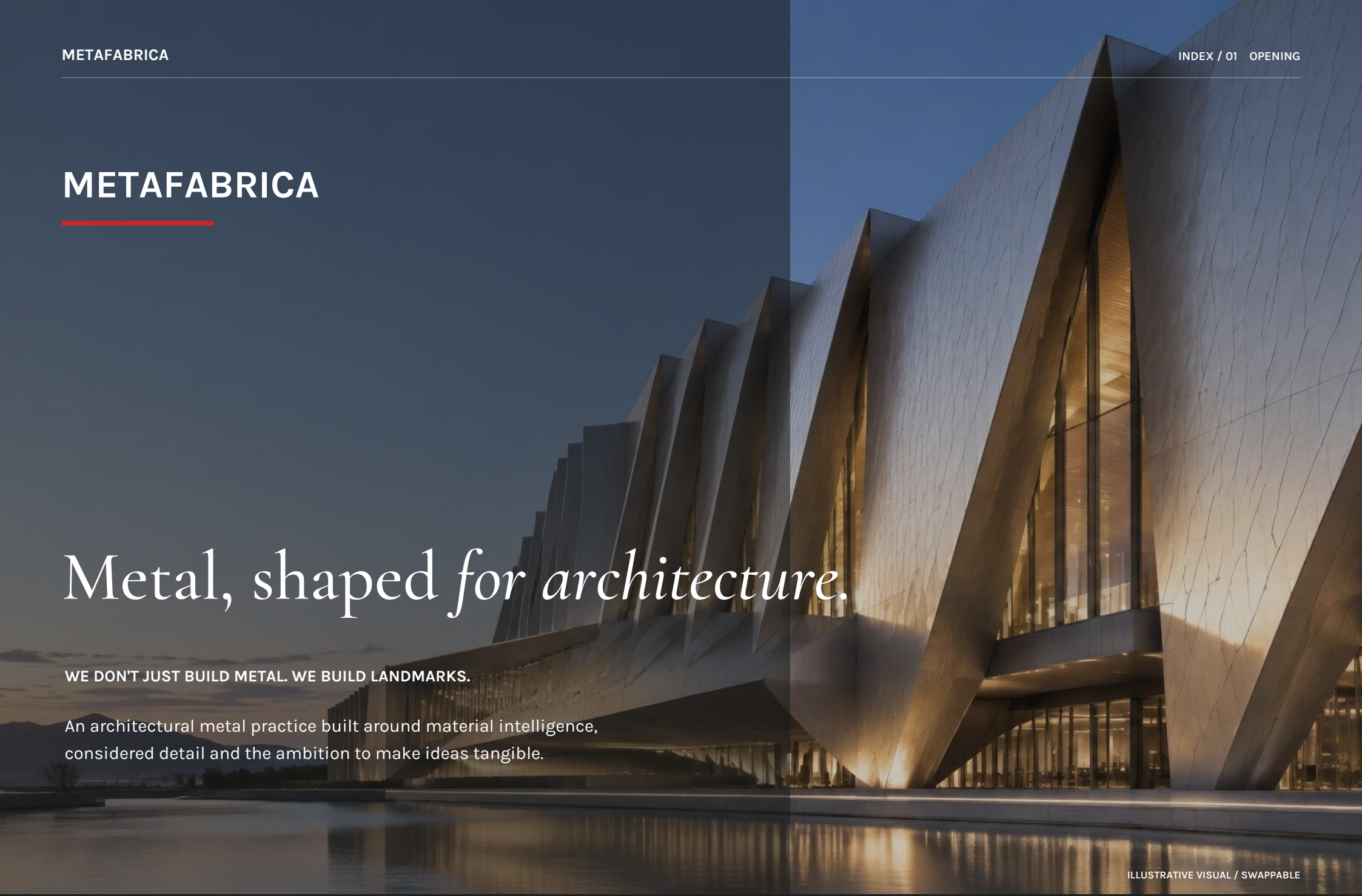
METAFABRICA

Metal, shaped *for architecture.*

WE DON'T JUST BUILD METAL. WE BUILD LANDMARKS.

An architectural metal practice built around material intelligence, considered detail and the ambition to make ideas tangible.



ILLUSTRATIVE VISUAL / SWAPPABLE

An introduction *to possibility*.

A considered guide to the work, materials and decisions that shape architectural metal.

01	THE PRACTICE	Purpose, strengths, fields of practice	03—05
02	APPLICATIONS	Exterior, screens, ceilings and interiors	06—09
03	MATERIAL INTELLIGENCE	Metals, finish and surface expression	10—11
04	FROM IDEA TO MAKING	Development, fabrication and application	12—14
05	SELECTED WORK	Projects, exterior, interiors and details	15—18
06	NEXT STEPS	Product range and project enquiry	19—20

01 / OUR PURPOSE

Intent, made *buildable*.

Architecture asks material to do more than fill a space. It asks it to carry identity, respond to light and withstand use.

We bring fabrication thinking into the conversation early, so proportion, material character and practical detail can develop together.

From an initial visual ambition to an element that belongs to its setting.



ILLUSTRATIVE VISUAL / SWAPPABLE

Four connected *strengths.*

A way of working that keeps design ambition and making knowledge in the same conversation.



01

END-TO-END SOLUTIONS

A connected route from design direction toward a fabricated outcome.



02

APPLIED EXPERIENCE

Manufacturing knowledge brought into architectural decisions.



03

TECHNICAL SUPPORT

Clear coordination around material, edges and interfaces.



04

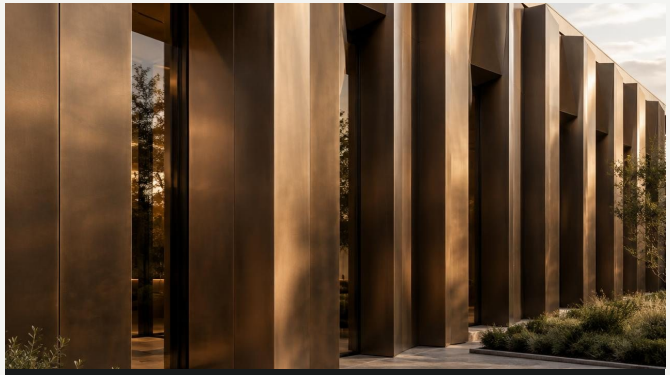
BESPOKE CAPABILITY

Project-specific forms, finishes and assemblies.

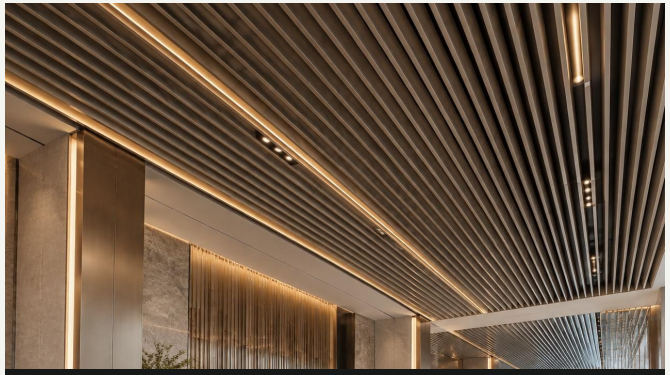
ILLUSTRATIVE VISUAL / SWAPPABLE

A broad material *language*.

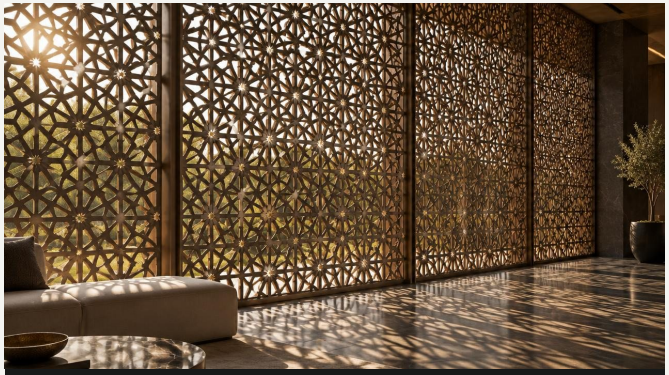
Six areas of application. Each asks a different question of metal, proportion and light.



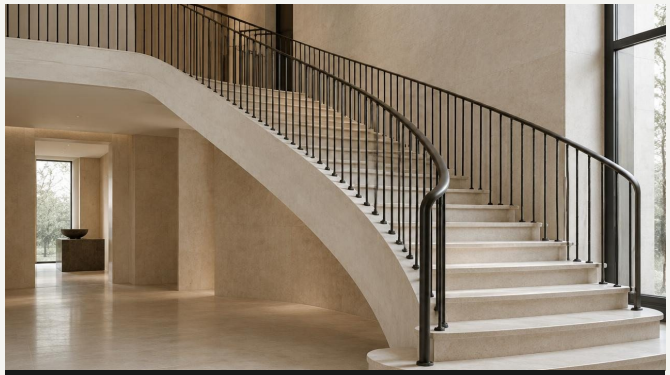
01 / FACADES & CLADDING

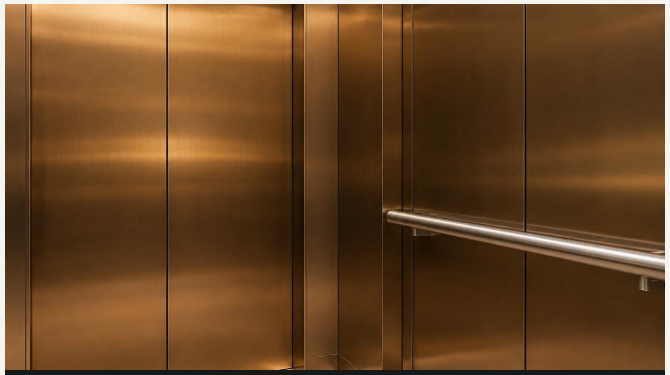


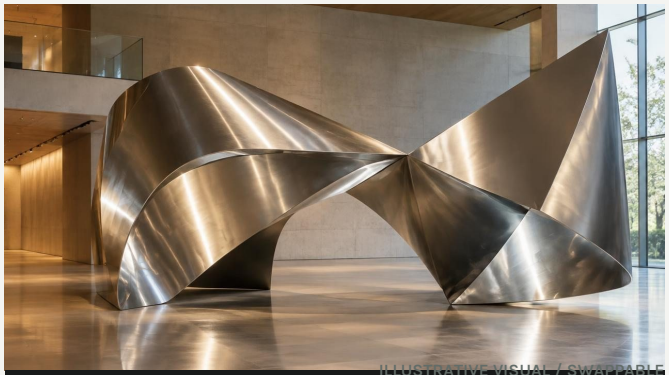
02 / CEILING SYSTEMS



03 / METAL SCREENS







ILLUSTRATIVE VISUAL / SWAPPABLE

02 / EXTERIOR ENVELOPES

An exterior *identity*.

Metal facades can give a building depth, rhythm and a distinctive material presence.

01 FORM

Consider panels, fins and folded surfaces as part of the architectural composition.

02 PERFORMANCE

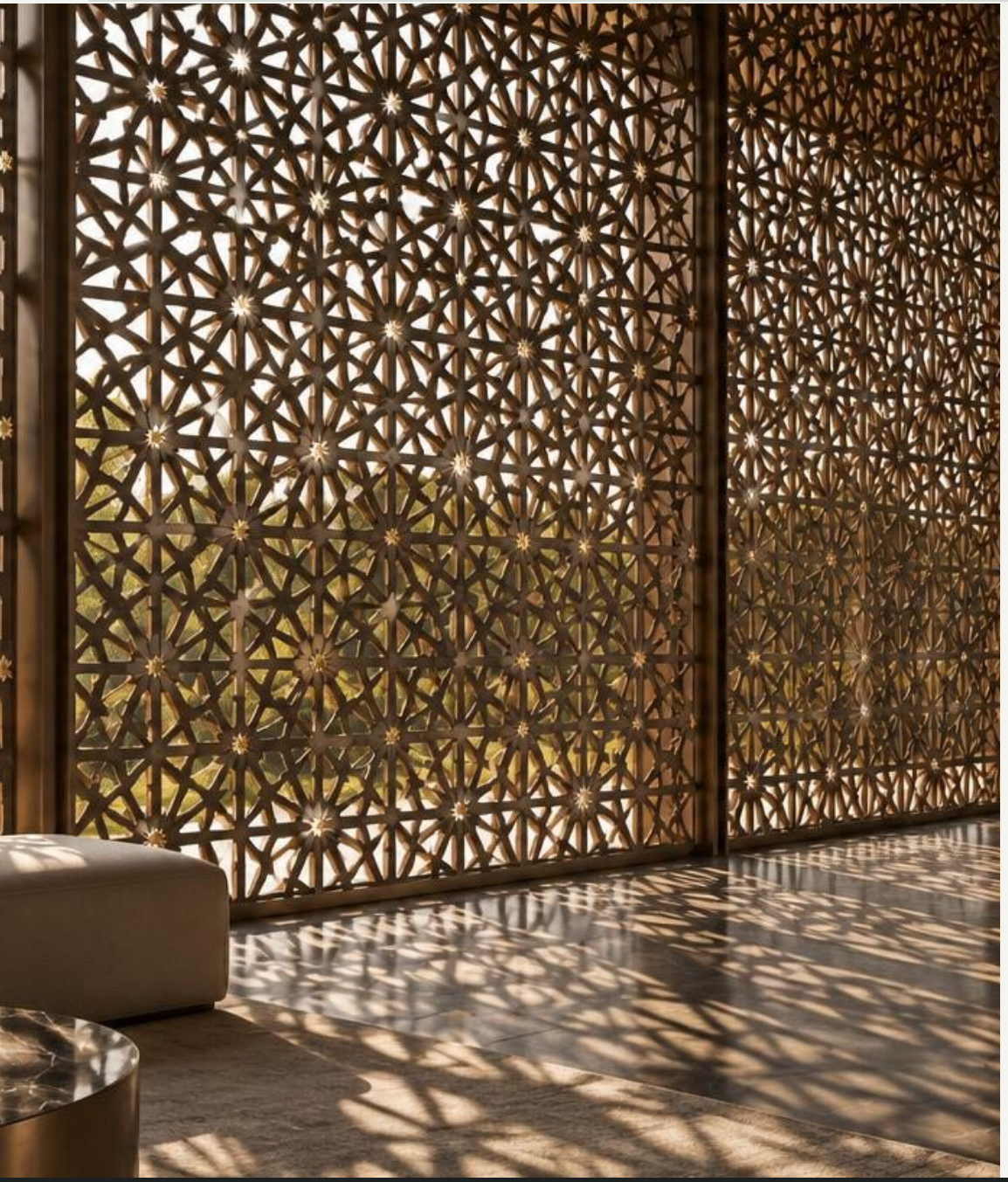
Coordinate the visible skin with substrate, ventilation and access requirements.

03 FINISH

Choose reflectivity and colour in dialogue with light and site context.



ILLUSTRATIVE VISUAL / SWAPPABLE



02 / SCREENING & PRIVACY

Light, filtered *through metal.*

Perforation, pattern and spacing balance openness with enclosure.

01 RHYTHM

Develop module, repeat and scale around the viewing distance.

02 DEPTH

Layer light and shade to create changing readings through the day.

03 INTEGRATION

Plan fixing, edge returns and maintenance as part of the pattern.

ILLUSTRATIVE VISUAL / SWAPPABLE

02 / CEILING SYSTEMS

Order *overhead.*

Ceilings organise light, services and acoustics into a coherent architectural plane.

01 CONTINUITY

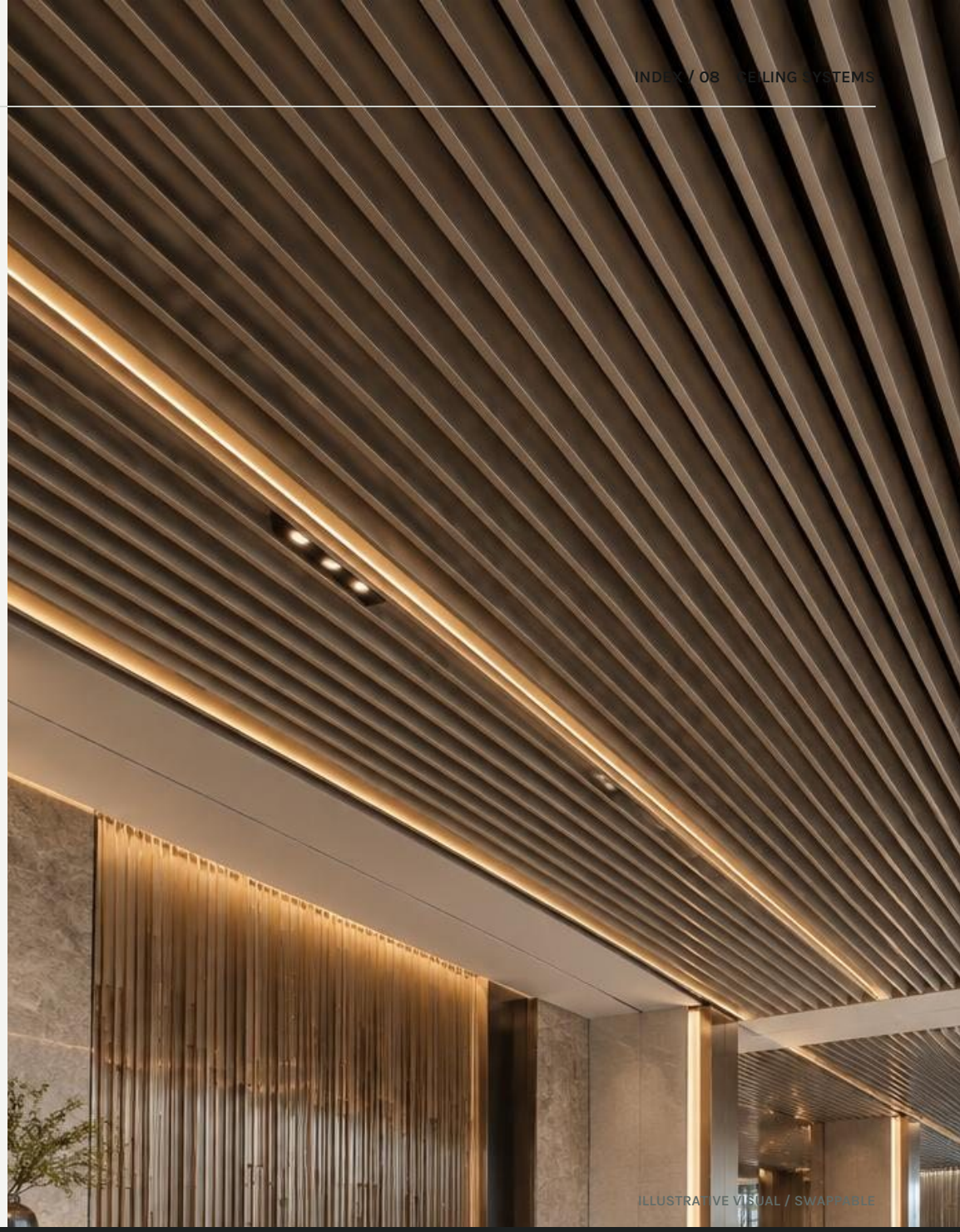
Use linear, panelled or perforated modules to establish direction.

02 COORDINATION

Resolve lighting, grilles and access within the visible rhythm.

03 DETAIL

Treat perimeters and transitions as an essential part of the composition.



ILLUSTRATIVE VISUAL / SWAPPABLE



02 / INTERIOR APPLICATIONS

Close to *experience.*

In lobbies, lifts and feature spaces, surface and junctions are experienced at human scale.

01 TOUCH

Choose finishes that suit the closeness and frequency of contact.

02 REFLECTION

Test the relationship between metal, lighting and adjacent materials.

03 CRAFT

Refine seams, corners and edge conditions for visual calm.

ILLUSTRATIVE VISUAL / SWAPPABLE

Five metals. *Many expressions.*

Material choice shapes tone, ageing, reflectivity and the way a detail is made.



01

STAINLESS STEEL

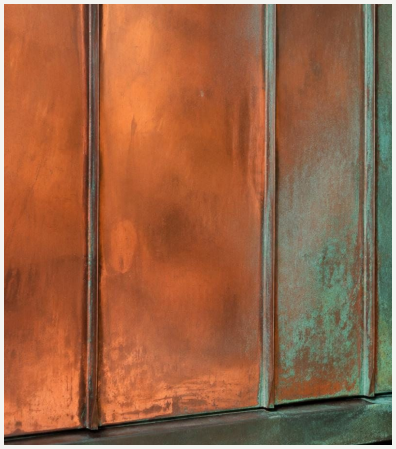
Cool precision and lasting clarity.



02

ALUMINIUM

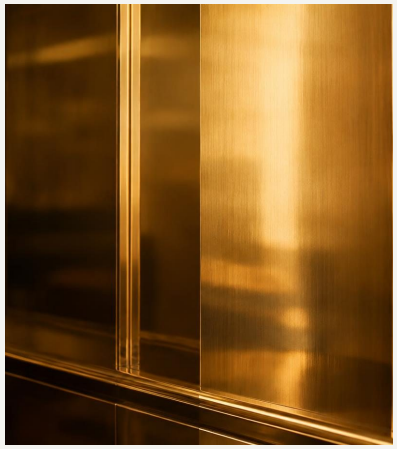
Lightweight flexibility for larger surfaces.



03

COPPER

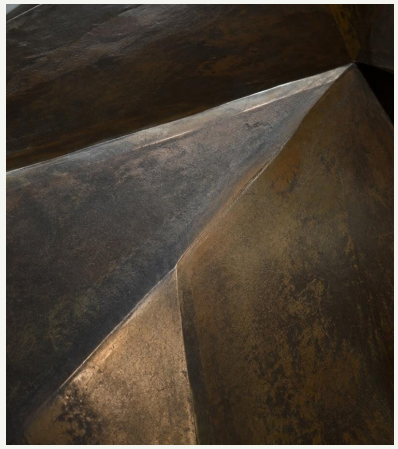
Warmth that deepens and changes with time.



04

BRASS

A rich, luminous accent.



05

BRONZE

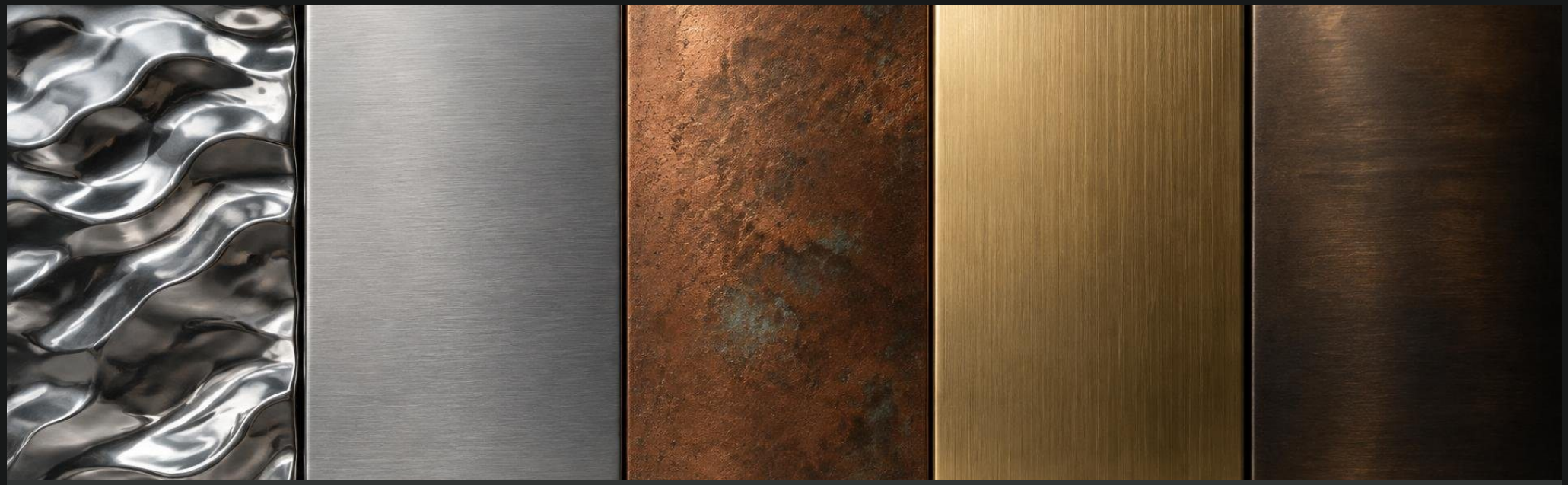
Depth, patina and restrained warmth.

FINISH DIRECTION DEPENDS ON THE APPLICATION, SUBSTRATE AND PROJECT BRIEF.

ILLUSTRATIVE VISUAL / SWAPPABLE

The surface *changes everything.*

Light gives metal its second life. A finish can sharpen a form, soften its presence or make it move.



MIRROR POLISHED / HAIRLINE BRUSHED / PERFORATED / WATER RIPPLE / LASER-ETCHED / PATINA / PVD COATED

Samples and mock-ups help judge grain, colour and reflection under the light in which the work will live.

ILLUSTRATIVE VISUAL / SWAPPABLE

A considered *process.*

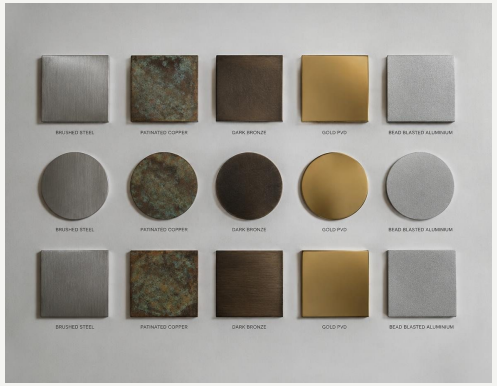
A practical sequence for turning material ambition into resolved architectural elements.



01

DISCOVER

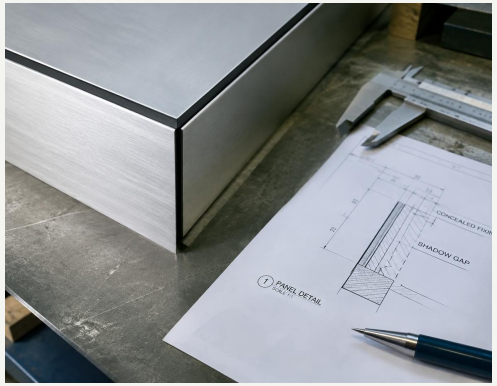
Understand the setting, performance needs and visual intent.



02

DEVELOP

Test proportion, finish, module and key junctions.



03

DETAIL

Coordinate drawings, interfaces and fabrication logic.



04

MAKE

Move toward forming, assembly and finishing.

ILLUSTRATIVE VISUAL / SWAPPABLE

04 / MAKING

Detail is *the difference.*

Fabrication decisions are architectural decisions. How a panel turns a corner, how a screen meets the ground and how a surface catches light determine the finished experience.

Material knowledge / surface finishing / project-specific making / coordinated development



ILLUSTRATIVE VISUAL / SWAPPABLE

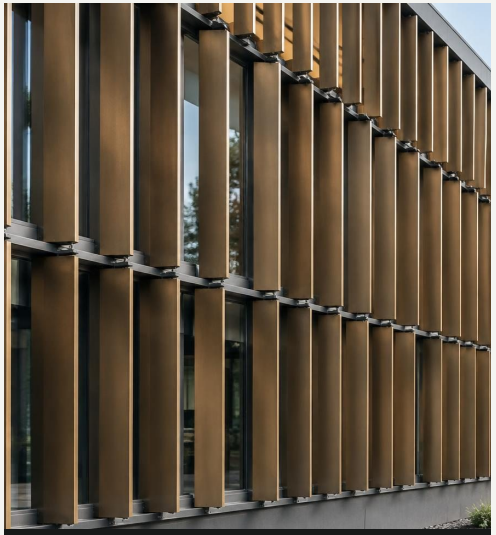
Built for *many settings.*

A material approach that adapts to the character and requirements of each environment.



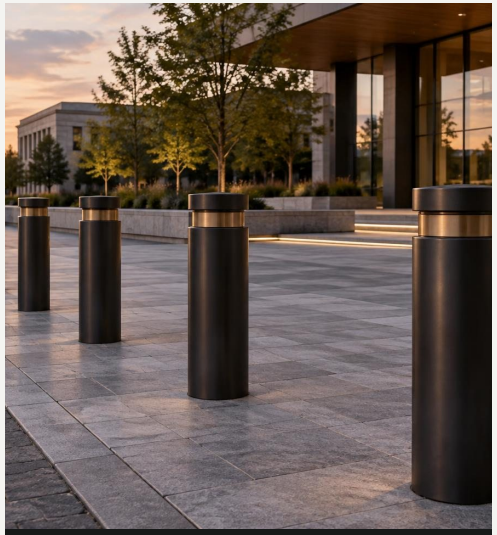
01 / HOSPITALITY

Expressive surfaces and warm arrival spaces.



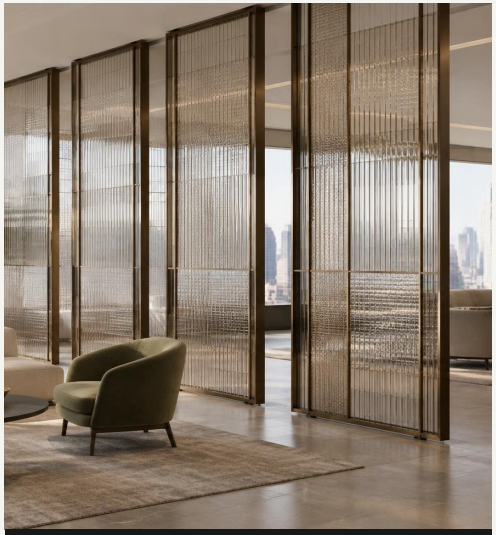
02 / COMMERCIAL

Rhythm, identity and durable exterior detail.



03 / PUBLIC REALM

Purposeful metal elements at civic scale.



04 / INTERIOR SPACES

Transparency, separation and material warmth.

APPLICATION IMAGERY IS ILLUSTRATIVE, NOT A PROJECT-CREDIT CLAIM.

ILLUSTRATIVE VISUAL / SWAPPABLE

Metalwork, *in context.*

Selected photographs from Metafabrica-delivered projects.



01 / AL JABER TWIN TOWER

Architectural screens

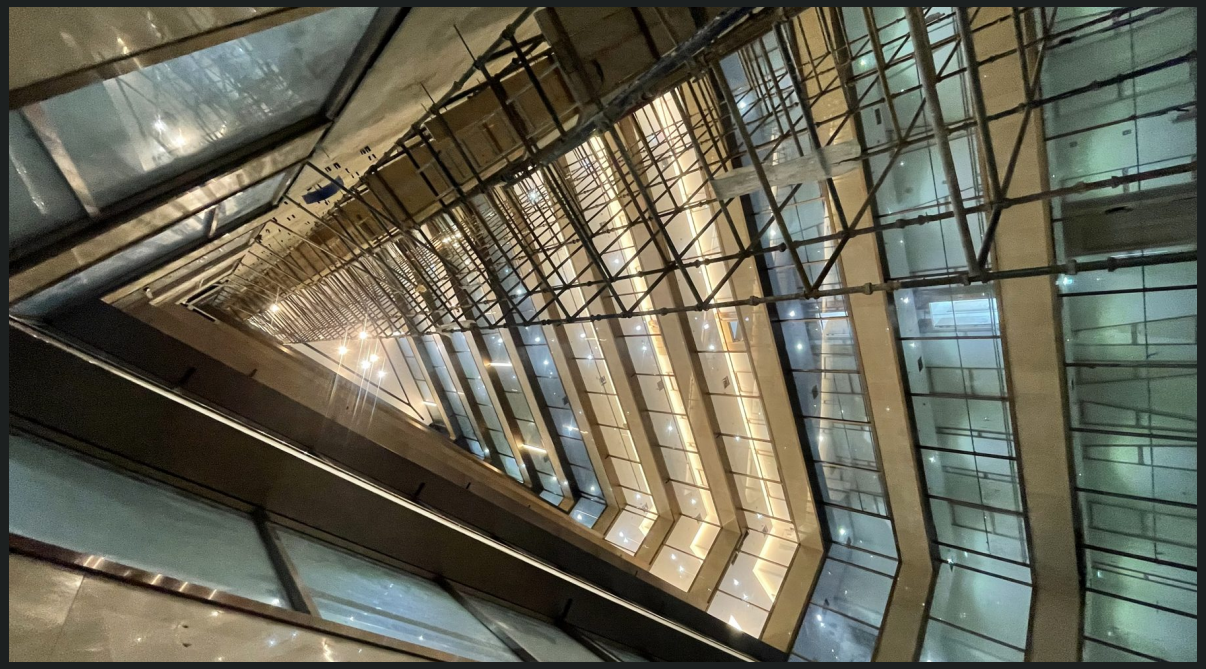


02 / BURJ AL MANA

Cladding

An exterior *presence.*

Facades and screens give shape to the first encounter with a building.



01 / BURJ AL MANA

Cladding



02 / AL JABER TWIN TOWER

Architectural screens

Two distinct expressions of architectural metal, photographed on site.

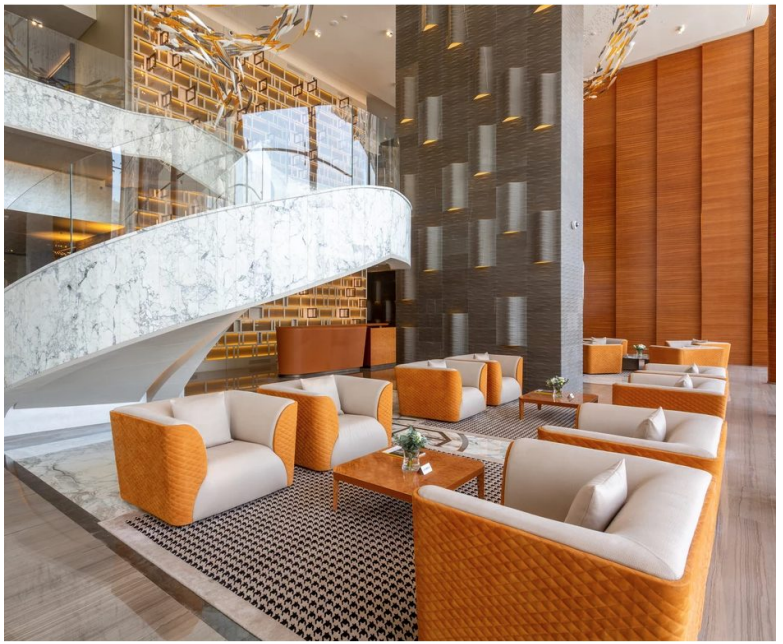
Interiors, *up close.*

Material character is experienced at the scale of a room, a wall or a threshold.



01 / EIGHTEEN TOWER

Interior metalwork



02 / AL BROOQ TOWER

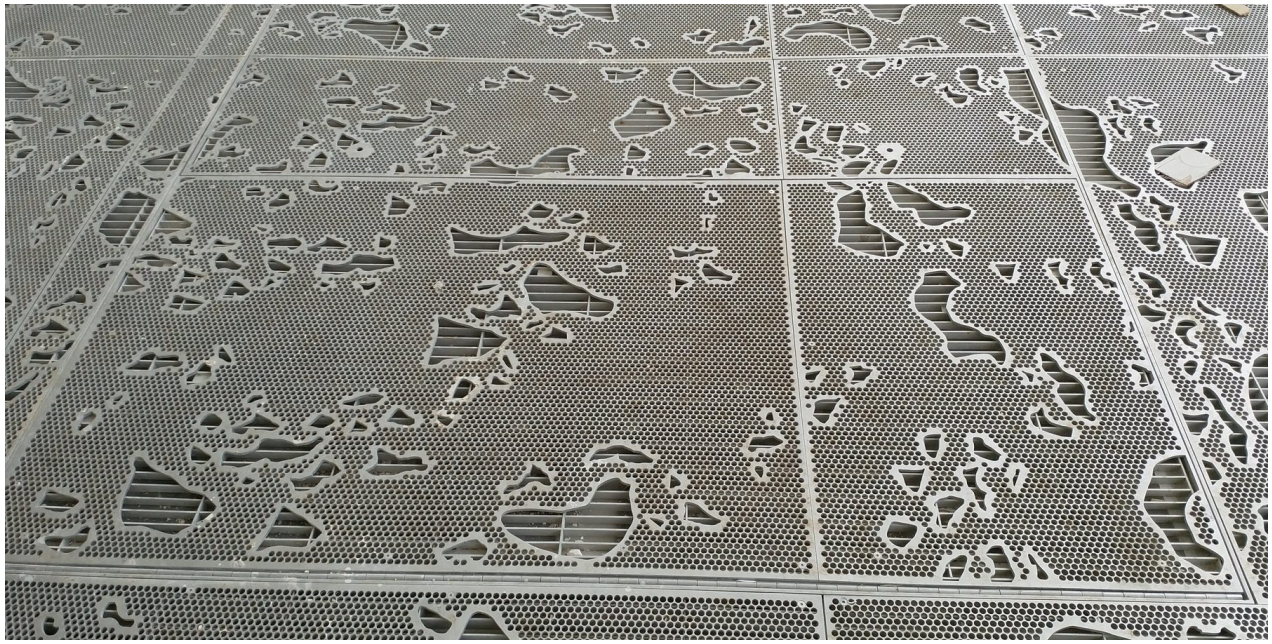
Interior metalwork

METAFABRICA PROJECT PHOTOGRAPHS

More projects / metafabrica2.capsley.site/projects

The detail *holds the whole.*

Pattern, touch and an exact meeting of materials can carry a project identity.



01 / NMOQ PROJECT

Decorative metalwork



02 / AL SAMRYA

Custom handles

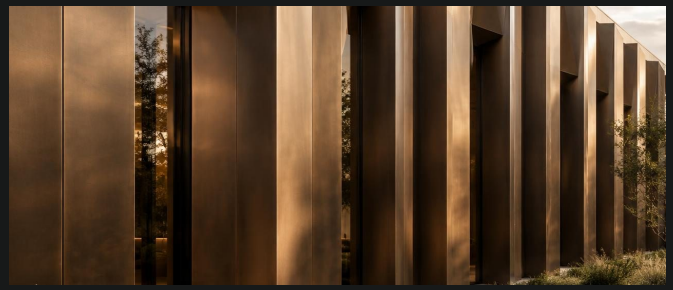
A CLOSER LOOK / PROJECT DETAILS

Browse the project gallery online

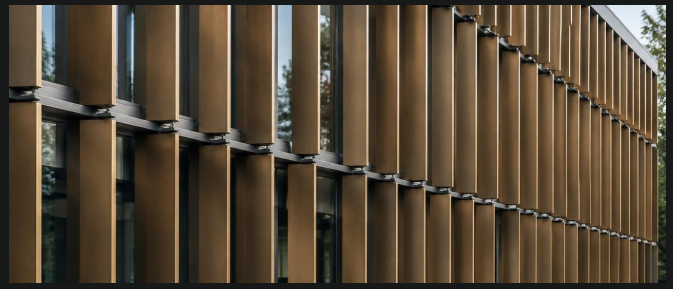
Explore the *range*.

From familiar systems to project-specific details, the catalogue is a starting point for conversation.

01 / EXTERIORS

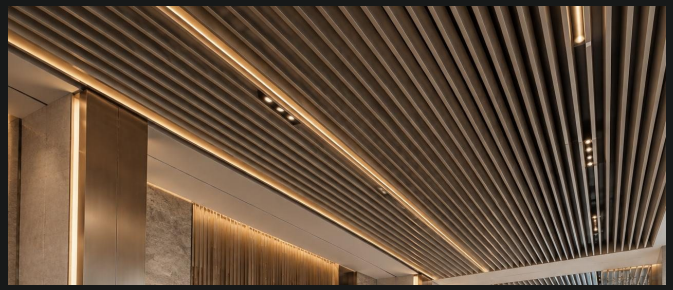


Facades & cladding

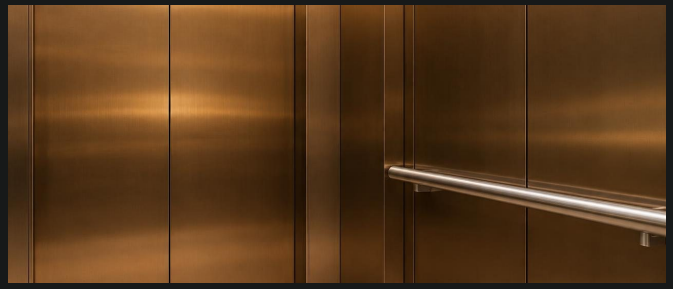


Screening systems

02 / INTERIORS



Ceiling systems



Elevator metalwork

03 / SURFACES & DETAILS



Decorative panels



Sculptures & artworks

EXPLORE PRODUCTS / metafabrica2.capsley.site/products



BEGIN A CONVERSATION

Let us make *it real.*

Tell us about the material, the setting and the ambition. We can begin with a drawing, a reference or simply an idea.

START A PROJECT

metafabrica2.capsley.site/contact

CALL

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WE DON'T JUST BUILD METAL. WE BUILD LANDMARKS.

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