

01. Could you please tell us more about your art and design background? What made you become an artist/designer? Have you always wanted to be a designer?

Yes, as children we wanted to become designers. We believe that it was largely influenced by what our parents did, but also by some internal need to create, already from childhood. This path was consolidated when we got to know each other and when we founded a joint design studio. Then everything worked out thanks to intuition. It cost us a lot of work and suffering, but it was consistent. Even when others said it wouldn't work.

02. Can you tell us more about your company / design studio?

We are both a design studio and a house manufacturer. We build houses that we have designed for our clients. The idea of such work was to assume "from line to key". Even though the houses are modular, each one is tailored to the client's needs and the place where it will be placed. In this way, unique buildings are created that do not resemble mass-produced container buildings.

03. What is "design" for you?

Like James Weeb said: „ An Idea is nothing more nor less than a new combination of old elements“. We took an old building material which is wood, and we used it in a new, modern way to build modern houses. We build prefabricated houses that meet current needs. Because design is supposed to solve problems posed by the our world.

04. What kinds of works do you like designing most?

We like to design wooden constructions. For us, wood is a beautiful and versatile material. It allows you to create healthy and ecological buildings. Designing a living space that changes the perspective of our client's life, into a healthy and ecological life, is real satisfaction for us.

05. What is your most favorite design, could you please tell more about it?

Our favorite is Philip Jonson's glass house design. Just like we tried to do in our projects, it blurred the line between the inside of the house and the outside. We like to blur the space that divides the interior with the surrounding nature. Living in such a house teaches respect for nature because we become part of it.

06. What was the first thing you designed for a company?

our first idea was a wooden 3D frame frame an open structural design allows for free configuration. This allowed us to design space without internal structural barriers and to ensure the mobility of the facility.

07. What is your favorite material / platform / technology?

Our favorite material is wood and prefabrication technology. On this basis, we have developed our own form of prefabrication in wood "Solid Wood module" - 3D wooden modules

08. When do you feel the most creative?

Being in nature influences us most creatively. Every project requires concentration and silence, and this is undoubtedly what nature gives us. We chose a place among lakes and forests as a

place to live and produce houses, so all we need to do is look out the window of our house. We actively use what surrounds us, whether by the water or wandering in the forest.

09. Which aspects of a design do you focus more during designing?

On all of them at the same time. Architecture requires a holistic approach, every small element counts. A house is a machine that, apart from being beautiful, is supposed to provide us with comfort of life and be ecological in every aspect.

10. What kind of emotions do you feel when you design?

We feel excited. There is a new problem to solve, because each house is a different person, a different place and different conditions to be met. We design with the hope that everything will fit together beautifully. That we will create a new, beautiful place to live... our client's dream place.

11. What kind of emotions do you feel when your designs are realized?

We feel proud. We finally created another work into which we put all our heart and strength. We build each house as if it were our own. So the end is like the birth of a new baby... our baby.

12. What makes a design successful?

Truth. In our opinion, the project should primarily reflect needs, not only visions.

13. When judging a design as good or bad, which aspects do you consider first?

First, we assess whether the project is fully thought out. From above we see where the vision has exceeded its purpose. We like utilitarian, modest and balanced designs. If something screams, there must be a reason.

14. From your point of view, what are the responsibilities of a designer for society and environment?

Broadly understood responsibility should be an interpretation of every business and undertaking. Today, not many companies are able to take responsibility for how they produce, which translates into the condition of our planet. We simply couldn't look each other in the eye and ignore reality. That's why we build from certified wood and certified wood-based materials, buildings with the highest energy standard, ecological from the purchase of goods through the prefabrication process, recycling at the end of the building's operation, i.e. its demolition. Houses must be adapted to our times and thinking about the well-being of generations. The health of our employees and future residents is also our responsibility.

15. How do you think the "design field" is evolving? What is the future of design?

We believe that most of the basic design processes will be taken over by artificial intelligence. But we hope that in terms of art, which undoubtedly is architecture, there will remain space for human creativity and a sense of beauty. We can already see how prefabrication of houses will replace traditional construction. We are part of it ourselves. Where processes can be simplified, implementation time and costs shortened, unification will prevail. However, we are an example that unification did not destroy the artistic tone.

16. When was your last exhibition and where was it? And when do you want to hold your next exhibition?

Our last exhibition took part in a competition held in Poland titled "intelligent architecture responsible for the environment" in 2018, where our project received a distinction.

17. Where does the design inspiration for your works come from? How do you feed your creativity? What are your sources of inspirations?

We are watching the achievements of world architecture. We anticipate and we learn. Our designs are ahead of trends. What we create comes from within us. We create architecture the way we feel. Prefabrication is just becoming popular. When it comes to architecture itself, we still want it to be universal, to resist trends, not to get old and therefore ecological.

18. How would you describe your design style? What made you explore more this style and what are the main characteristics of your style? What's your approach to design?

Our exponent is "less is more". Our architecture is minimalist, simple, pure and timeless. The building's opening to nature is characteristic. Each of our houses harmonizes with its surroundings and does not try to outdo it. Open glass walls open up to the outside and give every user of the house equal participation with nature. We design holistically. We treat all aspects of the design process equally. Long ago, the architect was the main builder, we took this deeply to our heart.

19. Where do you live? Do you feel the cultural heritage of your country affects your designs? What are the pros and cons during designing as a result of living in your country?

We live in Poland. Of course, the cultural heritage of our country affects our designs. We think this is the case with every designer. Our designs draw on the Polish simple building form of the „Polish barn“. Because we like its simple and expressive form, which can be found in many countries. So many nations feel a bond with it and it is commonly found in the landscape. In my country, the profession of architect has no rank. It is true that design is revived, but it always happens only when society becomes richer. We are just starting this process when it comes to architecture, art and broadly understood design.

20. How do you work with companies?

We cooperate with many companies from the construction, crafts and interior design industries from Poland and Europe. For them, our activity is something new. Little by little we gain their trust and great interest. More and more often they see that we are part of a newly emerging market, the market of prefabrication and a finished product such as a house. Pioneers never had it easy.

21. What are your suggestions to companies for working with a designer? How can companies select a good designer?

We believe that openness and passion is the most important thing here. Innovative designers must awaken desires and make dreams come true. A good designer is one who has extensive experience, a lot of practice (craft), must feel the material in which he works, have an open mind and common sense. Somewhere in all this he must, as we say, keep his feet firmly on the ground.

And sometimes you're just born with this thing, this talent. And when he consolidates what he feels with experience, he can become a master in his field.

22. Can you talk a little about your design process?

We start by setting limits. Just as working with a small space is extremely difficult, each project has its own framework that cannot be omitted. Houses are not built in a vacuum. A house will be built somewhere, for someone... how to build it, how to use it and how to finally remove it with the least possible impact on the environment are the challenges in our design.

23. What are 5 of your favorite design items at home?

I guess we won't be able to answer this question, because our architecture merges with the interior. It gives the house character, the structure is visible, wooden walls immediately define the character of the house. All furnishing elements, such as wardrobes and the kitchen, are an integral part of the architecture. We just don't put them there. We try to make them fit together.

24. Can you describe a day in your life?

Well... we get up in the morning and go from our house to the prefabrication hall 2 km away. There we design and build at the same time. We still have a view from the office of the house being built in the hall. The uniqueness of our work is that we are constantly on the "construction site". The construction of the house is constantly supervised by us, and the repeatability of solutions means that we can build at the highest level of craftsmanship. After work, we often go to the forest for a walk or kayaking. Our home also gives us a constant perception of nature, thanks to it we can rise to the challenge every day, after the so-called forest mound that cools our senses. When our employees go home, we often continue to devote our time to work. The life of a designer is a lifestyle rather than a job. I think each of us will admit it :) We just live it.

25. Could you please share some pearls of wisdom for young designers? What are your suggestions to young, up and coming designers?

As a young designer, I would like to know how much work awaits me. This is not a profession for the lazy. The work engages you for 24 hours and stays in your mind constantly. We don't have recipes for how to be good... what matters to us is the consistency of what we do. Tenacity has gotten us to where we are.

26. From your perspective, what would you say are some positives and negatives of being a designer?

As a designer, you can pursue your passion professionally. Unfortunately, you have to be persistent and hard-working. Patience will also help. After all, the effects of your involvement in the designer's work, as history shows, may come to you at the end of your life. Unfortunately, today's intense competition does not make the task easier. But you have to believe in yourself and derive daily satisfaction from a job well done.

27. What is your "golden rule" in design?

Less.. cleaning of the project, at least in our case, gives the desired effect.

28. What skills are most important for a designer?

We know what is important to us... the ability to combine experience from many fields, i.e. versatility. This allowed us to learn and draw from many areas to create an innovative brand.

29. Which tools do you use during design? What is inside your toolbox? Such as software, application, hardware, books, sources of inspiration etc.?

On a daily basis, we work in a Mac environment and using ARCHICAD software. We browse the Internet and have already gathered a large library of books and industry magazines.

30. Designing can sometimes be a really time consuming task, how do you manage your time?

He is the one who manages me. It's hard to strike a balance. But as we have already mentioned, we chose areas rich in nature as our place of work and live, so we have a place to get away and breathe, this would not be possible in a big city.

31. How long does it take to design an object from beginning to end?

It looks very different. As a rule, however, we return with the client to the first concept, the one that grew from our intuition.

32. What is the most frequently asked question to you, as a designer?

Clients ask..What is the cost of a house? And this should not surprise anyone nowadays. Our product was created for this purpose, to clearly and immediately determine the budget. In our case of modular houses, it is quantifiable and plannable. This is a great advantage of this type of architecture. The client knows what budget he is building within. In the case of traditional construction, this is difficult to determine and usually the budget is exceeded.

33. What was your most important job experience?

It was building your own green passive house, awarded by the Green Building Council of award as the best ecological house in 2011 in Poland. This is what we based our experience on in designing and building. We wish every designer such a beginning. We still implement what we managed to design in our projects today. We simply tested the assumptions ourselves and now we can confidently recommend these solutions to our clients.

34. Who are some of your clients?

These are people who want to entrust the construction of their own house to a professional, busy people who do not have time to make a number of difficult decisions related to construction, often far from their home or abroad. We direct our service to such people. A house that can be built in a hall and ready (with furniture) can be transported with the foundations to any place. This is a solution for them and, we think, for everyone who wants to take the construction process lightly.

35. What type of design work do you enjoy the most and why?

We are able to work as a team, but it is our independent work that gives us the most satisfaction. Then comes the time of consultation and it turns out that we think the same. It's very nice to have the support of your own thoughts.

36. What are your future plans? What is next for you?

We are not changing our plan. We stick to the original assumptions of running our own house manufacture. The challenge is to offer our houses intercontinentally and we have to start trying to do it slowly because we have an inquiry from Cape Town... We have no transport restrictions..but we'll see.

37. Do you work as a team, or do you develop your designs yourself?

As a married couple of architects, we work together and naturally complement each other.

38. Do you have any works-in-progress being designed that you would like to talk about?

We are currently implementing another DA house in Masuria. This is a new challenge for us because we put together unusual parts of the building. This project also had to comply with the principles of the regional style of Masuria Region.

39. How can people contact you?

You can contact us via e-mail, Facebook messenger or Instagram.

40. Any other things you would like to cover that have not been covered in these questions?

The topic of design probably cannot be finished.
We would like to add that we are very pleased that we, as a small houses manufacture, are among so many great designers and projects.

01. What is the main principle, idea and inspiration behind your design?

Our task was to create a fully ecological house, healthy for the builders and future residents, and taking into account the entire product life cycle. At the same time, the house was designed to be mobile, both the entire building and the foundations. We have developed an original system for building houses from a wooden 3D frame and point foundations that can be moved with the house. The house was supposed to correspond with nature and provide a healthy and beautiful living environment for its inhabitants.

02. What has been your main focus in designing this work? Especially what did you want to achieve?

We wanted to fulfill the client's dream of beautifully integrating the building into the surrounding nature. The house is located in a unique place in a landscape park and we wanted the shape to fit naturally into the landscape. So that the house doesn't scream. At the same time, we gave every household member a democratic opportunity to interact with what is outside. Thanks to this, their lives changed... to become fuller, healthier and gave them a lot of inner peace. Our client said that he has traveled almost the whole world... but this home keeps him here... giving him solace and satisfying all his needs.

03. What are your future plans for this award winning design?

We would like it to win many more awards... but the most important thing is our customer's satisfaction. After all, this house was built for him... we wish our other clients the same satisfaction. We do everything to make it happen.

04. How long did it take you to design this particular concept?

The modular house design is based on years of our preparations and experience in designing and building houses. First, we built our own house according to the assumptions. When they were confirmed, we implemented them in our work. It was a very natural, long but effective process.

05. Why did you design this particular concept? Was this design commissioned or did you decide to pursue an inspiration?

This project was commissioned by our client. However, we had already developed a building system and offered it to our client. He agreed immediately. Potwm admitted that this house exceeded his wildest expectations.

06. Is your design being produced or used by another company, or do you plan to sell or lease the production rights or do you intent to produce your work yourself?

As far as we know, no one in the world produces mobile modular houses using only wood.

We plan to continue to produce our houses according to our original design. We hope that fate will allow us to do this for as long as possible.

07. What made you design this particular type of work?

Responsibility as a designer. We wanted to design and build ecological and healthy houses. Having experienced severe illness resulting from environmental pollution ourselves, we wanted to give others the opportunity to surround themselves with healthy materials and a healthy living environment.

08. Where there any other designs and/or designers that helped the influence the design of your work?

We think there are many of them... Philip Johnson, Le Corbusier, Ludwig van der Rohe, Walter Gropius and Richard Neutra... and many others. We have made observations a daily ritual. We are constantly learning and confronting with the world.

09. Who is the target customer for his design?

We think that everyone who cares about their carbon footprint, healthy life, and wants to build a house easily

10. What sets this design apart from other similar or resembling concepts?

It is democratic like all our projects. Every resident of this and our other houses has contact with nature, whether they stay in the living room or in their own bedroom... or take a bath... This is unusual for the residents and completely new

DA House is an abbreviation of name of our authors studio "Dom Architektów"

DESIGN LEGENDS

01. Could you please tell us a bit about your design background and education?

We both graduated from the University of Technology in Poznań, but it was only after graduation that our real learning began. Internships in small and large architectural offices undoubtedly contributed a lot to our education, but it was the construction of our own ecological house in passive technology that gave us real experience in the profession. The house was awarded by the Green Building Council as the best ecological facility in Poland in 2011. This gave us the confidence that we were going in the right direction.

02. What motivates you to design in general, why did you become a designer?

We motivate each other. Working as a partner is not easy, because you spend 24/7 together, but it's perfect for us. Being in nature also has a creative impact on us. Every project requires concentration and silence, and this is undoubtedly what nature gives us. We chose a place among lakes and forests as a place to live and work. This is an undoubted and invaluable advantage

03. Did you choose to become a designer, or you were forced to become one?

Since childhood, we both felt a great need to create. It was natural that we absorbed what our parents did... As a child, Walenty was passionate about what his carpenter father did, and I, i.e. Emilia, submitted projects to my dad and watched with enthusiasm what my dad was doing. Besides, we have always had an irresistible curiosity about the world and creation. I guess we were born with it.

04. What do you design, what type of designs do you wish to design more of?

We design wooden modular buildings and their interiors as an integral part of our architecture. We wouldn't want to have to design differently. The challenges of the current world naturally lead us to ecological architecture.

05. What should young designers do to become a design legend like you?

There is never a recipe for success. It takes a lot of work and patience, but also a bit of luck... meeting good people and situations that will be favorable to you. The rest is a mystery...

06. What distinguishes between a good designer and a great designer?

Reliability... We had the opportunity to work with many people, but when they did not pay enough attention to their work.. it was only good, not perfect. Work and one more work... being a designer is a constant inquiry.

07. What makes a good design a really good design, how do you evaluate good design?

Good design is well thought out in every aspect. No question about him comes as a surprise. In addition to the effort put into its creation, it also has this undefined something brought by the character and soul of the designer. And this can no longer be described precisely.

08. What is the value of good design? Why should everyone invest in good design?

In the case of architecture, good design is, in addition to its beauty, also its usefulness. A building is not created in a vacuum. It is created for a given place, for a given person/people... it solves a task and then it is good.

09. What would you design and who would you design for if you had the time?

If we had time... we wouldn't design anything and just go to the forest :)

One day there will come a time to stop designing and then our head must be filled with something... We can draw from doing nothing and silence... Who knows, maybe then something completely different, new and exciting would be born.

10. What is the dream project you haven't yet had time to realize?

This is a modular house built for us in Italy. We envy our clients their houses designed and built in our factory and in their dream places. Time will tell whether such plans will be implemented.

11. What is your secret recipe of success in design, what is your secret ingredient?

Truth... be true in what you do

12. Who are some other design masters and legends you get inspired from?

We think there are many of them... Philip Johnson, Le Corbusier, Ludwig van der Rohe, Walter Gropius and Richard Neutra, Steve Jobs,... and many others. We have made observations a daily ritual. We are constantly learning and confronting with the world.

13. What are your favorite designs by other designers, why do you like them?

Our favorite is Philip Johnson's glass house design. Just like we tried to do in our projects, this house blurred the line between the inside of the house and the outside. We like to blur the space that divides the interior with the surrounding nature. Living in such a house teaches respect for nature because we become part of it.

14. What is your greatest design, which aspects of that design makes you think it is great?

We believe that so far this is the project awarded the A'Design Award in 2004. In fact, we believe that the best one is yet to come. We consider the awarded house design to be one of our best because the client gave us a free hand in the entire design process and in the end he is delighted with the house. His satisfaction is our reward

16. If you hadn't become a designer, what would you have done?

There are many answers to this... Emilia always wanted to sail on the seas... and Walenty wanted to ride a bike in the forests. Many professions would be included in this... we have never lacked alternatives.

We like nature and that is why our interests revolve around it.

17. How do you define design, what is design for you?

Design is creativity. It's a constant need for improvement, crossing boundaries and solving problems. It is as broad a concept as the sea and how the sea provides an open horizon for creation

18. Who helped you to reach these heights, who was your biggest supporter?

We were supporting ourselves. Separately, we would not have achieved what we have. When others told us that it wasn't possible, that it wouldn't work, we believed in what we set out to do. We trusted each other. We helped each other.

19. What helped you to become a great designer?

I don't know... it's hard work, I guess. No client knows how much work has to be put in, this incalculable number of hours to achieve something good... something that is close to perfection, something that will be a model for you and others for years to come. Trusting yourself helps like nothing else. Each project is an integral part of the designer's personality... part of his experience, work, intuition and something that is inside him but cannot be defined. This something we are born with.

20. What were the obstacles you faced before becoming a design master?

The obstacles were lack of self-confidence... money... and health, the loss of which seriously undermined our lives. But thanks to these difficulties, we are who we are and we turned them into something good... the good things are the healthy and ecological houses we produce. We designed the first one for ourselves. Who knows what our professional path would have been if it weren't for our bad experiences. They paved our way for us. There was no turning back now. We have changed our way of thinking forever...

21. How do you think designers should present their work?

We think the internet is the king now in this regard. Designers should not be afraid to show their works to the world. The belief that you won't like it is not the best thing. Courage helps you achieve a lot. After all, everything on earth is made for man by man.

22. What's your next design project, what should we expect from you in future?

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22. What's your next design project, what should we expect from you in future?

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23. What's your ultimate goal as a designer?

Our dream is for our ecological houses to be role models for other designers and builders. Our role will end someday. We dream that our knowledge and experience will not be lost and will be a knowledge base for others

24. What people expect from an esteemed designer such as yourself?

Our clients want to entrust us with the construction of their dream place to live. So we must expect each other to trust each other.

25. How does design help create a better society?

Every project and project carries a lot of responsibility. In times of global warming, the carbon footprint of each product is extremely important. When we took on the challenge of designing and building ecological houses, it took us years of preparation and learning. We get great satisfaction from this and feel proud that we managed to achieve it for the general good for better society.

26. What are you currently working on that you are especially excited about?

We are currently working on another ecological modular house. We are equally excited about every project. Each one is slightly different and presents a new challenge.

27. Which design projects gave you the most satisfaction, why?

The hardest ones...

It's easy to accept the reward after hard work. It is not valued so much when it is easy to get her.

28. What would you like to see changed in design industry in the coming years?

In the face of many mass projects of low quality, we would like the designer's rank to be higher. We hope to work in partnership with our clients and have a lot of trust. Unfortunately, it is not easy in a world where authorities are falling... to be one of them for someone.

29. Where do you think the design field is headed next?

We think it aims to convey design to artificial intelligence. But we hope that in terms of art, which undoubtedly is architecture, there will remain space for human creativity and a sense of beauty. We can already see how prefabrication of houses will replace traditional construction. We are part of it ourselves. Where processes can be simplified, implementation time and costs shortened, unification will prevail. However, we are an example that unification did not destroy the artistic tone.

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It looks very different. As a rule, however, we return with the client to the first concept, the one that grew from our intuition.

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We start by setting limits. Just as working with a small space is extremely difficult, each project has its own framework that cannot be omitted. Houses are not built in a vacuum. A house will be built somewhere, for someone... how to build it, how to use it and how to finally remove it with the least possible impact on the environment are the challenges in our design.

32. What is your life motto as a designer?

Less means more. Cleansing the project and unnecessary things in our lives, at least in our case, gives the desired effect.

33. Do you think design sets the trends or trends set the designs?

We believe that projects set trends. This was also the case with us. Before the simple shape of the building and the materials we use became a permanent trend in our market, we had been designing them for many years. People started imitating us and the trend became noticeable. We are very happy about this.

34. What is the role of technology when you design?

Someone once invented plastic... then beautiful plastic chairs... but it is the current generations who have to bear the bad consequences of these projects

36. What is the role of the color, materials and ambient in design?

The role of color and material is very important. It affects our feelings and makes us feel either good or bad. Each color affects our well-being and the material affects our health. Choosing them correctly is a big responsibility and not fun

37. What do you wish people to ask about your design?

We don't know... I guess it's about whether it's healthy and ecologically sustainable.

Nowadays, too much attention is paid to whether something is pretty and prestigious, and not to how it will affect us and others.

38. When you see a new great design or product what comes into your mind?

Did it solve any problem. Is it fully thought out?

39. Who is your ideal design partner? Do you believe in co-design?

We support each other and we are really lucky that we design together and complement each other. We usually have similar views on a given project.

40. Which people you interacted had the most influence on your design?

We interacted to each other. Our shared experiences have shaped us.

41. Which books you read had the most effect on your design?

oh my, there are many of them.

Certainly books about mycology and hemiology of building materials and all the design in the world that I can find in my books collected over the years

42. How did you develop your skills as a master designer?

We designed, designed and designed again. Just like a musician has to deal with the material of music almost every day, a designer also has to practice. This is the key to being good at what you do

43. Irrelative of time and space, who you would want to meet, talk and discuss with?

We would like to meet Charles and Ray Eams. They struggled, like us, as a married couple, with the matter of design. It would be interesting to confront our everyday challenges.

44. How do you feel about all the awards and recognition you had, is it hard to be famous?

Fame is something elusive. There are few things that can influence how we perceive the world and who we are. Prizes don't change anything here. Maybe they only influence us to be even better... to set new limits for ourselves.

45. What is your favorite color, place, food, season, thing and brand?

Our favorite color is blue... blue like the sky and oceans is our logo. We feel best by the water and in the forest, we love Italian cuisine, it is simple and delicious and made of high-quality products. The time of year is spring, when everything comes to life, and autumn, when everything goes to sleep and brings silence, we do not try to get attached to things and we like niche brands dealing with crafts.

46. Please tell us a little memoir, a funny thing you had experienced as a designer?

It was funny when someone once stopped us in the shop parking lot because he wanted to buy our car. We met each other. We sold him our car and at the same time we designed a wooden viewing tower for him... A real happy accident :)

As you can see, you can also gain customers this way.

47. What makes your day great as a designer, how do you motivate yourself?

We are most happy when we start and finish a project.

48. When you were a little child, was it obvious that you would become a great designer?

A designer? Yes. We weren't interested in being famous

49. What do you think about future; what do you see will happen in thousand years from now?

I don't think anyone knows that. Our reality is constantly changing... it's hard to predict what will happen in a year... let alone so far away. We have our scenarios, but we probably won't talk about them because they don't bode well for us as humanity.

50. Please tell us anything you wish your fans to know about you, your design and anything else?

We are a married couple of architects. We value modesty, we love silence, we like simple things. We love good food and small pleasures. We design and build ecological modular houses. Ecology and health are our priorities.

We strive to lead a peaceful and simple life in harmony with what surrounds us.

DESIGNER OF THE DAY INTERVIEW QUESTIONS

01. Could you please tell us about your experience as a designer, artist, architect or creator?

For this question, you might want to tell how many years you are in the industry, as well as mention some prominent companies you worked for, some great clients you had or your educational background.

We both graduated from the University of Technology in Poznań, but it was only after graduation that our real learning began. Internships in small and large architectural offices undoubtedly contributed a lot to our education, but it was the construction of our own ecological house in passive technology that gave us real experience in the profession. The house was awarded by the Green Building Council as the best ecological facility in Poland in 2011. This gave us the confidence that we were going in the right direction. We have been in the profession for over 20 years. We work and have worked for individual clients and have participated in large projects, such as designing a hospital and a large corporate hall in a passive standard. We have gained experience in small and various large projects.

02. How did you become a designer?

Especially talk about why you choose to become a designer, and then how did you started about being a designer; steps you take, maybe education or work experience you had? Also mention what drove you to be a designer? Was there someone that effected your decision or was it an internal drive to do good by good design? What originally made you want to be a designer, artist or architect? What started your interest in art, architecture and design?

Already as children we wanted to become designers. Since childhood, we both felt a great need to create. We believe that it was largely influenced by what our parents did. As a child, Walenty was passionate about what his carpenter father did, and I, i.e. Emilia, submitted projects to my dad and watched with enthusiasm what my dad was doing. Besides, we have always had an irresistible curiosity about the world and creation. I guess we were born with it. This path was consolidated when we got to know each other and when we founded a joint design studio. Then everything worked out thanks to intuition. It cost us a lot of work and suffering, but it was consistent. Even when others said it wouldn't work.

We both wanted to follow the path of architecture when we were in primary or secondary school, where we encountered art, dance, music and visual arts. We followed this plan successfully.