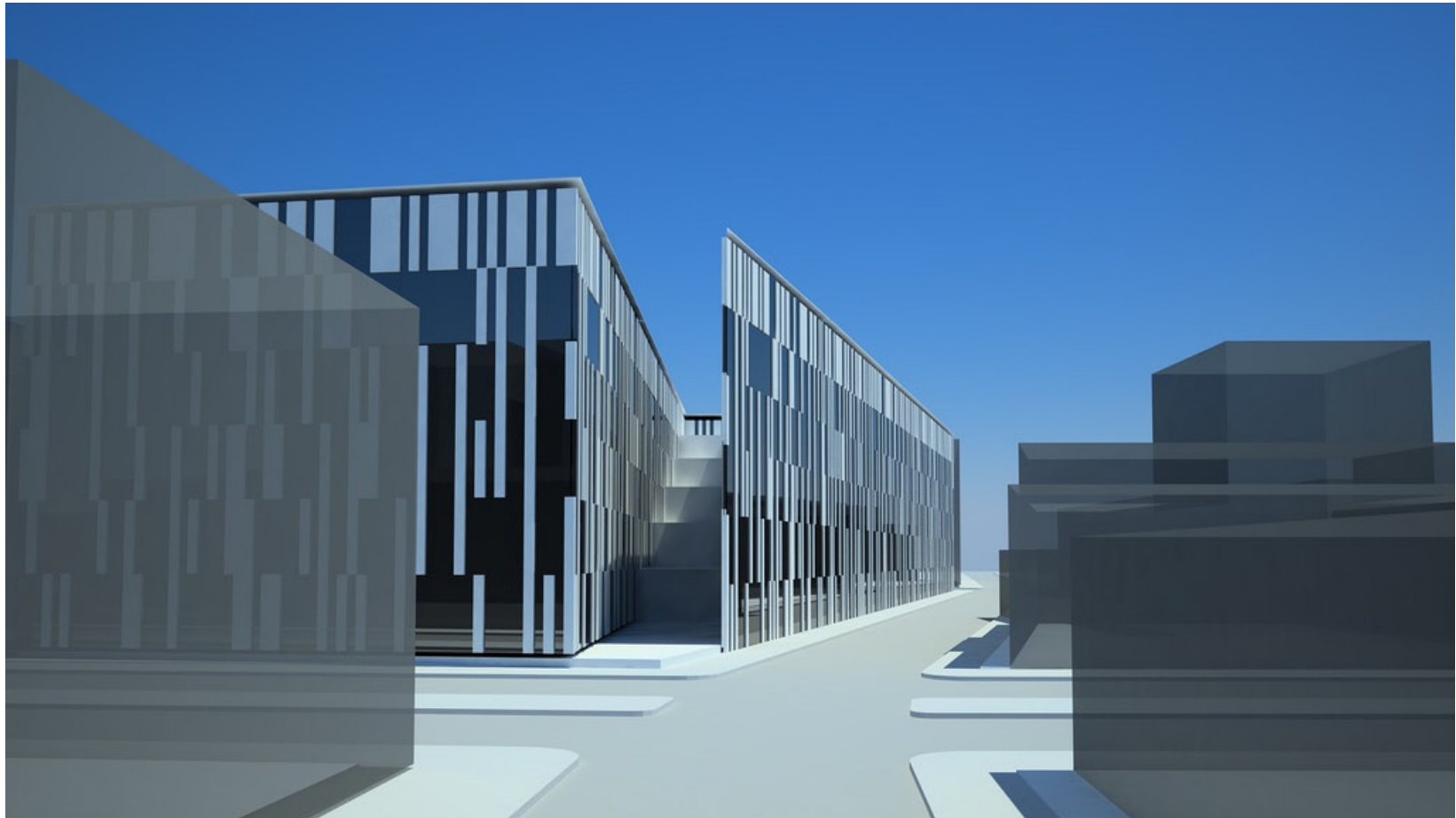
Lucio Muniain et al  
Renderings: **M2ATK**



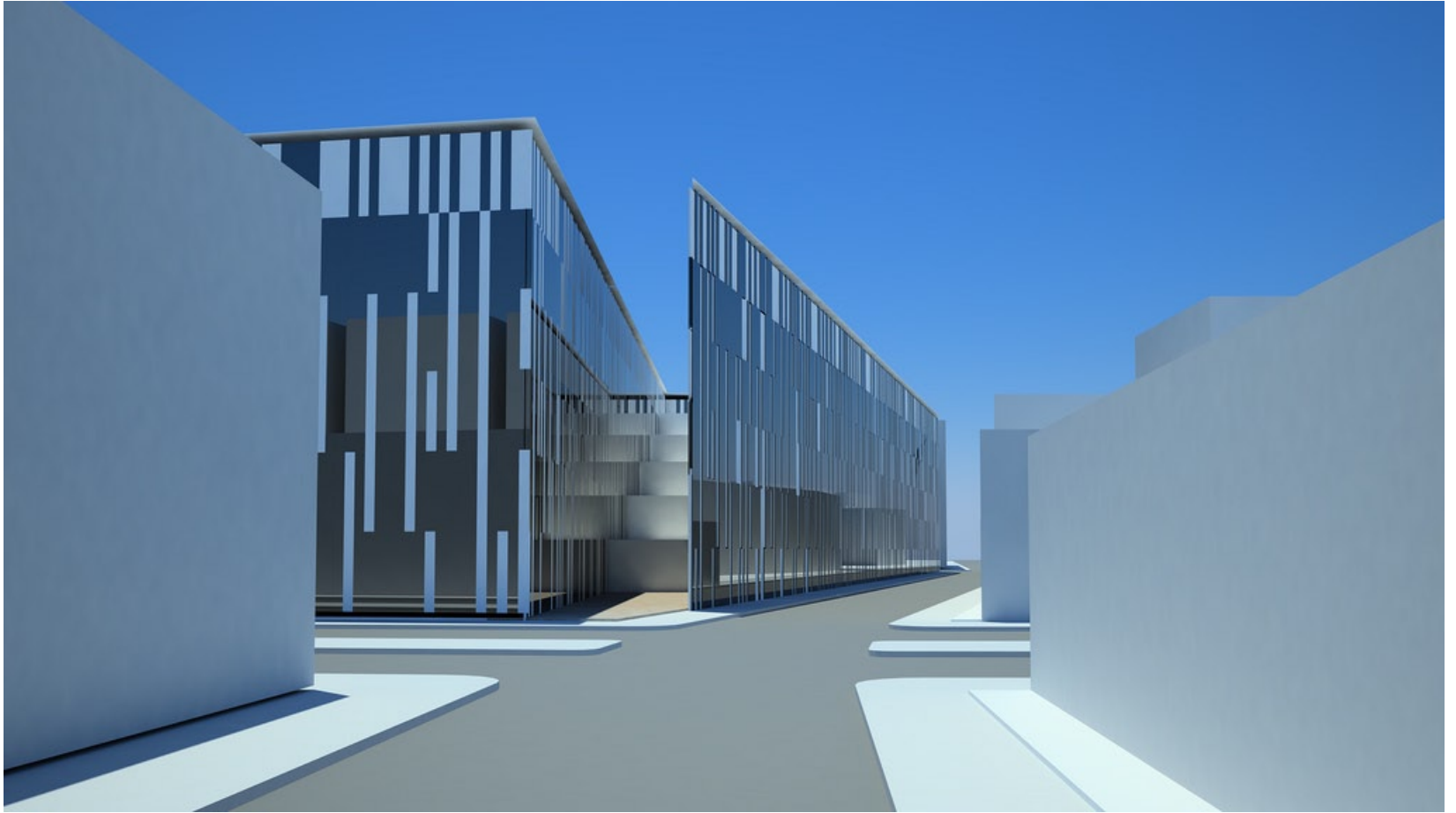




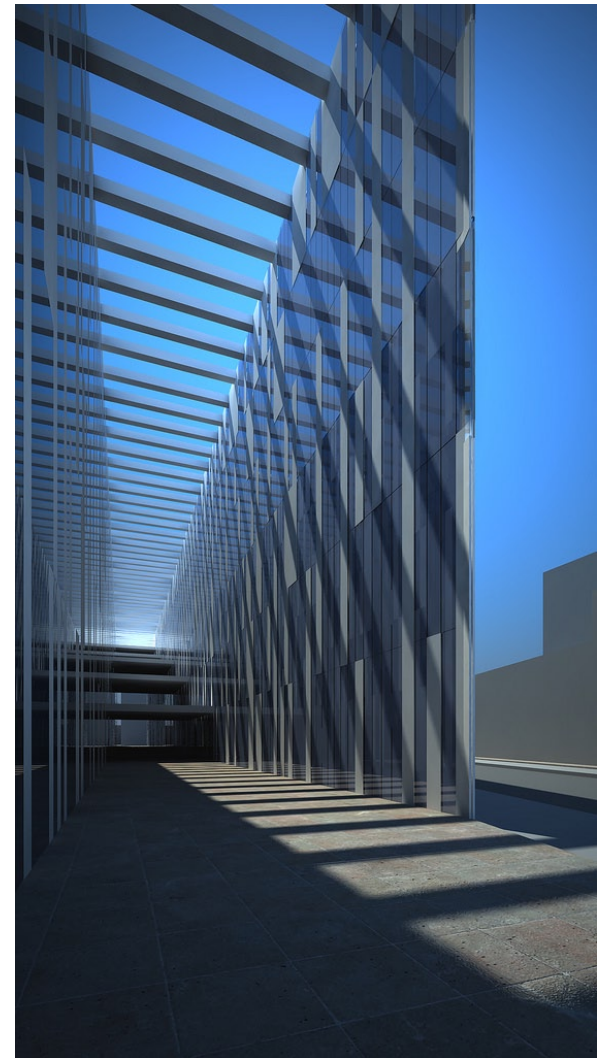








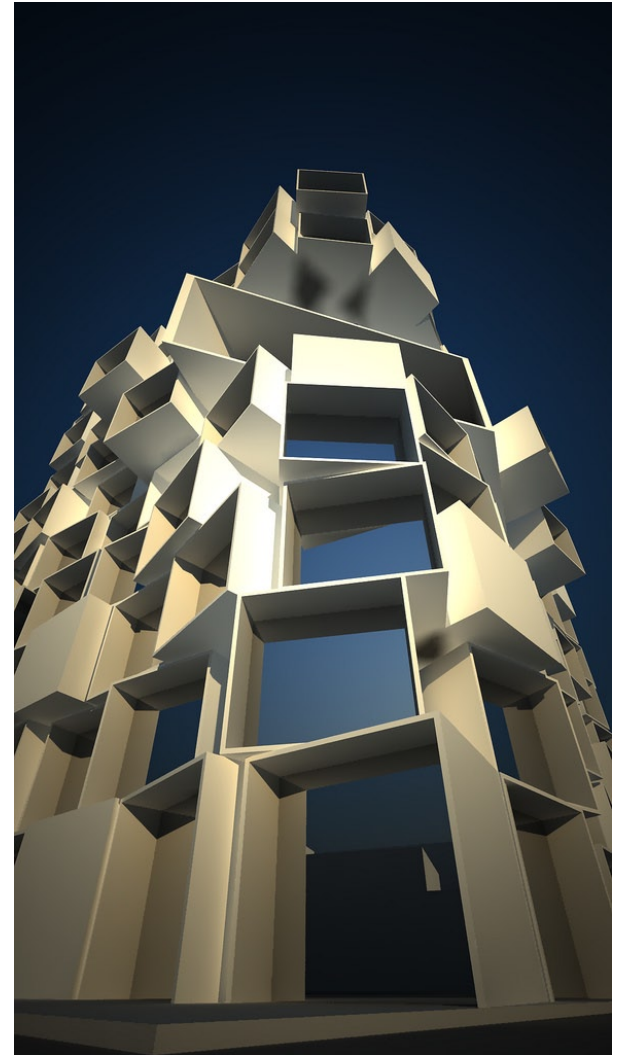


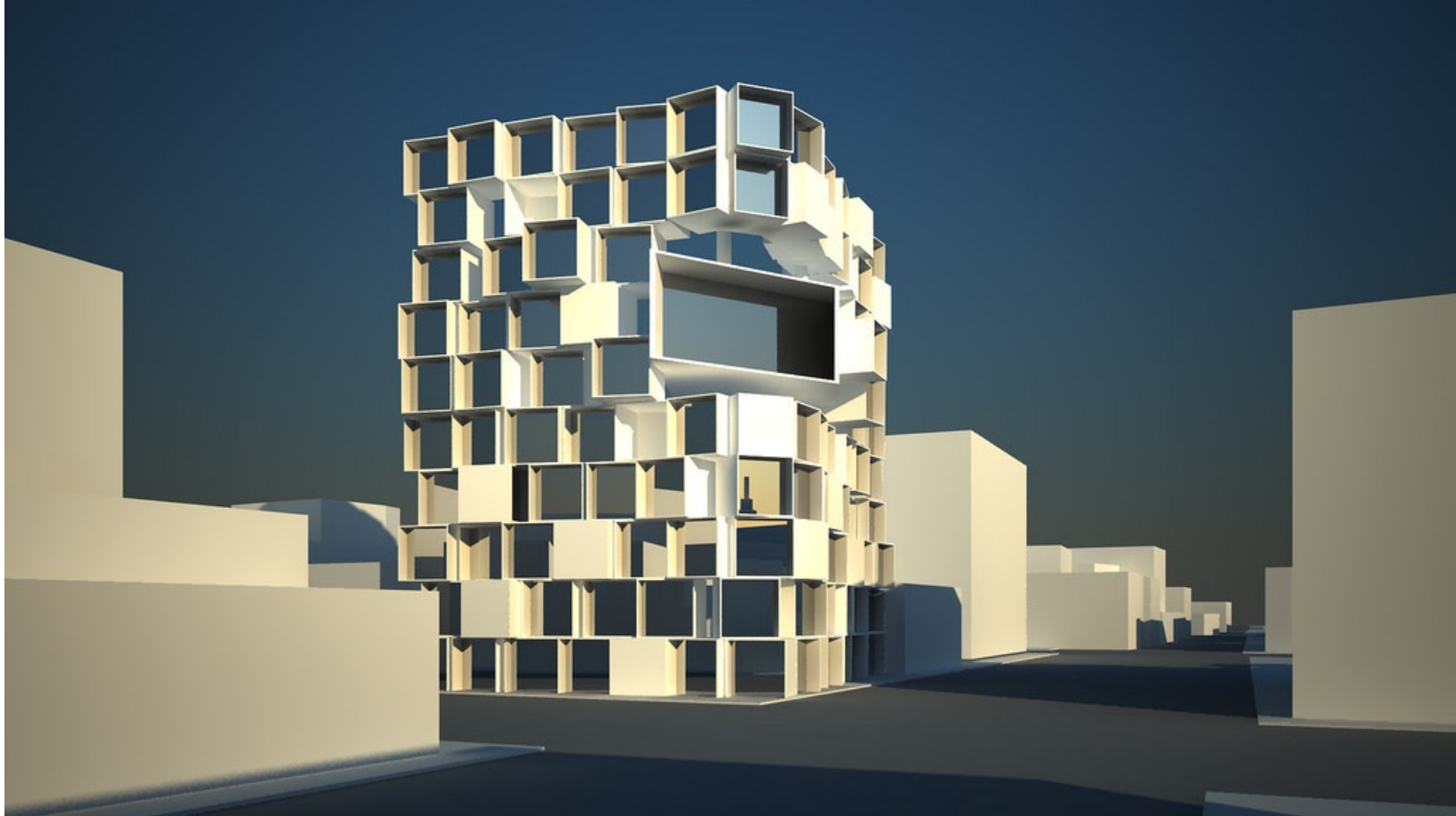


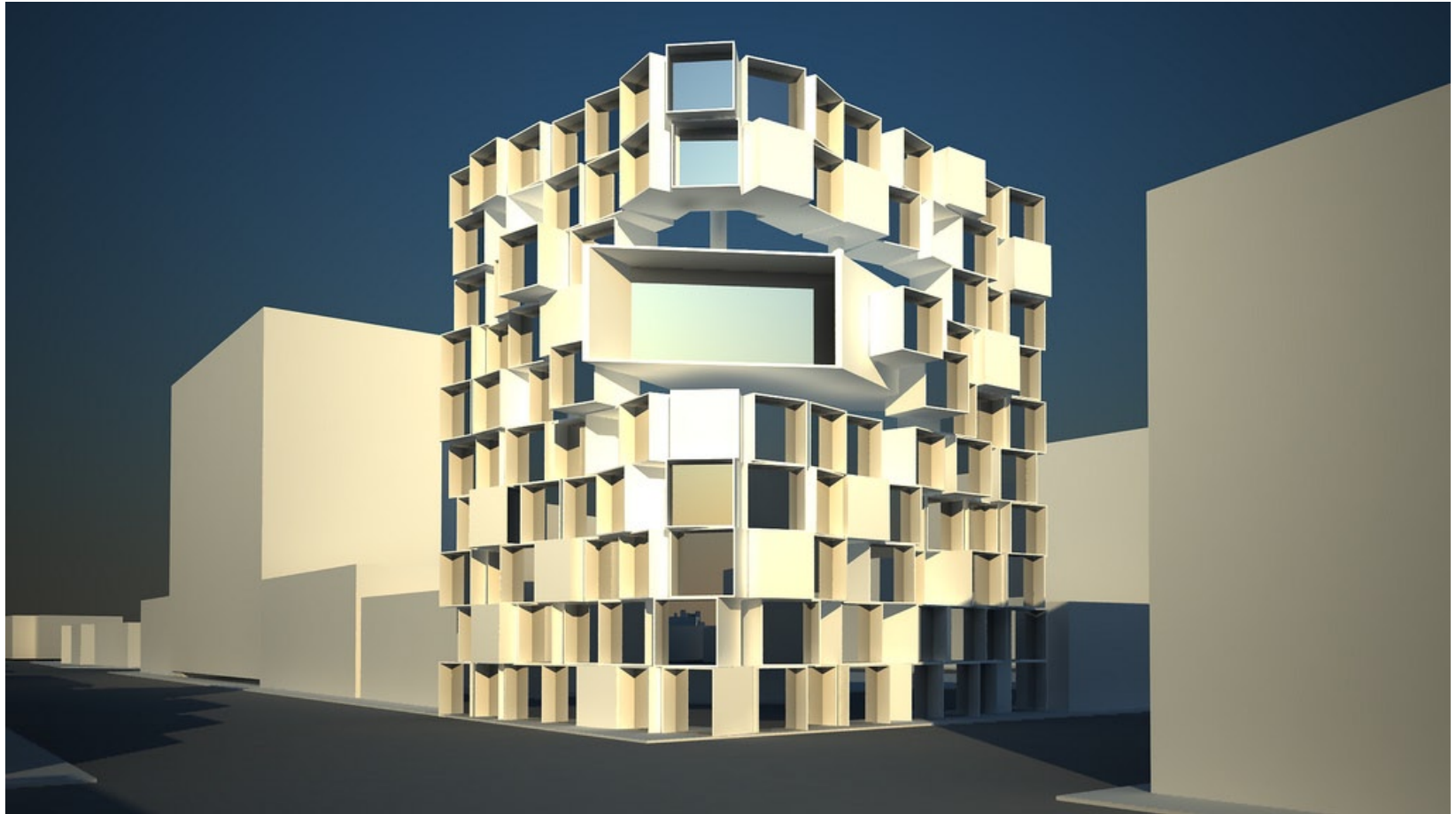


# **PGR** **BUNKER**

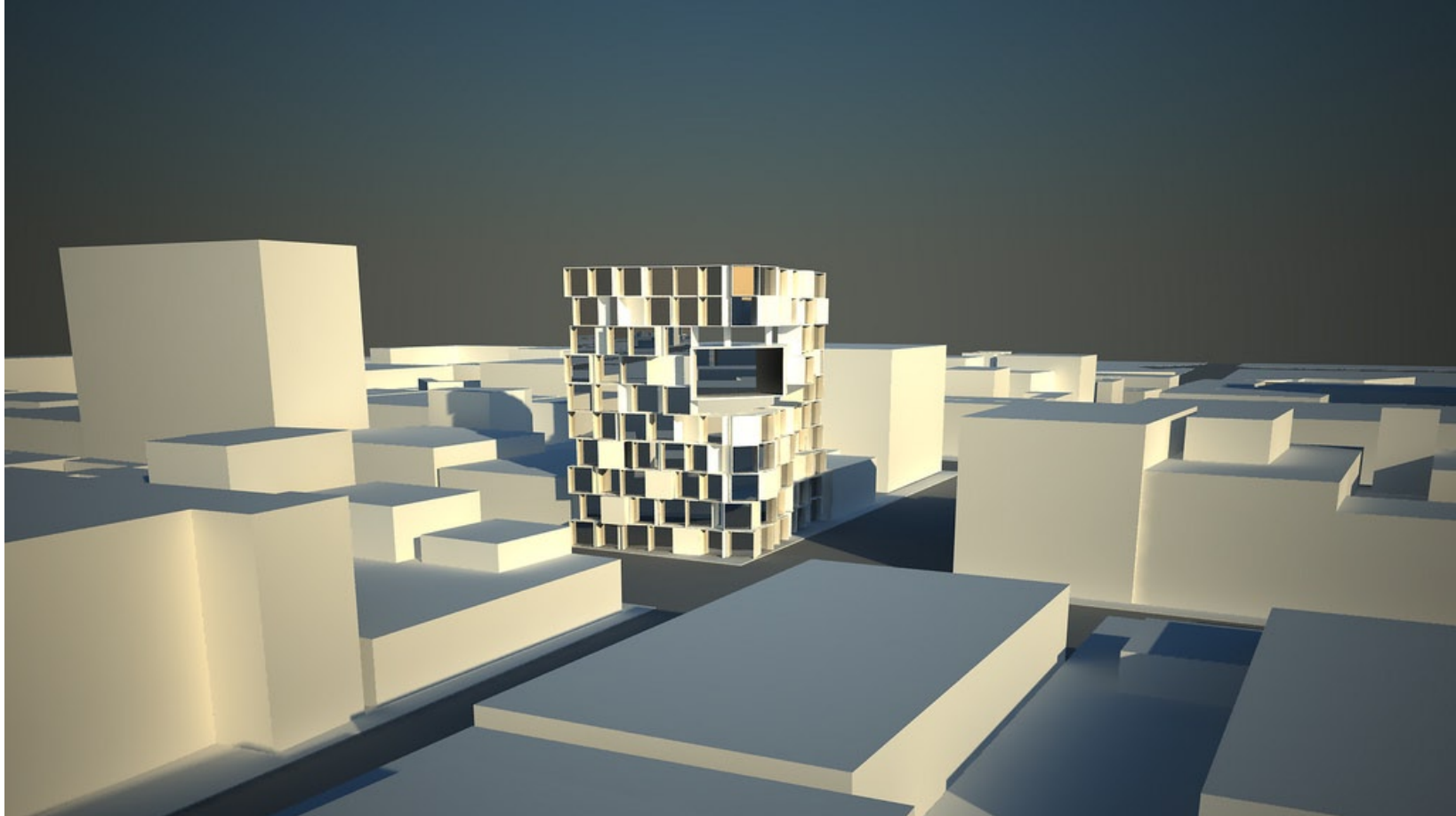
Lucio Muniain et al  
Renderings: **M2ATK**

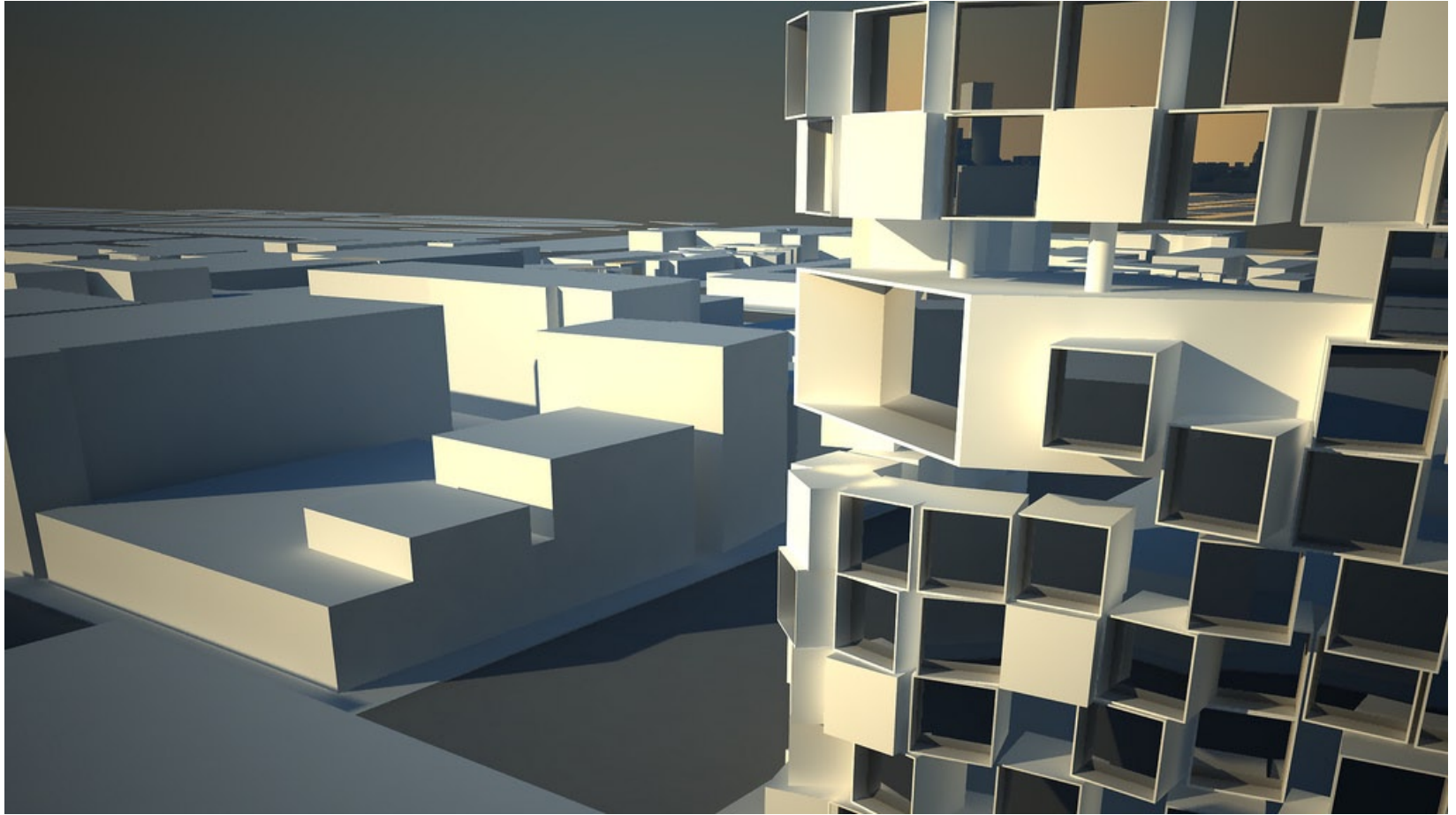






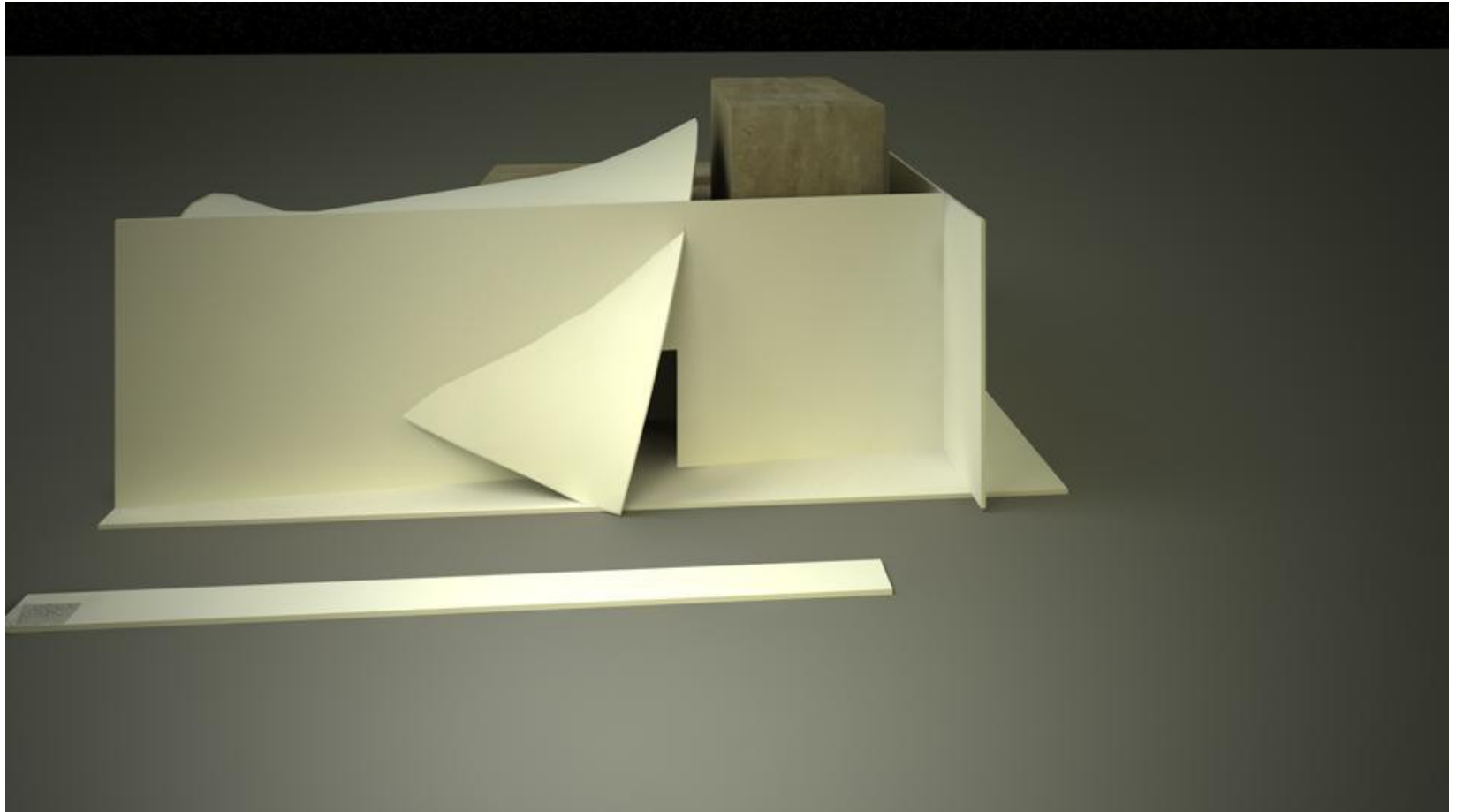






# AUDITORIO SODI

Lucio Muniain et al  
Renderings: **M2ATK**















**BIBLIOTECA**  
**ESCOLAR**  
**COLEGIO SAN**  
**IGNACIO**  
**DE LOYOLA**  
**VIZCAINAS**

M2ATK + LMAE  
Renderings: **M2ATK**





# EXCONVENTO **DE SAN** AGUSTÍN

3rd Prize  
M2ATK + LMAE  
Renderings: **M2ATK**



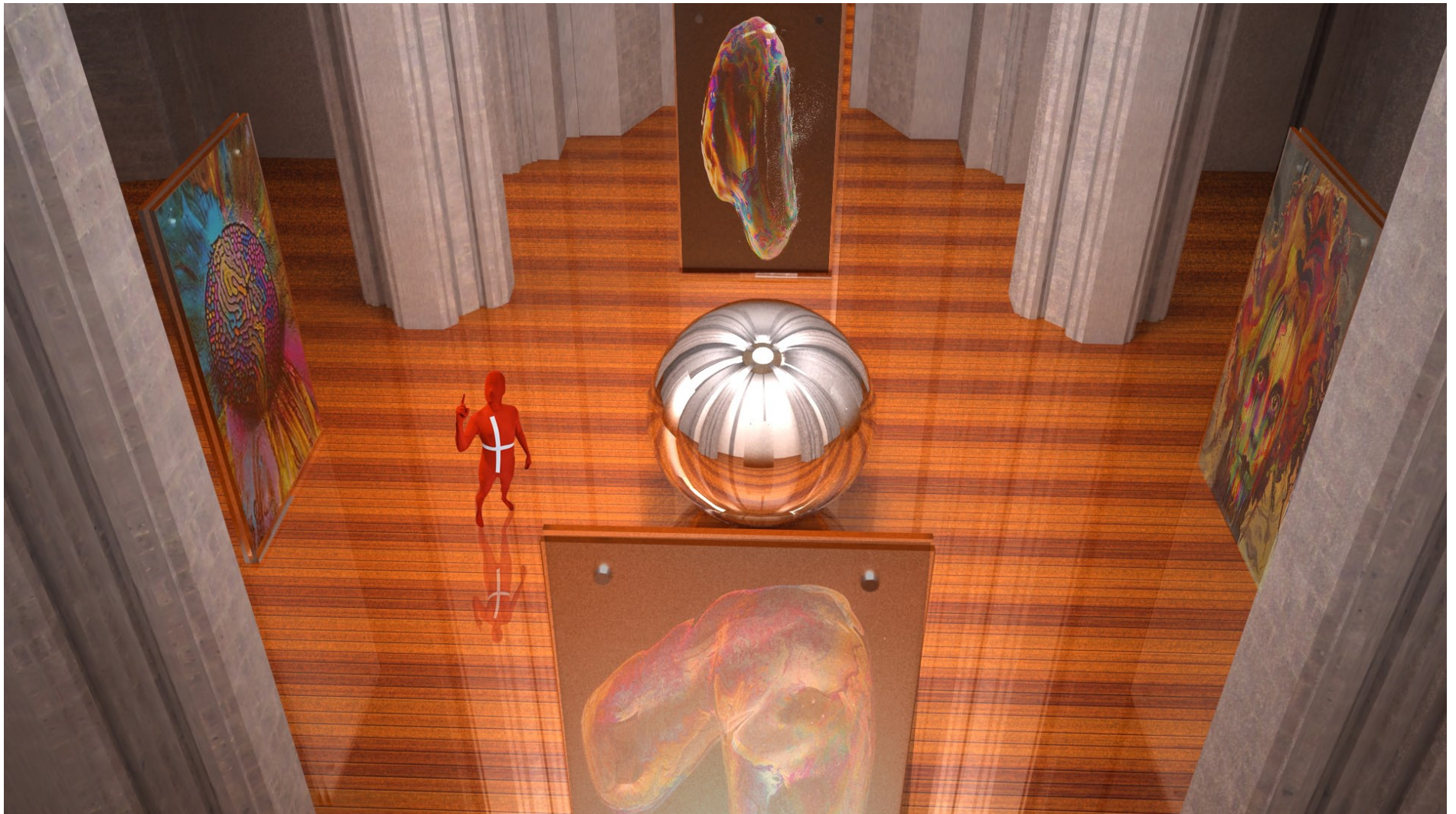














**COMPETENCES**

# EXPOCUL

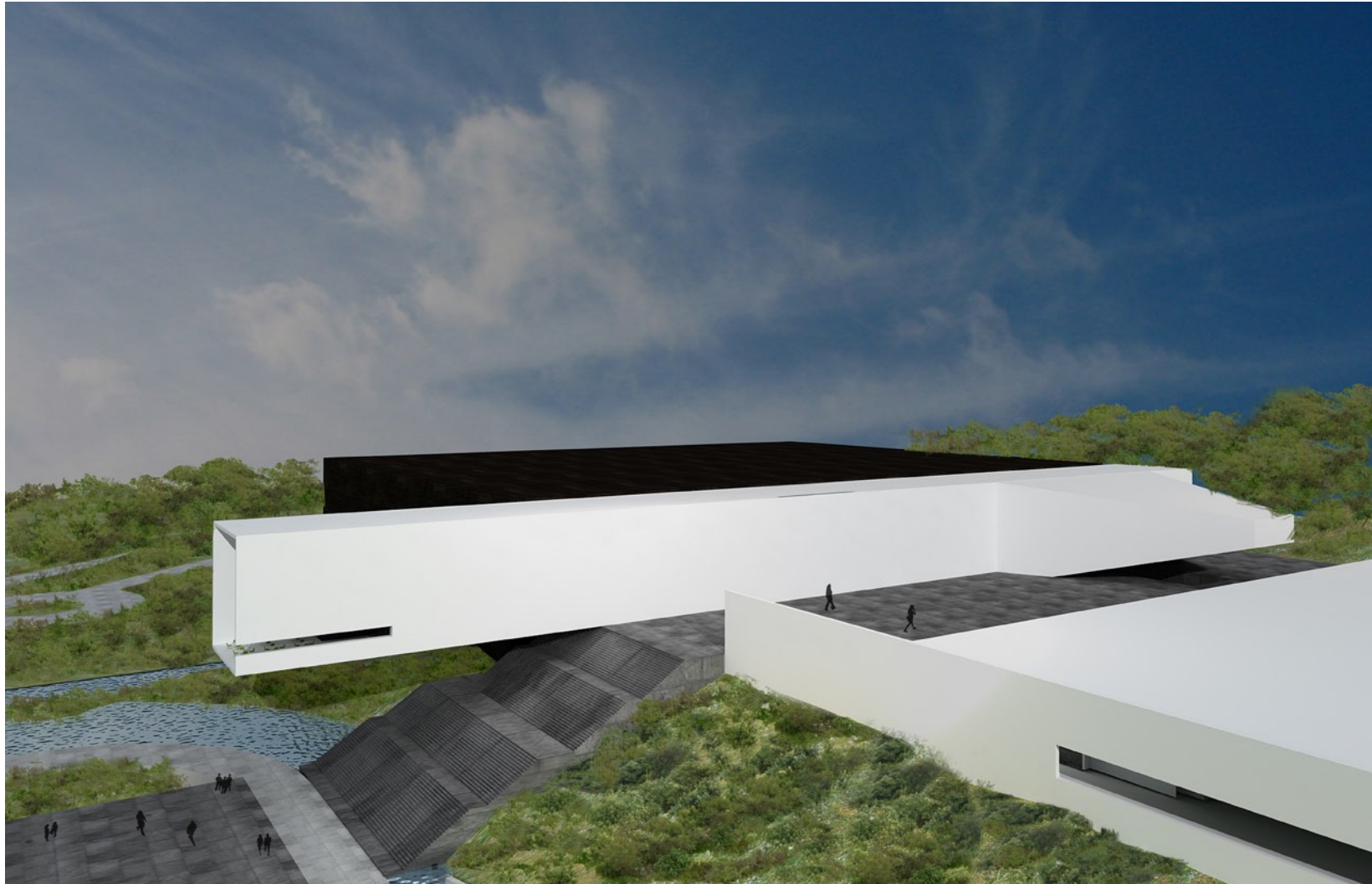
## 5103

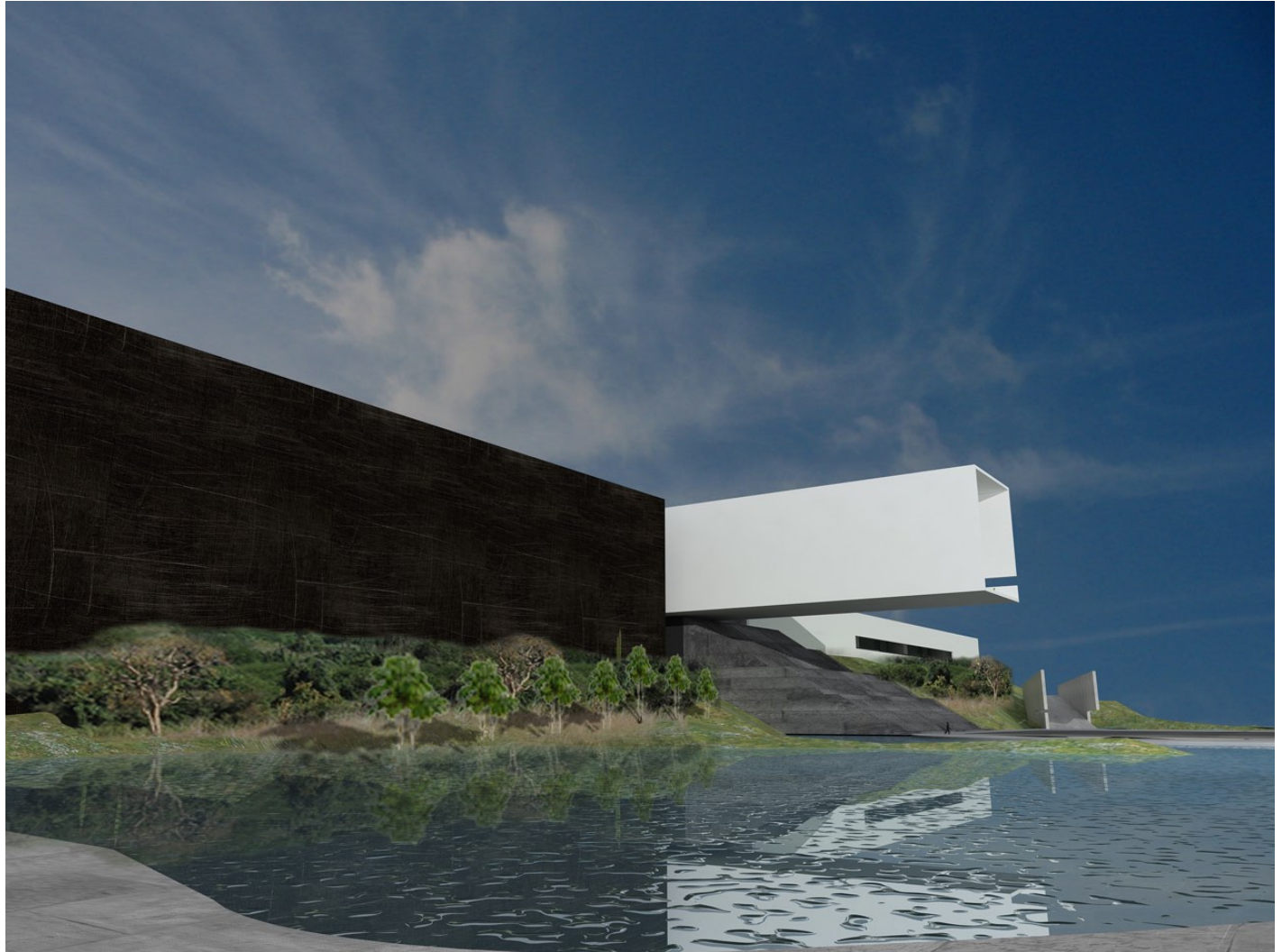
2nd Prize  
Lucio Muniain et al and Bosco Arquitectos  
Renderings: **M2ATK**

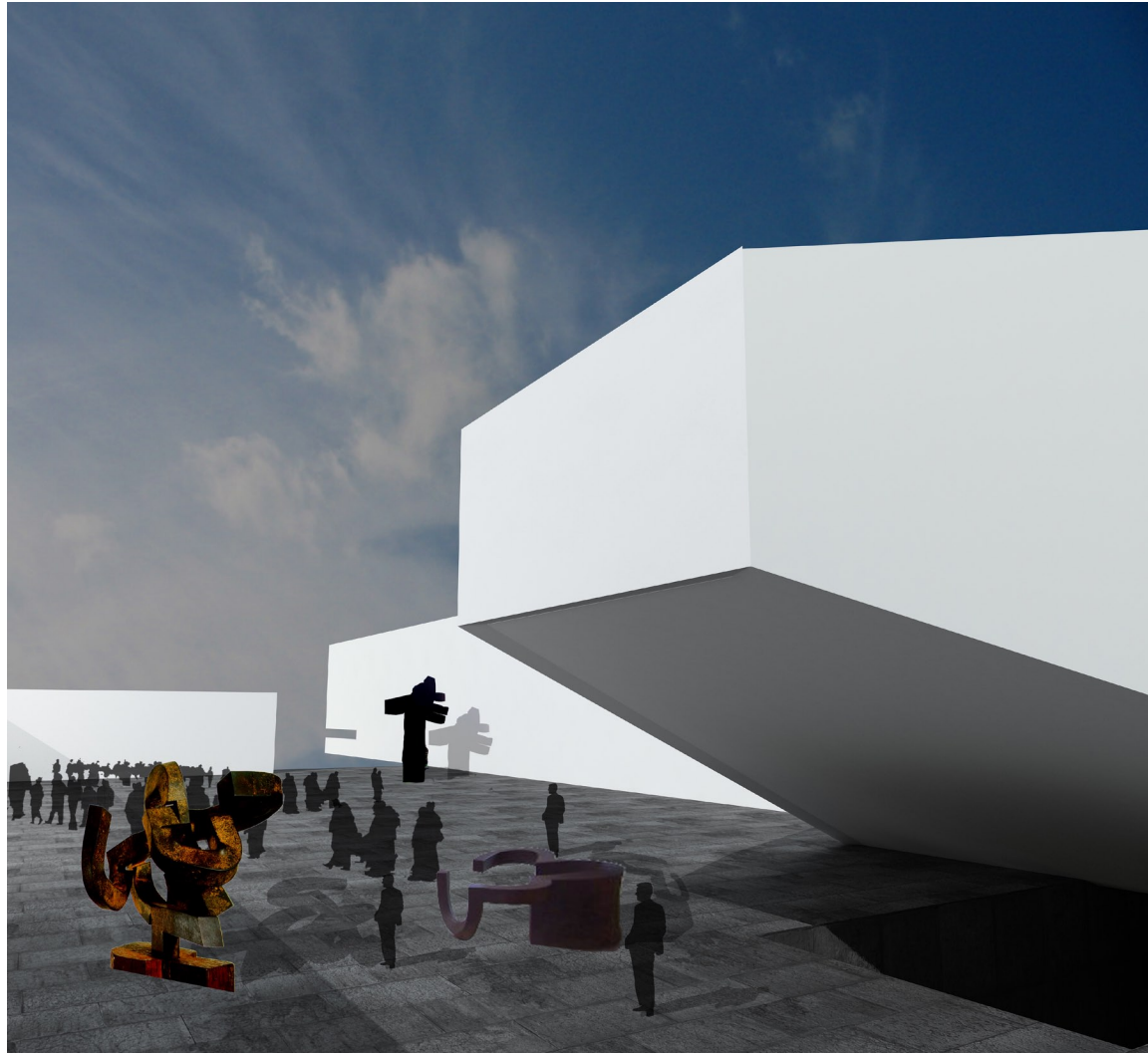












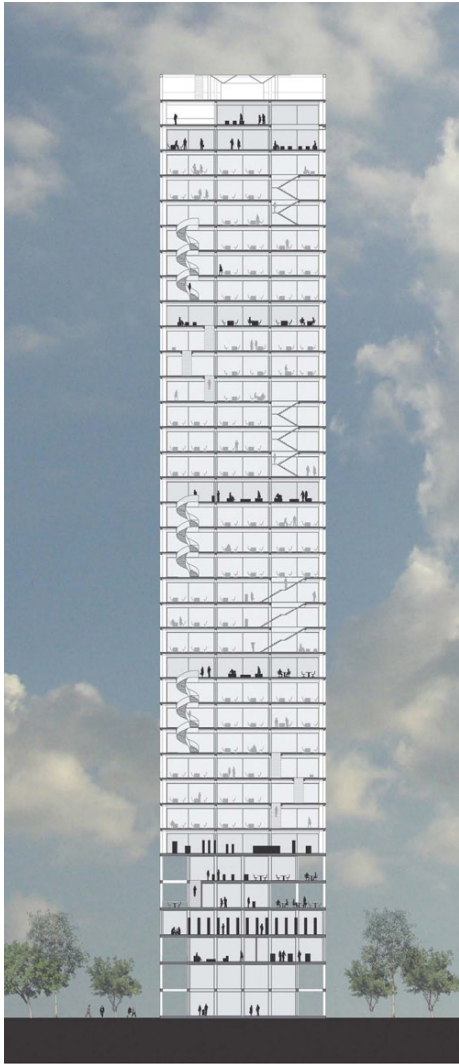
# INTERNATIONAL ARCHITECTURE CAF

1st Prize  
Productora and Lucio Muniain et al  
Renderings: **M2ATK**



























1/6 UN EPICENTRO METROPOLITANO
PM123

**UN PODEROSO PASAJE URBANO**

La Ciudad de Caracas cuenta con espacios abiertos de mucha calidad: desde el Parque del Este, diseñado por Roberto Burle Marx, el Campus Universitario de Raúl Villanueva o la misma Plaza Francia. Por ello, se propone una intervención arquitectónica y paisajística que conecte a la Plaza Alfonso Sur en un nuevo elemento significativo de la futura urbs de Chacao.

**UN ELEGANTE HITO URBANO**

En el centro de este nuevo epicentro metropolitano, se encuentra la Nueva Sede de la Corporación Andina de Fomento (CAF), como una edificación elegante que marcará un hito sobre la Avenida Francisco de Miranda. Con sus 147 metros de altura y 36 niveles, será además la torre más alta de la zona.

**UNA ESTRUCTURA RACIONAL**

Considerando una economía de recursos, materiales y esfuerzos como elemento clave para obtener un proyecto verdaderamente sostenible, se optó por una sencilla estructura reticular para el desarrollo del nuevo conjunto de la CAF: un lenguaje arquitectónico fuerte y emblemático perdurable en el tiempo.

Burle Marx, Parque del Este (Parque Nacional), 1958

Carlos Raúl Villanueva, Campus Universitario, 1961 - 1968

Lucio Kuchel, Plaza Francisco de Miranda (Plaza Alfonso Sur), 1985

El edificio de la CAF como hito urbano: la más alta de la zona

Sección 1: 1:20 a 1:50

Press release CAF (Caracas, 24 September 2008) - The Mexican firm "PRODUCTORA" wins the International Architecture competition for the New Headquarters of the CAF. The CAF made public that the Mexican firm PRODUCTORA, in collaboration with "Lucio Muniain et al", are the winners of the International Architecture competition for the New Headquarters of the Corporación Andina de Fomento (CAF). The jury emitted their decision explaining that the proposal envisions a simple and pertinent synthesis of the criteria of sustainability, urban and architectural quality combined with functional efficiency and integrates public spaces in favor of the community.

In a first phase of this competition the CAF invited firms from 17 countries who form part of the Corporation to present their interest in the competition. After a process of selection 52 firms were invited and proposals were received from 12 different nations: Argentina, Brazil, Bolivia, Colombia, Chile, Ecuador, Spain, México, Paraguay, Peru, Uruguay and Venezuela.

The second prize was for the firm Andrade Morettin Arquitectos Asociados Ltda. from Brazil and the third prize went to the Spanish firm QVE-arquitectos. The architectural studios that obtained mentions were: Vigliecca & Asociados from Brazil; TEN Arquitectos from México; Juan Gustavo Scheps Grandal & Gualano + Gualano from Uruguay and Alessandro Famiglietti y Asociados from Venezuela.

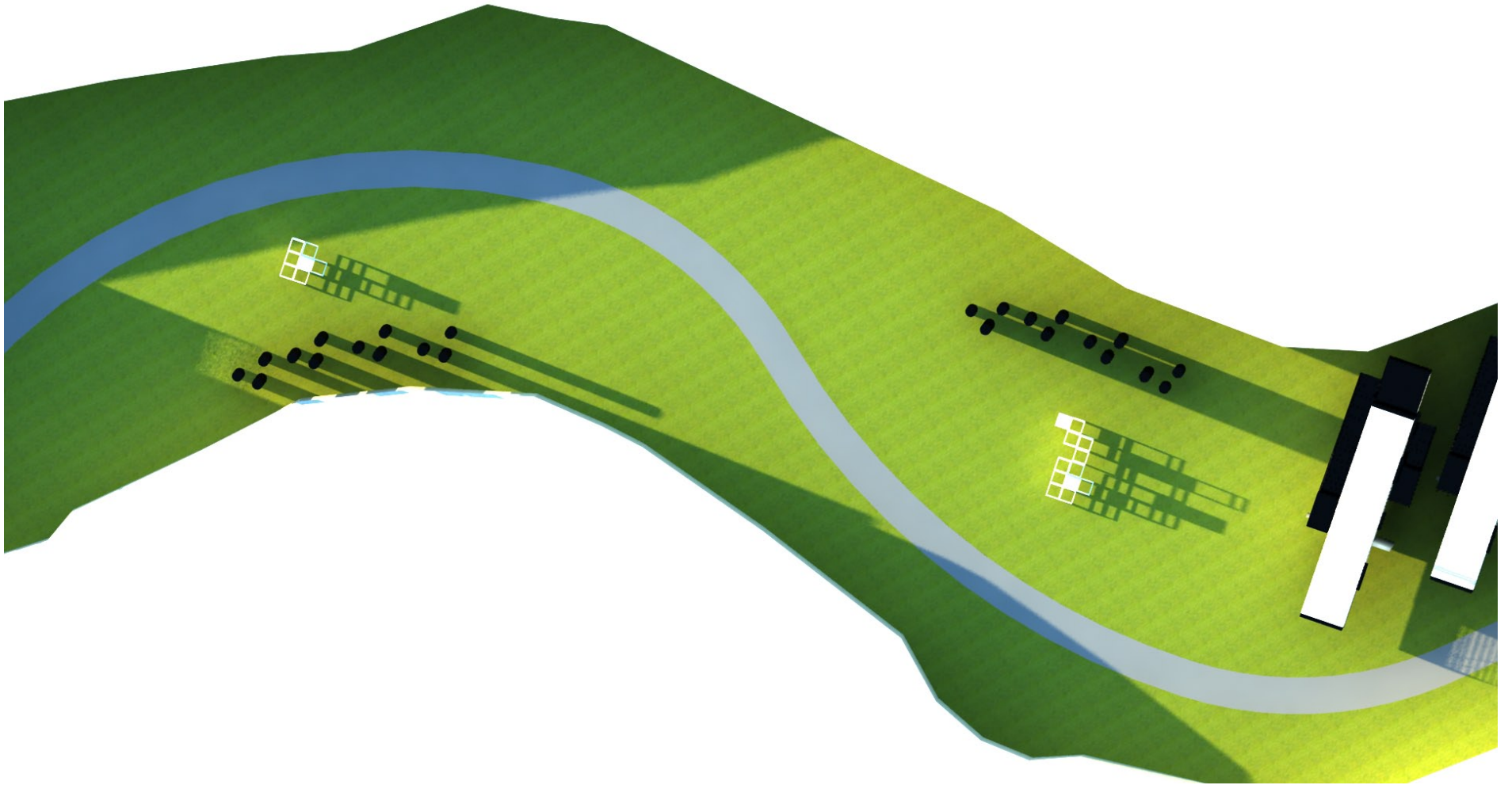
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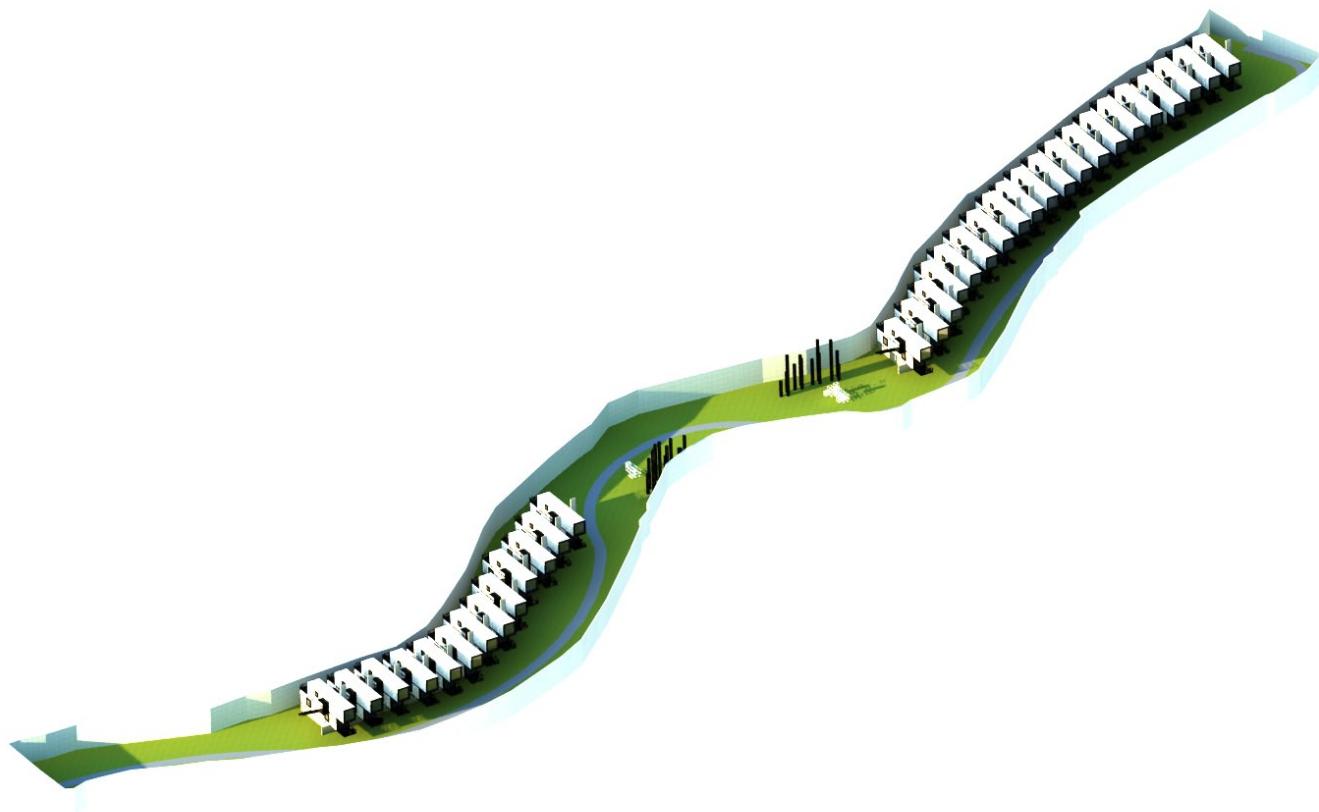
Collaborators:  
David Ortega, Alfonso E. Gutiérrez, Jorge Arroyo, Christian Estavilo, Alejandro Zapata

# INTERNATIONAL ARCHITECTURE CAF

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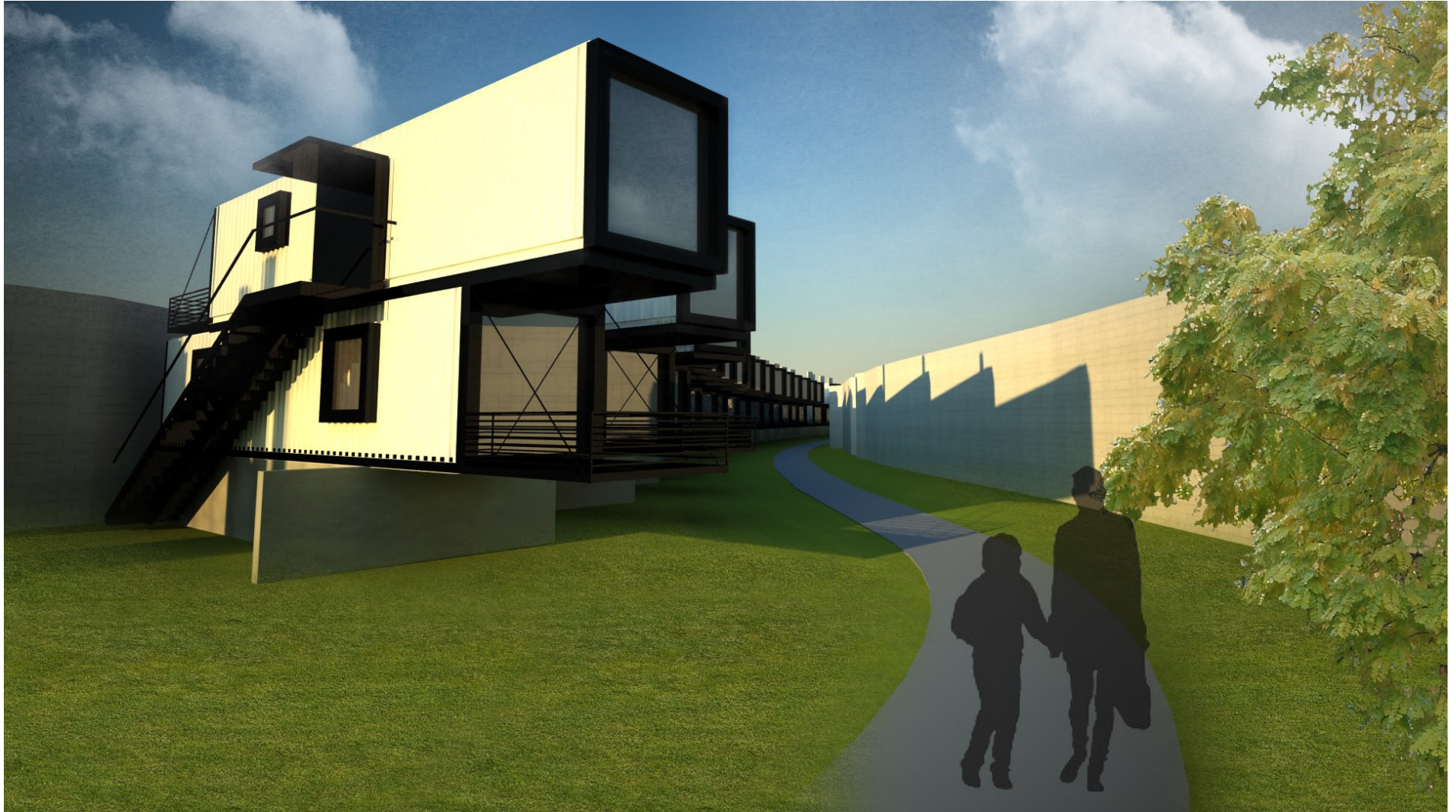






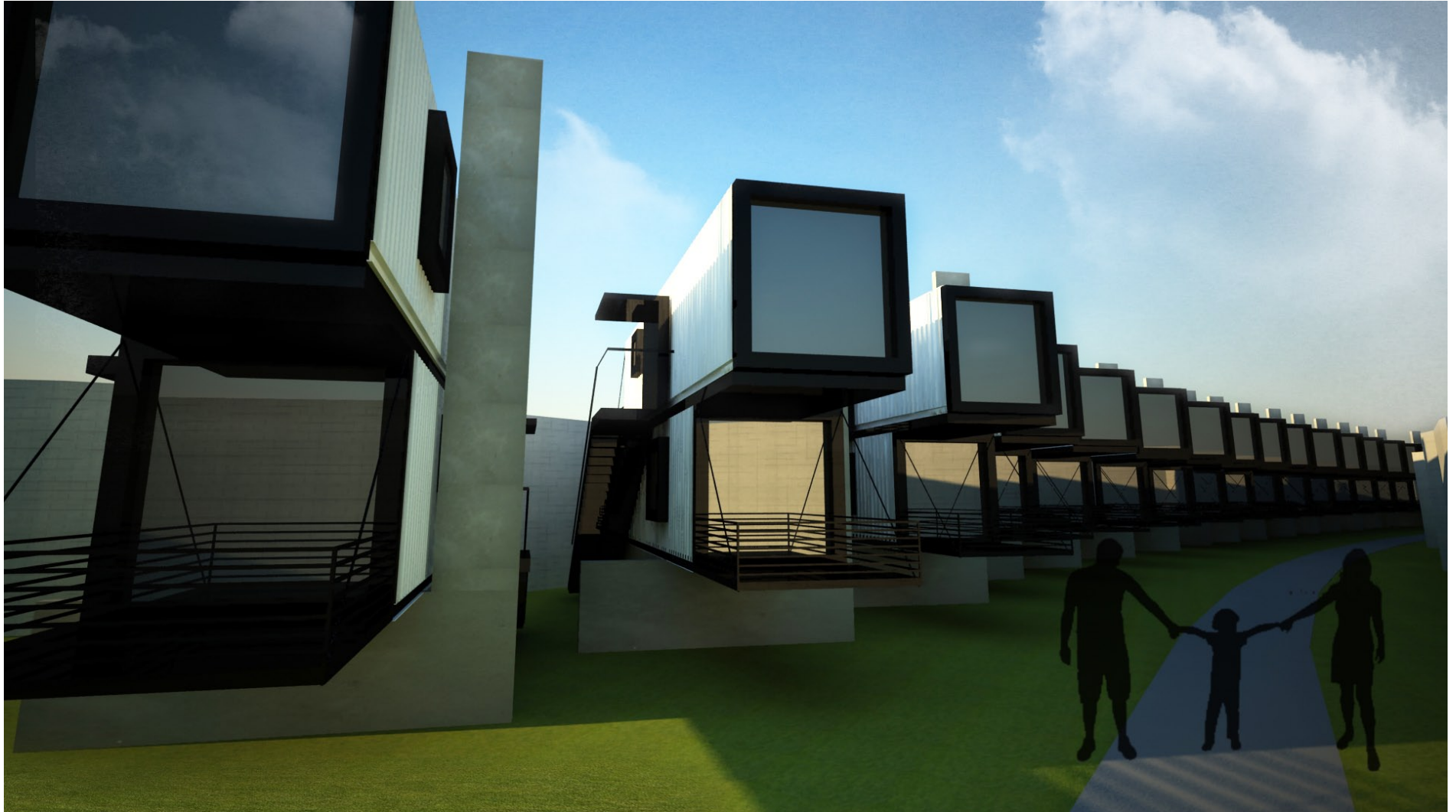












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