

OGO×WOW

# Darius Nazarov Polina Ishukova

Portfolio, 2026

# About

OGO×WOW Buro, Belgrade, Serbia

Darius Nazarov, Polina Ishukova

Darius Nazarov and Polina Ishukova are architects and the founders of OGO×WOW Buro. They work across architecture, media art and games.

They build pavilions and installations in art parks, make browser games about natural processes, projection mapping and curated exhibitions. Their work has been shown at the Signal festival and Archstoyanie in Nikola-Lenivets, at the Fabrika Centre for Creative Industries, Winzavod Centre for Contemporary Art, Kashirka Gallery and Boston Cyberarts Gallery.

They have taught at the MARCH Architecture School and the HSE Art and Design School.

## DARIUS NAZAROV

Architect, game designer. Concepts, code, sound.

## POLINA ISHUKOVA

Architect. Space, scenography, visuals.



Darius Nazarov and Polina Ishukova

## Artist statement

We are drawn to processes that usually happen without witnesses: how mold grows, how a stone skips across water, how light falls on a forest at night. We translate them into forms people can interact with: a game, a pavilion, a projection.

We trained as architects, and we see every work as a space a person steps into. A festival pavilion screen, the wall of a spruce forest and a browser window are equally places where something happens. Technology is not the goal here. It is a way to bring the viewer closer to a phenomenon and let them take part in it.

We often work with memory and recognition: false nostalgia for video game landscapes, a childhood birdhouse, familiar images emerging in an abstract forest. We want the viewer to recognise something of their own in the unfamiliar and to stay with the work longer than they planned.

## Exhibitions and festivals

|           |                                                                                           |
|-----------|-------------------------------------------------------------------------------------------|
| 2026      | Async Museum — Mold.log                                                                   |
| 2026      | CMMAS online residency, Morelia, Mexico (upcoming)                                        |
| 2026      | Bucharest miniCOLLAGE Biennale, Bucharest                                                 |
| 2026      | CyberFrames: ExtraLives, Boston Cyberarts Gallery, Boston                                 |
| 2026      | Video Game Art Show, Another Corner                                                       |
| 2025      | The Starlings Have Arrived, ArtMag Gallery / Winzavod Centre for Contemporary Art, Moscow |
| 2025      | Birdhouse, Kashirka Gallery, Moscow                                                       |
| 2025      | KRUTO 2025, Krutoyak                                                                      |
| 2025      | ARCH Moscow, Gostiny Dvor                                                                 |
| 2024      | TEMPERATYRA_5 exhibition, Fabrika Centre for Creative Industries, Moscow                  |
| 2024      | Signal festival, Nikola-Lenivets                                                          |
| 2024      | Birdhouse, Archstoyanie for Children, Nikola-Lenivets                                     |
| 2024      | PIR, NII SREDA                                                                            |
| 2024      | A New Life for Everyday Things, Yandex Museum, Moscow and Saint Petersburg                |
| 2024      | Saint Petersburg Design Schools, Sevkabel Port                                            |
| 2023      | Signal festival, Nikola-Lenivets, Screen pavilion                                         |
| 2023      | 200 Boards, Nikola-Lenivets                                                               |
| 2023      | Architecton. Open Source City, SA Lab section                                             |
| 2023      | Open City, Shchusev State Museum of Architecture, Moscow                                  |
| 2022–2023 | Moscow stand, Zodchestvo architecture festival                                            |

## Competitions

|      |                                                                 |
|------|-----------------------------------------------------------------|
| 2023 | Signal 2023: Art Call — winner, built                           |
| 2023 | Open City — winner                                              |
| 2023 | 200 Boards, Meganom architects — finalist, built                |
| 2023 | Open Source City — finalist                                     |
| 2024 | A New Life for Everyday Things, Yandex Museum × HSE — 3rd place |
|      | MARKET 2.0, Non Architecture — finalist                         |

## Education and teaching

|        |                                                                                                                  |
|--------|------------------------------------------------------------------------------------------------------------------|
| Darius | Moscow Architectural Institute (MARKHI); Parametric Approach (MARKHI); Architecture in Video Games, Soft Culture |
| Both   | Teachers at the MARCH Architecture School and the HSE Art and Design School                                      |

## Publications

|      |                                                                |
|------|----------------------------------------------------------------|
| 2024 | Project Russia: 100 best projects of 2021–2024, My Columbarium |
| 2024 | LOCUS a(I), architecture almanac                               |

# Stone Skipping

Browser game, 2026

CyberFrames: ExtraLives

Boston Cyberarts Gallery, Boston

A game about skipping stones on water. The water, the stone and the splashes are drawn in ASCII characters, while the physics of the throw is real: angle, force, number of bounces.

In real life this small pleasure needs time, a calm day and the right shore. Here it is available any time, as many times as you like.

The work was shown on tablets in a group exhibition about games as a way to briefly escape reality.

Concept, code, sound, ASCII graphics

[dariy-nazarov.itch.io/stone-skipping](https://dariy-nazarov.itch.io/stone-skipping)



Exhibition poster at the gallery



Title screen: Stone Skipping in ASCII style



Challenge: hit an exact number of bounces



Good throws earn Plops, which buy mystical stone upgrades.  
Shown at Boston Cyberarts Gallery, 2026 · [dariy-nazarov.itch.io/stone-skipping](https://dariy-nazarov.itch.io/stone-skipping)

# Screen pavilion

Temporary art object, 2023  
Signal festival, Nikola-Lenivets  
Winner of Signal 2023: Art Call

The festival grounds stretch over dozens of hectares, and mobile coverage is patchy. Screen is a way to send a message without a phone.

The translucent canvas is visible from both sides. A spotlight turns anyone who steps into the beam into a shadow. Gestures, letters and silhouettes can be read from far away: the bigger the screen, the further the message travels.

Concept, visualisation, cost estimates,  
construction drawings, installation  
Photo: Dmitry Burmistrov

Featured in Project Russia:  
[prorus.ru/projects/pavilon-ehkran-na-festivale-signal](https://prorus.ru/projects/pavilon-ehkran-na-festivale-signal)





# Portal

Projection mapping, 2024

Signal festival

Nikola-Lenivets art park

The edge of a forest has countless entrances: you can step in between any two trunks. The project picks one of them and turns it into the main portal.

The projection draws figures made of ASCII characters onto the trunks and branches. The abstract wall of spruce gets a human, recognisable image: columns, faces, silhouettes at the entrance.



# 200 Boards

Pavilion, 2023

Nikola-Lenivets art park

With Meganom architects and Green Department

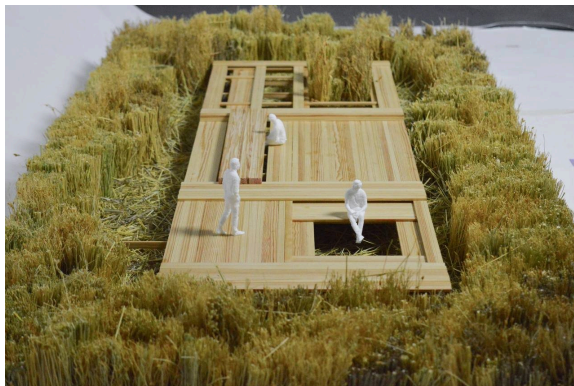
A competition by Meganom for a pavilion made of two hundred boards. Our project reached the final and was built in Nikola-Lenivets.

The wooden deck is raised above the field. Openings are left in it so the grass keeps growing through, and the pavilion becomes part of the meadow instead of pushing it out.

Concept, visualisation, model, installation



Competition model



# TEMPERATYRA\_5

Conceptual project, 2024

Exhibition

Fabrika Centre for Creative Industries, Moscow

You can feel nostalgic for a place you have never been. Our generation has such places: meadows, hills and empty hangars from video games where we wandered for hours.

Sometimes we recognise them in a real landscape. Light falls on the grass the same way, an open workshop stands with the same row of windows, and for a second it feels like you have been here before.

The project brings a game landscape into the Fabrika space: a field of grass under the workshop roof and a screen where the horizon should be. The viewer stands inside a familiar picture and cannot remember where they know it from.



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