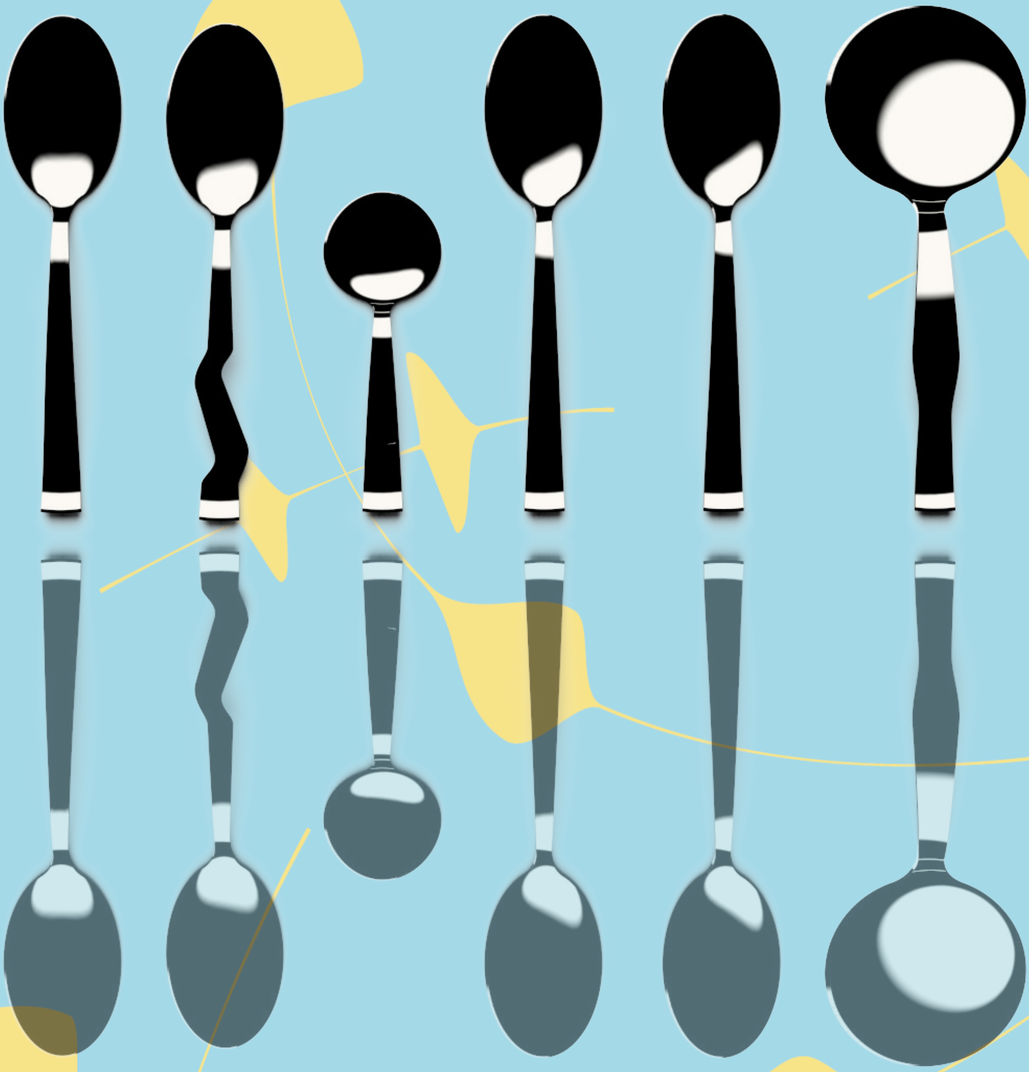
09. Spoons



In this exercise, I focused on the advertisement of a spoon that has a different shape not for functionality, but for beauty. I worked not only on the rendering of the spoon, but also on its packaging.

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07. Spoons



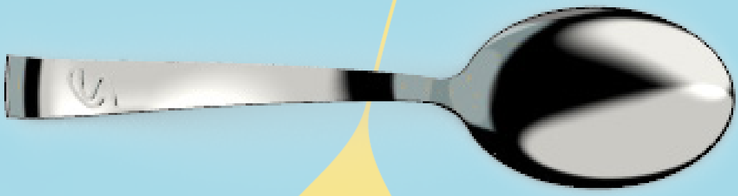
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07. Spoons

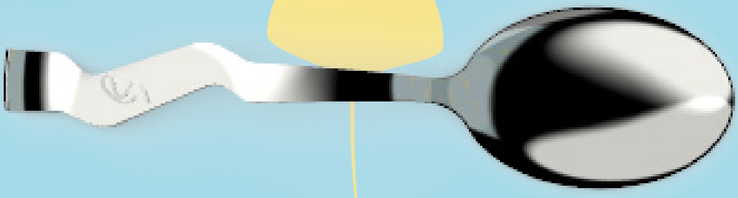


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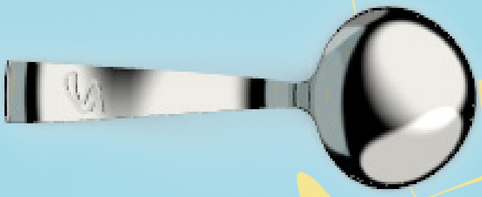
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07. Spoons



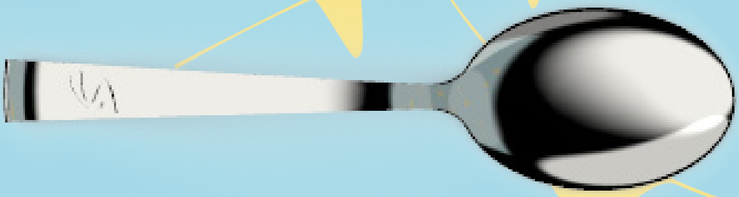
NORMAL



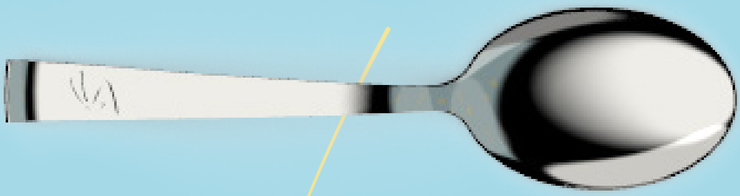
MAELSTROM



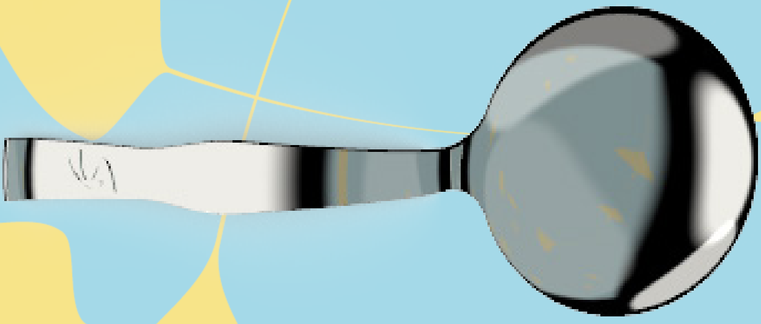
STRETCH



BEND



TWIST

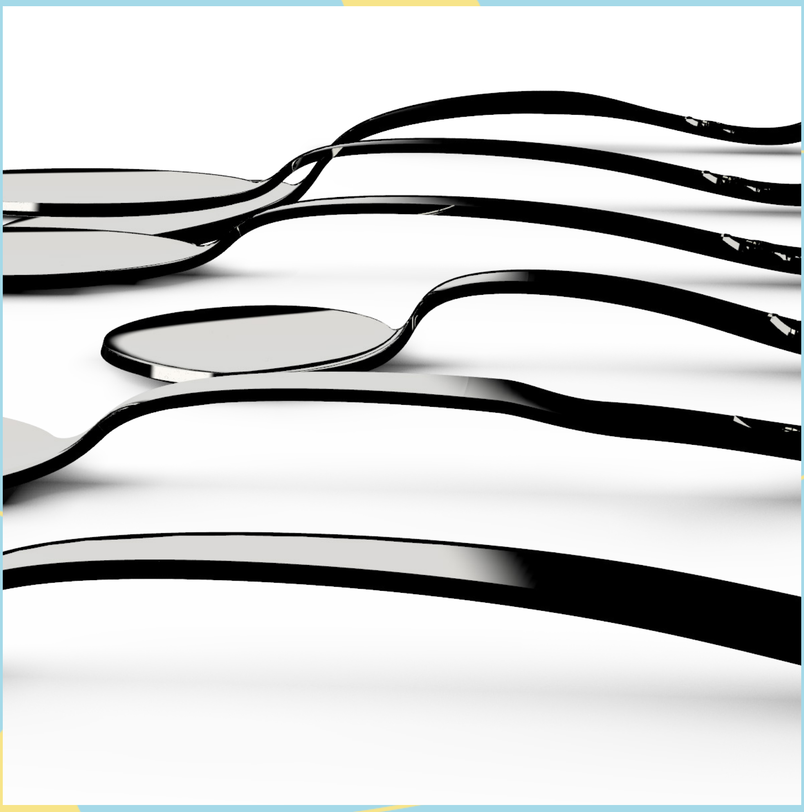


TAPER

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07. Spoons





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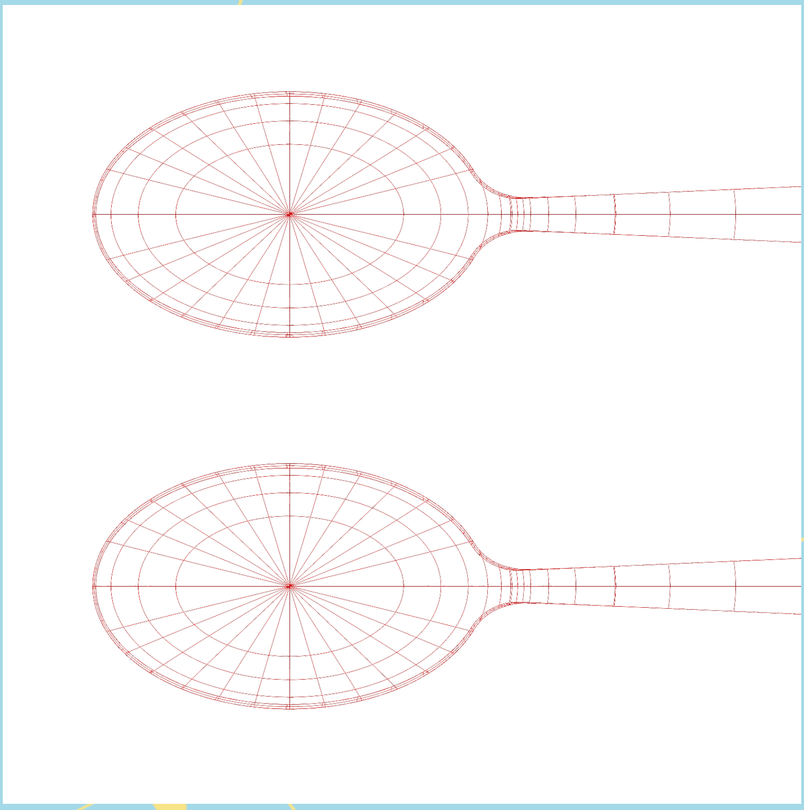


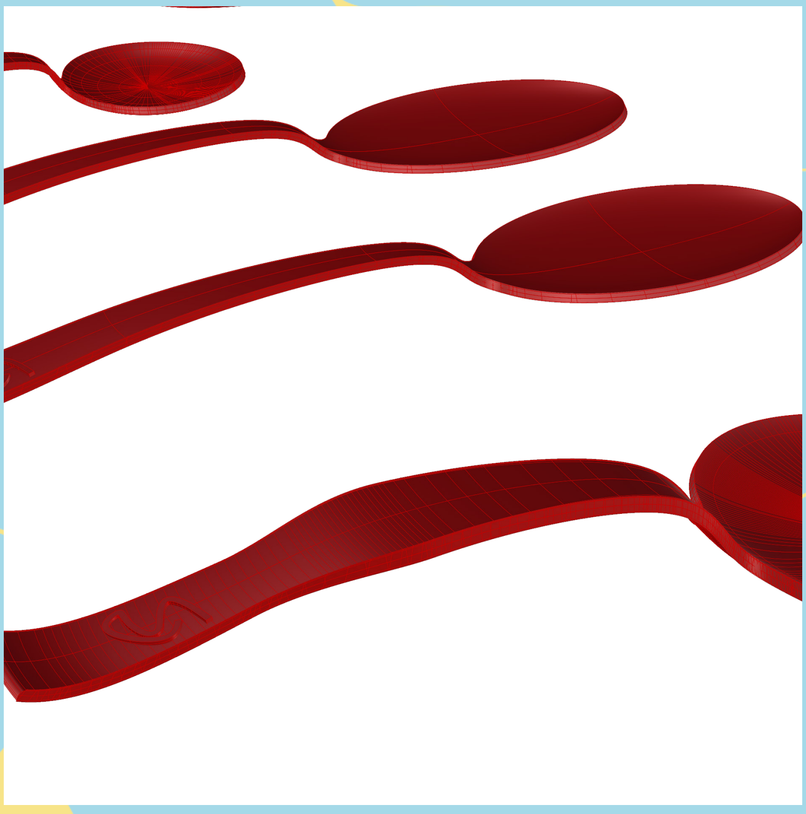


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07. Spoons





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08. SURREALISTIC SENT

Design a fragrance: my objective was to shape an impactful bottle, tailored for a female audience that wants to feel influential and confident. Emphasize the commercial campaign.

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08. Surrealistic Sent



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08. Surrealistic Sent



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08. Surrealistic Sent



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08. Surrealistic Sent



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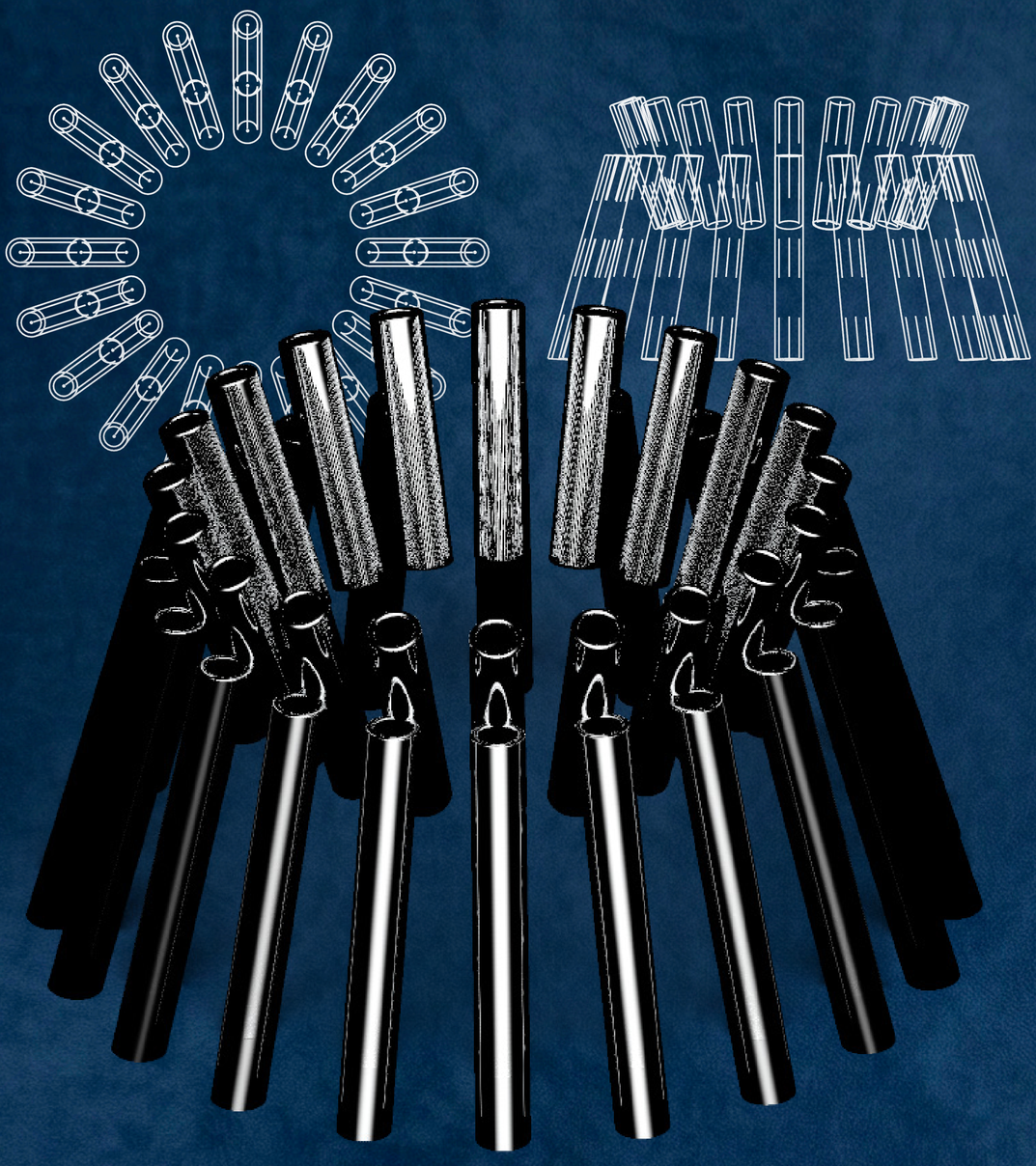
WUP 2025 / 26 Drawing 3D CAD
08. Surrealistic Sent

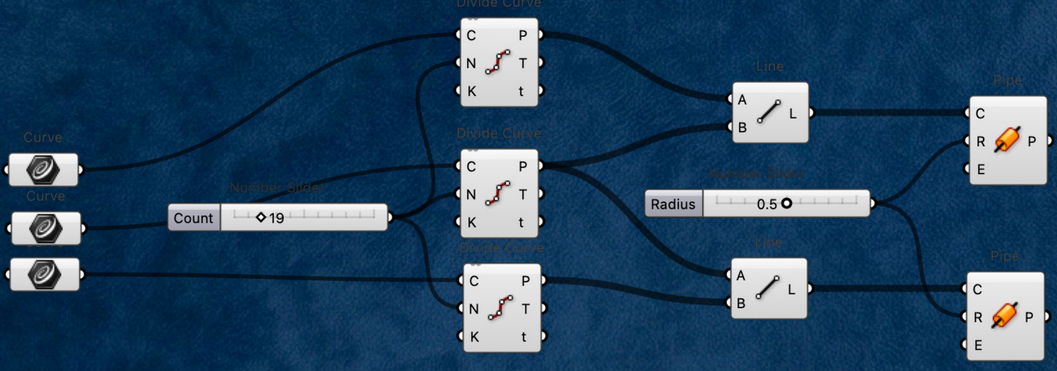


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08. Surrealistic Sent





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09. 2 LAMPS

Regarding lighting, the goal was a light Grasshopper algorithm to generate various shapes for darkroom lamps. I wanted an engaging atmosphere for cinema darkrooms without compromising film safety. This creates geometry on the ceiling while providing useful light below.

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09. Lamp nr. 1



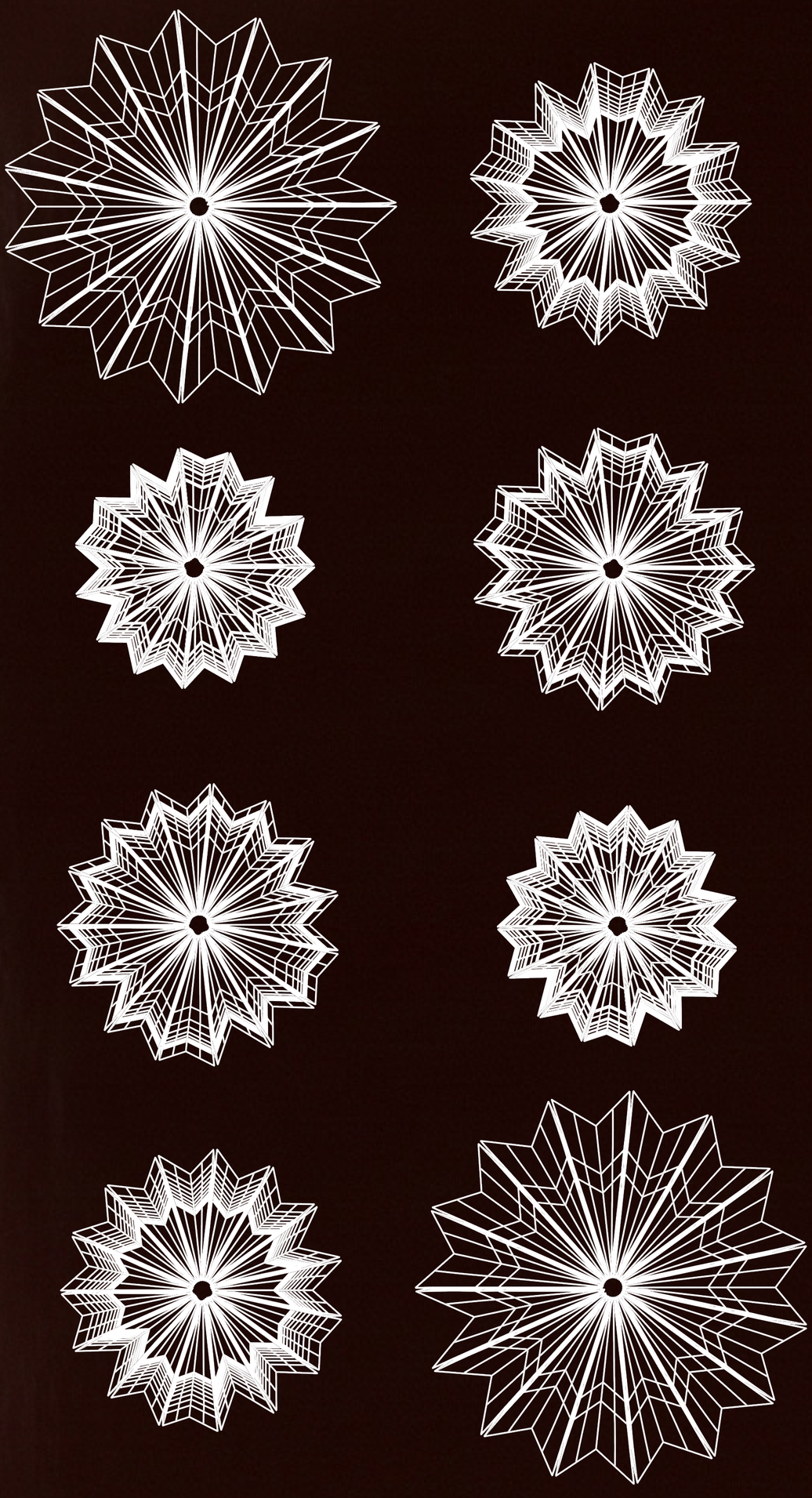
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09. Lamp nr. 2



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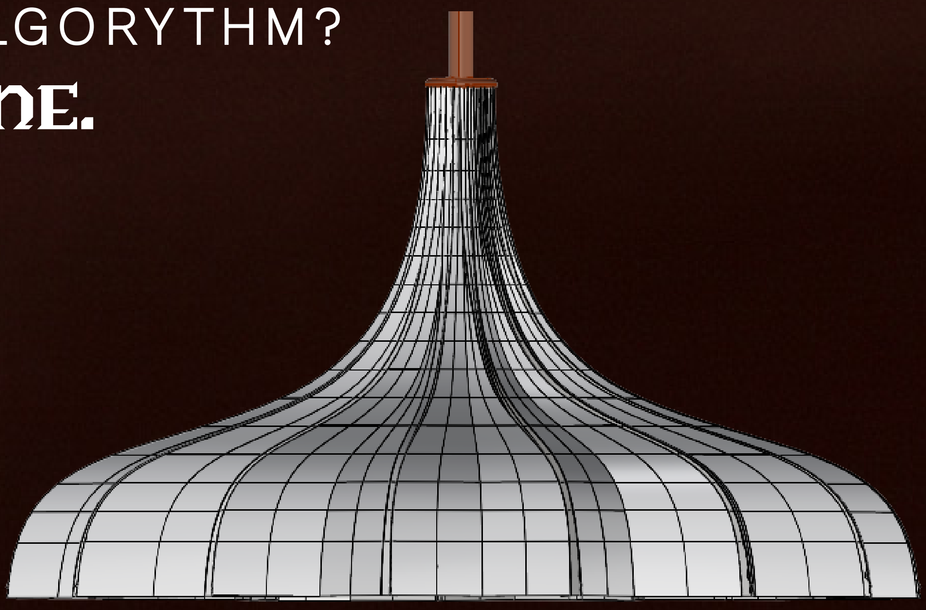
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09. Lamps



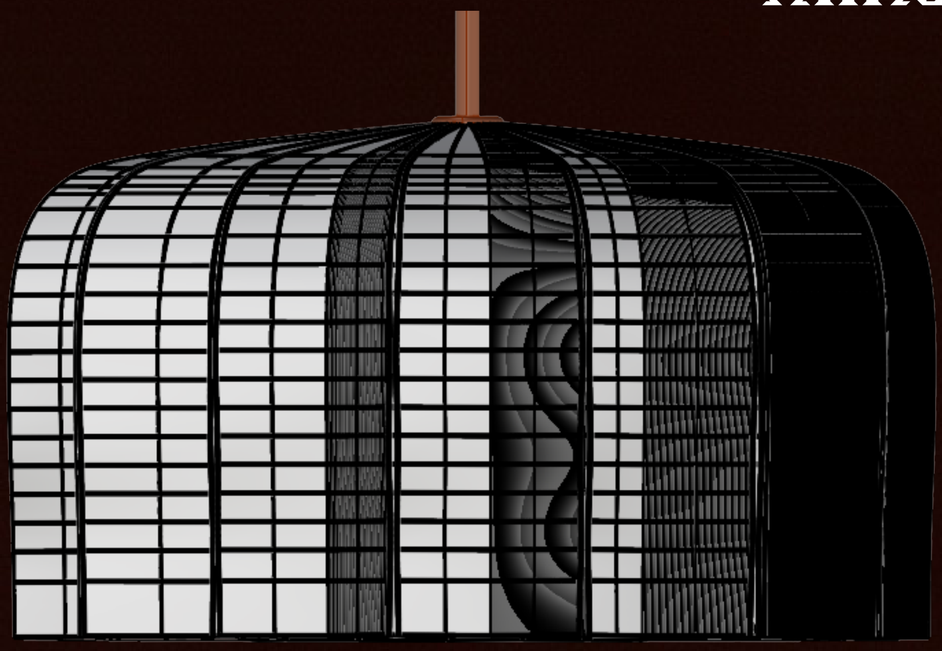
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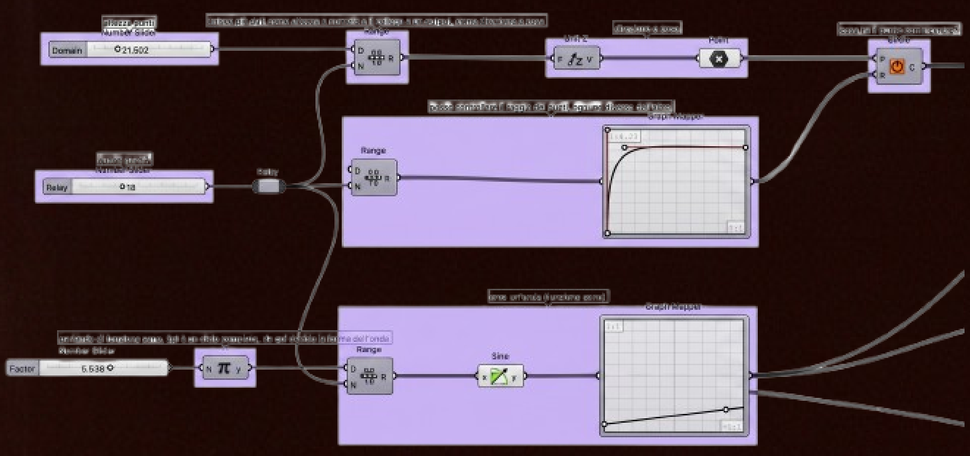
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09. Lamps

ALGORYTHM?
ONE.



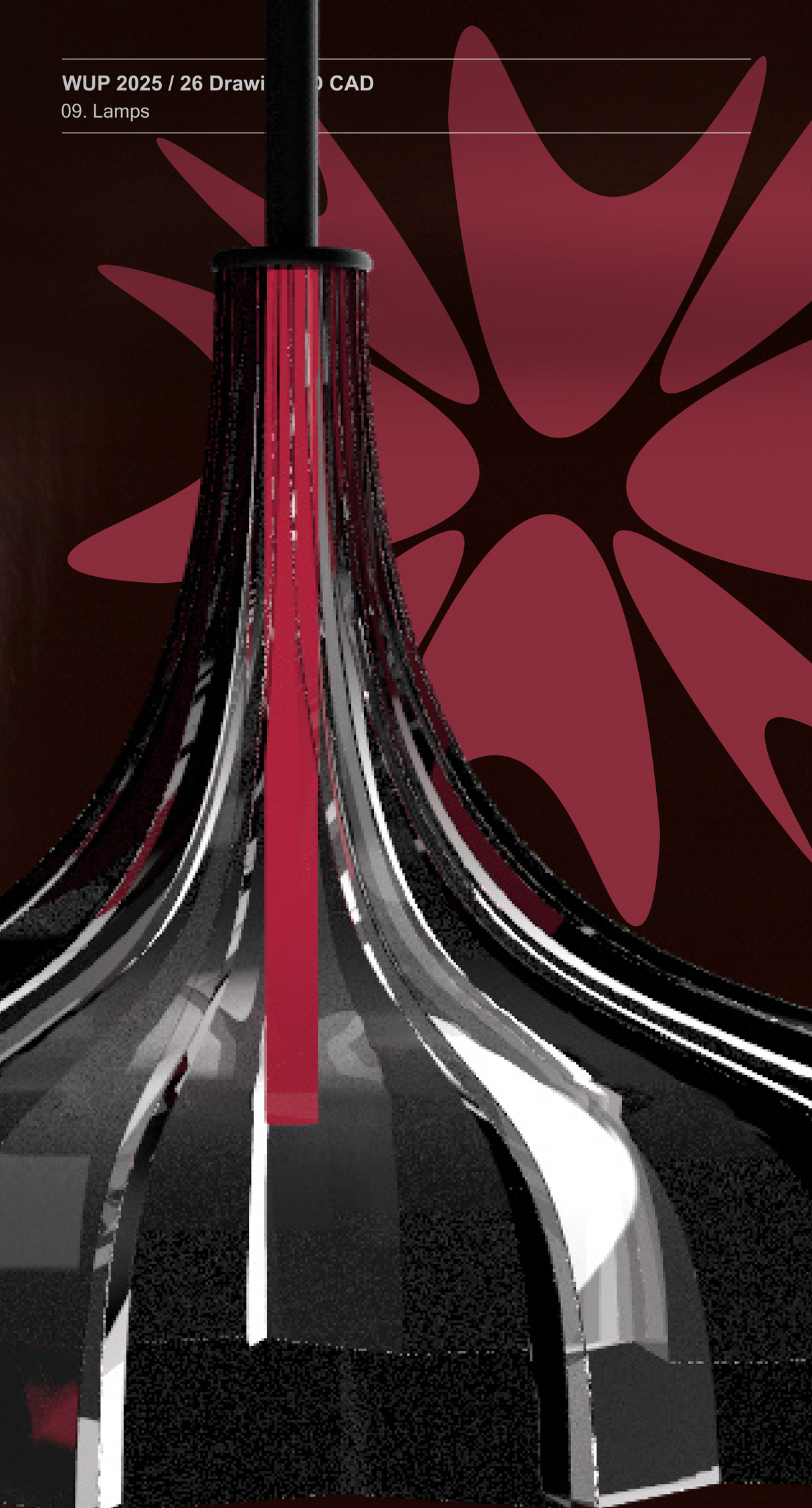
SOLUTIONS?
MANY!





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09. Lamps



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09. Lamps



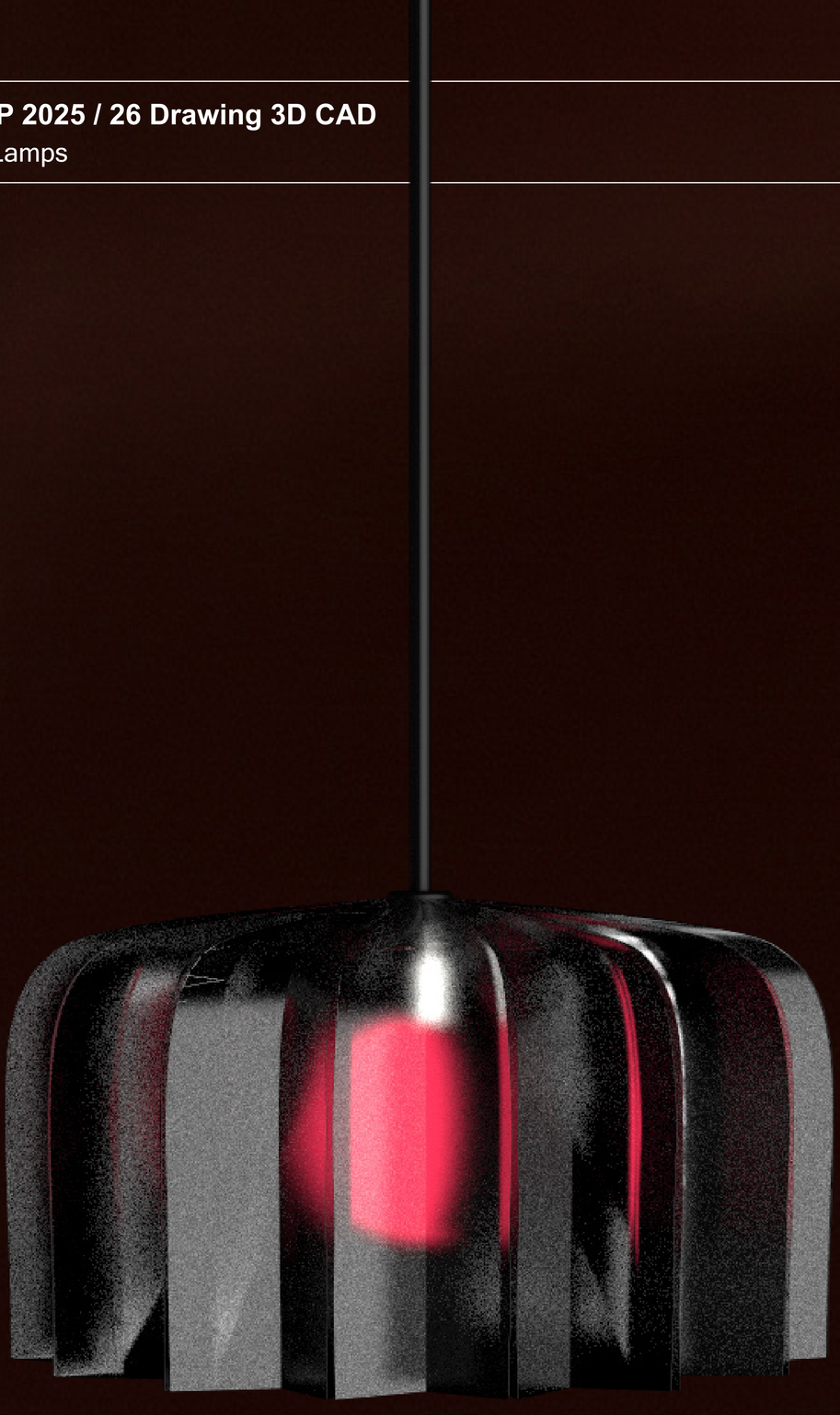
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09. Lamps



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09. Lamps



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10. CEILING

I developed a custom Grasshopper algorithm for this ceiling installation to test and identify the ideal lighting pattern for automotive photography. ‘Ceiling’ is the result of combining Rhino, Grasshopper, KeyShot, and Generative AI: a lamp explicitly engineered to accentuate the curves and contours of any object.

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10. Ceiling



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10. Ceiling



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10. Ceiling





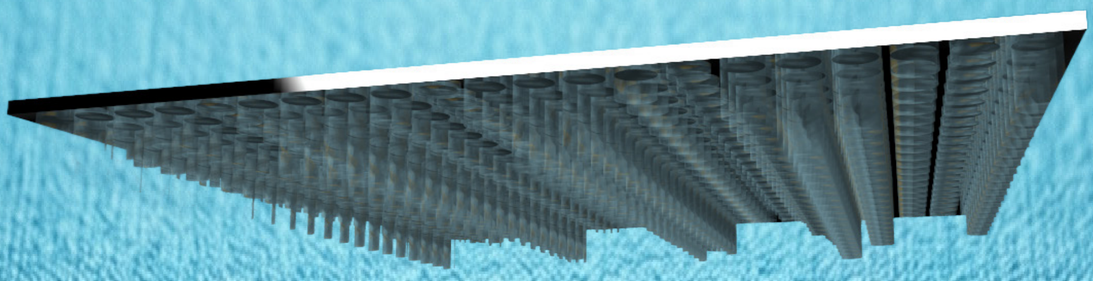


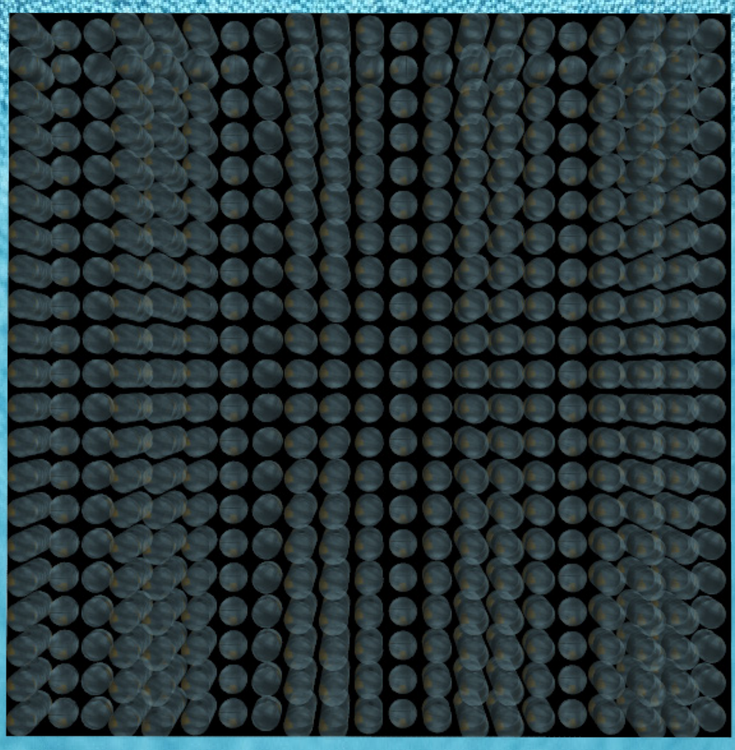
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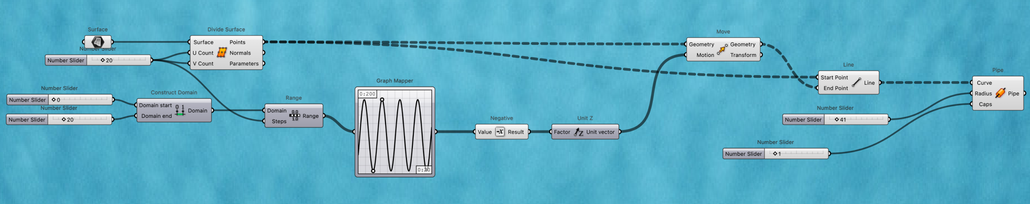
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10. Ceiling









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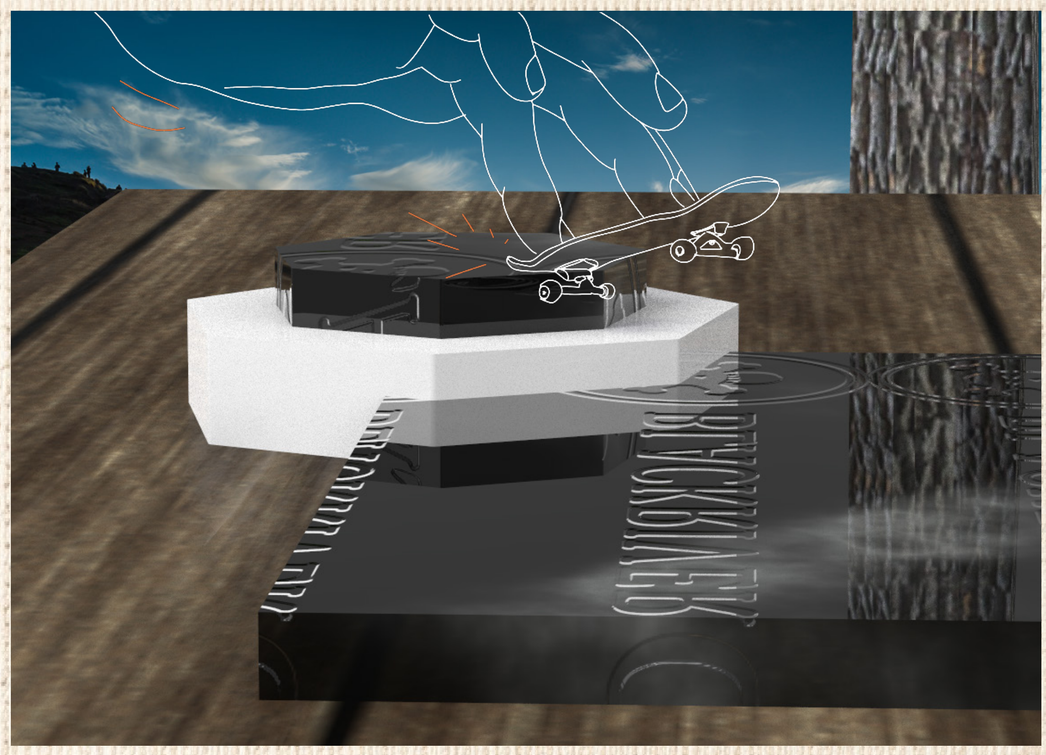


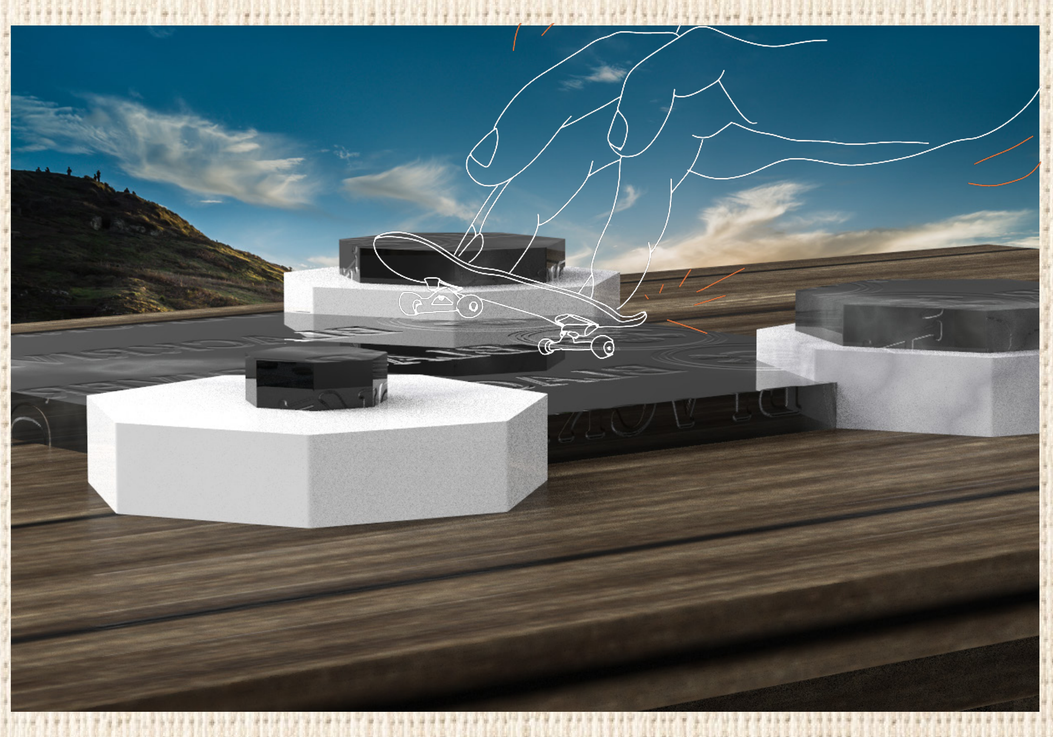
11. ATTRACTORS

Using attractors' method has been one interesting way to make up a new "ledge park" to play with my fingerboard! Rhino and Grasshopper for the 3D-modeling. Keyshot and Procreate for the visualization.

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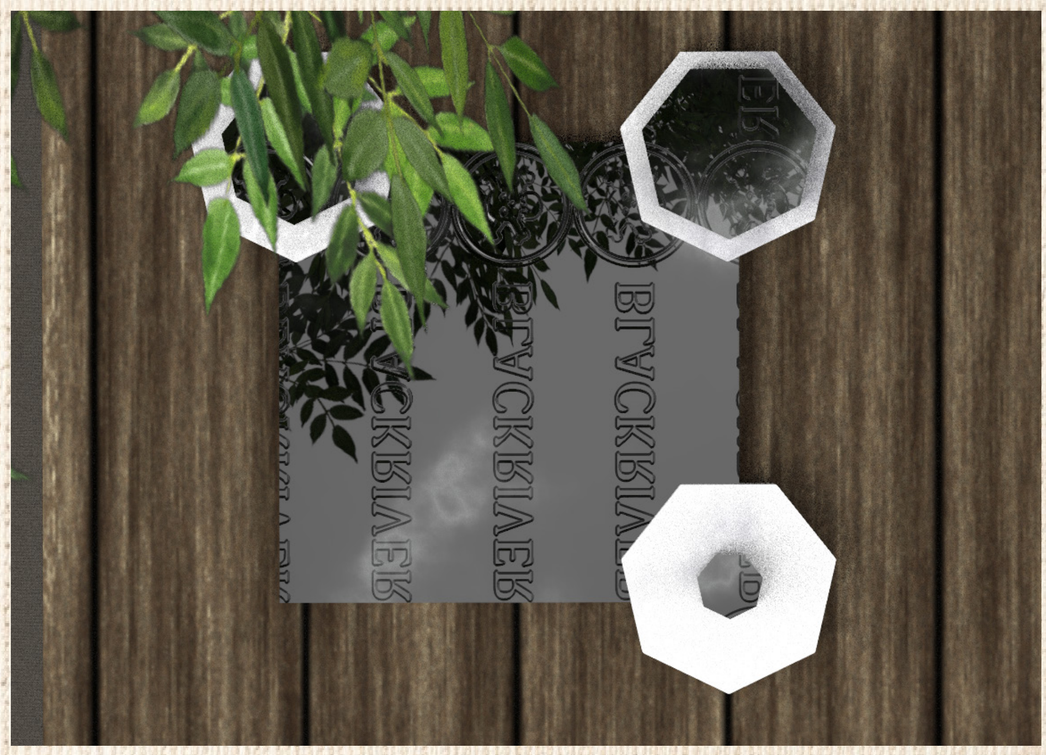
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11. Attractors

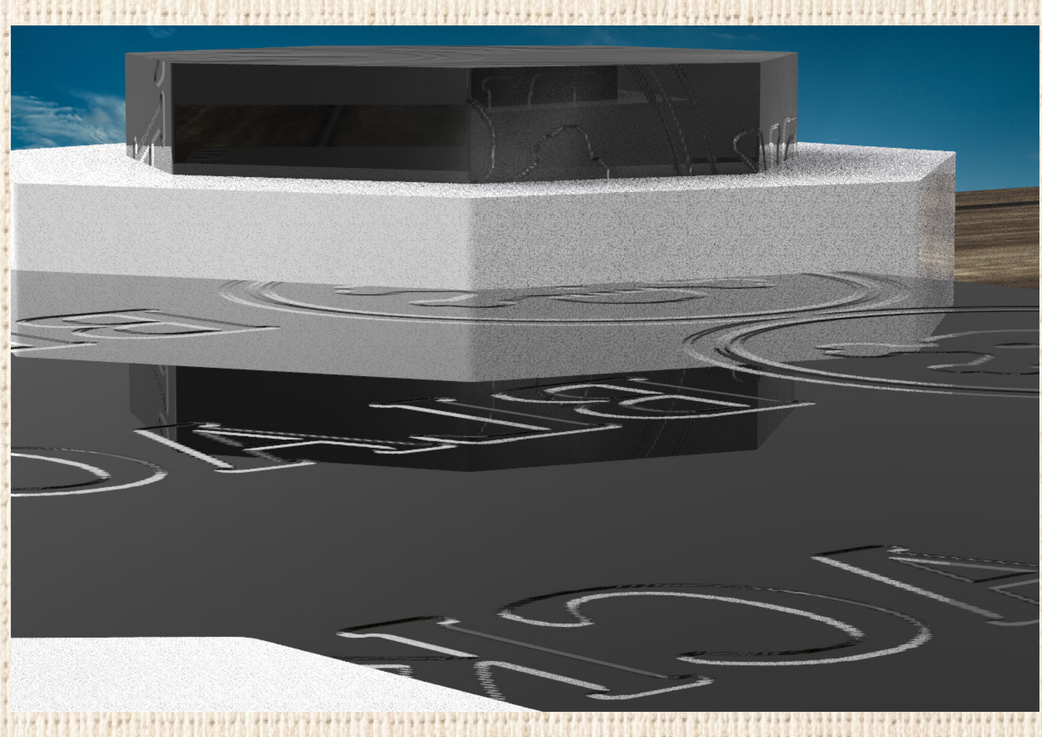




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11. Attractors

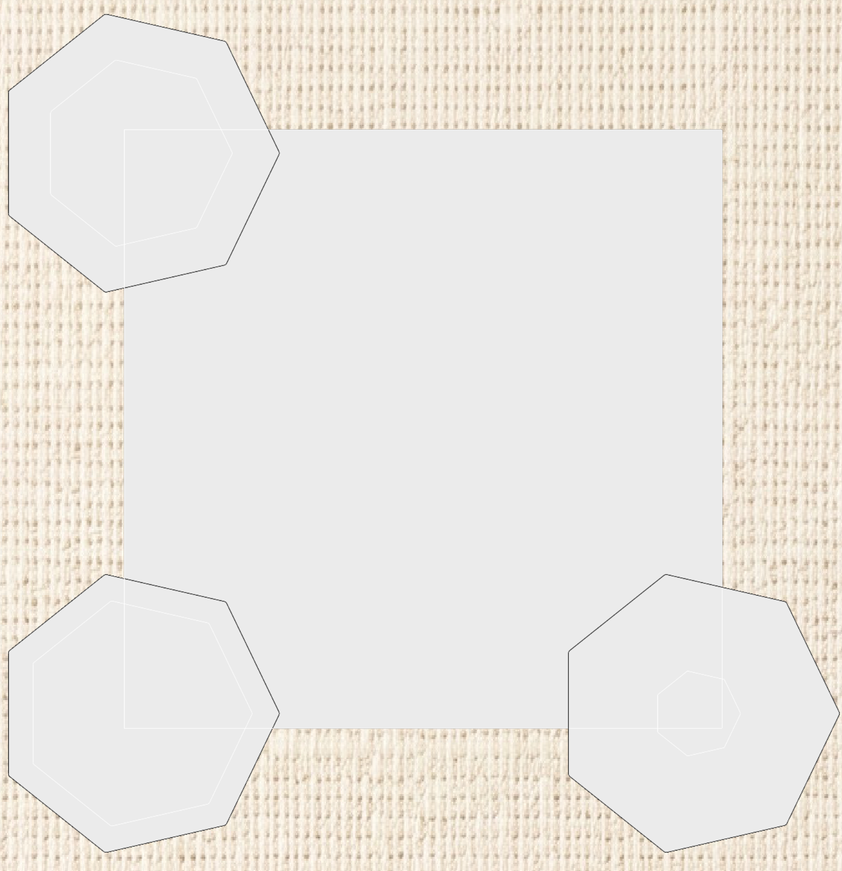


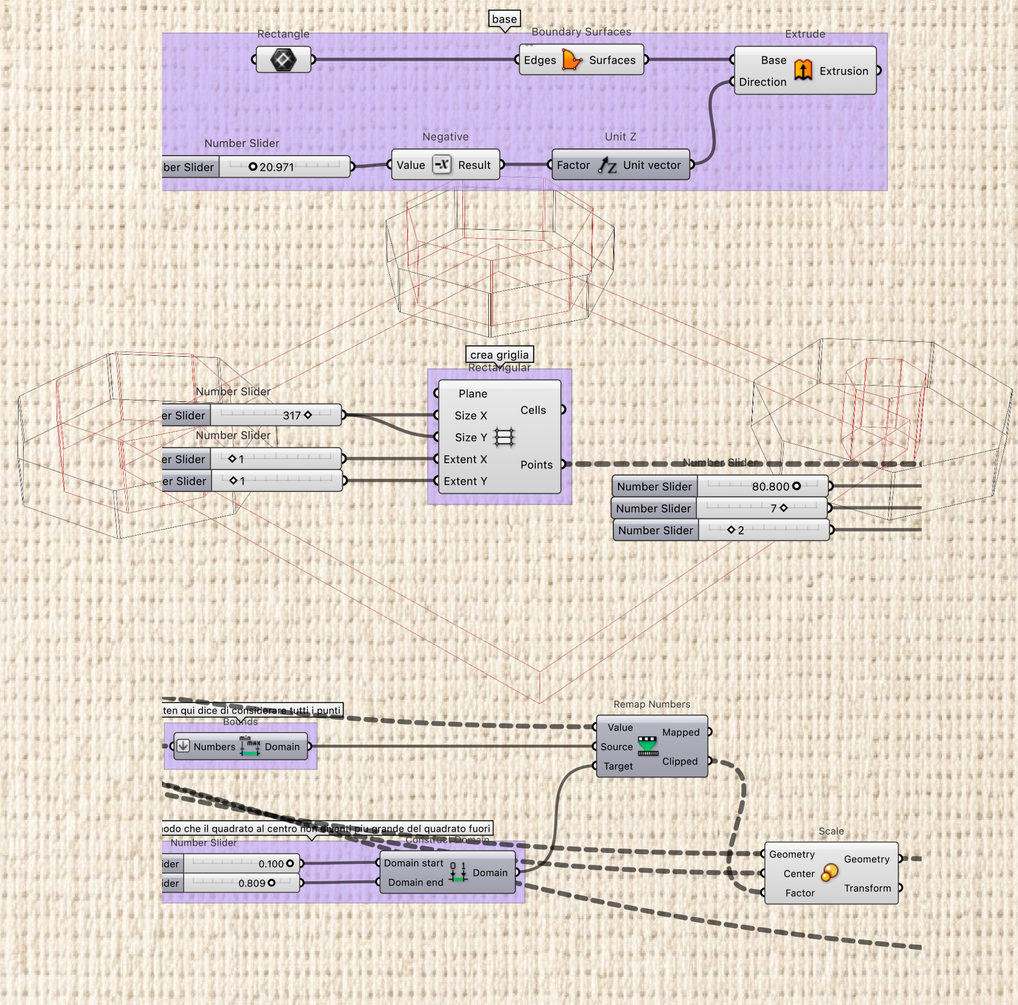


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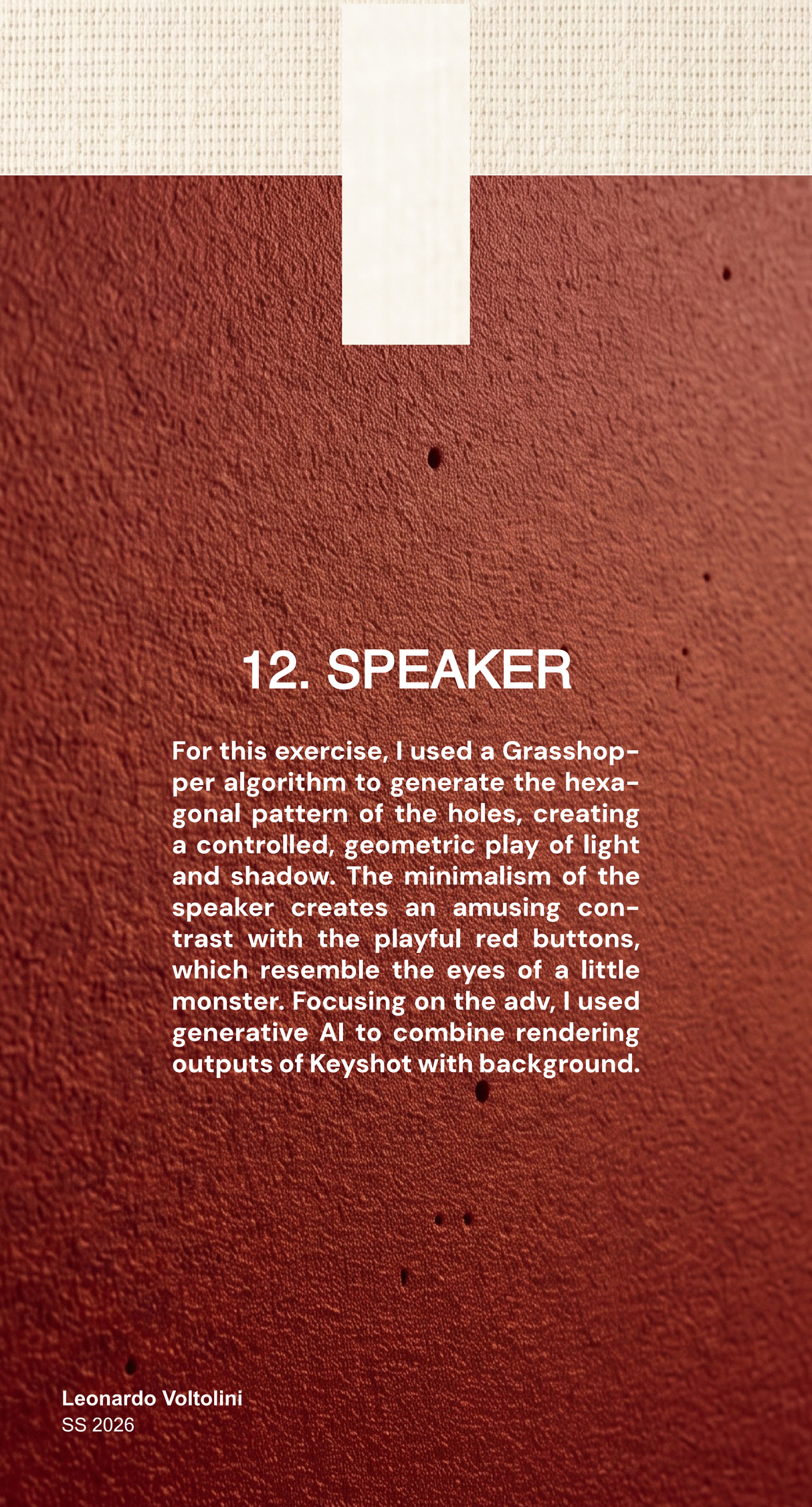
11. Attractors





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12. SPEAKER

For this exercise, I used a Grasshopper algorithm to generate the hexagonal pattern of the holes, creating a controlled, geometric play of light and shadow. The minimalism of the speaker creates an amusing contrast with the playful red buttons, which resemble the eyes of a little monster. Focusing on the adv, I used generative AI to combine rendering outputs of Keyshot with background.

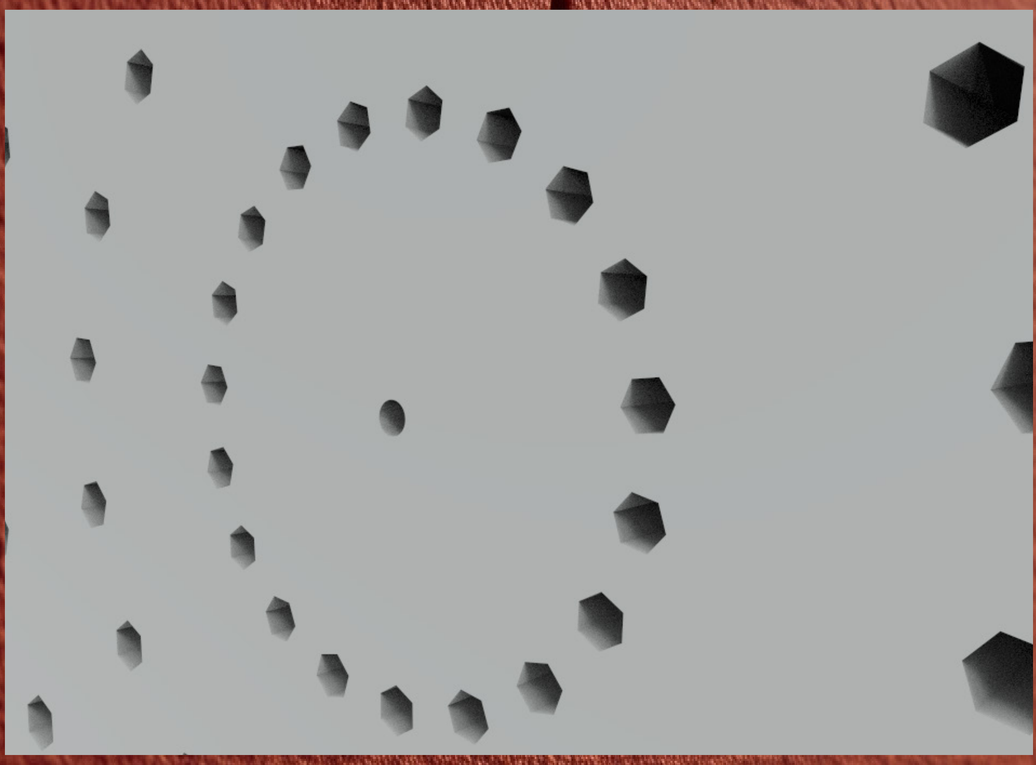
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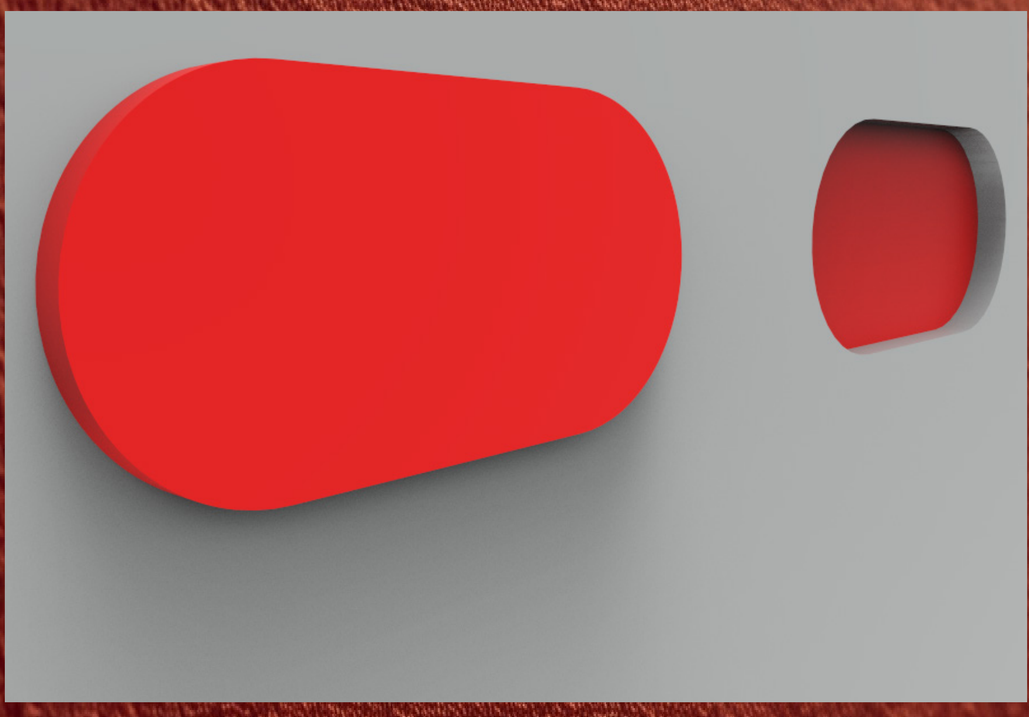
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12. Speaker



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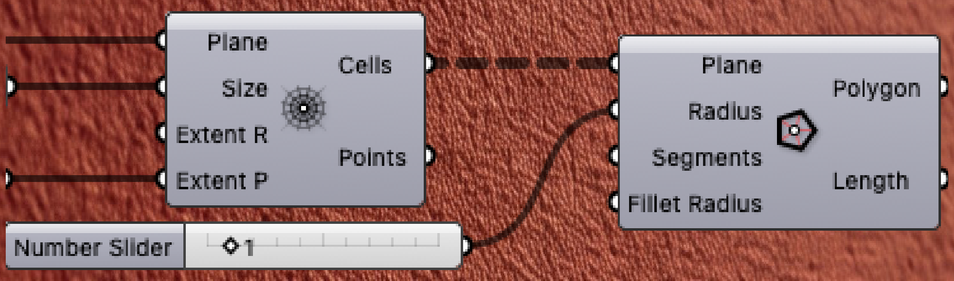
WUP 2025 / 26 Drawing 3D CAD
12. Speaker

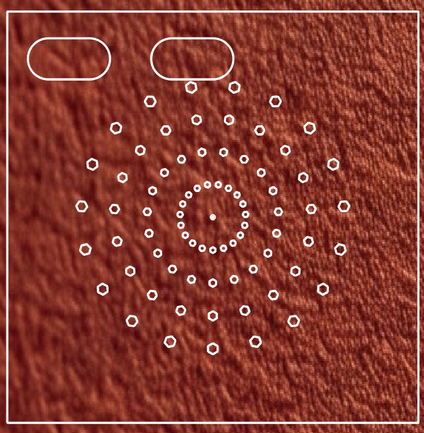


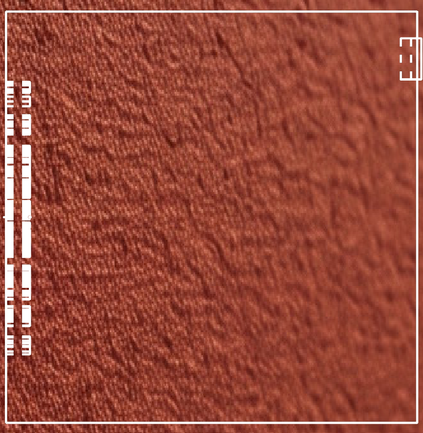


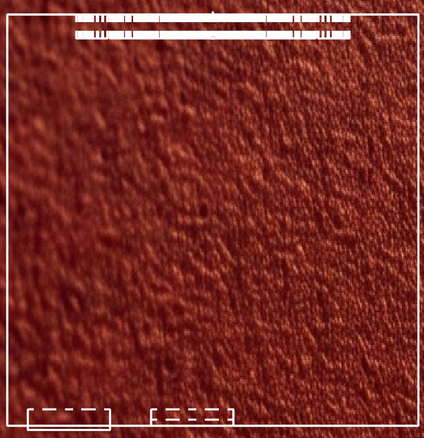
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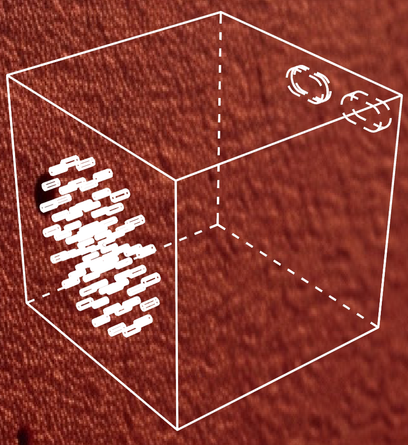
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12. Speaker



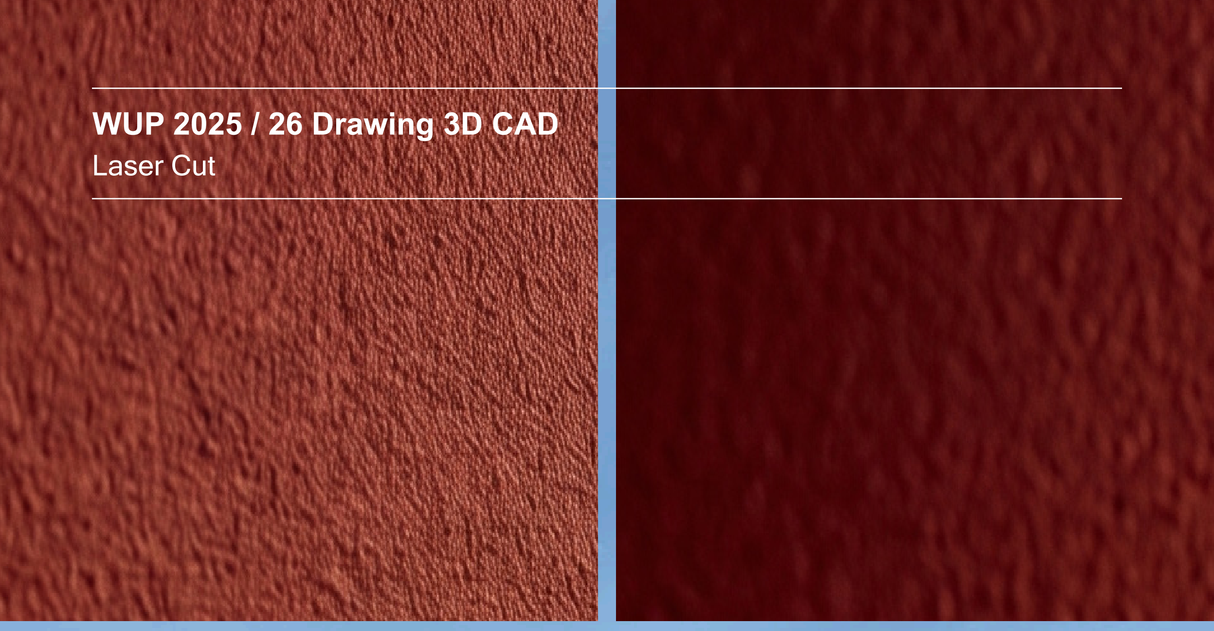








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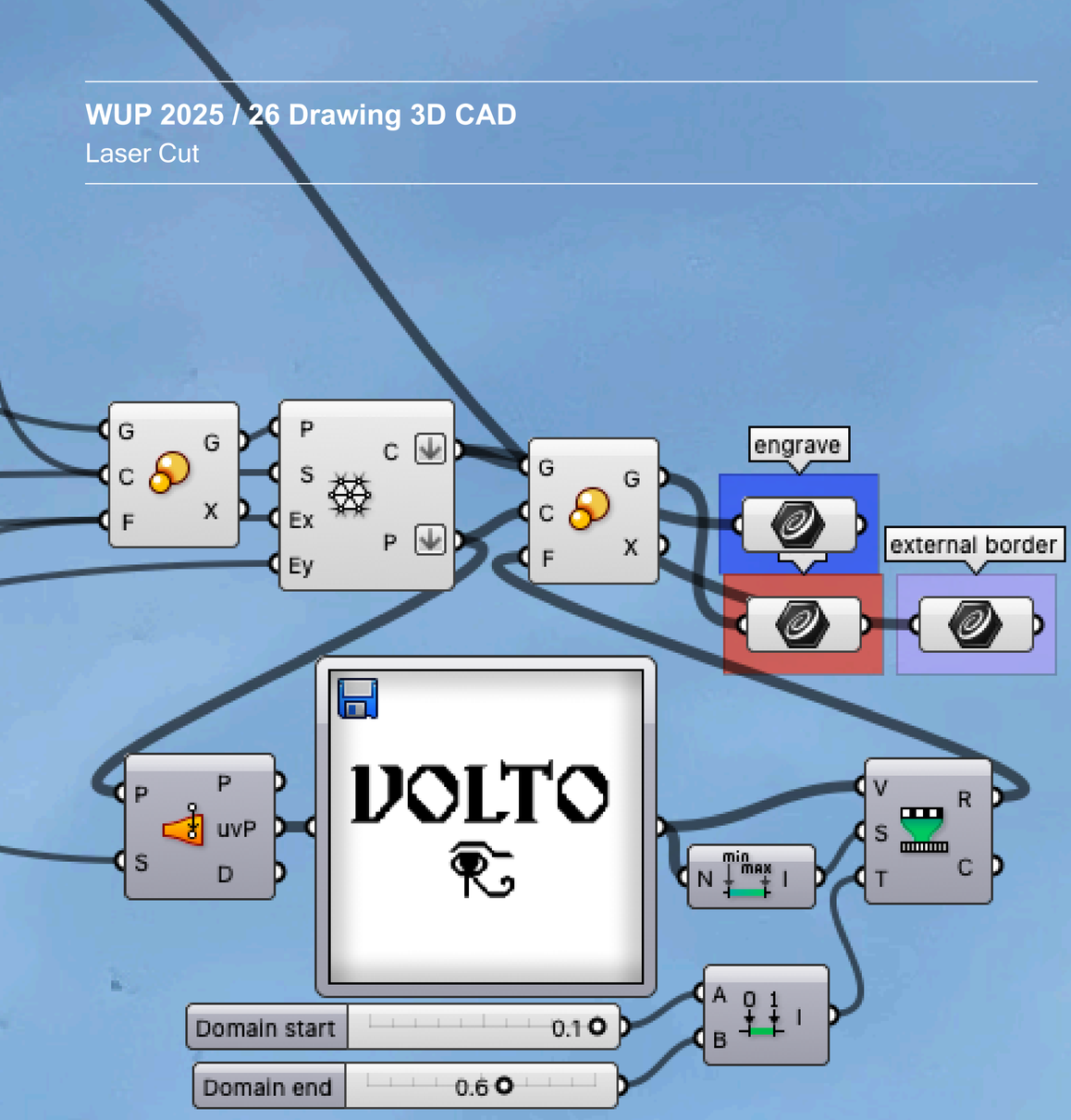


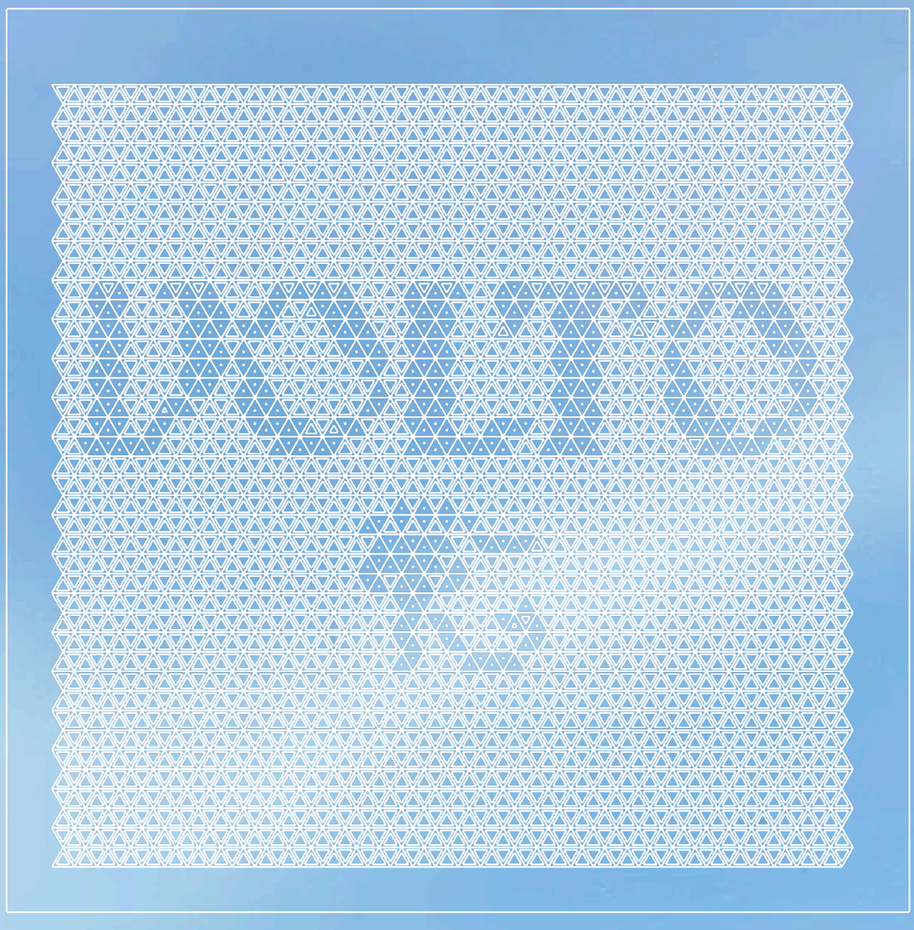
LASER CUT

Driven by an Image Sampler logic, this Grasshopper algorithm transforms any 2D image into an adaptive parametric pattern.

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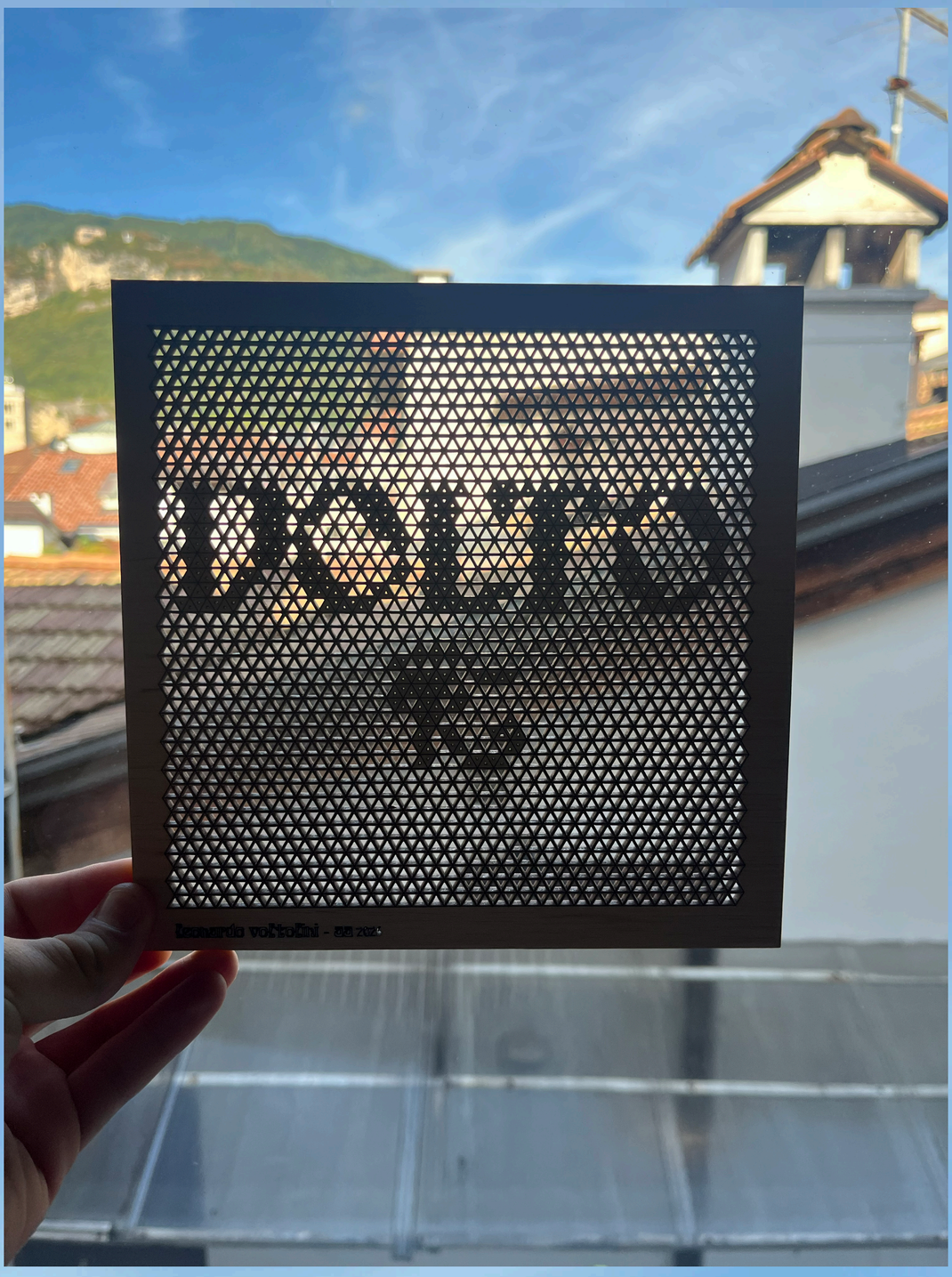
WUP 2025 / 26 Drawing 3D CAD
Laser Cut





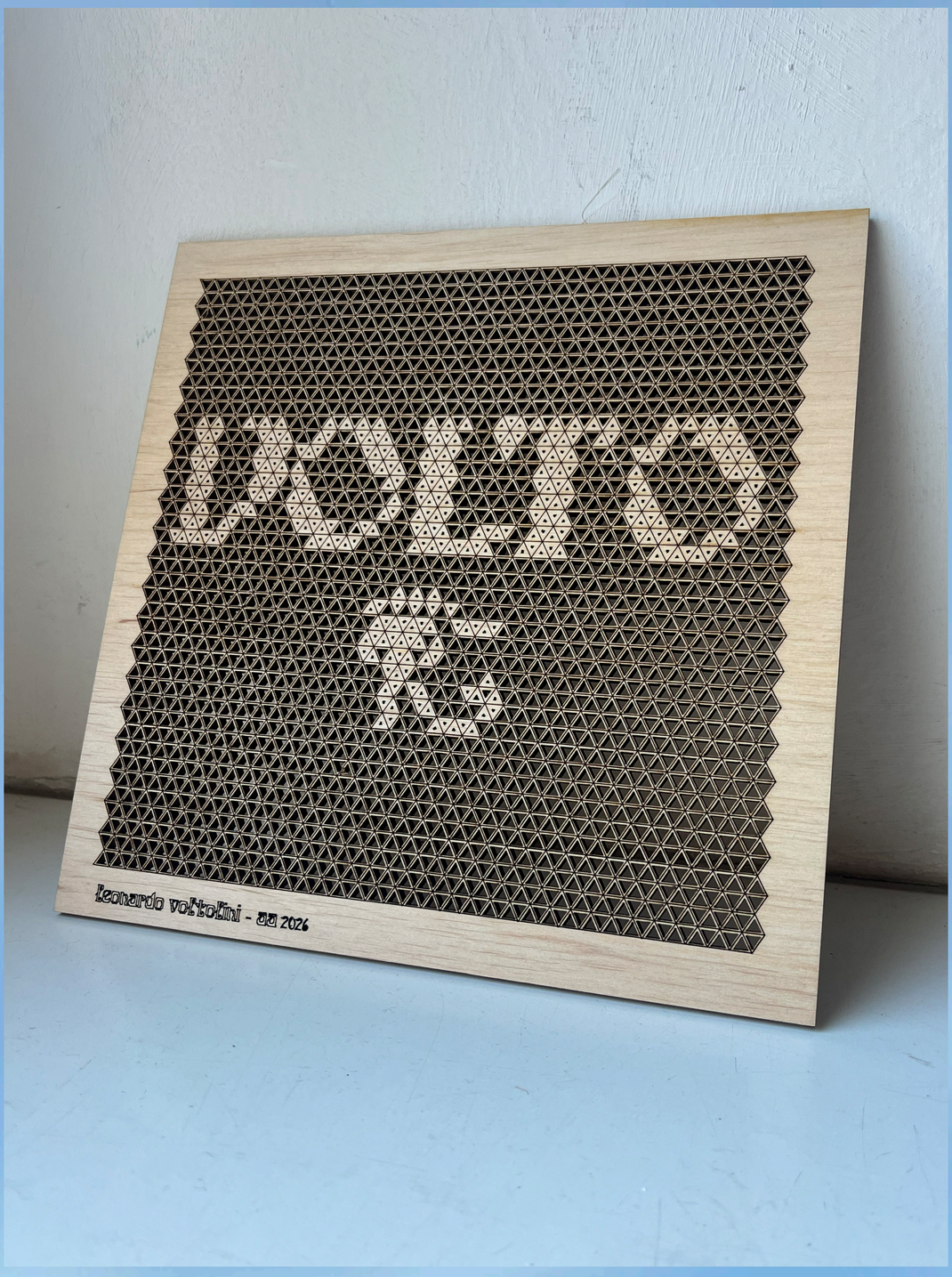
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Laser Cut



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Laser Cut



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