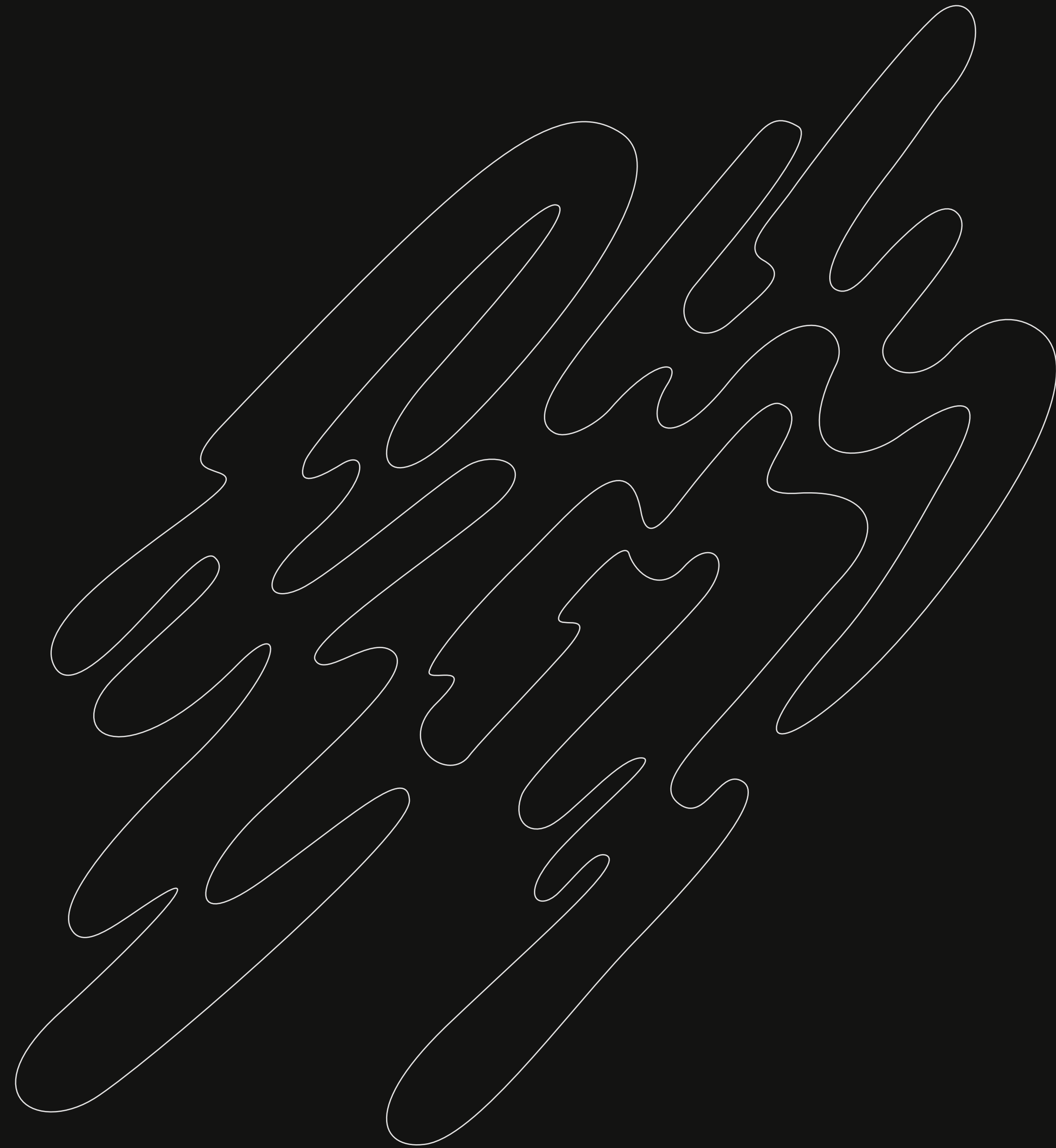




FRANCESCO G. GAGLIARDI

PORTFOLIO 2022



**REALISTIC
RENDERINGS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

1.



_NIKE SNEAKERS

2021

Use Case - 3D Photogrammetry of Nike React and Nike Jordan Delta 2.
Rendering and PBR Materials in Blender.



**REALISTIC
RENDERINGS**

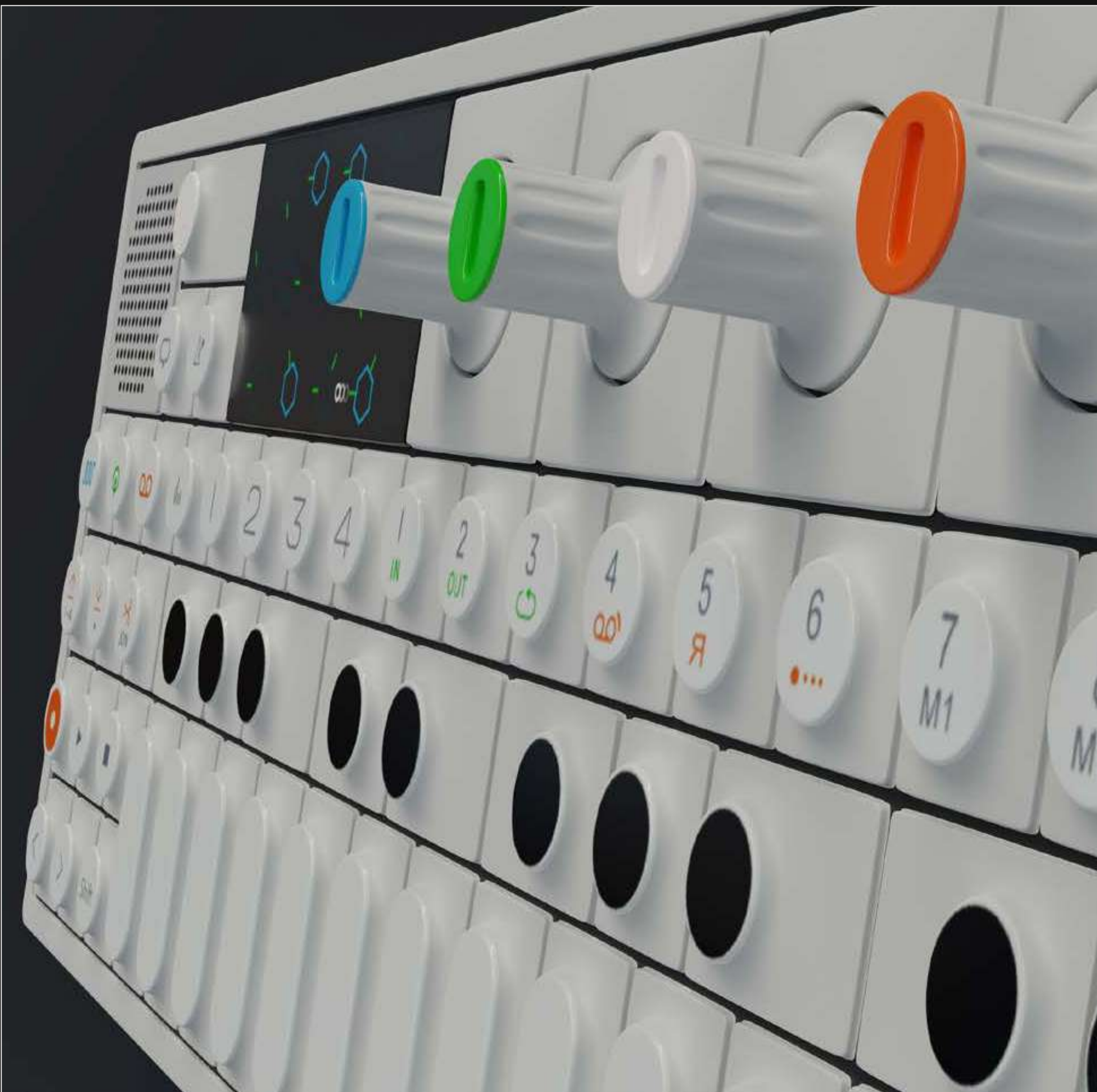
FRANCESCO G. GAGLIARDI - PORTFOLIO

2.

_TESLA MODEL S

2022

Use Case - 3D Modelling and Rendering in Blender for Tesla Model S.



**REALISTIC
RENDERINGS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

3.

_OP-1

2022

Use Case - 3D Modelling and Rendering in Blender for Teenage Engineering OP-1 portable synthesizer.



**REALISTIC
RENDERINGS**

4.

FRANCESCO G. GAGLIARDI - PORTFOLIO

_INTERIORS

2020

Use Case - Interior 3D Modelling and Rendering in Blender.



REALISTIC RENDERINGS	5.	_CABIN	Realmore Srl - 3D Modelling and Rendering for ABB.
		2020	
FRANCESCO G. GAGLIARDI - PORTFOLIO			



**REALISTIC
RENDERINGS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

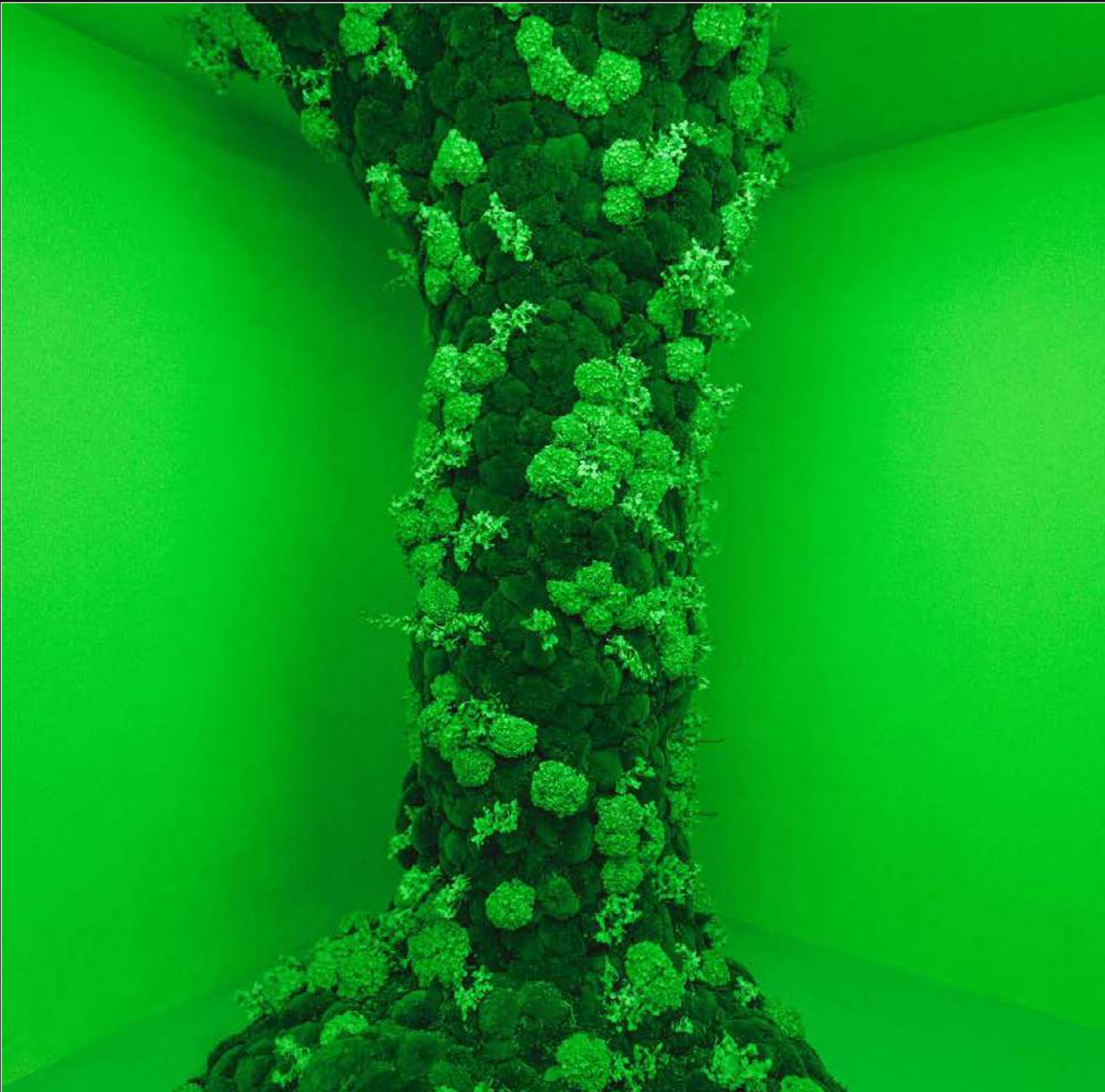
6.



_OREO

2022

Use Case - OREO 3D Modelling and Rendering in Blender.



INTERACTIVE INSTALLATIONS

FRANCESCO G. GAGLIARDI - PORTFOLIO

1.

_SONIC FLOWERS

2017

Phillip Lim - Sonic Flowers is an interactive sound installation for Phillip Lim showcase presented during Shanghai Fashion Week. By touching the flowers we produce sounds conducting small amount of electrical impulses to the main arduino board. Max/MSP does the rest converting those impulses into musical tones. The installation establishes a connection between human and nature in a dialogue that uses music, sound and touch as a language.



AI systems are not autonomous,



The production of AI depends on the twin moves of abstraction and extraction.

**INTERACTIVE
INSTALLATIONS**

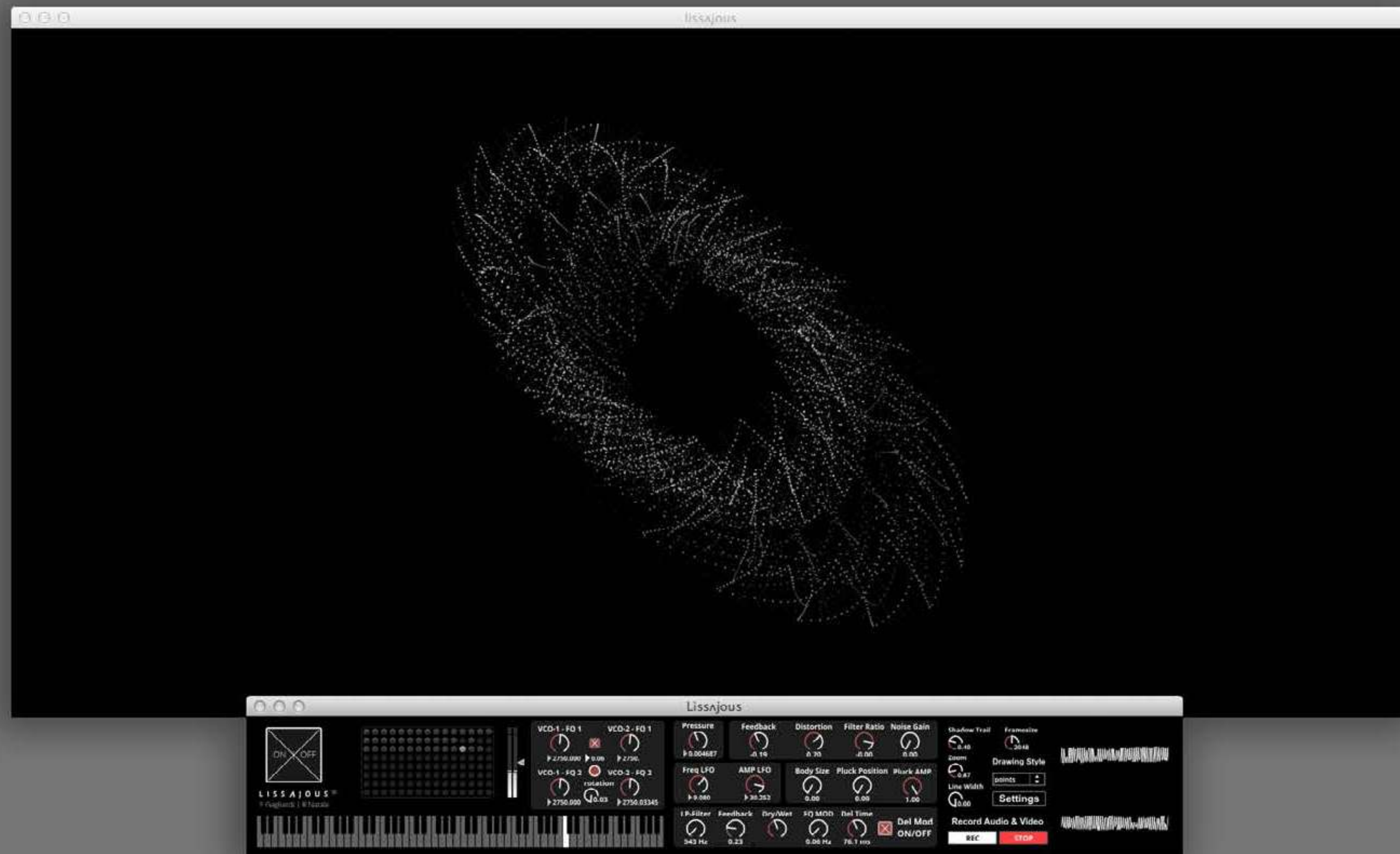
2.

FRANCESCO G. GAGLIARDI - PORTFOLIO

**FONDAZIONE
PRADA**

2021

Fondazione Prada - My contribution to Extractive Visions, a series of visual essays part of the Finite Rants online project commissioned by Fondazione Prada to filmmakers, artists, intellectuals and scholars.
Modelled in Blender, Developed in Unity3D.



INTERACTIVE INSTALLATIONS

FRANCESCO G. GAGLIARDI - PORTFOLIO

3.

_LISSAJOUS

2015

Lissajous and L-Scope are two real-time audio reactive graphics applications (MaxForLive) inspired by the work of Jules Antoine Lissajous and released on AUDIOBULB.com. The software shows sound oscillations as XY matrix functions and creates complex graphics curves. Graphics generated by sound can be controlled in endless ways by giving to the user the possibility of a whole-new range of interactions. Lissajous is available for Ableton Live users.



**INTERACTIVE
INSTALLATIONS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

4.



_MISSED DREAM

2019

Missed Dream is an interactive game installation presented at Tempio del Futuro Perduto in Milan during Cyberspeak event. Made with Unity3D, interactable by playstation joystick.



**INTERACTIVE
INSTALLATIONS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

5.

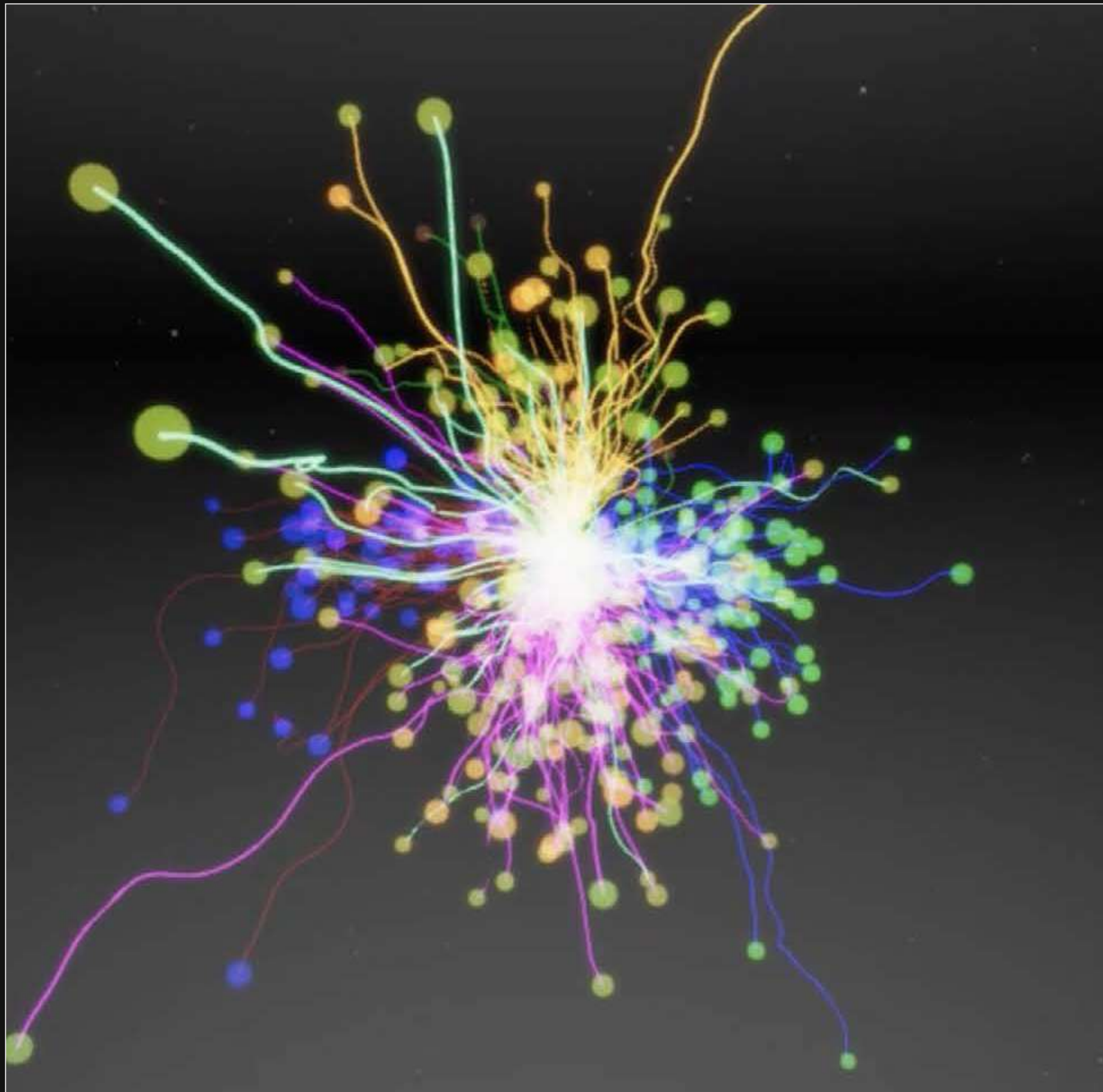


**_EMOTIONAL
GUN**

2019

Emotional Gun is an exploratory scenario developed with Unity3D focused on sounds and vibes on the namesake music record baked by the sound artist Katatonic Silentio.

The Environment as the music aims at describing a post-apocalyptic yet lifeless world trying to detail the poignant and terrifying elements of the end, pushing the user to explore it.



**INTERACTIVE
INSTALLATIONS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

6.



_BIOGEN

2022

Realmore Srl - Interactive installation with LEAP Motion and Unity3D developed for BIOGEN Idec inc.



**INTERACTIVE
INSTALLATIONS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

7.

**ERMENEGILDO
ZEGNA**

2019

Realmore Srl - To help Zegna's flagship shop in Milan to have more in-store engagement, I developed a 3D simulation of woodland settings under a heavy virtual snowfall intended to remind the visitor of the typical Christmas season. The digital layer of 3D content covered the shop's shelves and rooms encouraging visitors to interact live with wild animals.



**INTERACTIVE
INSTALLATIONS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

8.

**MC ARTHUR
GLEN GROUP**

2019

Realmore Srl - For McArthurGlen Group, one of Europe's leading outlet owners and operators, I designed a personalised AR cinematic experience reconstructing the shapes, movements and sounds of the most fascinating animals in the maritime ecosystem. Visitors at Serravalle Designer Outlet experienced a unique immersion into the habitats of the marine animals.



INTERACTIVE INSTALLATIONS

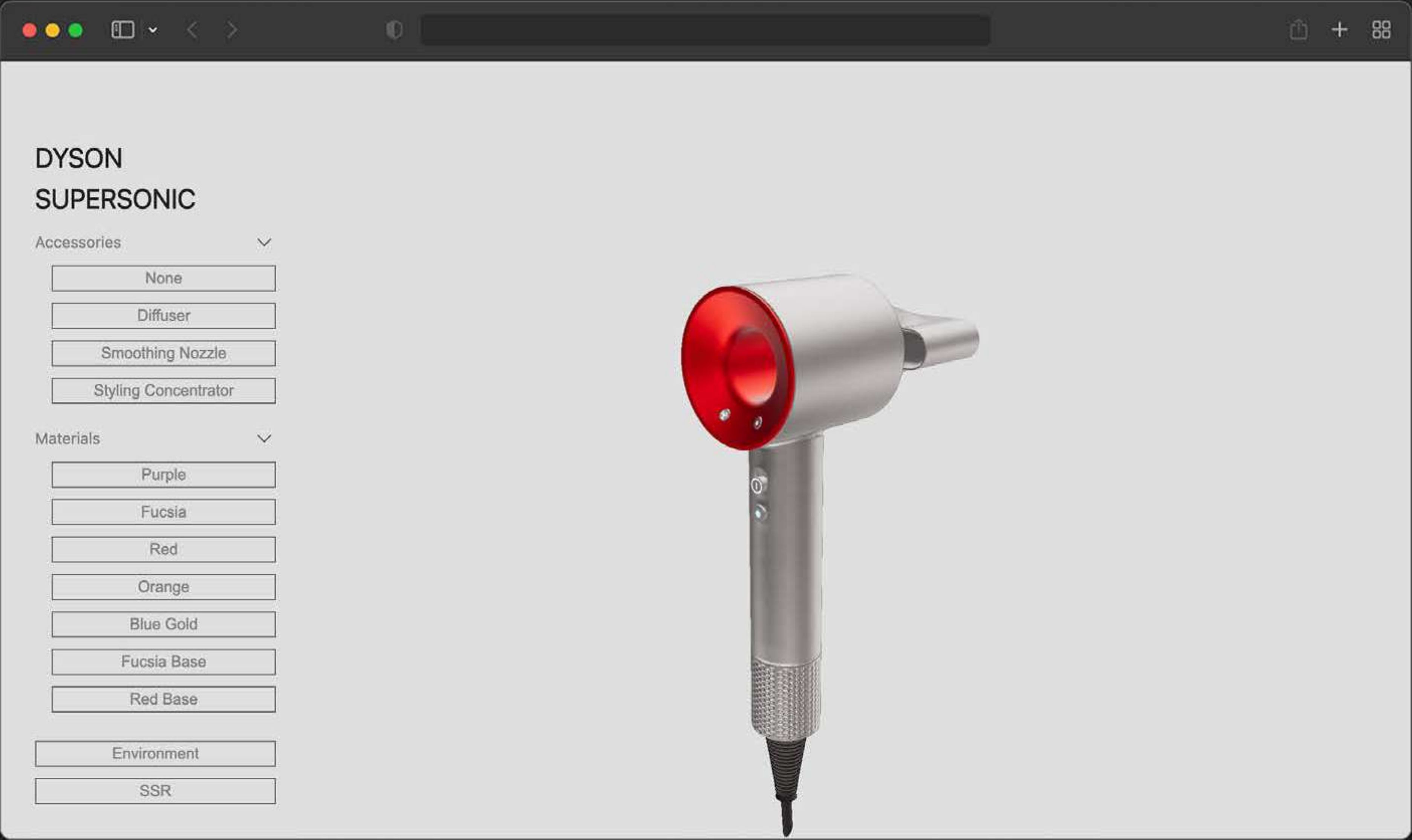
FRANCESCO G. GAGLIARDI - PORTFOLIO

9.

MONTE DEI PASCHI DI SIENA

2020

Realmore Srl - For Monte Dei Paschi Bank I developed the 3D Models for an education and entertainment mobile application designed to educate financial stakeholders and new generations on the terrain of emerging technologies such as Artificial Intelligence and Augmented Reality supporting the decision-making processes led by bankers and industry specialists.



THREEJS
CONFIGURATORS

FRANCESCO G. GAGLIARDI - PORTFOLIO

1.

DYSON
SUPERSONIC

2022

Use Case - Developing 3D Product configurator with Three.js/HTML/CSS and 3D Modelling Dyson Supersonic in Blender.

V I S I T



THREEJS CONFIGURATORS	2.	_DND HANDLES	Use Case - Developing 3D Product configurator with Three.js/HTML/CSS and 3D Modelling DND Handle Grinkgo in Blender.
		2022	V I S I T
FRANCESCO G. GAGLIARDI - PORTFOLIO			



THREEJS
CONFIGURATORS

FRANCESCO G. GAGLIARDI - PORTFOLIO

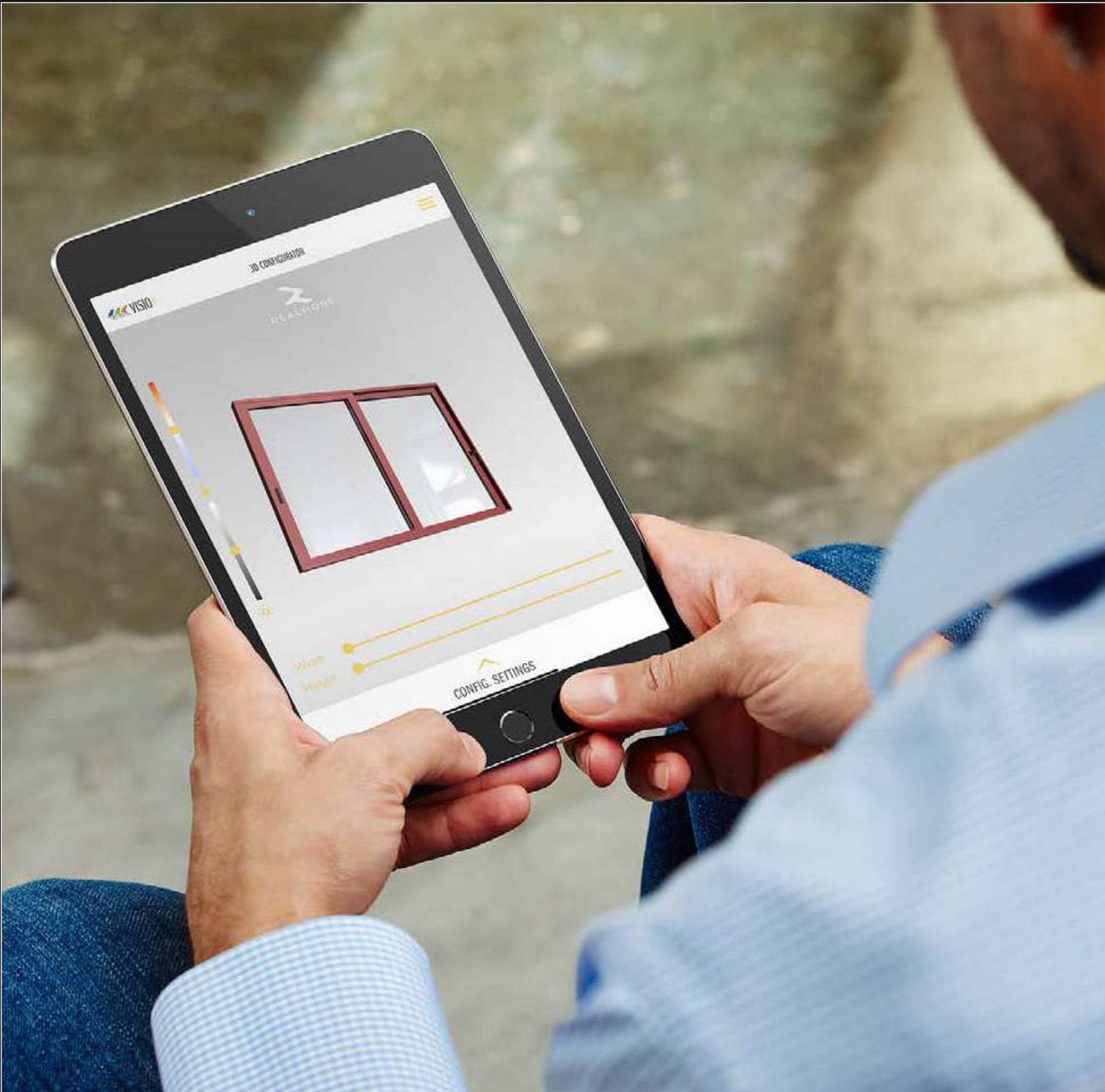
3.

CUSTOM
SNEAKERS

2022

Use Case - Developing 3D Product configurator with Three.js/HTML/CSS and 3D Modelling Custom Sneakers in Blender.

V I S I T



THREEJS CONFIGURATORS

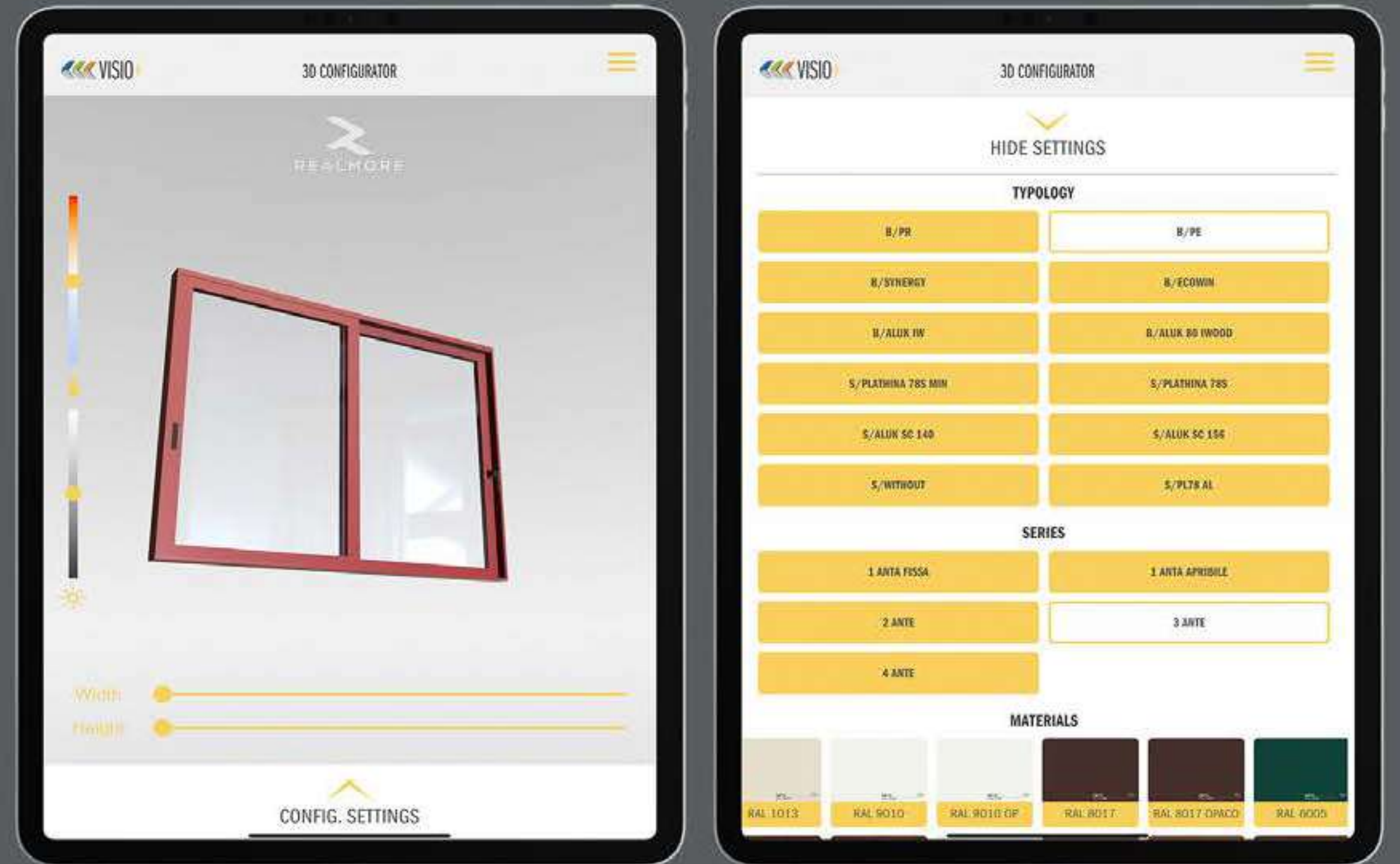
FRANCESCO G. GAGLIARDI - PORTFOLIO

4.

_CERBONE

2021

Realmore Srl - In order to help Cerbone Group to reach customers all over the world and to allow the sales force to present the window and door accessories lines independently from the physical location of the product, I developed an Augmented Reality application and its 3D Models that allow to view the accessories in the rooms where they will be installed.



Realmore

VESPER



SOUNTRACK / SOUND DESIGN

FRANCESCO G. GAGLIARDI - PORTFOLIO

1.



_VESPER

2022

Cordens Interactive - For the game VESPER I handled all aspects of game sound design, including composing the main themes of the game, designing any single action of the player or enemies, ambiences objects and UI, mixing and mastering and implementing sound events for playback into the game engine through FMOD software.



**SOUNTRACK /
SOUND DESIGN**

FRANCESCO G. GAGLIARDI - PORTFOLIO

2.



**A VANISHING
COLUMN FLOATS**

2018

The film and its up-side-down installation are inspired by the quest for the third column of San Marco, a Byzantine pillar sunk in Venezia in 1172. A Vanishing Column Floats by Baratto/Mouravas is a mythopoetic, contemplative vision: a wandering eye floats, as much as the column does, within the Venetian memory and attempts to gaze at the lost pillar in a state of reverie, between the states of being conscious and unconscious, between the image seen and the image unseen, within a realm of real events called dreaming.



**SOUNTRACK /
SOUND DESIGN**

FRANCESCO G. GAGLIARDI - PORTFOLIO

3.



_FUTURE RELICS

2019

Exploring the historical and mythical connections of the Atlantic Triangle generated by the axes Antilia-Antilles-SS Antilla, Baratto & Mouravas devised a 2 channel video installation about this ongoing research. Employing their practice of Archaeo-Dreaming the artist duo aims to re-articulate past present and future into a blend time. Future Relics reveals an experiential quest which materialises as an unknown cartography and a space of imagination; a historical labyrinth that becomes an immeasurable utopia.



**SOUNTRACK /
SOUND DESIGN**

FRANCESCO G. GAGLIARDI - PORTFOLIO

4.

VI.

ELSE WHERE



_ME, YOU & US

2016

Me, You, us is an experimental audiovisual project made in collaboration with Nicola Baratto and Alberto Valz Gris during a residence at EMS Studio in Stockholm. The project is been realized with a buchla 200 system, an analog video mixer and a photoresistor which is pointed in front of the video screen in order to capture the light variation and retrigger the buchla system. This first experiment was part of an exhibition took place in Amsterdam @ Burgerweeshuis (Higher Resolutions) from 16th to 19th of June 2016.



**SOUNTRACK /
SOUND DESIGN**

FRANCESCO G. GAGLIARDI - PORTFOLIO

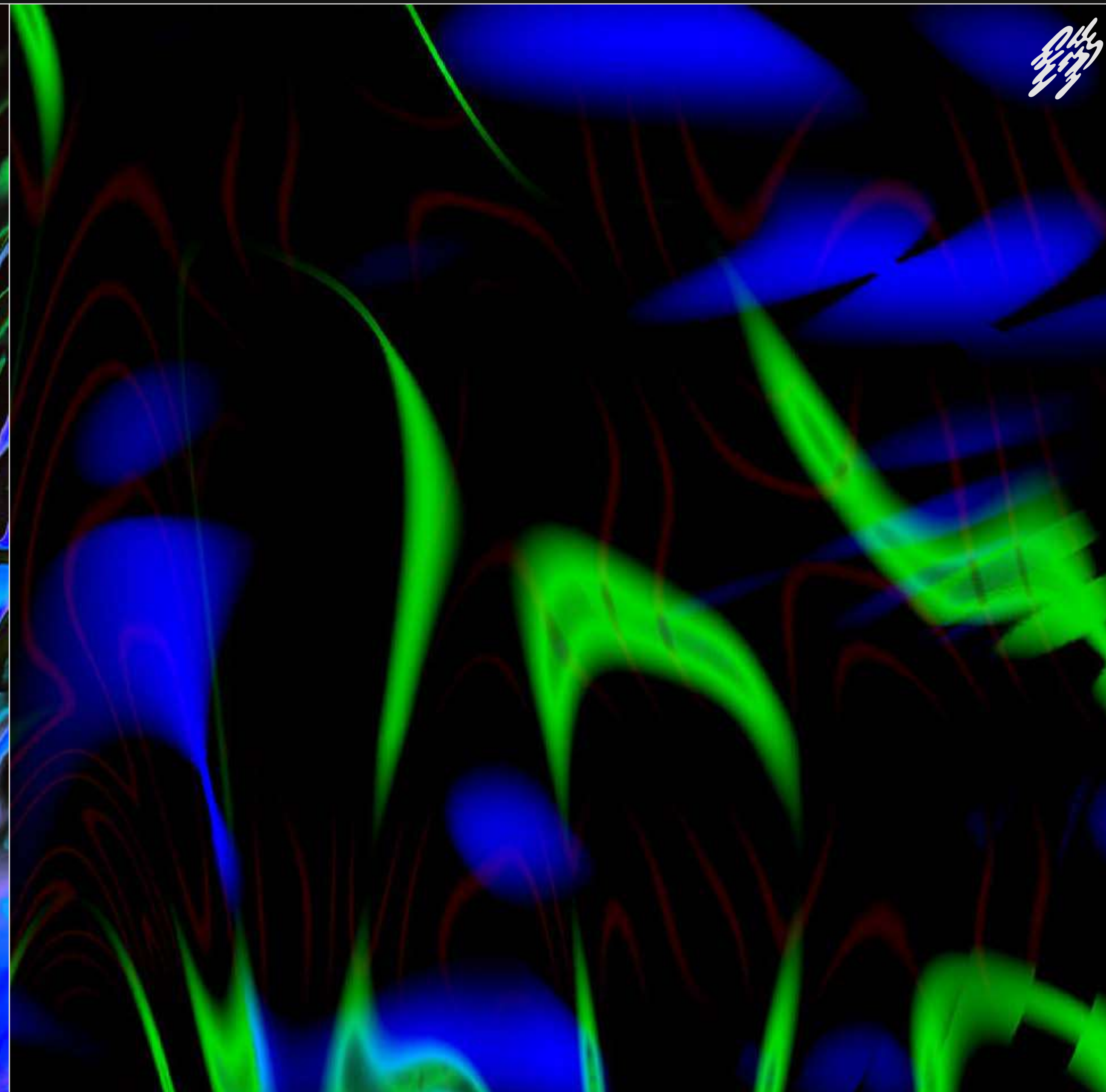
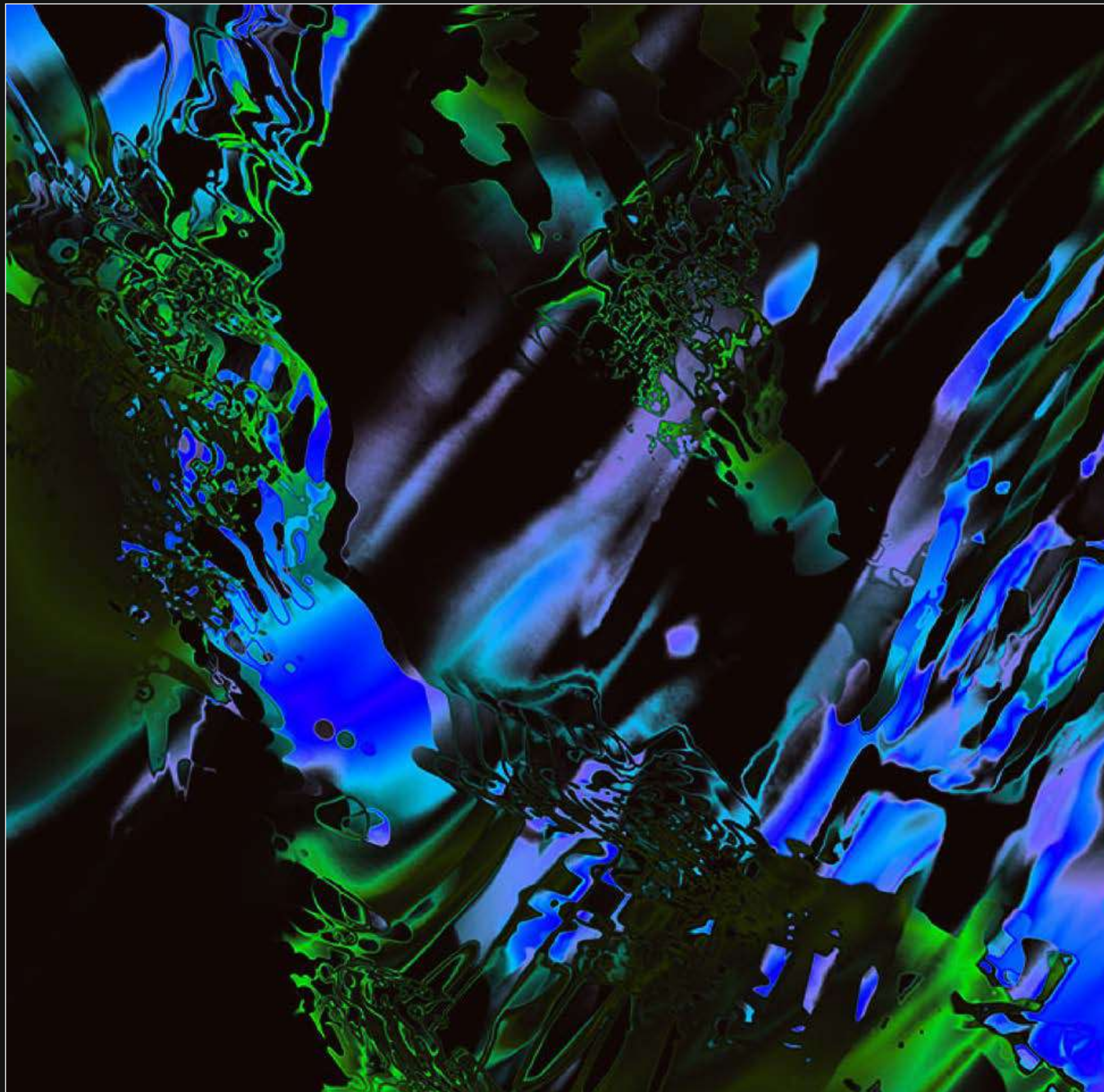
5.



_FASCINUM

2015

Fascinum is a short movie realized in the Southern Italy along with Rocco Natale, Stefano Testa, Emre Baloğlu, Nicola Baratto, Nivi Java. It explores the traditions, rituals, customs, beliefs and cultures of our world and currently is focused on the study of the symbolism in the traditions.



**ABSTRACT
ARTWORKS**

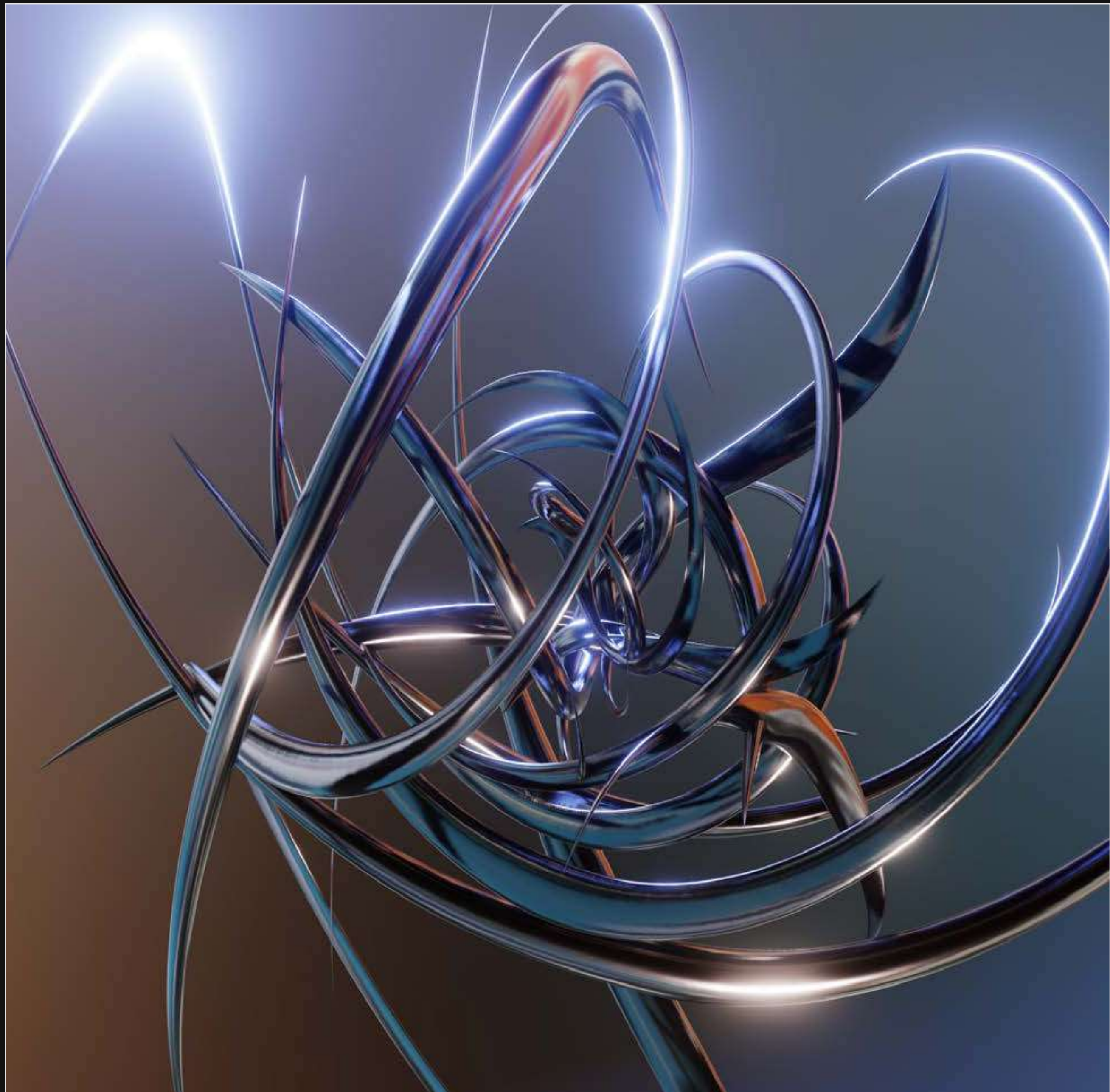
FRANCESCO G. GAGLIARDI - PORTFOLIO

1.

_RUTT / ETRA

2017

A research project developed on Max/MSP about Rutt/Etra Video Synthesizer: an analog raster manipulation device for image processing and real-time animation.



**ABSTRACT
ARTWORKS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

2.

**BEZIER
EXCERPT**

2020

3D Particle System/Beziers experiment in Blender.



**ABSTRACT
ARTWORKS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

3.

_LVRS

2019

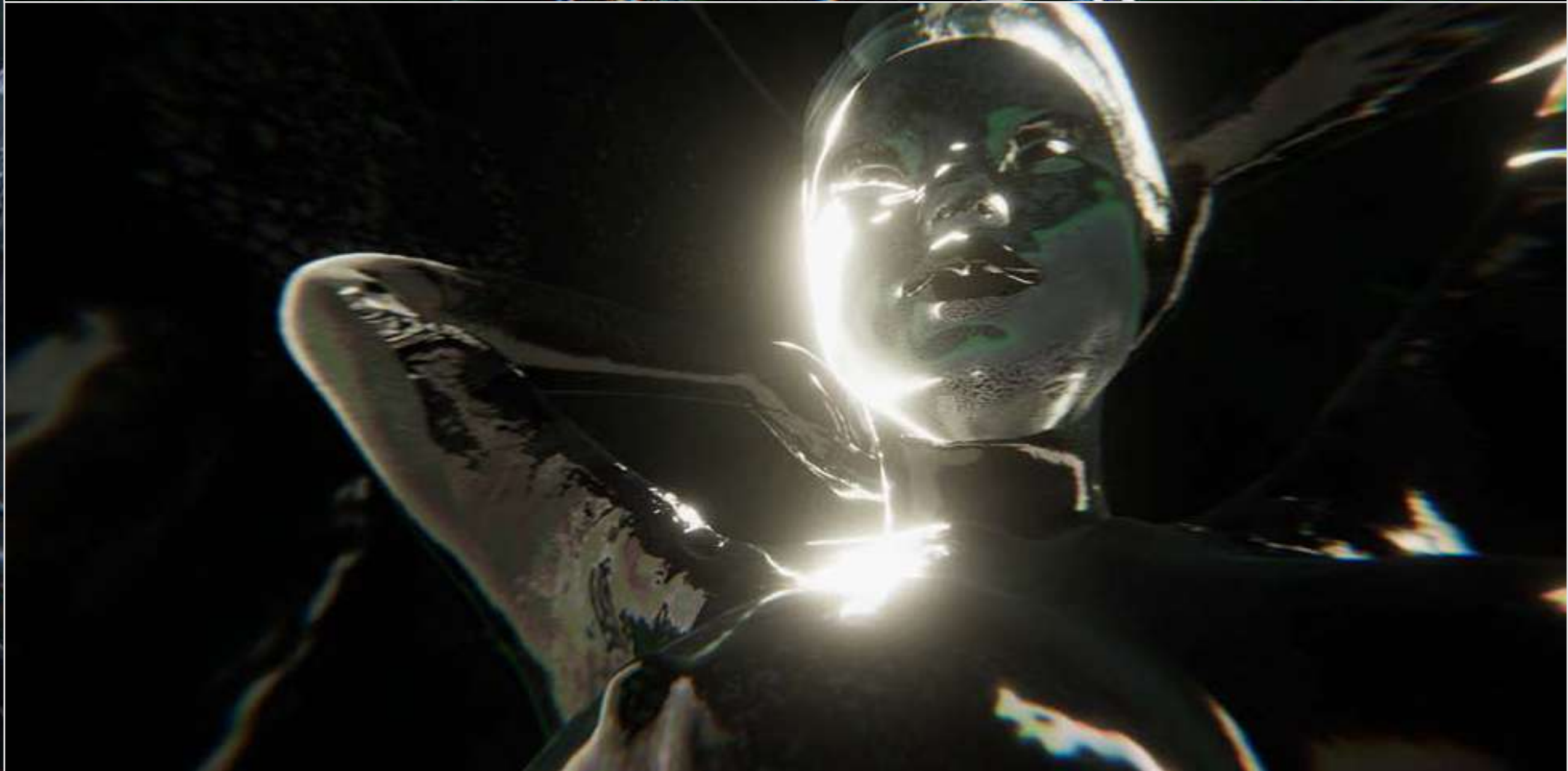
3D Modelling in Blender, Interaction in Unity 3D for my audiovisual performances.



**ABSTRACT
ARTWORKS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

4.



**_BECOME
HUMAN**

2019

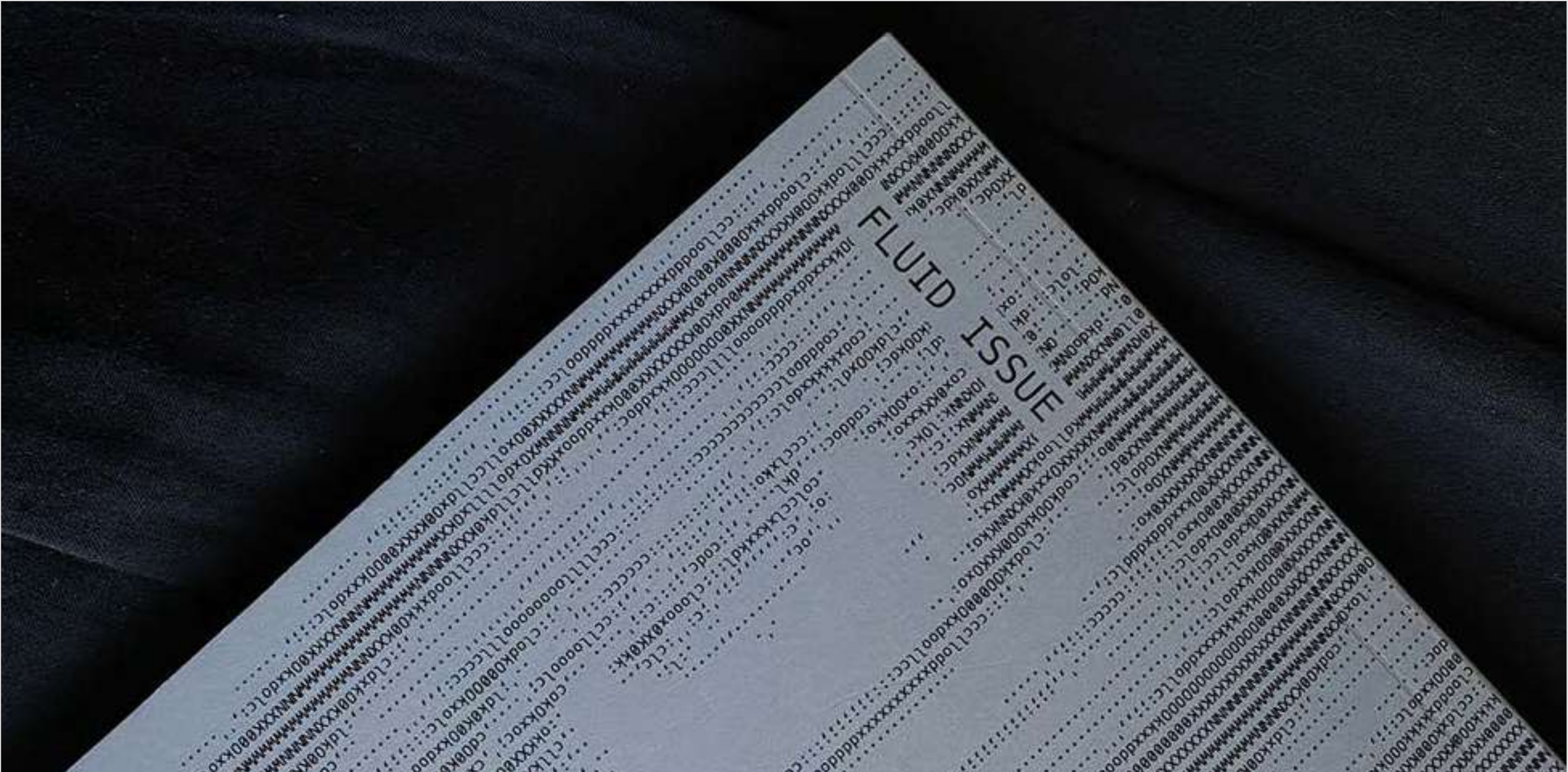
3D Modelling in Blender, Interaction in Unity 3D for my audiovisual performances.



**ABSTRACT
ARTWORKS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

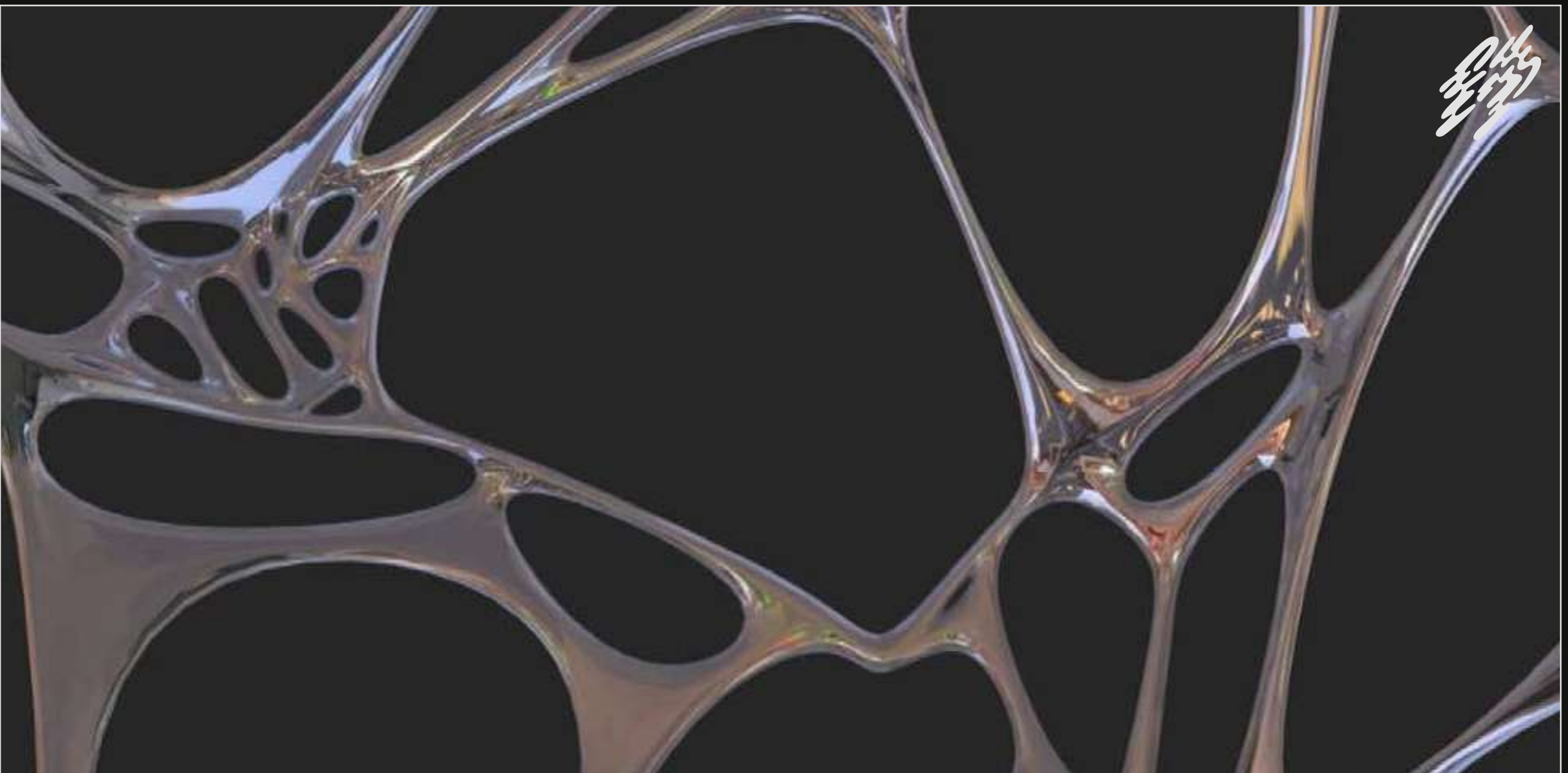
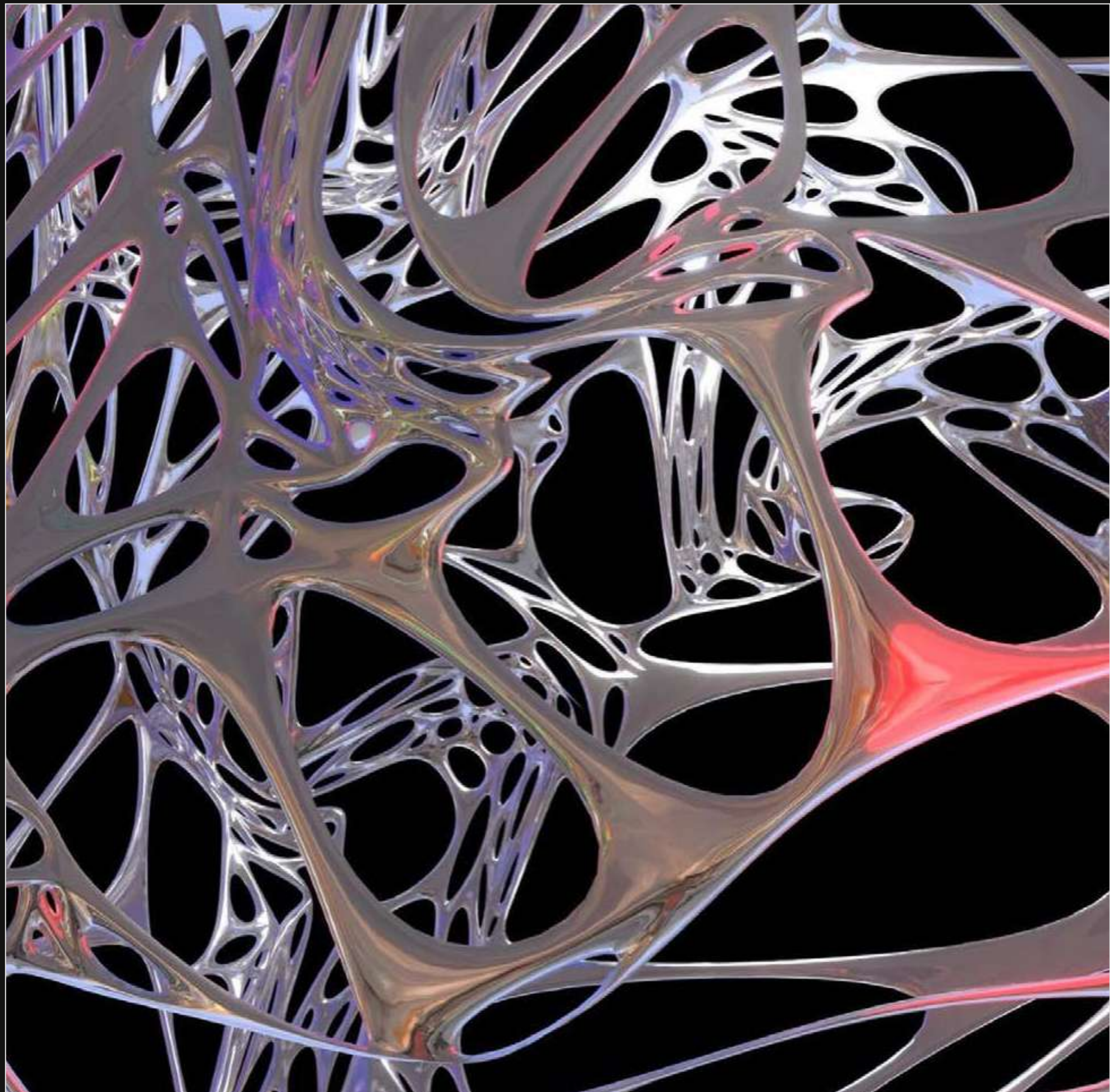
5.



_U_UZ3R

2021

3D Particle System/Bezier Artwork for U_UZ3R Fanzine.



**ABSTRACT
ARTWORKS**

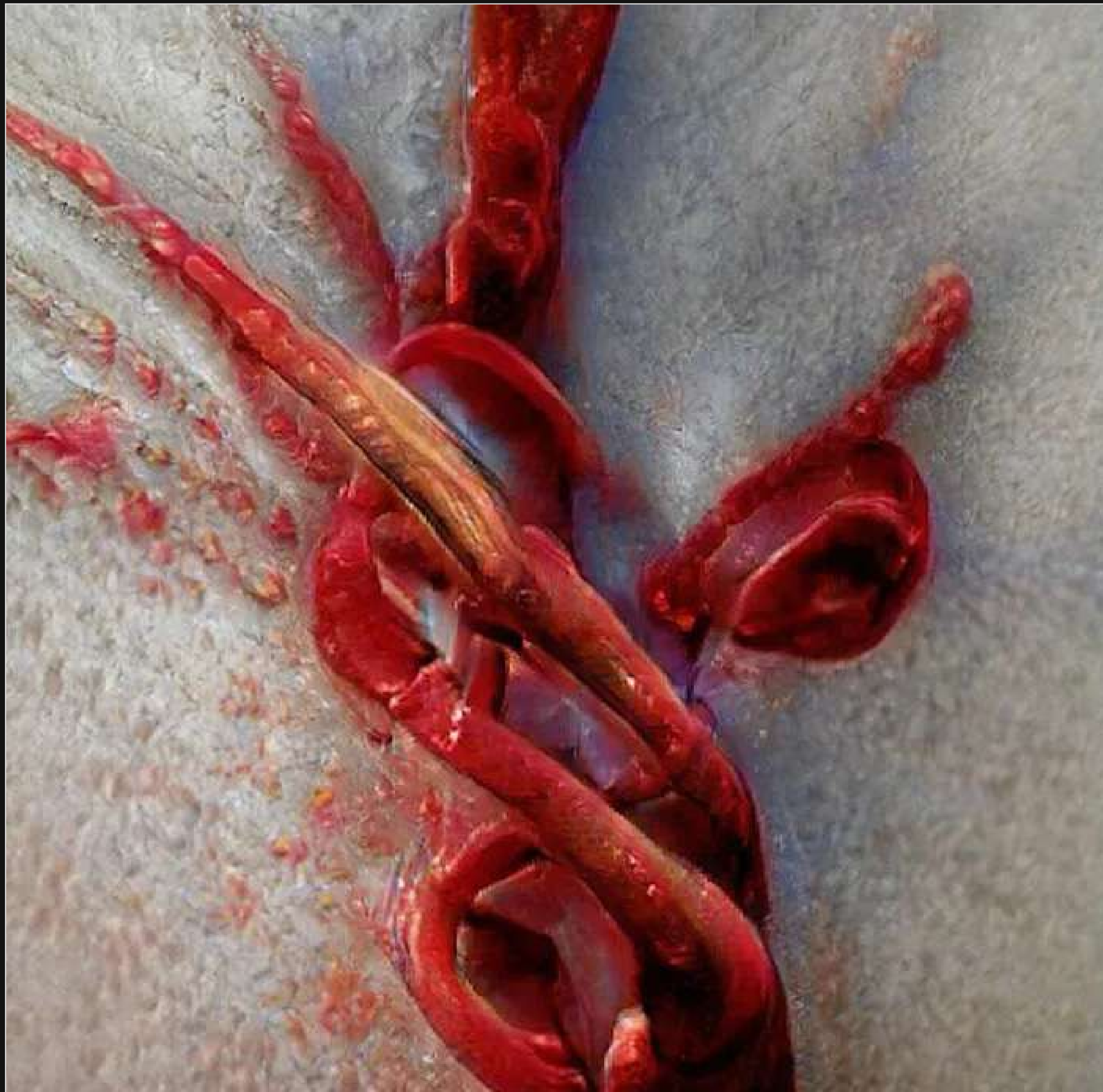
FRANCESCO G. GAGLIARDI - PORTFOLIO

6.

_SMOOTH WIRES

2019

Wireframe/Subdivision Tecnique made in Blender.



**ABSTRACT
ARTWORKS**

FRANCESCO G. GAGLIARDI - PORTFOLIO

7.

**INTELLIGIBLE
INFOFLESH**

2020

Artworks generated with Python and Tesor Flow
Machine Learning.

working experiences

2019 - now	3D Artist, Unity 3D Developer Realmore srl Milano
2021	Game Designer, 3D Artist Fondazione Prada Finite Rants Milano
2021 - now	Insegnate Unity3D Accademia Cappiello Firenze
2020	Sound Designer, Composer Vesper Cordens Interactive Deck13 Interactive Milano Monaco
2019	3D & Visual Artist Cyberspeak /Industrial Romanticism Tempio del Futuro Perduto Milano
2019	Game Designer, Sound Designer Realizzazione gioco in Unity Tempio del Futuro Perduto Milano
2018	Sound Design, 3D Visual for Experimental Movie NEVERNEVERLAND Amsterdam
2018	Sound Design, Sound Effects for commercial Creative Room Otolift Milano
2018	Audio Engineer, Voice-Over Prosciutto San Daniele Robilant & Associati S.P.A. Milano
2018	Audioreactive Installation Lissajous A Room With Views IED Milano
2018	3D Audio spaziatialization, Sound Design, Mixing B&Q plc - Kingfisher plc Milano
2017	Audio Engineer, Voice Over e Sound Design Robilant & Associati S.P.A. Milano
2017	Audioreactive Installation Sonic Flowers 3.1 Phillip Lim Shanghai Fashion Week Shanghai
2017	Sound Designer, Composer Sculptuur Bredelar Kloster Monastery Bredelar
2017	Audioreactive Installation, Software & Hardware development KRUG Champagne Milano
2016	Audio Engineer, Voice-Over spot Aperol Robilant & Associati S.P.A. Milano
2016	Audio Engineer, Voice-Over spot Ligget & Dukatt Robilant & Associati S.P.A. Milano
2016	Boom Operator In Residence: Vincenzo De Cotiis NOWNESS Milano
2016	Audio Engineer, Voice-Over spot Ichnusa Robilant & Associati S.P.A. Milano
2016	Sound Designer, Composer esposizione fiera Rizoma Motors Just.Studio Milano
2016	Sound Designer, Composer MTV America RC SAS Milano
2016	Sound Designer, Composer Sandberg Institute Amstersam
2016	Max/MSP Teacher Workshop Spazio WeMake Milano
2015 - now	Coding, Sound Design Lissajous Audio/Video software Audiobulb Records Londra
2015	Audioreactive Installation Pietra Fluida Grassi Pietre srl Marmomacc & the city Milano Fuorisalone Milano
2011	Sound Designer, Composer Viaggio del Quarto Stato Museo del Novecento Milano
2011	Sound Designer, Composer Vogue Milano

skills

Macintosh, Windows, Linux
Ableton Live, Reaper, Logic Studio, Pro Tools, Reason, Cubase
Adobe InDesign, Illustrator, Photoshop, Premiere, After Effects
Max/MSP/Jitter, Processing 3, HTML5, CSS, SASS, JS, C#, WebGL (Three.js), NodeJS
Unity3D, Blender, MatLab, ZBrush, Isadora, Substance Painter/Designer
Microsoft Office & iWork | KeyNote | Wordpress

OS
DAW
DTP
{ ... }
3D
Others

industry expertise

Sound Design	Audio Engineer (studio, Live)
Audio Engineering	Audio Mixing
Analog & Digital audio synthesis	Interactive Installations
3D audio - Ambisonics	3D Configurators
Soundtrack	Multimedia Design
Audio recoridng techniques	3D Animation
Mastering Audio	App/Softwares (AR, VR, iOS, Android)
Sound Logos	3D Modelling
Field Recordings	Shading, Texturing, Rendering

live performances



2019	REALIA Collective Live Performance ~raw + noumeno + Hyter MACAO Milano
2019	AV Hybrid Performance ~raw + noumeno Tempio del Futuro Perduto Milano
2019	AV Live Performance ~raw Spazio BASE Milano Digital Week Milano
2018	AV Live Performance con Max/MSP/Jitter ~raw Tempio Del Futuro Perduto Milano
2017	AV Live Performance ~raw MACAO Milano
2016	AV Live Performance ~raw BASE - Spazio (ex) Ansaldo Milano
2016	AV Live Performance ~raw + Asana Crunch Ombrelunghe Bologna
2016	AV Live Performance Hunter Gatherers Escapism The Wandering School MACAO Milano
2015	AV Live Performance ~raw Il Kantiere Verbania
2015	AV Live Performance A I O N roBOt Festival 08 Bologna
2014	Live Performance ~raw Naherholung Sternchen Berlino
2012	Live Performance: Nils Frahm opening D.E.P. Video Sound Art Villa Simonetta Milano

artist residency

2018	Guest Artist Residence – 7 days residency at WORM Sound Studio Rotterdam
2017	Guest Artist Residence – 10 days residency at WORM Sound Studio Rotterdam
2016	Guest Artist Residence – 15 days residency at EMS Elektronmusikstudion Stoccolma

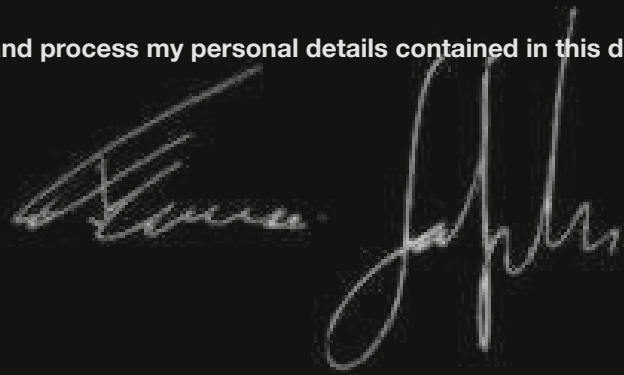
workshops

2017	Music Makers Meeting – Loop Ableton Berlino
2016	Workshop - Coding with Arduino & Max/MSP – Marco Pucci - Brera Milano
2015	Meeting with Bill Fontana on Sound Design – Brera Milano
2014	Workshop on Intellijel Modular Synthesizers – Giovanni Napoli – MONO Studio Milano
2014	Advanced Analog Synthesis – Enrico Cosimi – fONDERie Sonore Roma
2014	Handmade synthesizer – Hackspace Berlino
2013	Re-Noise – Andrey Smirnov – Künstlerhaus Bethanien Berlino
2013	Masterclass Freq_Out – C. M. Von Hausswolff, M. Harding – STEIM institute Amsterdam
2012	Dynamic Processors and Compressors – Massimo Marchi – IED Milano

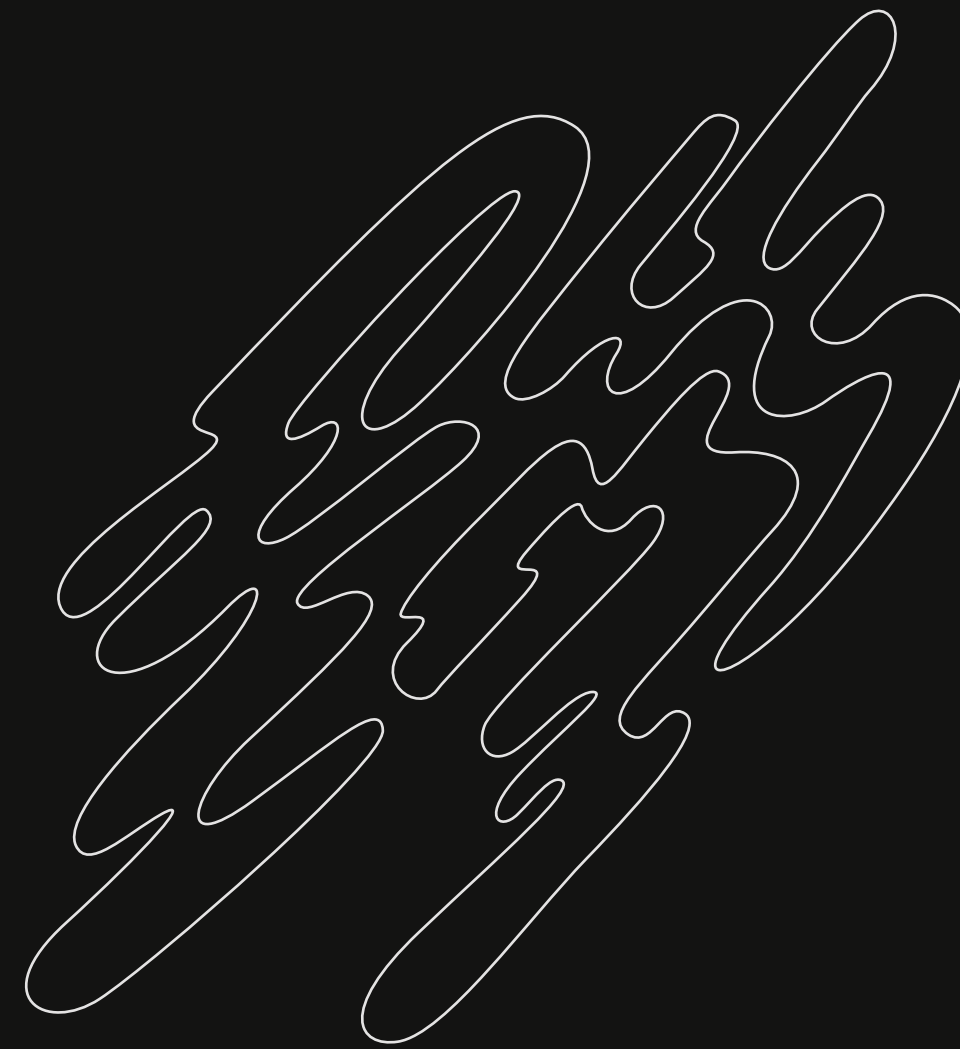
education

2012	Bachelor of Sound Design – IED Milano – Istituto Europeo di Design Milano (MI)
2009	High-School Degree – Liceo Scientifico L. Da Vinci Bisceglie (BA)

In compliance with the Italian legislative Decree no. 196 dated 30/06/2003, I hereby authorize you to use and process my personal details contained in this document.



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