



c o n t a c t s

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*Resume available in the CV section, on
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c o n t e n t s

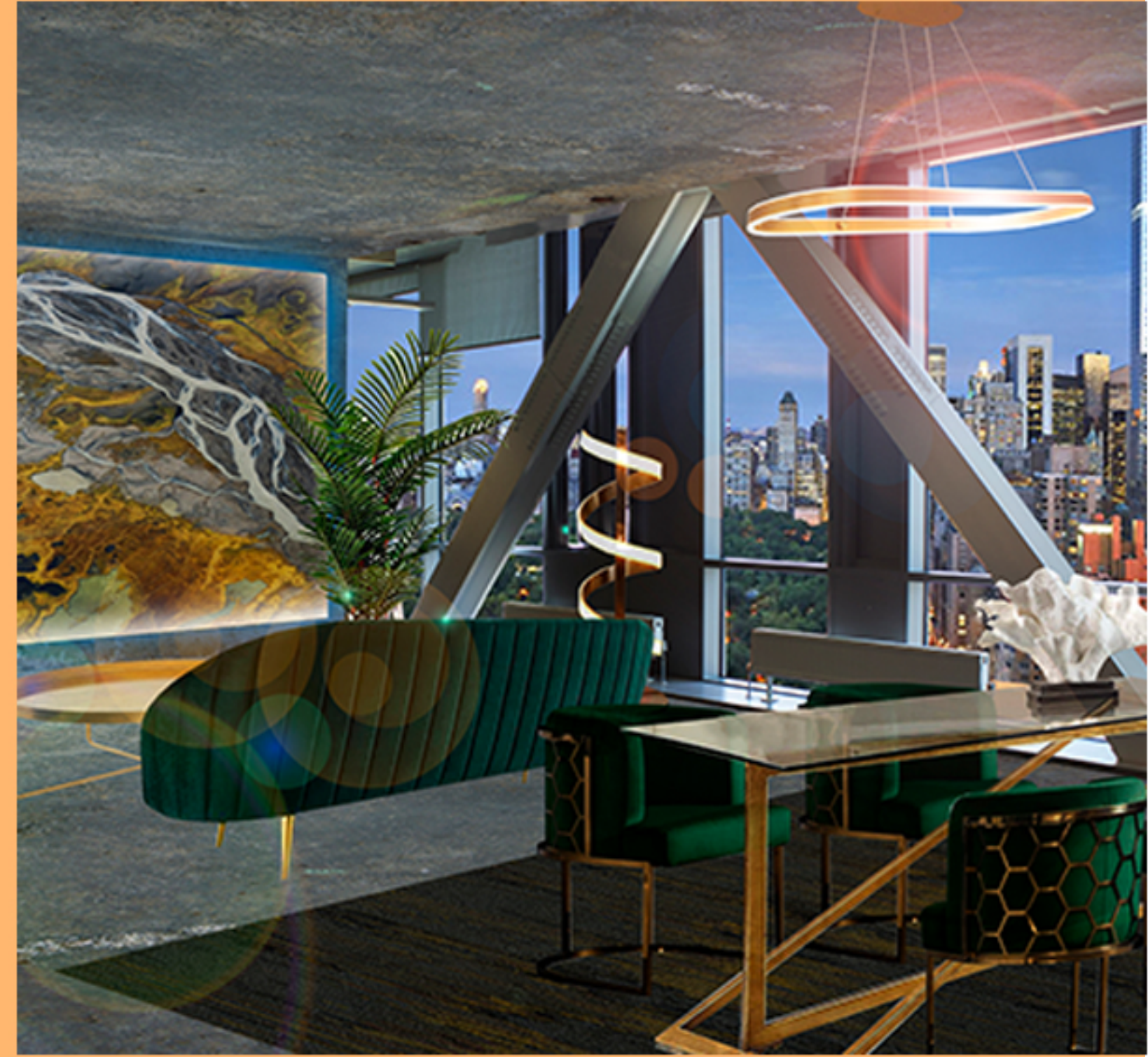
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Photoshop Skills

In my University journey, I managed to develop further my **Photoshop Skills** to a more professional extent. In the following page, two examples of my skills in practice. Above a Before/After modification for a space in New Adelphi Building which I turned into a luxurious apartment. Below a Before/After example of the Bridgewater Hall turned into a futuristic Police Station.



Prop-Making experience

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I had the opportunity to design, and physically build props for a 60s inspired TV show called **Working Class**. The props I came up with are a Vinyl cover and a Sweetbox. The former takes inspiration from late 60's patterns, colours and shapes, whilst the latter is inspired by a more polished and elegant version of the 60s (with pastel colour tones).



Model-Making C o t t a g e

Model inspired by **Harry Potter and the Deathly Hollows** (Bill and Fleur Cottage).
Materials used in the process: wood, sand, cardboard, journal paper, metal wire, glue and seashells.

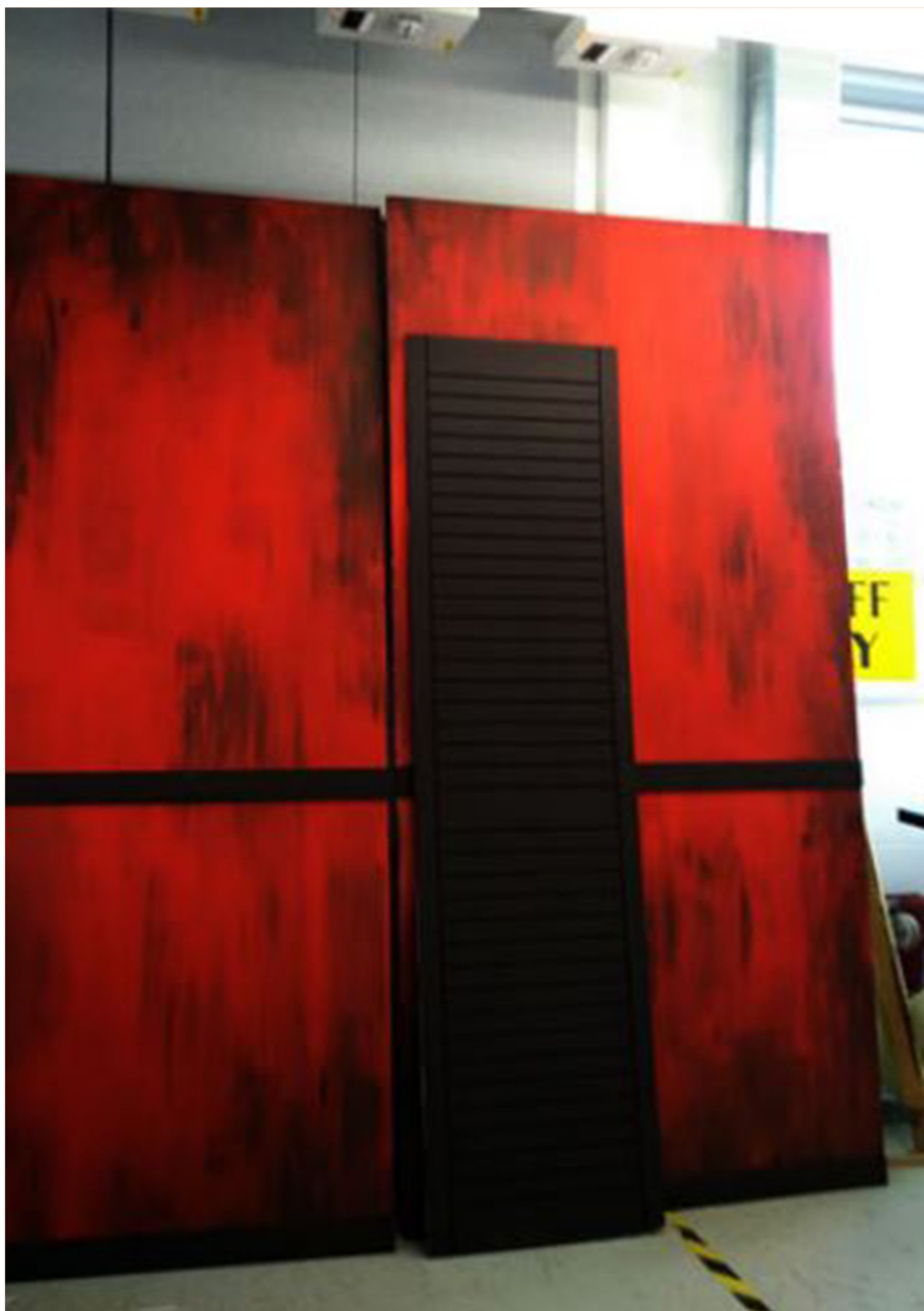


The Ballad of I s o s c e l e s

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Play by dr. Alison Matthews, performed in New Adelphi Theatre on the 13th of March 2020. As part of a team, I came up with the design of a pod in which people could enjoy the show with a VR headset. Inspired by David Lynch **Blue Velvet** (1969) (Dorothy's closet), **Greek Mythology** (Masks) and **Voyeurism**. Made out of wood, and for the interior, we used UV lights and paint.







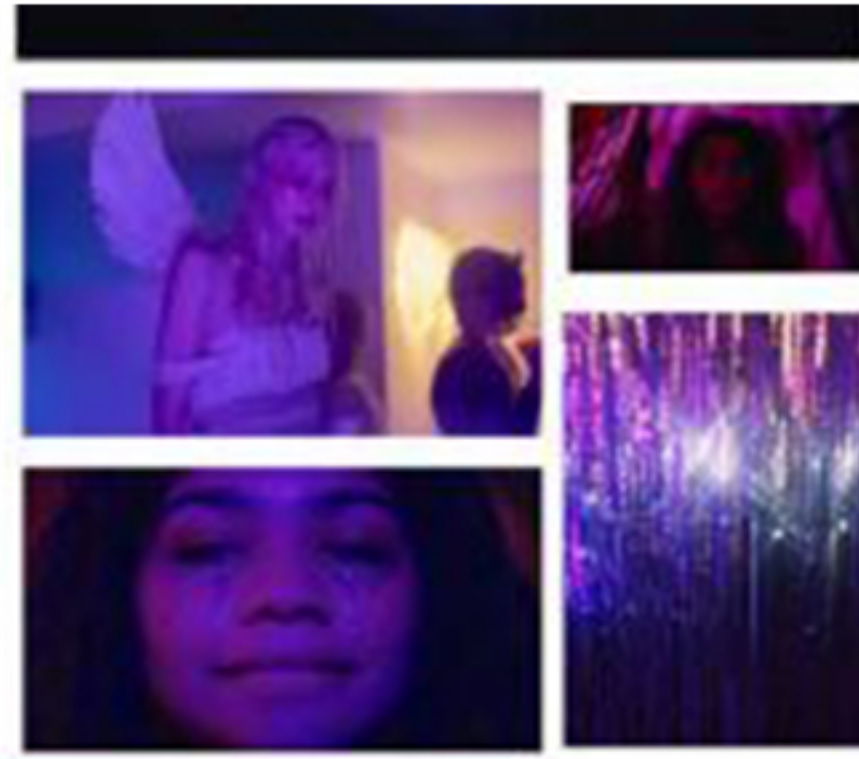
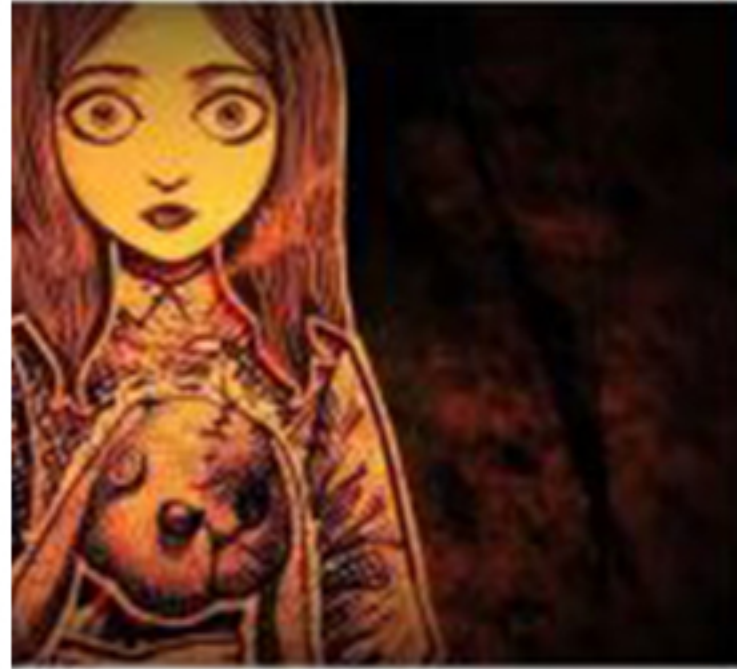
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Short Animation

Following, a short animation I produced (inspired by **Euphoria**, 2019). On page 12, some shots from the video I designed (which can be found on my website). Page 13 includes a sample of the research and inspirations that brought me to the final product. Page 14 shows the Storyboards I designed to help me with my work.





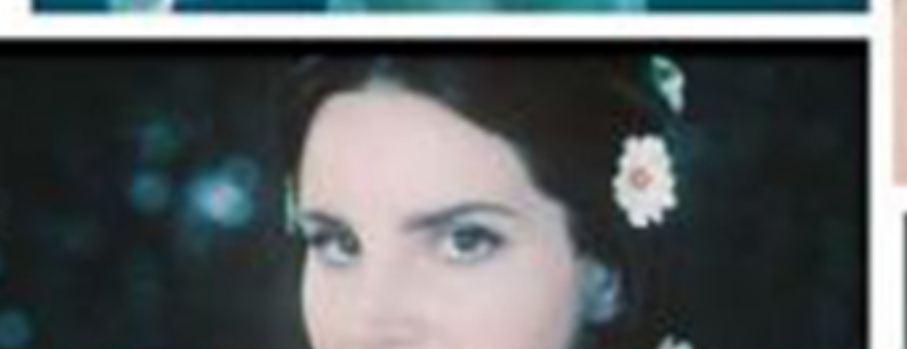
THE CONCEPT OF MY SHORT ANIMATION

What I intended to achieve in my short film was to visualise the journey inside the main character head, diving into her hallucination. This animation is my interpretation of **Euphoria**. I aimed to capture the essence of the show implicitly visualising the main themes. The plot is simple; it opens with dream-catchers moving towards the viewer and slowly disappearing. This opening is immediately followed by mystic clouds making their way in and out the scene showing the protagonist sitting in a cosy tent. After, the camera moves towards the girl until all is left is a close-up on her face. Here is where her vision begins. At first glance, this section of the animation resembles a beautiful dream. However, this aesthetic also evokes all the melancholy, sadness and pain of the protagonist. Her hallucinogenic trip starts with a flower blossoming and turning into

a new setting: a bathtub surrounded by stars, flowers and plants. The girl floats in milky water wearing angel wings and a daisy crown whilst her surrounding moves as if breathing. Suddenly, she starts sliding inside the water until she vanishes. The bathtub shifts now into an ocean in which she falls deeper and deeper, eventually drowning. At this point, the dream/vision abruptly stops. Once again, she is back in the tent: this time, glittery tears are running down her cheeks.

Implicitly, the drowning section is a metaphor for the protagonist addiction and her incapability to escape it.

The purpose of this animation is to catch the viewer's attention and to generate excitement and curiosity by giving an idea of the themes and atmospheres without spoiling the Storyline.



Story Board



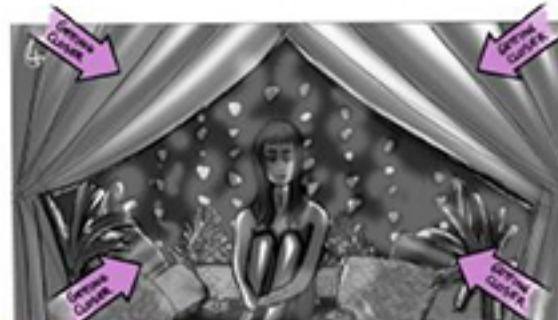
Dream-catchers are dropping from above getting bigger and bigger until they disappear in the dark.



Clouds slowly start to appear from the sides of the screen until they cover it entirely. The clouds are used to create a dream-like atmosphere. The colours are warm.



The clouds are now leaving the scene revealing the main setting that initially was not there.



Establishing Shot of the main scene. Here, we see a cosy-looking environment in which a girl is sitting in. Dolly shot on the girl. Camera get closer to the protagonist.

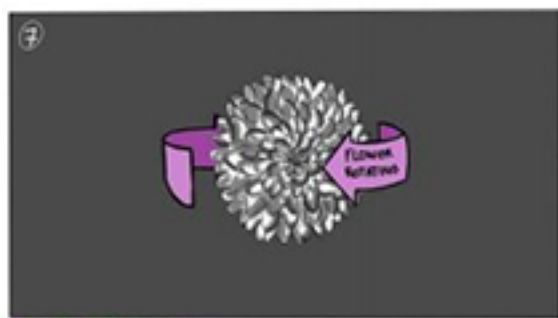


Medium Shot of the girl. Her eyes are closed. The Camera zooms in getting even closer. We can now clearly see the details in the background.

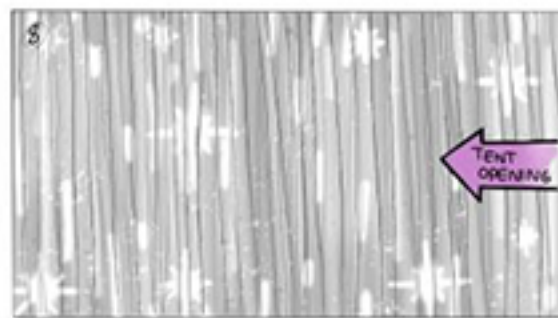


Close-up on the girl's eyes. The Camera keeps zooming in so that we have the feeling of entering her mind. The colours in these sequences are still warm but darker.

Story Board



Establishing Shot of a blossoming flower (Time-Lapse). The Camera is still on the subject (which is transforming). This event marks the beginning of the Hallucination.



Sudden change of Atmosphere (the flower has become a silvery tent). The Camera is Still and the tent slowly starts opening. All the lights have changed (Neon Pink).



We are now inside her Hallucination. The tent is open. Close Shot on the girl's arm leaning on the edge of a tub. Everything is glittery (including her body) and moving.



Down Shot on the girl laying in the bathtub. She has a glittery purple skin and Angel wings (surrounded by plants and stars). Whilst she floats her surrounding moves.



Extreme Close-Up on her hand gently touching the water. Whilst she slowly moves her finger a drop of water falls into the tub. The Camera almost touches the water.



Quick change of sequence. Close Shot on the girl face (she is emotionless). She is not moving, she just blinks. The Camera starts to zoom out (back to SHOT 10).

Story Board



Down Shot. The Camera looks down at the scene. The girl is slowly sinking in the water until she fully disappears.



Full Shot of the girl. She is now sinking in a much bigger space. The camera follows her movements (pans down). The girl can see the surface but cannot reach it.



Close Up on the girl's face. She cannot breathe anymore. Her hair is floating around and bubbles come out her mouth (whilst she screams for help).



Dolly shot. The camera slowly moves backwards to reveal the initial scene (SHOT 4). End of the Hallucination. Glittery tears are running down the girl's cheeks.



Establishing Shot (back to SHOT 4). The title has now appeared.



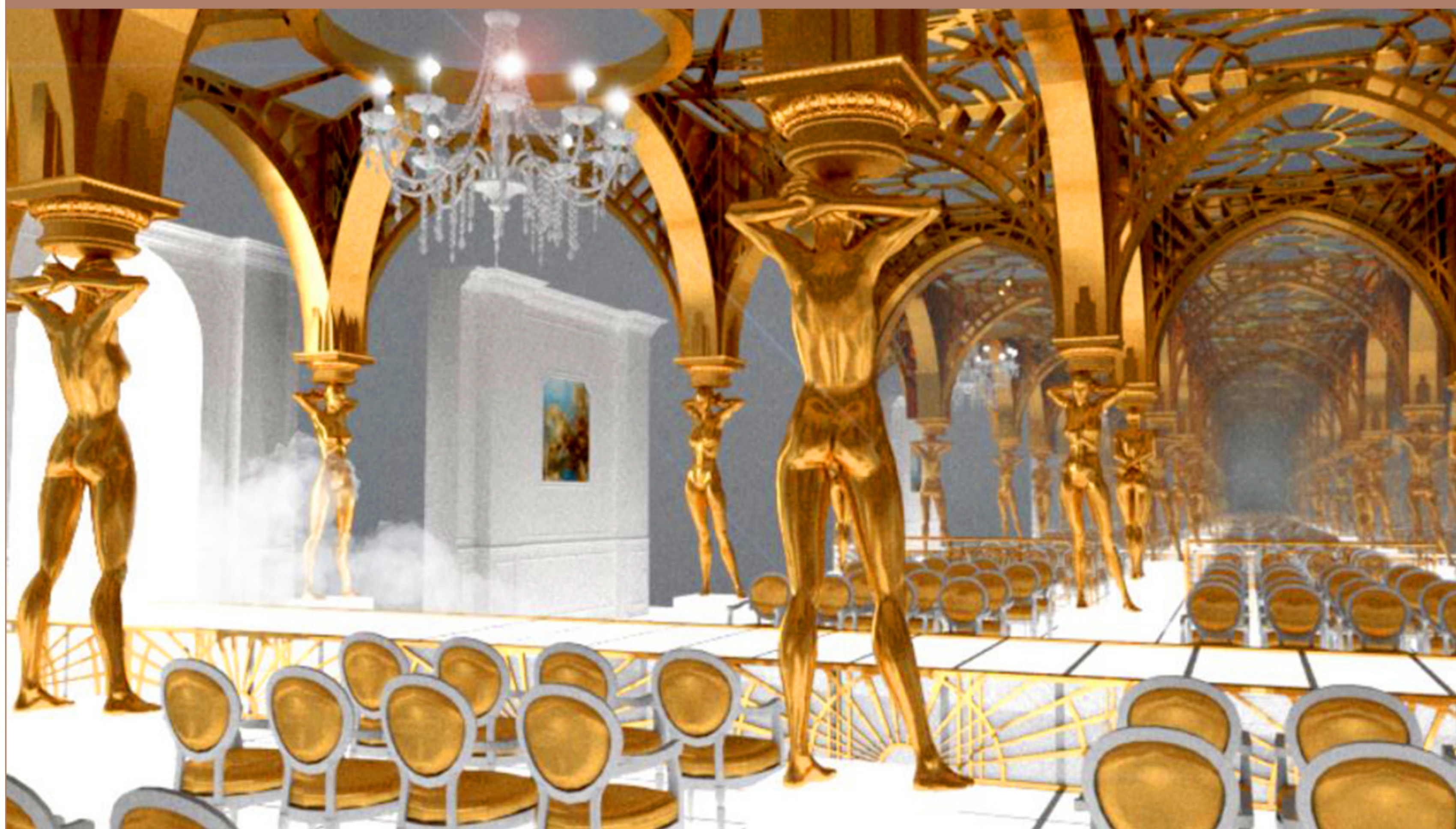
Black screen. End of the Short Animation, (with some Credit Titles).

Lorenzo Butturini

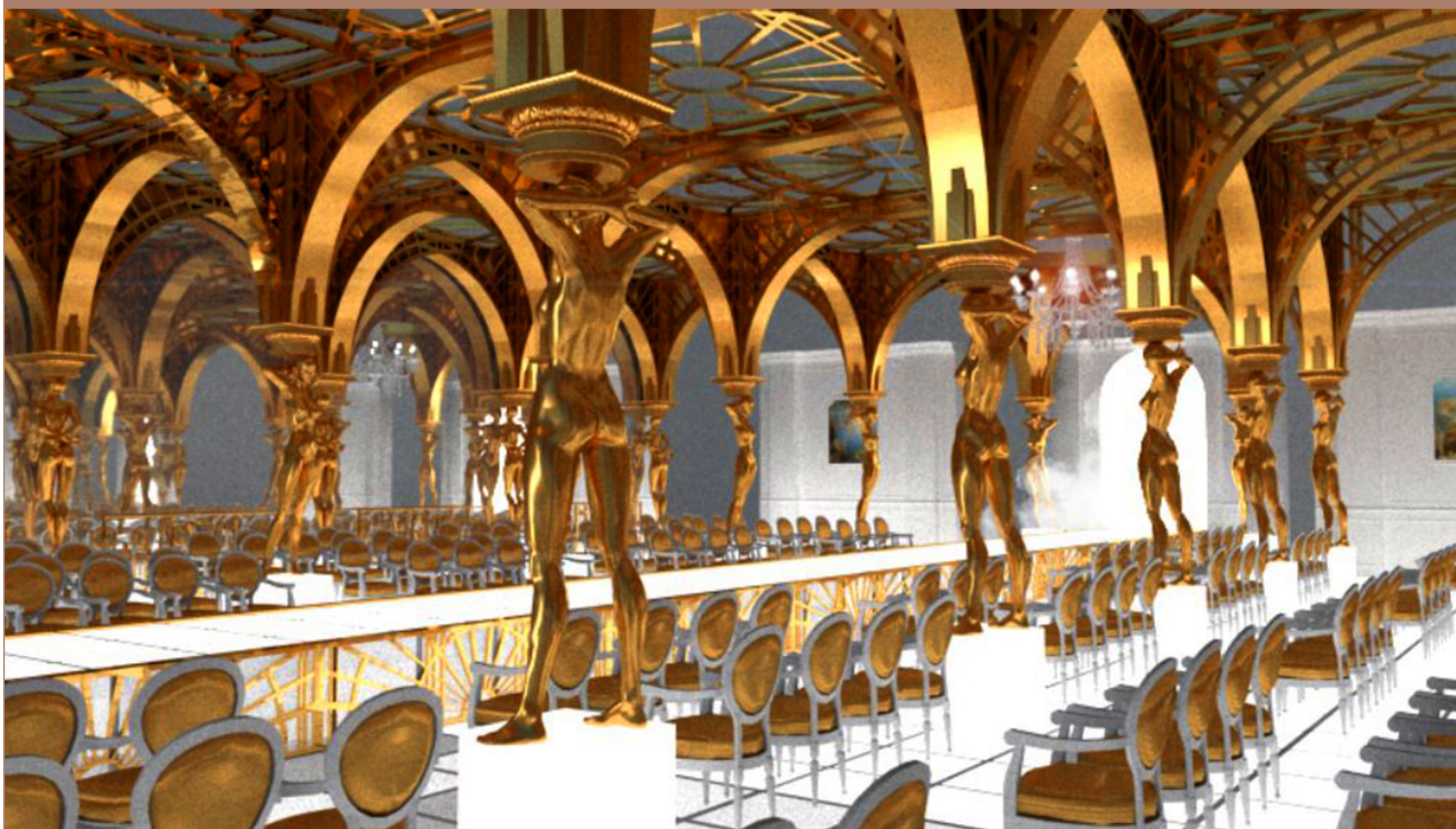
Golden Muses, Fashion show

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The theme of this Fashion Show I designed is **Heaven**. Some key inspirations for the design are: gold, elegance, Hedonism, Versace, Art Deco. I intended to create a visually spectacular environment that reminded of a golden bird cage.







Cooking Show

My aim for this project was to come up with rendered visuals of a **Kitchen area** and a **Sitting area** for guests on a **Cooking Show**. The whole project was a collaboration with a third year student at Salford University. My aim was to create a warm and cozy environment entirely made out of wood.







Shell House

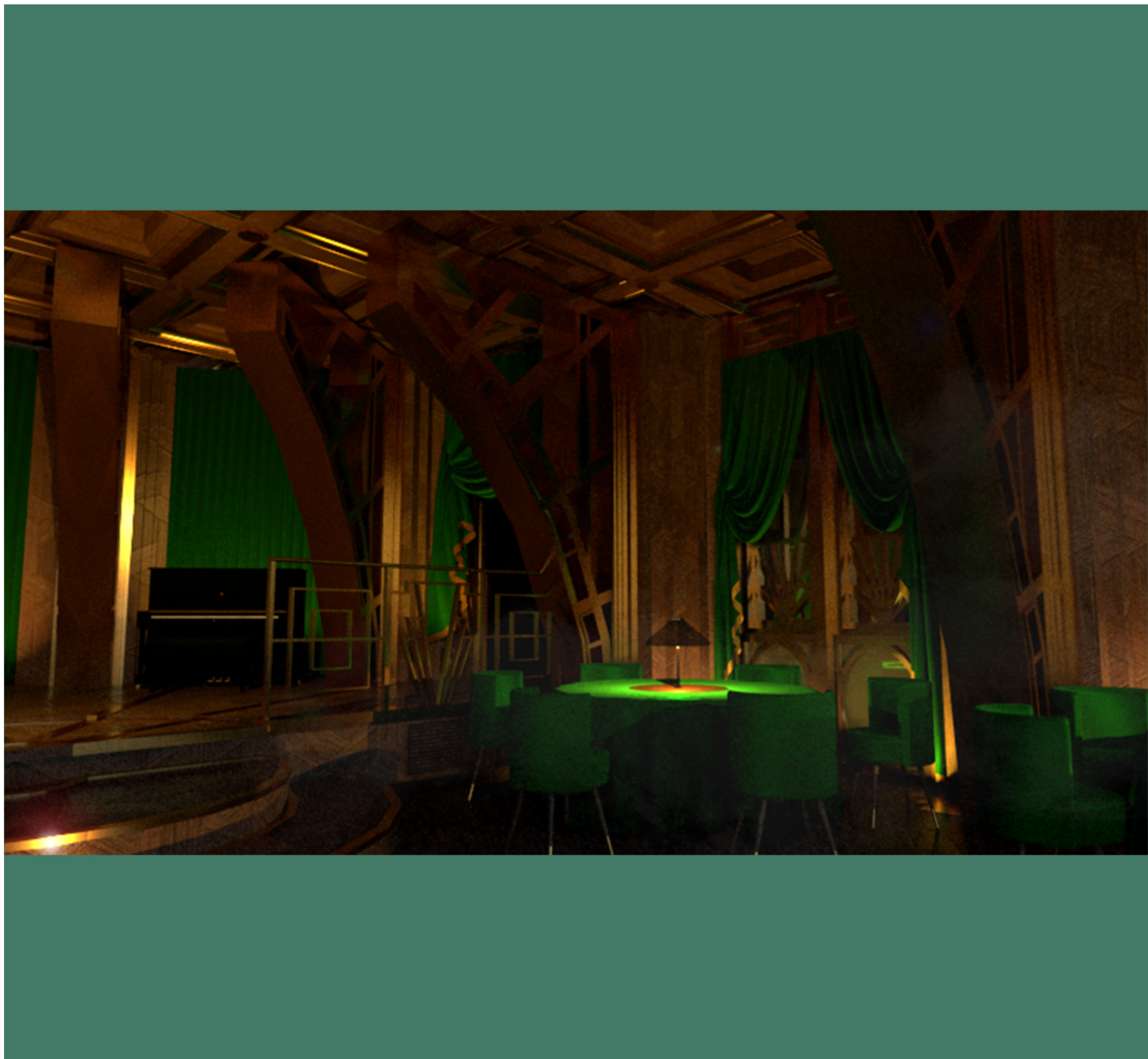
Similar to the **Cottage on a Beach** model I previously designed, I wanted to create a different but similar version of it on SketchUp. Doing so allowed me to come up with more realistic visuals, which I then edited on Photoshop.



LOUNGE BAR

In my vision this location would be used as a set for a period drama during the Roaring Twenties. The whole place (heavily **Art Deco** inspired) would be surrounded by a veil of smoke. I managed to achieve this effect combining my SketchUp skills with my Photoshop knowledge.







Modular Studio Set

For this project I designed some elements for a Studio Set. The main inspiration came from Architect **Zaha Hadid** and her futuristic vision. All the elements I designed have common features: they are all made of metal and neon lights. Some of the elements, such as the desk and the pillars are modular so that they can be arranged differently depending on the nature of the show.



