



IM - A Studio

IM-A Studio

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**IM-A Studio** is a female-led artistic research practice envisioning the future of living and looking for a third entity between nature and technology. The studio's work incorporates cutting-edge technologies, bio-based material research and speculative narratives to poetically explore our possible futures through the medium of art.

IM-A Studio investigates the intersection between art, architecture and design through a diverse range of mediums and variable scales, from spatial installations and landscapes to conceptual artefacts. The studio aims to manifest nature through symbiotic relationships between the synthetic and the living, circular design strategies and context-sensitive technologies.

The studio creates objects and systems using artificial and natural elements to supplement existing ecosystems and overcome ecological crises. The studio's projects investigate the interconnectivity between the different layers of the Earth, from the micro to macro perspectives, on a microbial to planetary scale.

Collective learning, knowledge exchange and teaching are key values of IM-A Studio's mission to reveal the uncanny beauty of architecture and design disciplines, while developing new methodologies through research and experimentation. Katya Bryskina and Nataly Nemkova have taught at UCL Bartlett B-Pro, Architectural Association, Warsaw University of Technology, Digital Futures, Strelka Institute, ITMO University, Yak Tak and EASA.

**Nataly Nemkova** is an architect and landscape urbanist. She has a strong interest in interactive environments and new approaches to architecture. Her works have been marked at international competitions, including YAC and Leonardo. Nataly holds an MSc from Architectural Association, Landscape Urbanism programme, then worked for the international office Gustafson-Porter+Bowman. Speaker at the AA symposium Design Agency within Earth Systems.

**Katya Bryskina** is an artist and experimental architect. She combines digital fabrication and inspirations from biology to bring ecosystemic thought and aesthetics to the future of living. She holds a Master's Degree in Emergent Technology and Design from the Architectural Association School of Architecture (London, UK). She was a researcher at The New Normal think-tank at Strelka Institute (Moscow, RU), a resident at SPACE10, IKEA's research and design lab (Copenhagen, DE), and Non-Extractive Architecture at V-A-C Foundation (Venice, IT). She has exhibited and presented her work internationally in addition to teaching and publications.

**Only Large Bodies Remain on the Surface**  
*Air Microbiome Pavilion, 2022*

*Team: IM-A Studio (Katya Bryskina and Nataly Nemkova) and Davide Tagliabue*

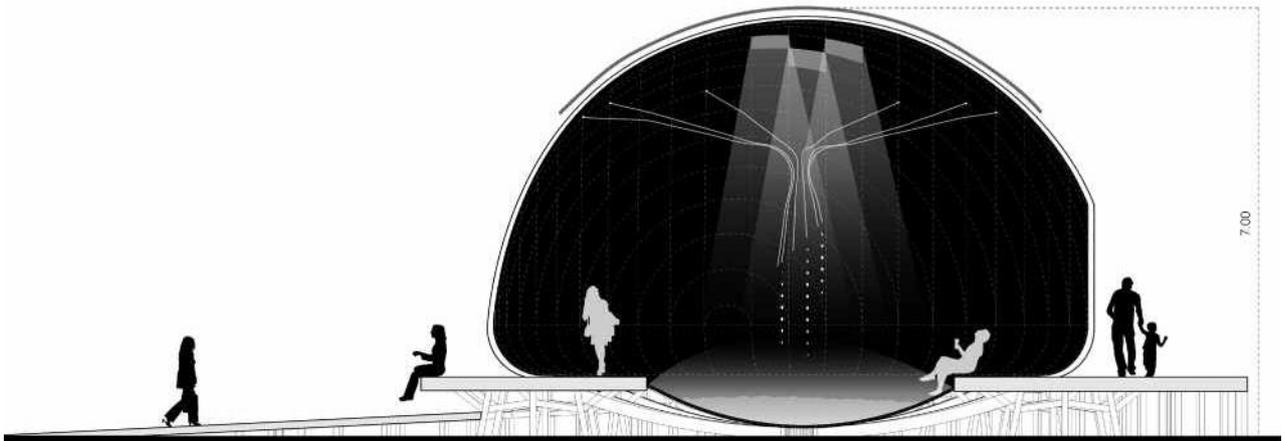
*Microbes constantly move, and it makes our environment extremely dynamic. This process stays imperceptible even though it is critical to our ecosystem and human health. The pavilion provides a unique space to observe invisible aerobic matter as tiny organisms' movements translate into water and light vibrations. The space interface changes depending on the air microbiome, affected by the data sampled by the sensor, such as temperature, humidity and human presence. It is a visualisation of all the types of bodies circulating in space and influencing each other, mapping the symbiotic coexistence of human and non-human agents.*



*Only large bodies remain on the surface, 2022  
Watercolours, ink, paper*



*Only large bodies remain on the surface, 2022  
Watercolours, ink, paper*



Section



Visualisation



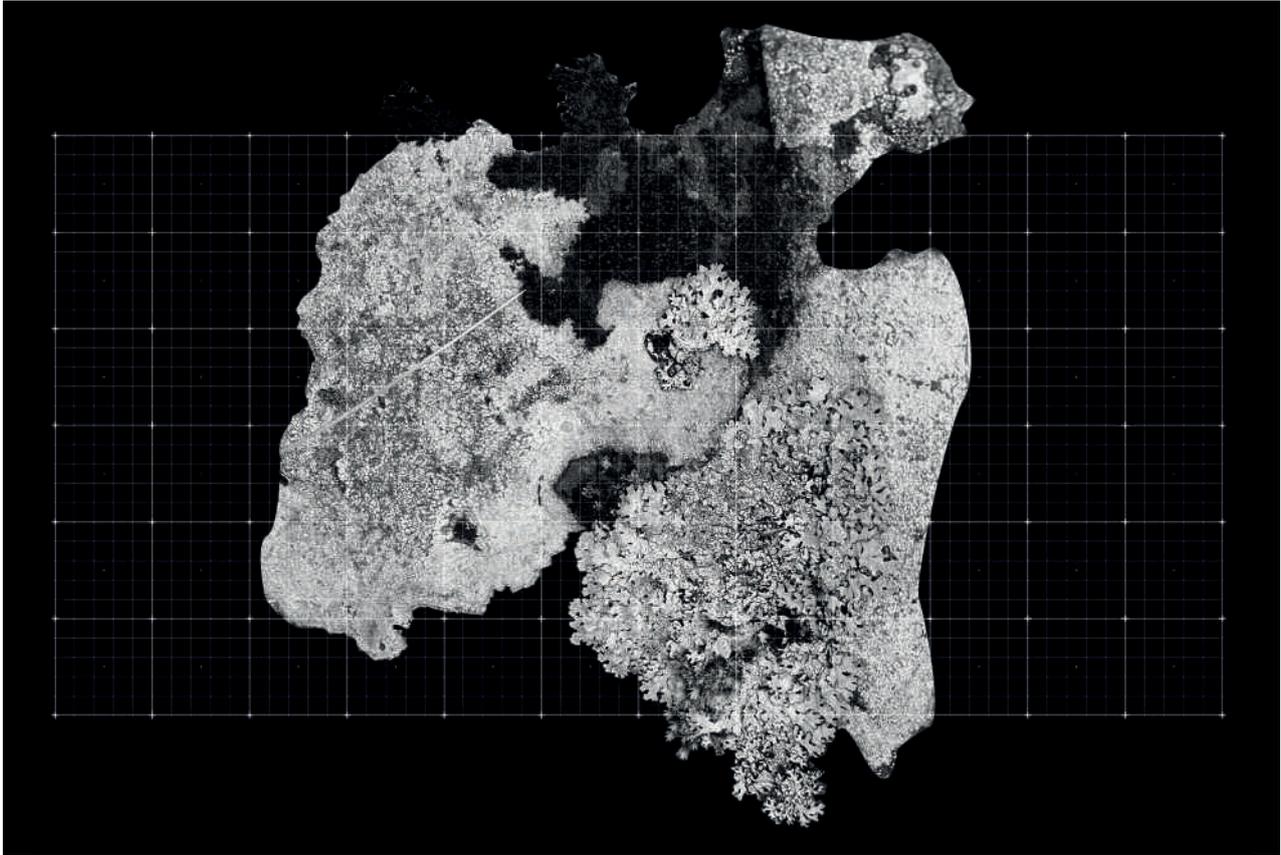
Plan



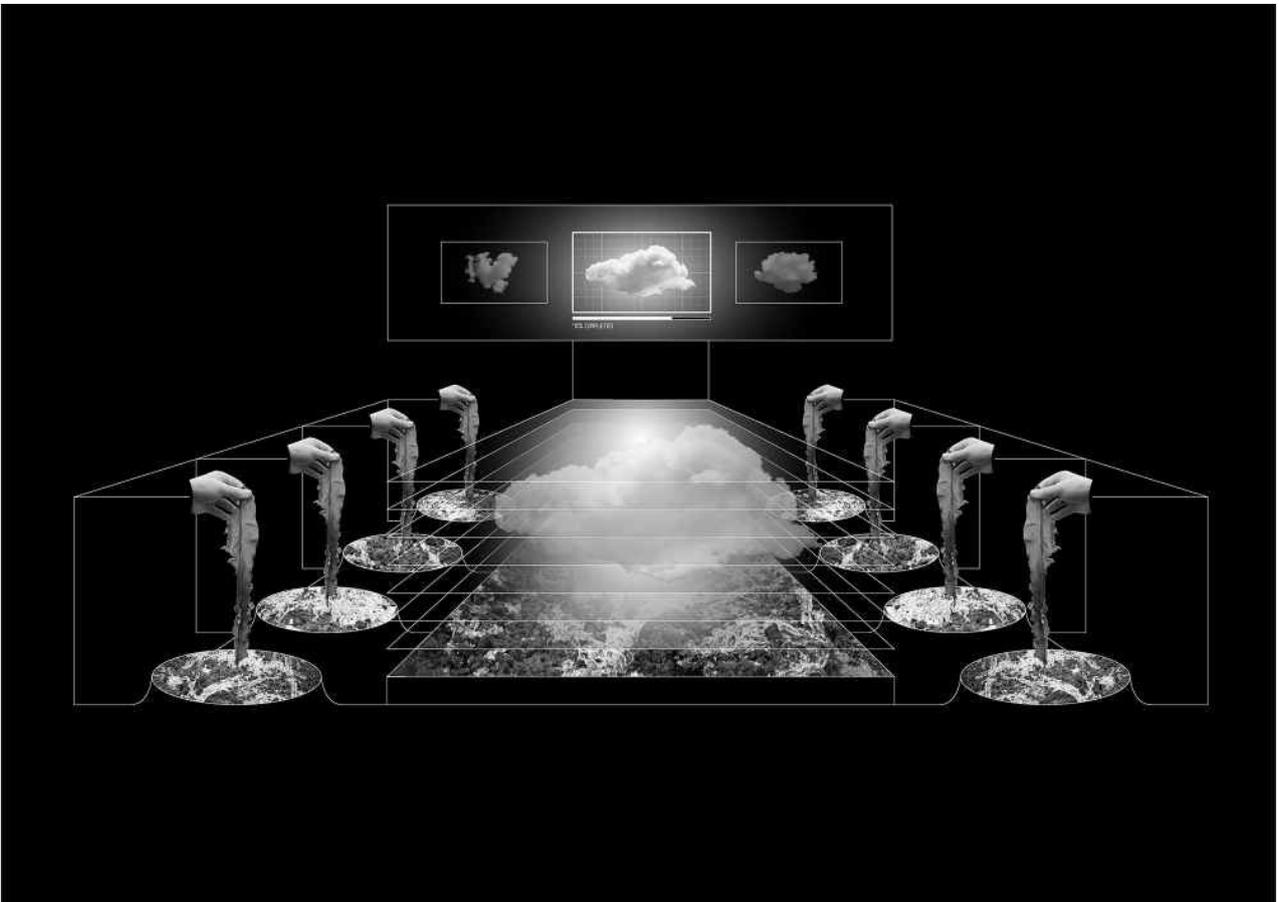
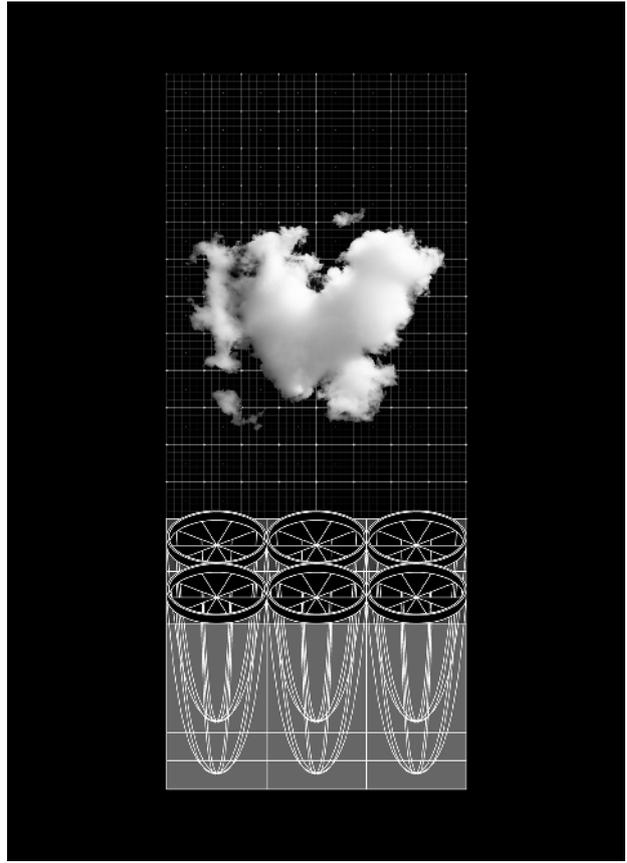
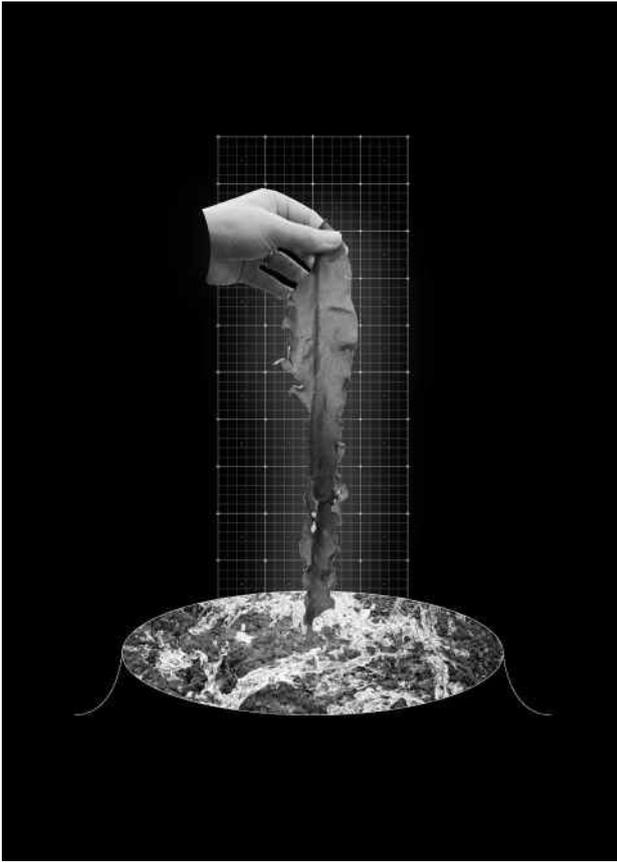
Location Plan

**New Layer of the Earth: Constructing Albedo and Clouds**  
*Research, digital art and installation design, 2020-current*

*New Layer of the Earth: Constructing Clouds and Albedo is a series of speculative narratives on how human and nonhuman entities may together tackle climate change using geoengineering strategies that utilise Cloud Reflectiveness and Cloud Formation. Bryskina's project, The New Layer of the Earth, explores objects and systems using artificial and natural elements to supplement existing ecosystems and overcome ecological crises. By investigating geoengineering alternatives, Bryskina brings nature and context-sensible technologies together to help the ecosystem regenerate.*



*Biological Infrastructure: Mycelium Albedo was selected for East meets East 2022 Open Call and was commissioned by Art Center Nabi.*



*Biological Infrastructure: Seaweed Albedo* was selected for East meets East 2022 Open Call and was commissioned by Art Center Nabi.

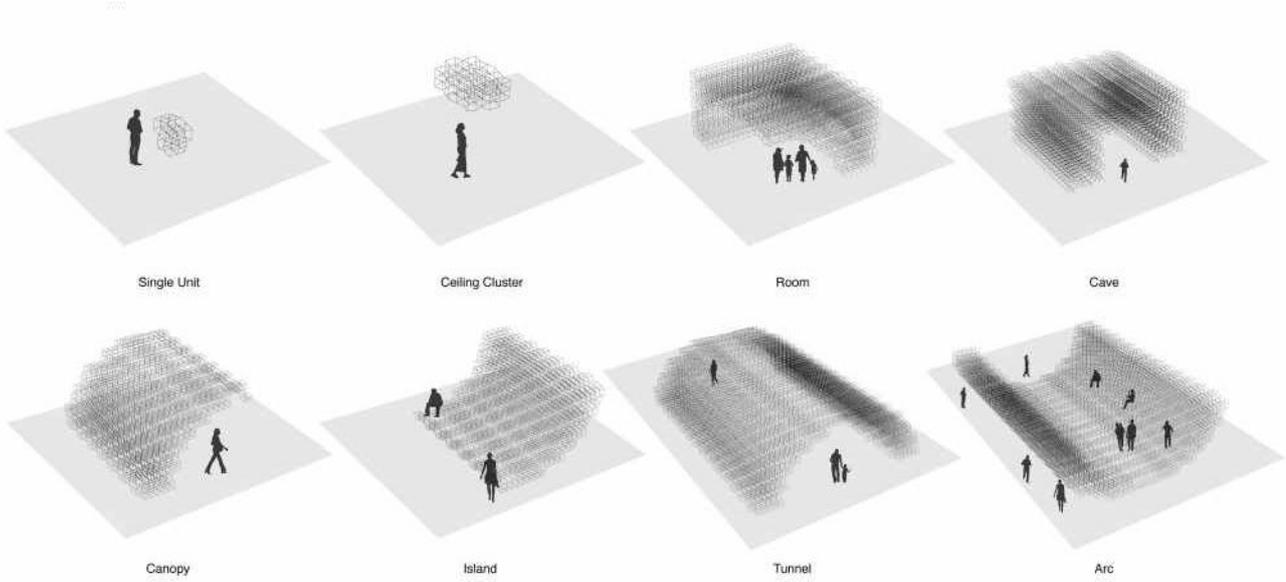
**I'M / Inhalable Matter**

*Installation and system design, 2018-current*

*This investigation is focused on a shift between an anthropocentric approach and a system where air, greenery, mycelium, technologies and humans are equal participants in the environment. Multiple networks function simultaneously and adjust to each other to evolve together.*

*It is an experimental study and a desire to discover a set of rules that must be defined to develop new symbiotic landscapes and spaces. The movement of water inside the tree trunk compared to the movement of a walking person, spreading of mycelium network under his feet or constantly changing wind breath - how all of this is connected through the notion of time as a part of the city infrastructure? Which kind of bio-hybrid and synthetic systems has to be interwoven to respond to current and future planet's needs?*

*Project "I'M/Inhalable Matter" is a decentralised "living organism" that integrates into existing spaces to form new environments. I'M supervises inhabitants and visitors with true nature experience and optimal climatic balance. It is a synthesis of different technologies and can be a critical revision (update) for existing spaces that could be added to the dense cities as an additional multifunctional layer or new spatial environment. It reintroduces Nature in a compassionate way where the true nature principles merge with human requirements to re-engage both sides.*



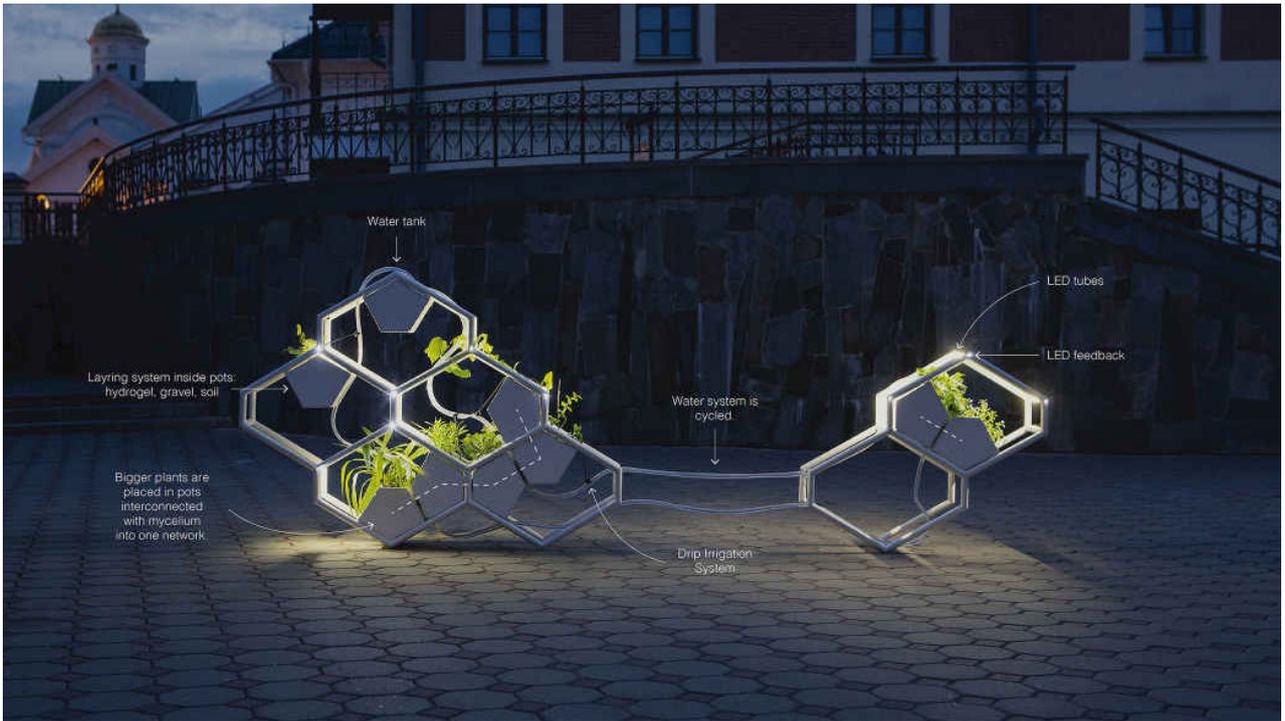
*Morphological variations*



*Interior visualization*



*Forest pattern vs city*



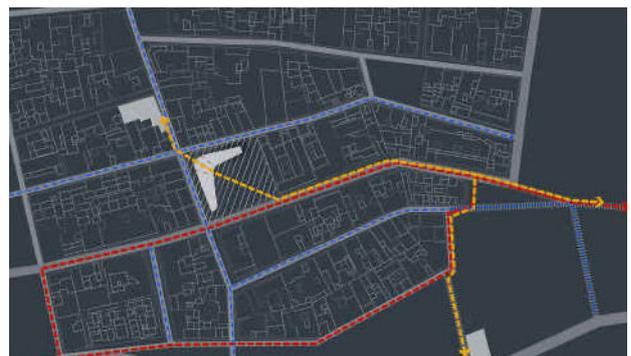
Prototype



Exterior visualization, Lanzarote Island, Spain



Location map, Lanzarote Island, Spain



## **LIFORM: Living Megastructures**

*Installation and process design, 2017-current*

*LIFORM is an ongoing investigation on 'interspecies collaboration' for the generation of soft megastructures, or how the collaboration between human and bio-organisms can change our world. LIFORM is a curated process that aims to grow new types of complex morphologies using mycelium and weaving techniques. Designed ecosystems are the starting point for living megastructures. The current experiment aims to create an ecosystem, a living harmony, by generating a suitable growth environment inside an incubator. The object of art, in this case, is the incubator itself, the ecosystem inside it and the structure formation process.*

*The project is presented in two distinct stages: The Dark and Final Phases. The Dark Phase is the active process of growth and formation. When objects grow, they smell nice, like a true forest, and recreate a natural environment (experience). Every visitor can interact with the form and embed their presence in the organism's memory by altering the light it receives. In the Final Phase, the organism is dried to stop the growing process and solidify forms.*



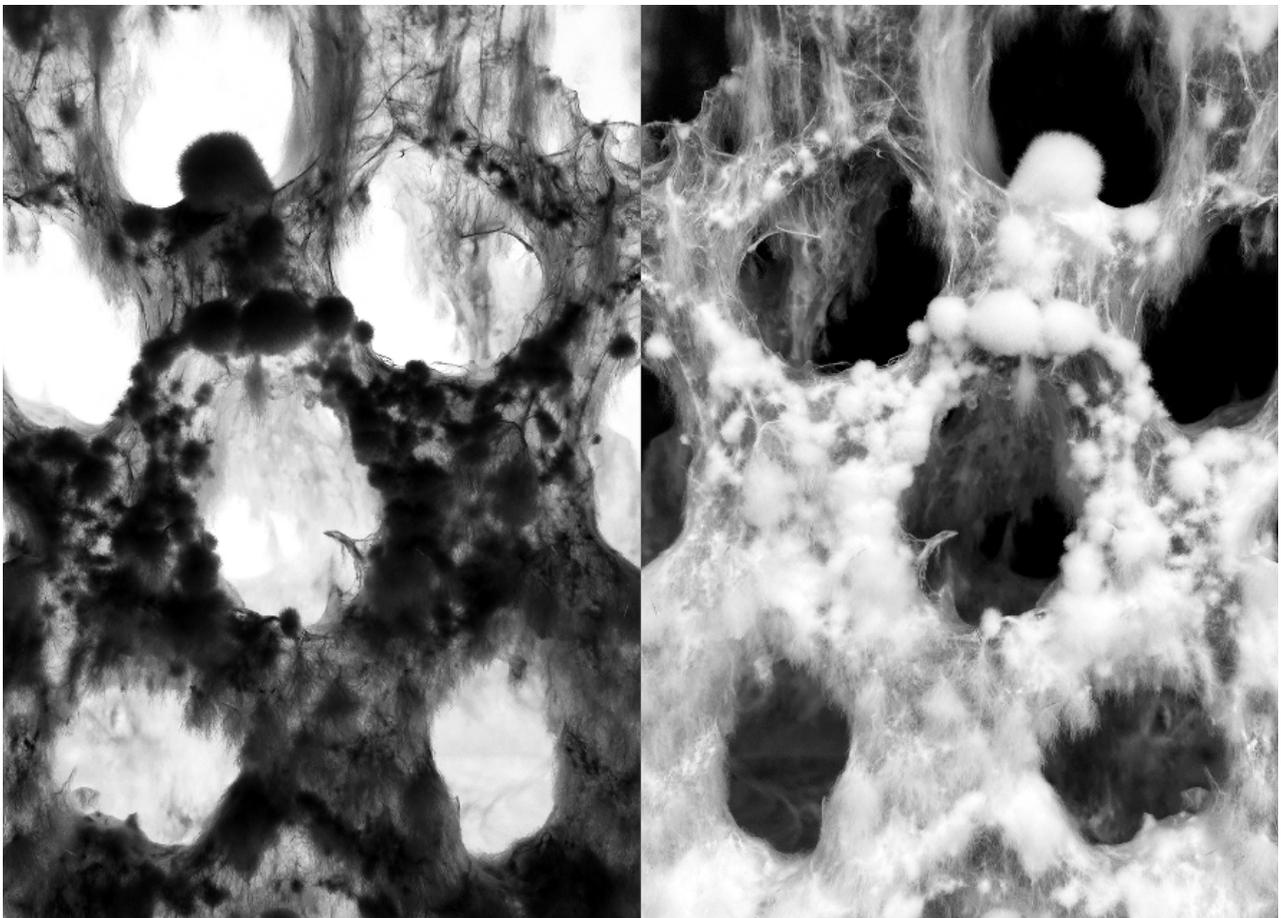
*Solo exhibition at Orekhov Gallery, Moscow, 2020*



*Solo exhibition at Orekhov Gallery, Moscow, 2020*



*Dry Artefact, V-A-C Foundation, Venice, 2022*



*Mycelium growth process, Photography, V-A-C Foundation, Venice, 2022*



*Museum of Artificial History, The State Darwin Museum, Moscow, 2021*



## **Nature Machine**

*Tallinn Architecture Biennale Pavilion, 2021*

*Team: IM-A Studio (Katya Bryskina and Nataly Nemkova), Vform (Vlad Bek-Bulatov),  
Dmitry Morozov ::vtol::*

*Intern Andrew Shablinsky*

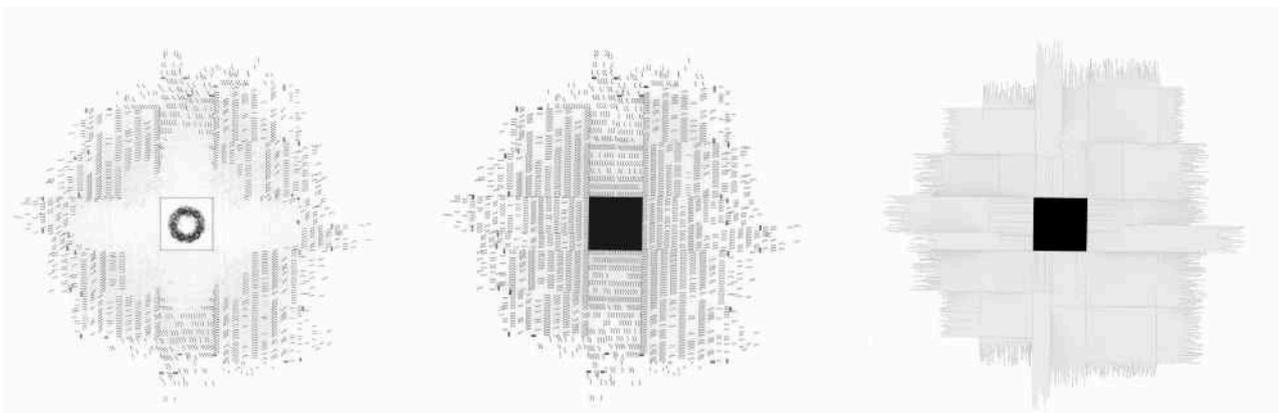
*Visualisation: Yauheni Liashuk*

*Nature Machine is an ongoing investigation of 'interspecies collaboration' for a generation of soft megastructures, and how the collaboration between humans, robots and bio-organisms can change the world we live in. This proposed endeavour aims to create a functional and poetic public space for human and non-human agents to test a new life as a part of a temporary architecture using local resources, such as, agricultural fibres, timber and solar energy. The goal is to create an ecosystem, a living harmony, by generating a suitable growth environment inside an incubator and investigating robot and mycelium interaction, and how they adjust to each other.*

*The Nature Machine Installation aims to introduce a bioactive incubator with a functioning robotic unit as a part of the urban environment and public space. It will consist of an atmospheric timber installation with a birch bark curtain, a robotic unit that will be depositing the fibrotic structure during the biennale, and actively growing mycelium inside. It is a study of co-habitation across species, combining the synthetic and natural, aiming to create a poetic and evolving pavilion.*



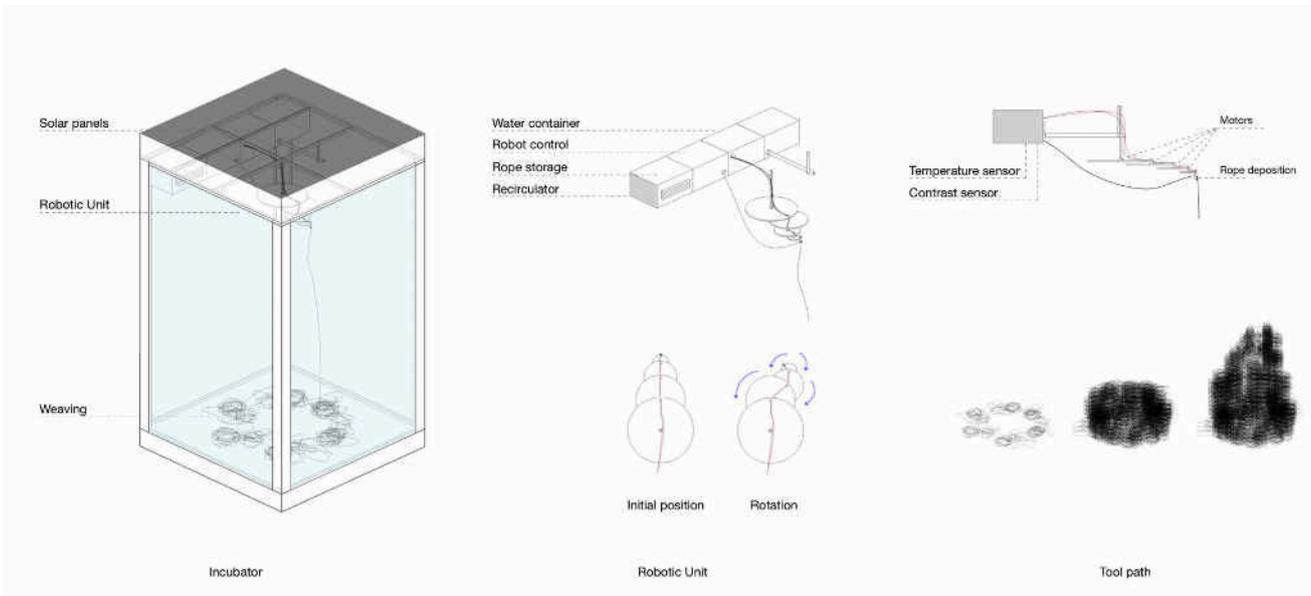
*Axonometric diagram*



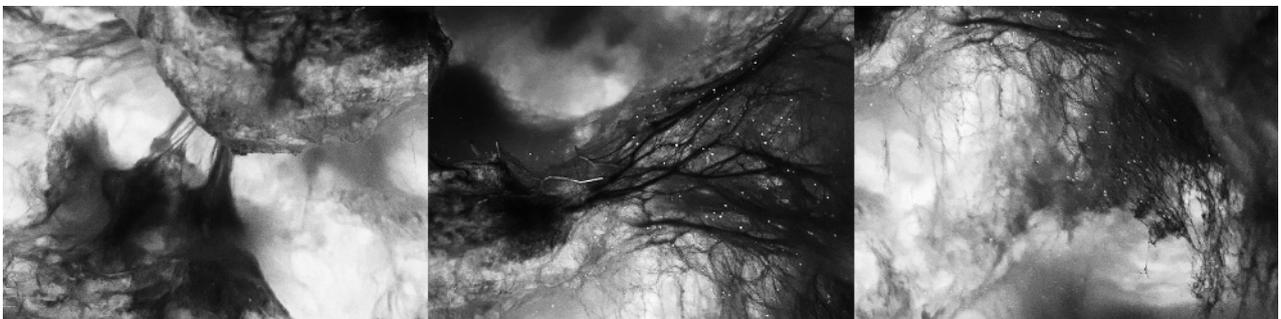
*Plan*



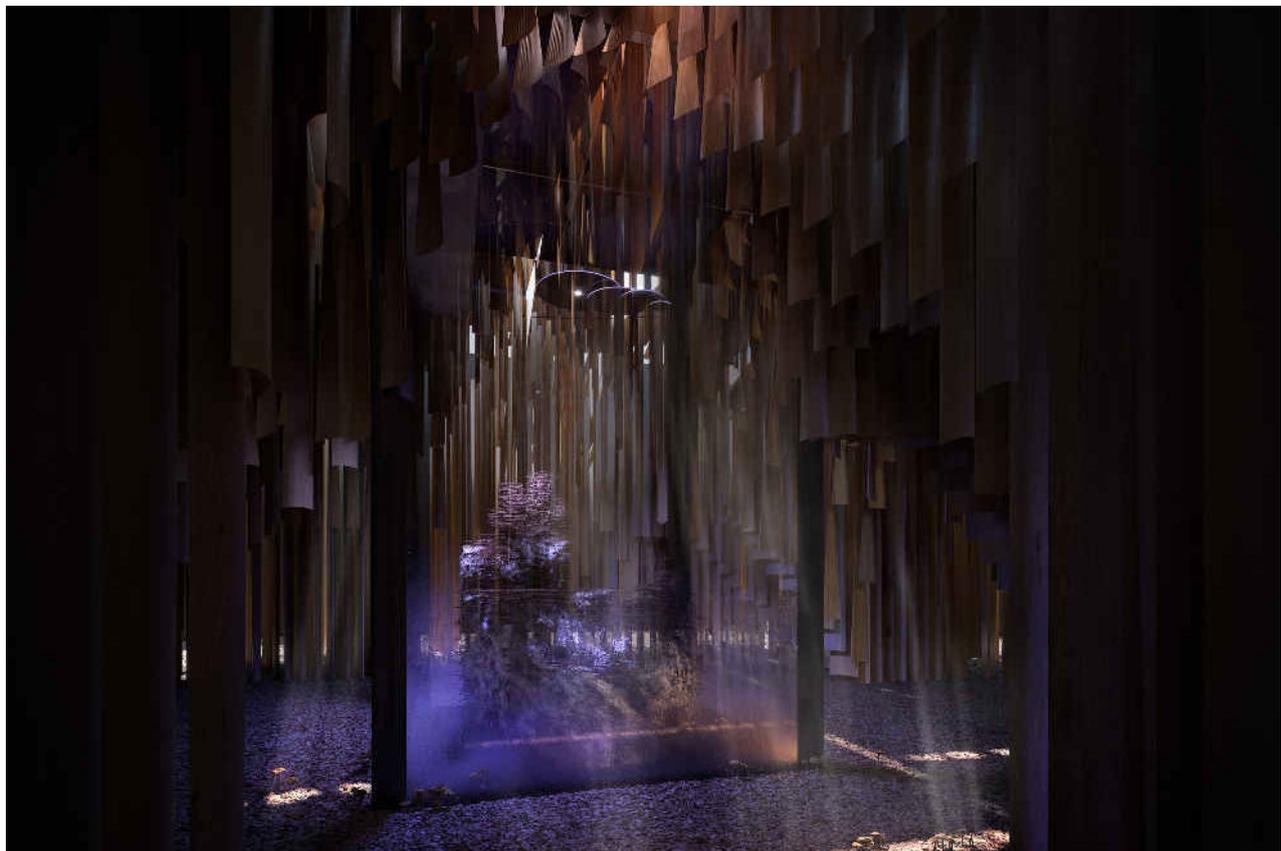
*Exterior rendering*



*Robotic unit*



*Mycelium morphological adaptation to the Air*



*Interior visualization*

## **Bio-Fold: A Circular Design Exploration**

*Team: IM-A Studio (Katya Bryskina), Tomás Clavijo & SPACE10, 2019-2020*

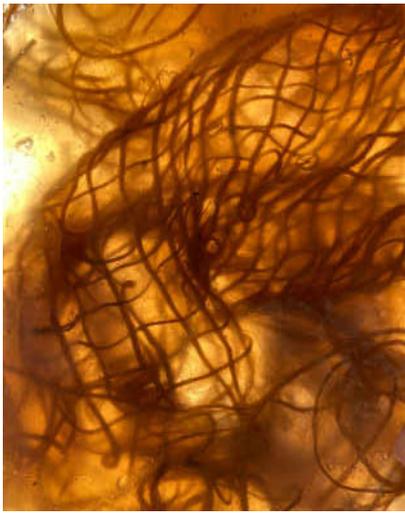
*Bio-Fold stands at the intersection of material technology and cultural strategy. It deals with critical global issues such as plastic waste, soil scarcity and deforestation due to agricultural development.*

*Playing with cultural heritage, the project uses FRAKTA, IKEA's iconic tote bag, as a symbolic device for introducing an already existing technology: vacuum bagging, in this case, applied to biocomposite materials. Plastic and agricultural waste work together in favour of sustainability by re-conceptualising a reusable plastic bag as a fabrication platform for small DIY biodegradable pieces of furniture.*

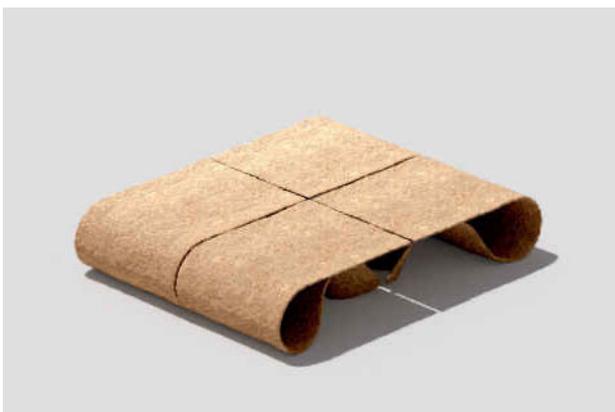
*All together, these elements help to draw the possibility of a fully circular furniture supply chain as close and tangible.*



*Fabrication method*  
*Photos by Niklas Adrian Vindelev*



*Bio-material research*



*Visuals by Kühl & Han*

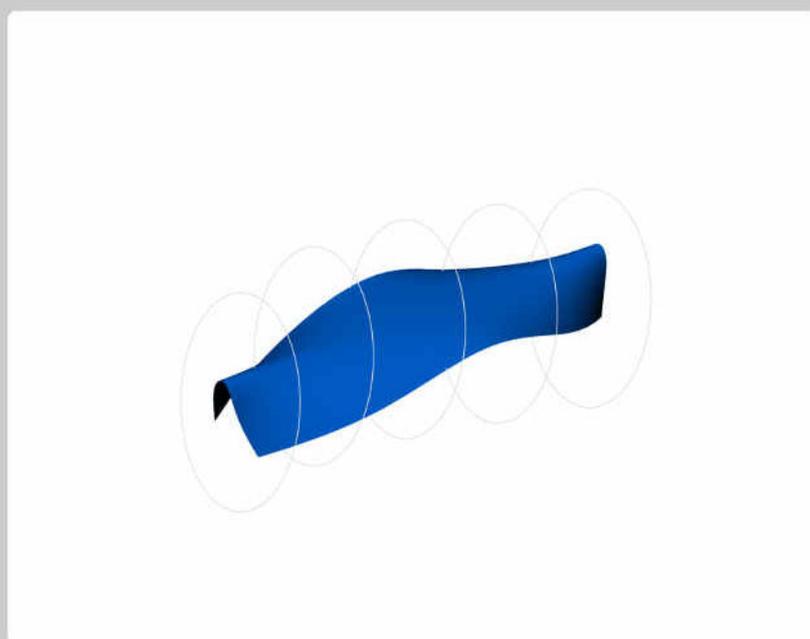
# FRAKTA



## Pick a model to begin



# FRAKTA



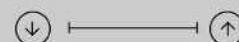
Pick Axis



Choose Direction



Fold Height



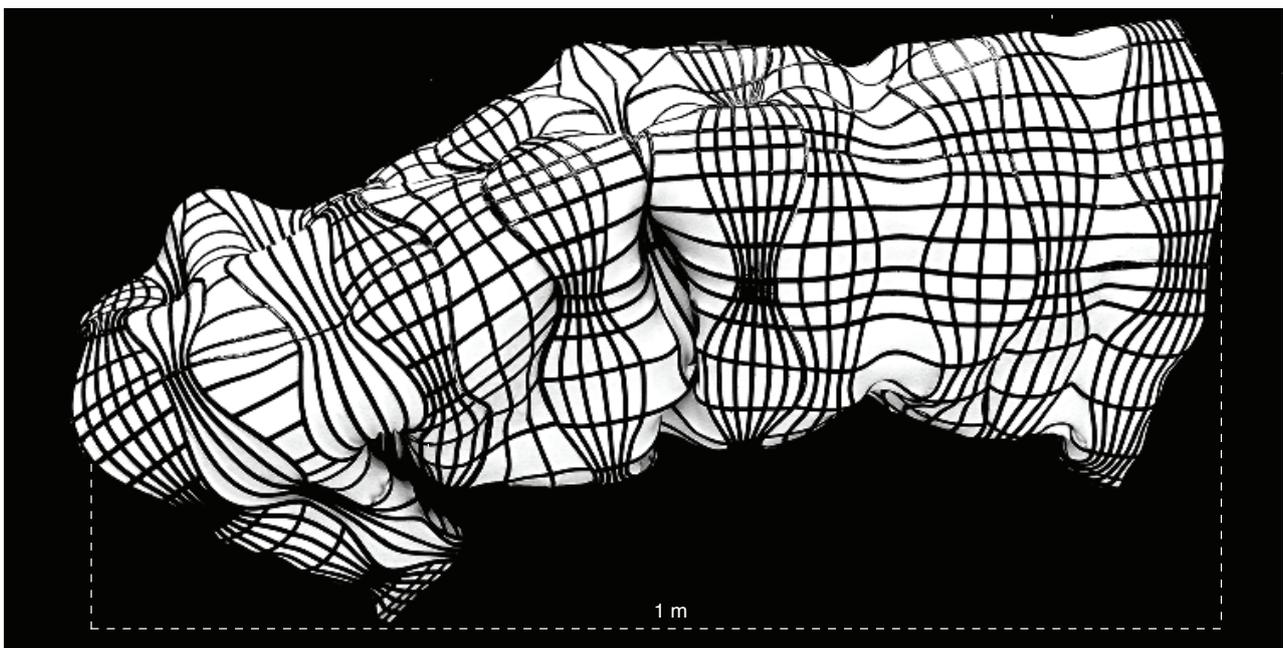
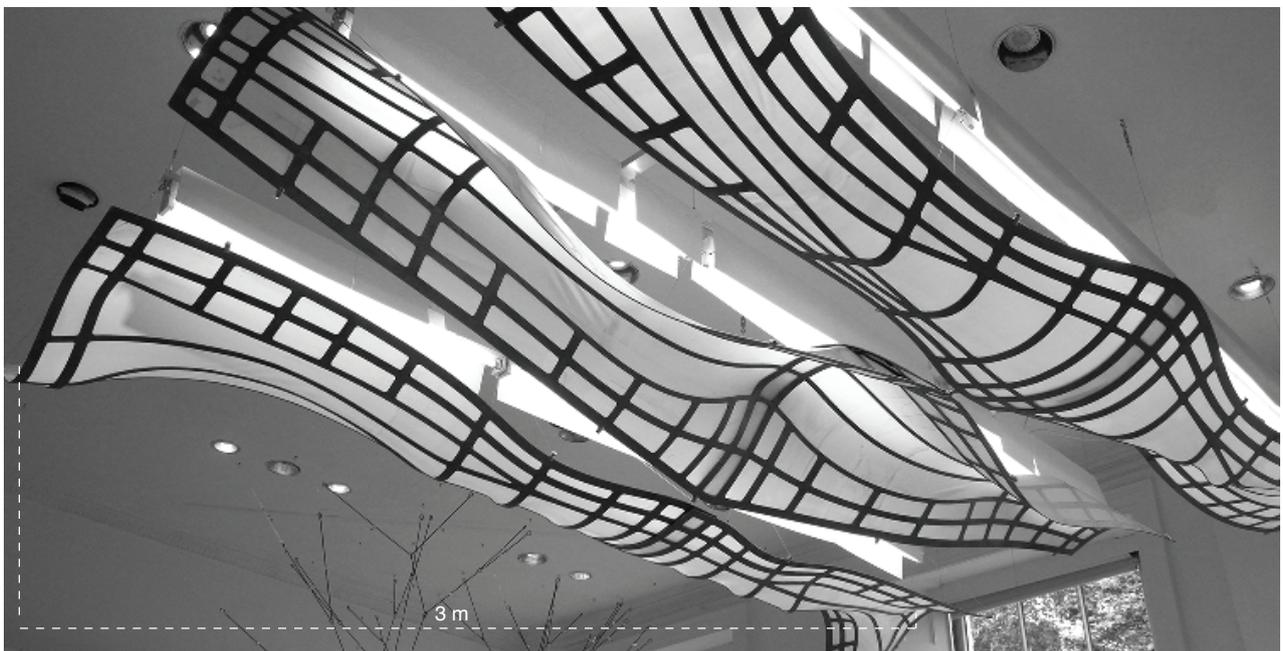


*Bio-Fold Experimentation at SPACE10, Copenhagen*

# Lobster

Material system development, 2015-2016

The project explores “active fabrication”, in which latex and plywood or polypropylene composite material system performance arises during the process of making. The work establishes a common approach to design in which fabrication, material arrangement and behaviour are an integral part of the design process. Material, structure and form are thought of in parallel, and the resulting geometries follow the intrinsic behavioural logics of the material. These are the first steps in developing a material system that combines stretchable latex membranes with two-dimensionally-patterned plywood or polypropylene, which, when combined, result in complex 3D geometries with interesting behaviours, characteristics and performance.

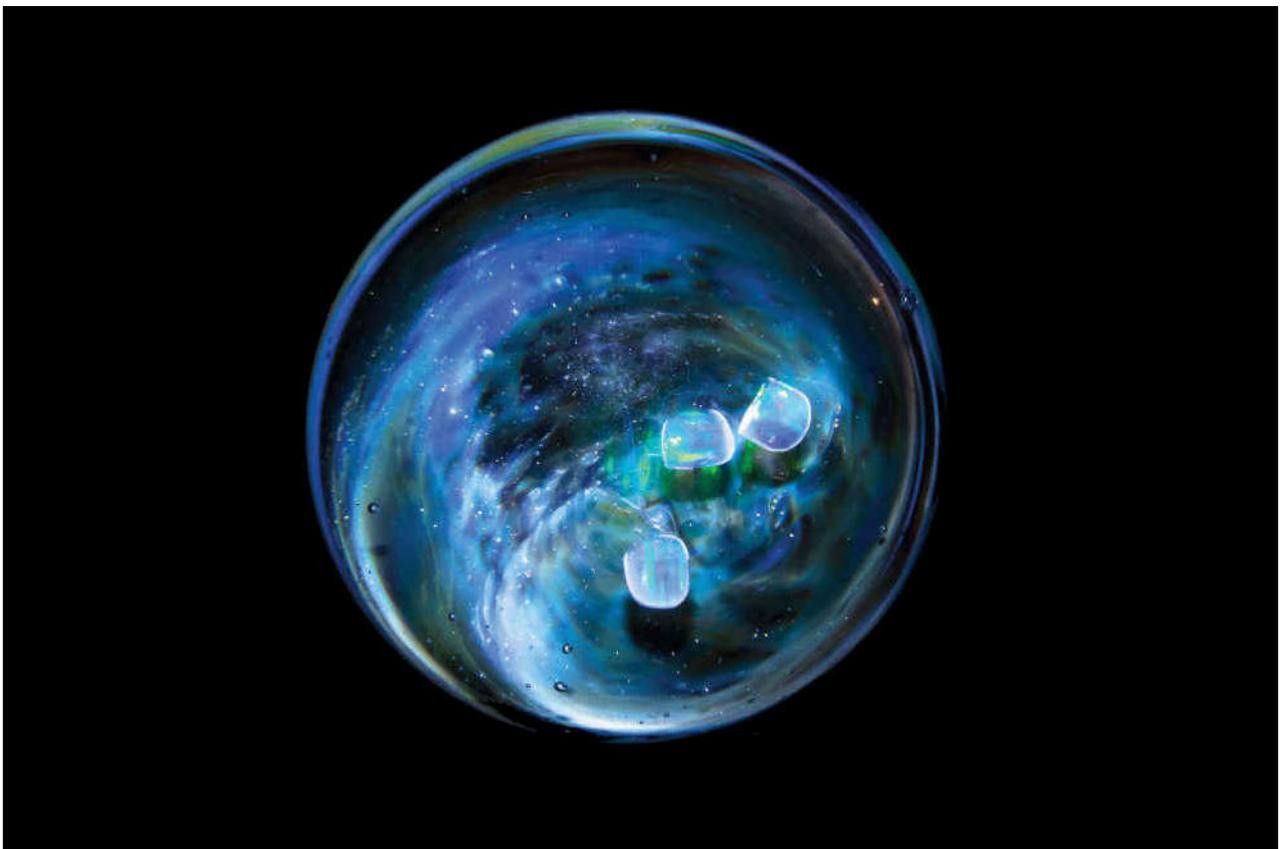


## Planets of Consciousness

*Materials: glass, precious materials, germs / Technique: glassblowing, 2012 - 2013*

*We often look into space wondering the extent of the epanse. What is in the darkness, is there consciousness. When looking into "Planets of Consciousness" we see a spatial inversion of our universe. Instead of infinite expansion, the glass orbs give a sense of infinite compression and the existence of consciousness within. What is the extent of its existence, of its consciousness, of its density.*

*Glass art knows no bounds. A craft that can only be withheld by the deepest of thinkers with greatest technical control, to reveal the pure randomness of the universe. Stare into one of these pieces to see the consciousness that permeates all things in our universe.*



*Planets: Flora, Solaris, Galaxy, Universe, Infinity, Celestial Reflection, Creation, Combustion*

