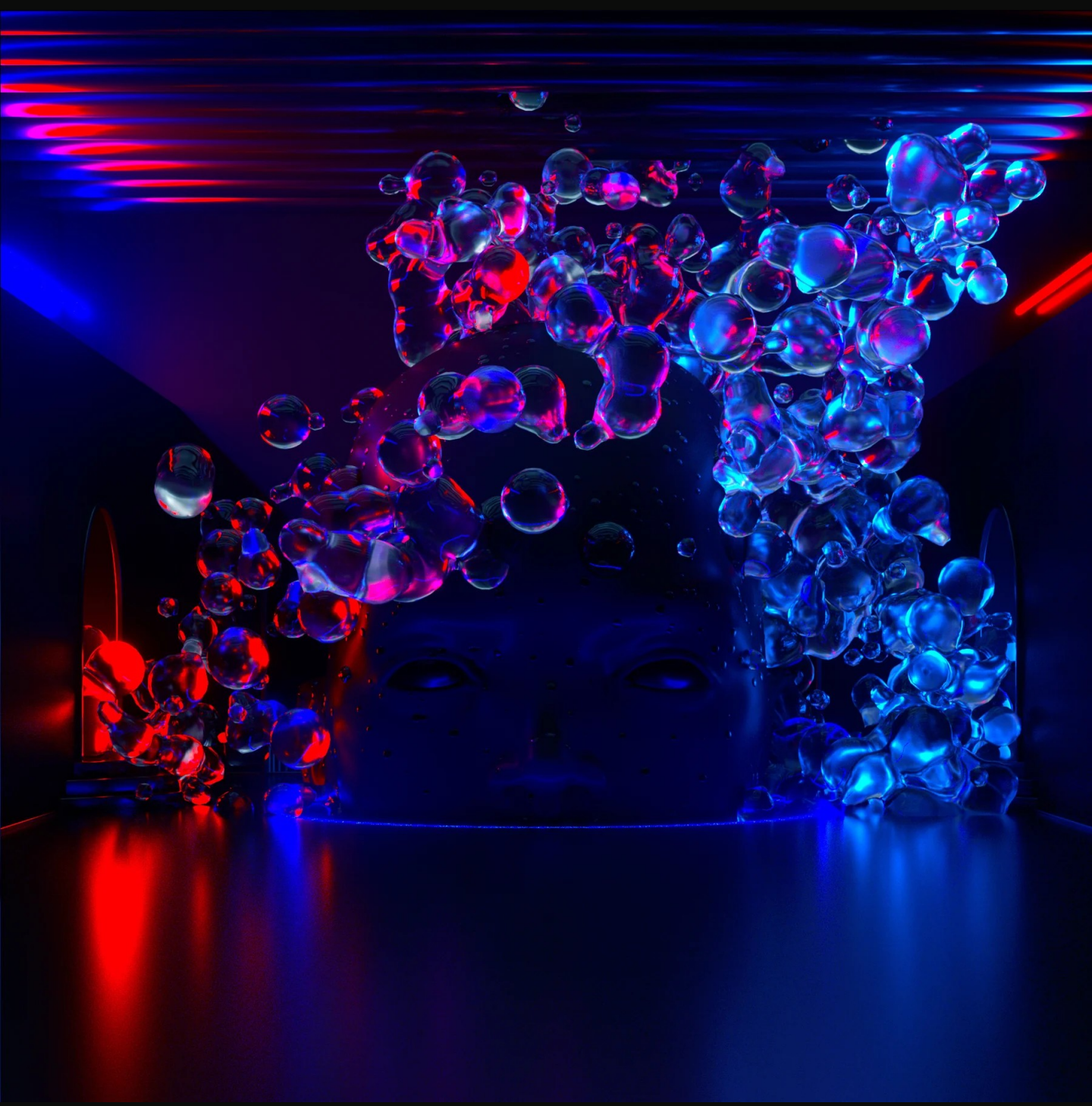
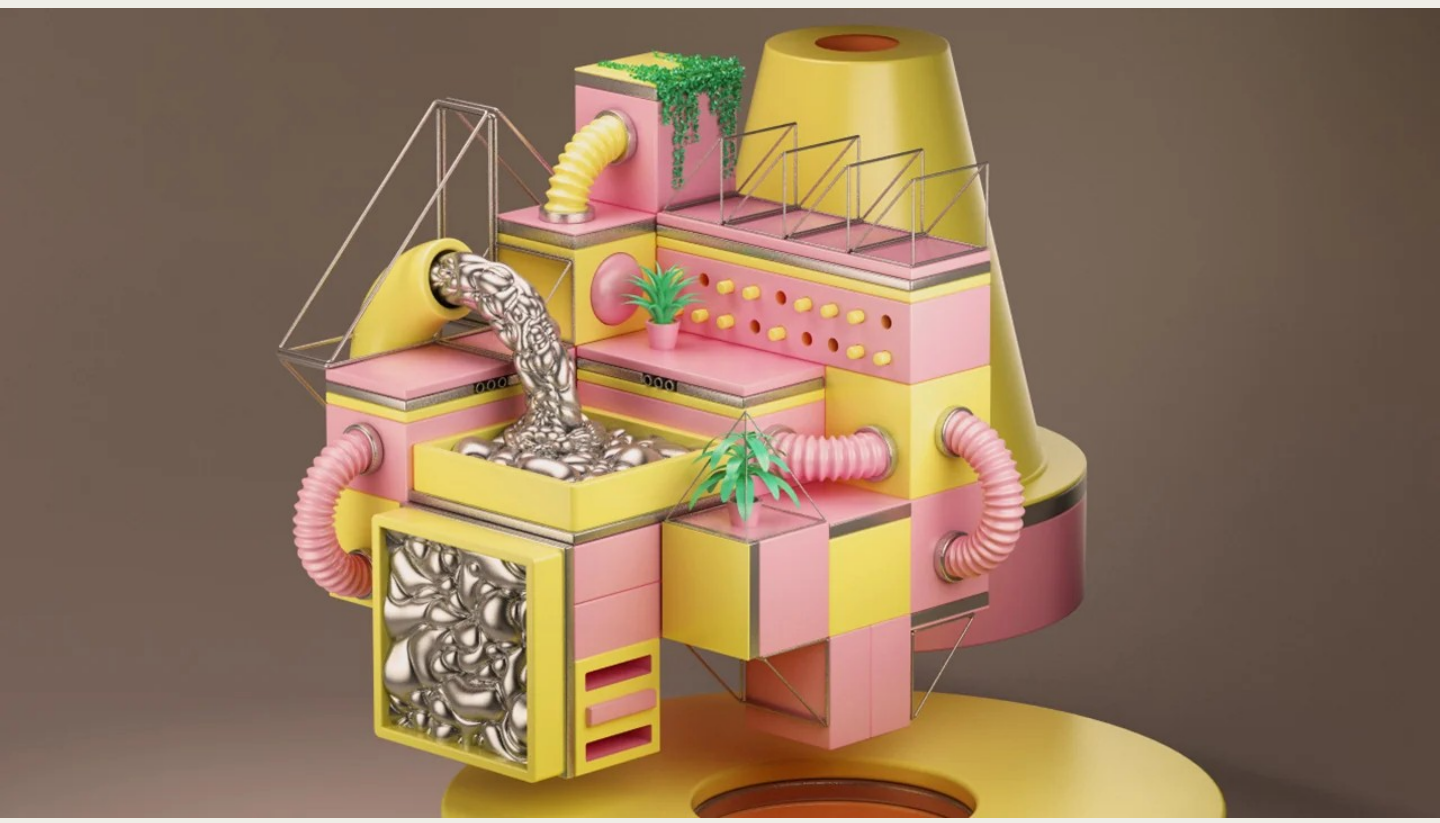
Visual *archive.*



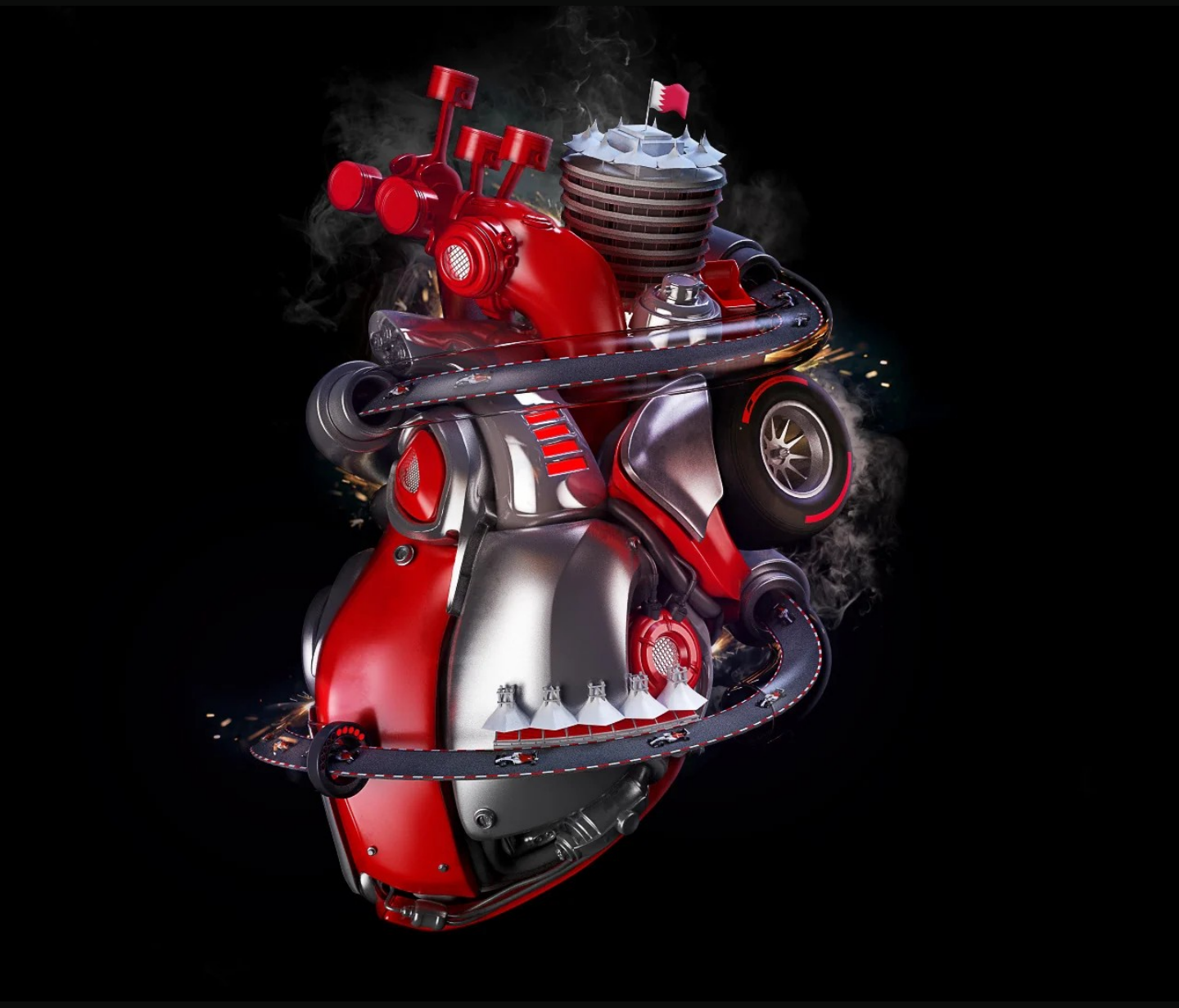
Studies and works. An exploration of digital sculpture, light, space and world-building.

Impossible *scale.*





Matter *with a heartbeat.*



A mechanical heart. Red surfaces, metal parts and conduits under studio lighting.

Material *tension.*



PROMISELAND

Organic and mechanical forms coexist among scales, metal and light.

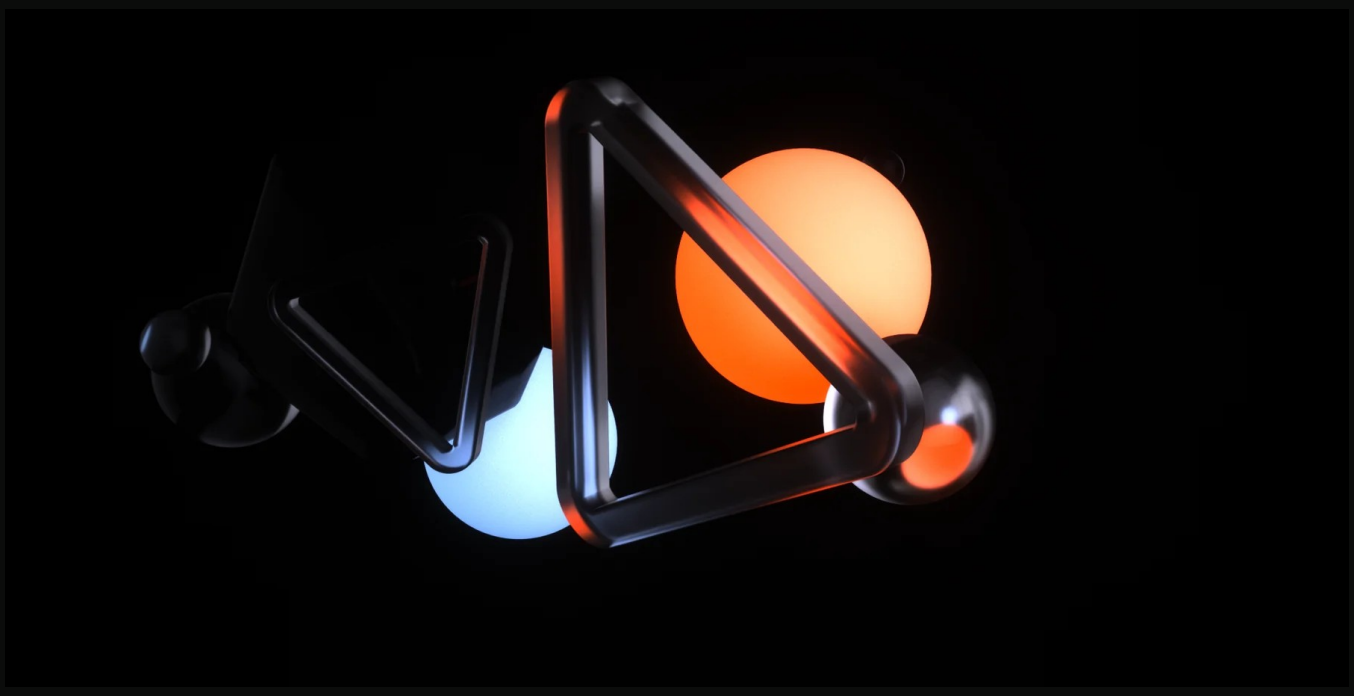
Marking *the territory.*



XMARKSTHESPOT

A large concrete X interrupts an open landscape.

Form. Light. *Contrast.*



Balance, curves and reflections. Two ways of creating presence through volume and colour.



Small *universes.*



Island, architecture and vegetation.



A world *in a suitcase.*



SOOTY

An open suitcase holds houses, trees and a miniature landscape.

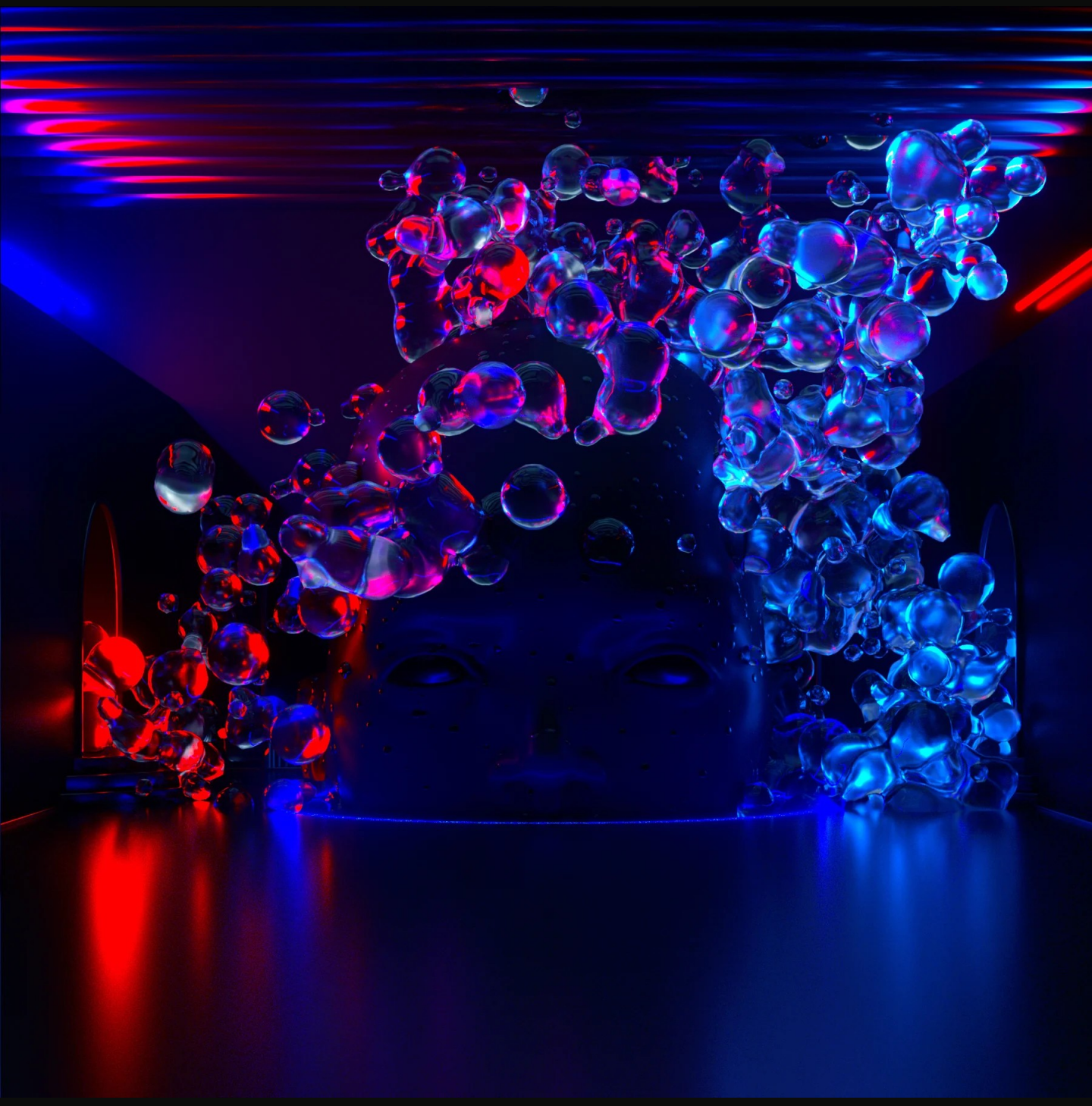
SOOTY

Up close, another scale.



A closer look at the environment: wood, terrain and vegetation.

Light *takes shape.*



Transparency, reflection and colour within a dark space.

A space *of possibility.*



QUIETPLACE

Architecture open to the landscape. Natural light, empty space and vegetation.

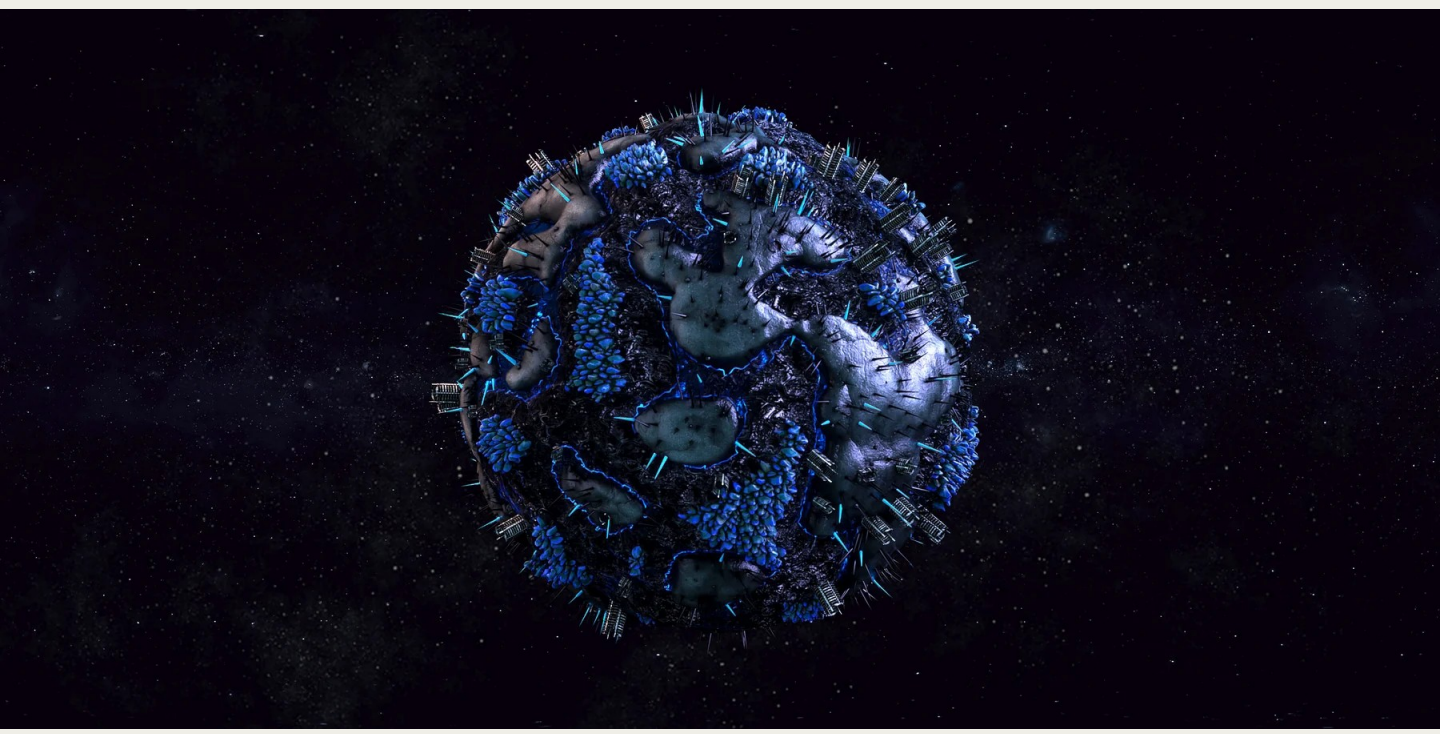
Matter and *memory.*



A sculpted head emerges among rocks and textured surfaces.

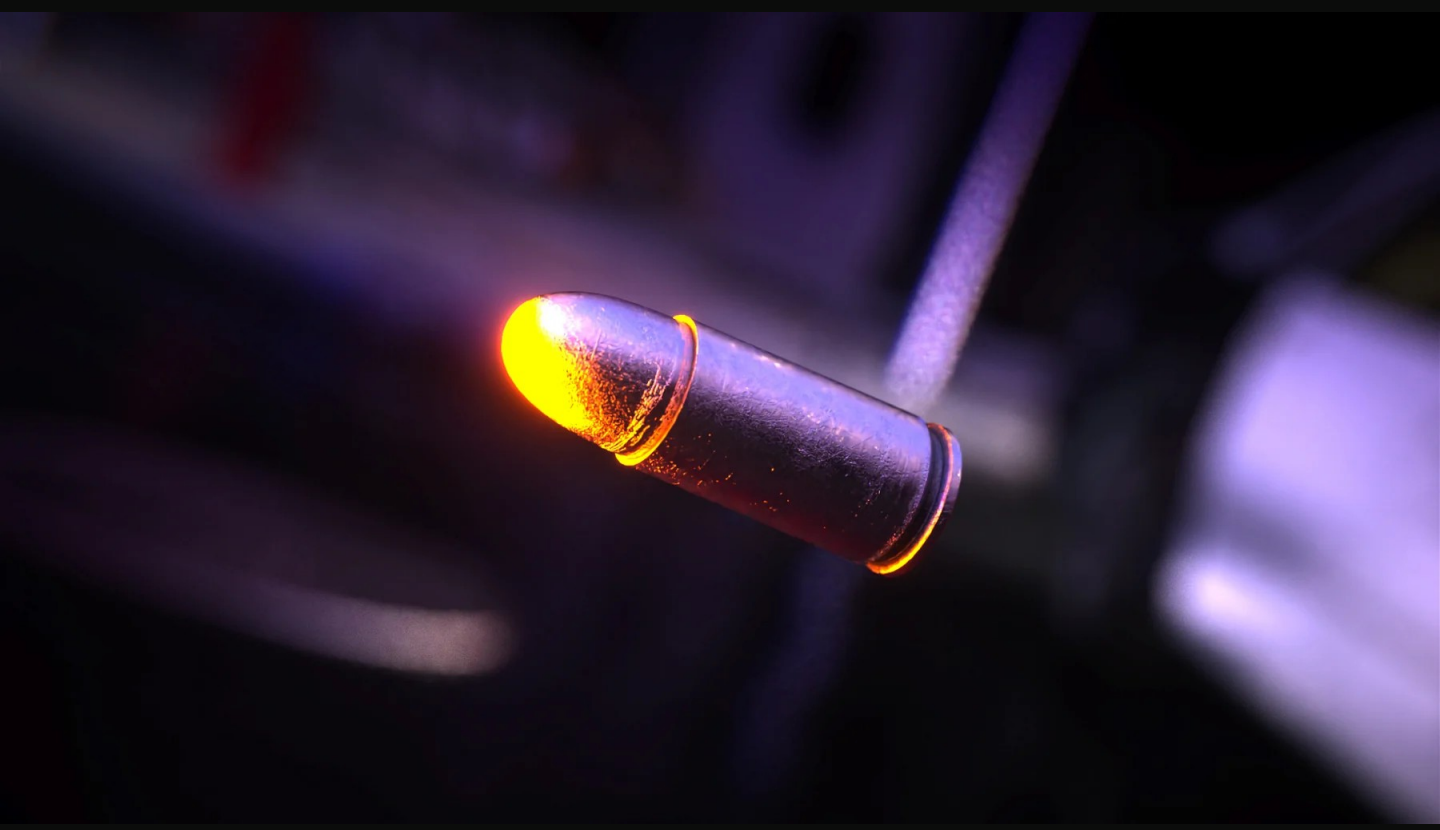
Its own *gravity.*





MADWORLD

It's all *in the details.*

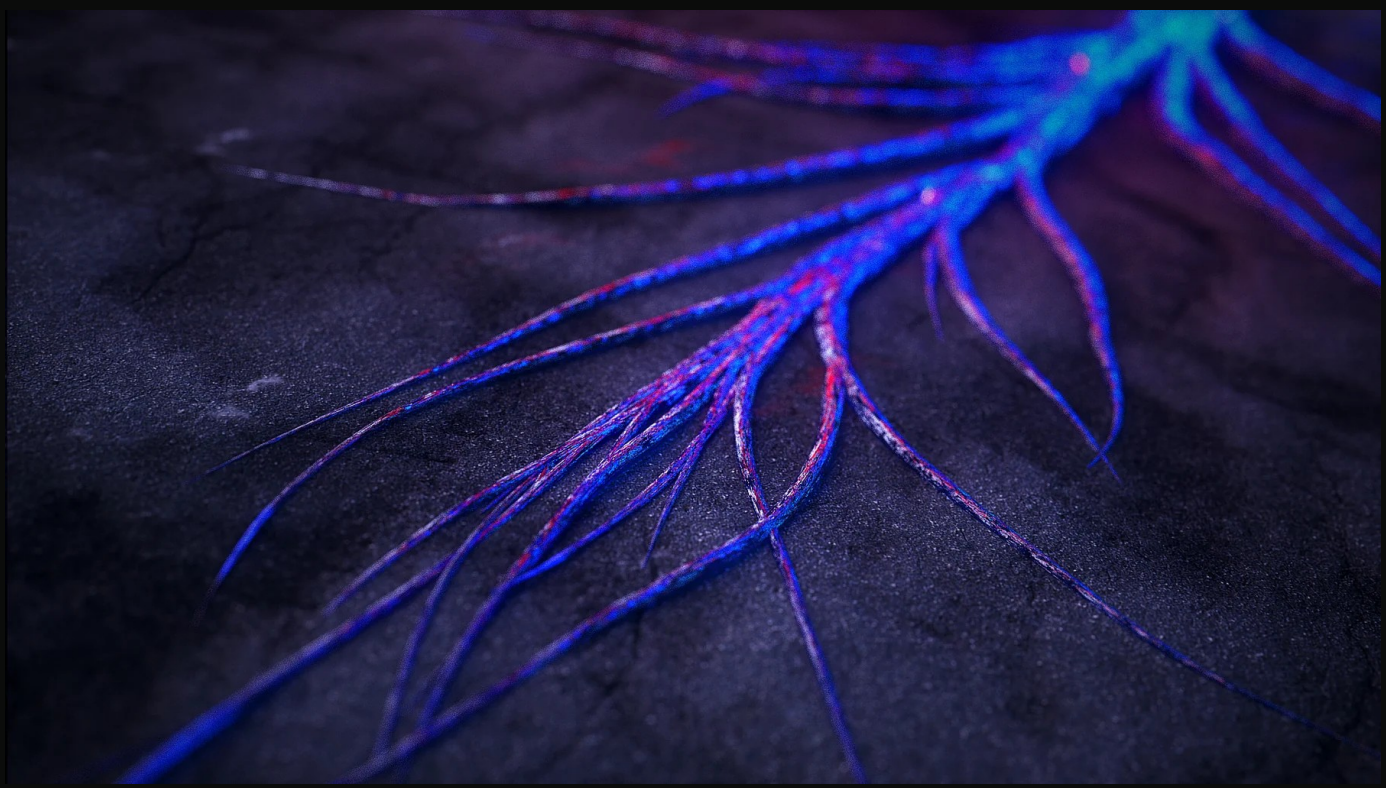


BULLET

Reflections, depth of field and coloured light.

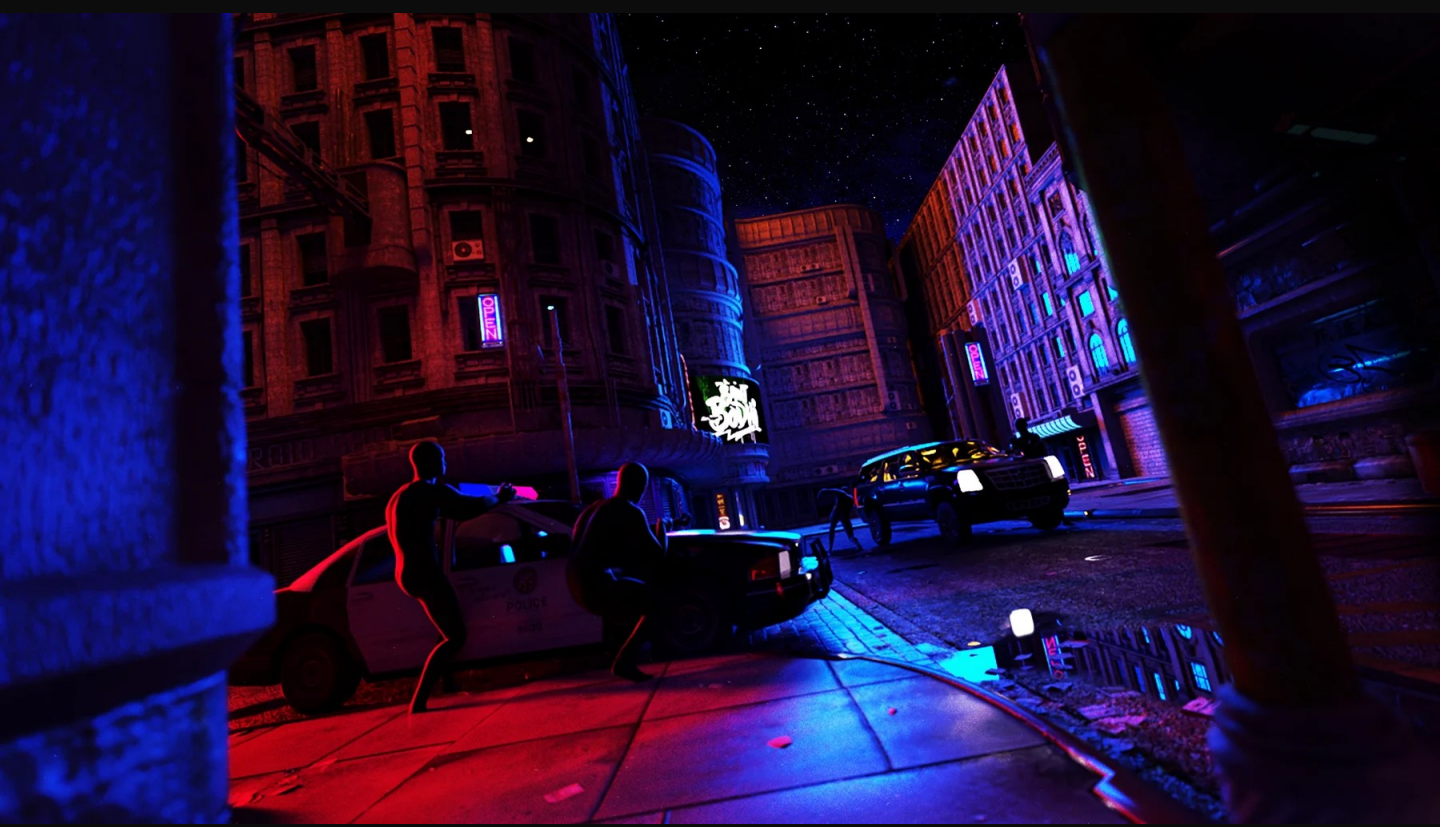
Living *matter.*





HERO

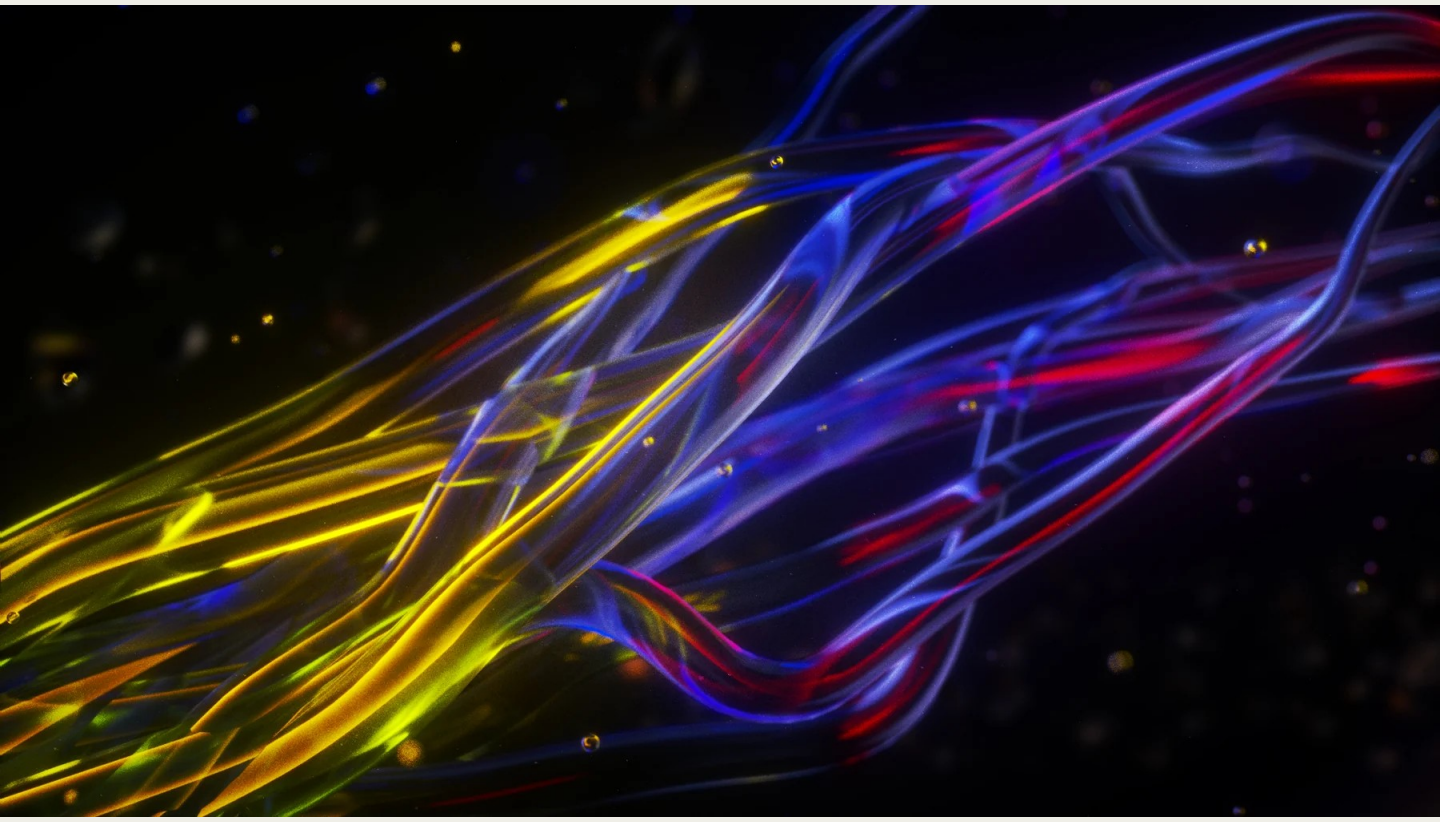
The city, *re-energised.*

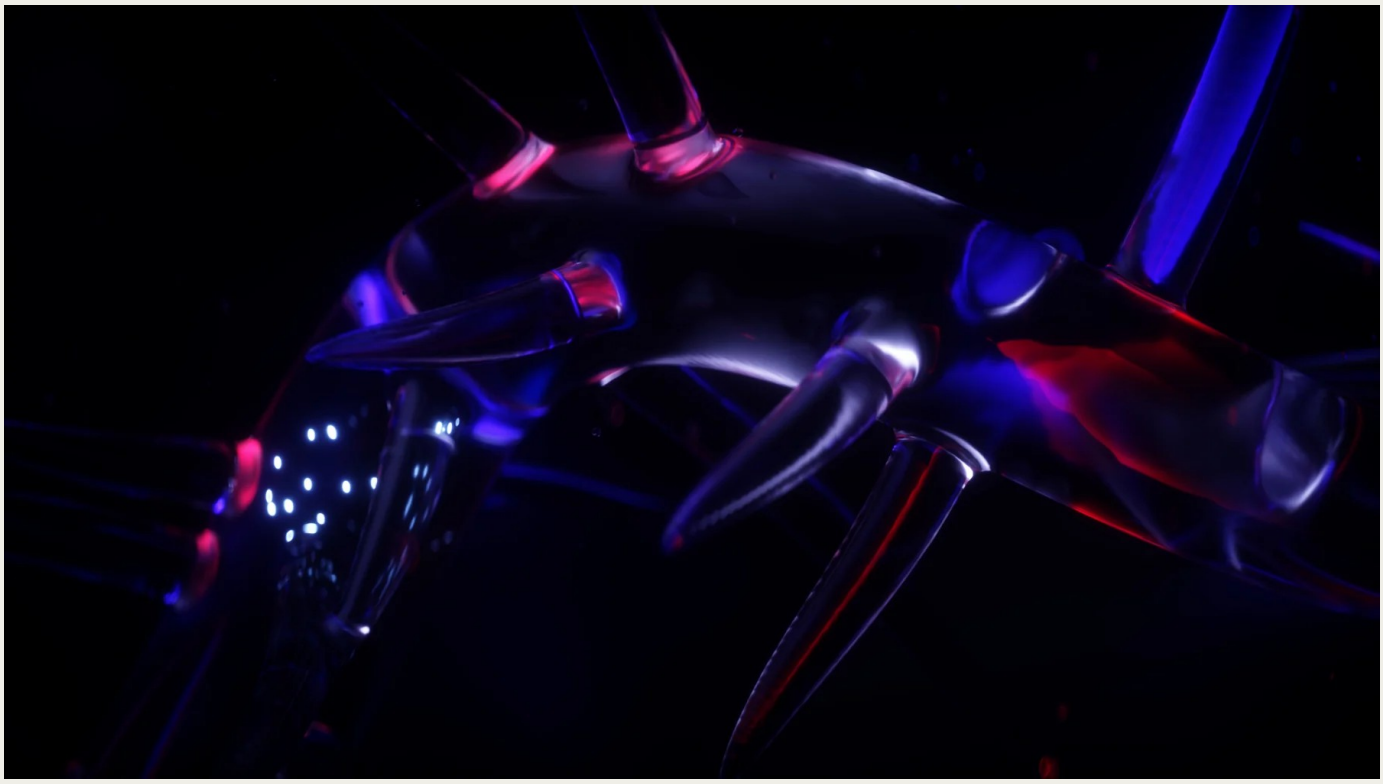




CITY

Light *in motion.*





VEINS

The face *of light.*

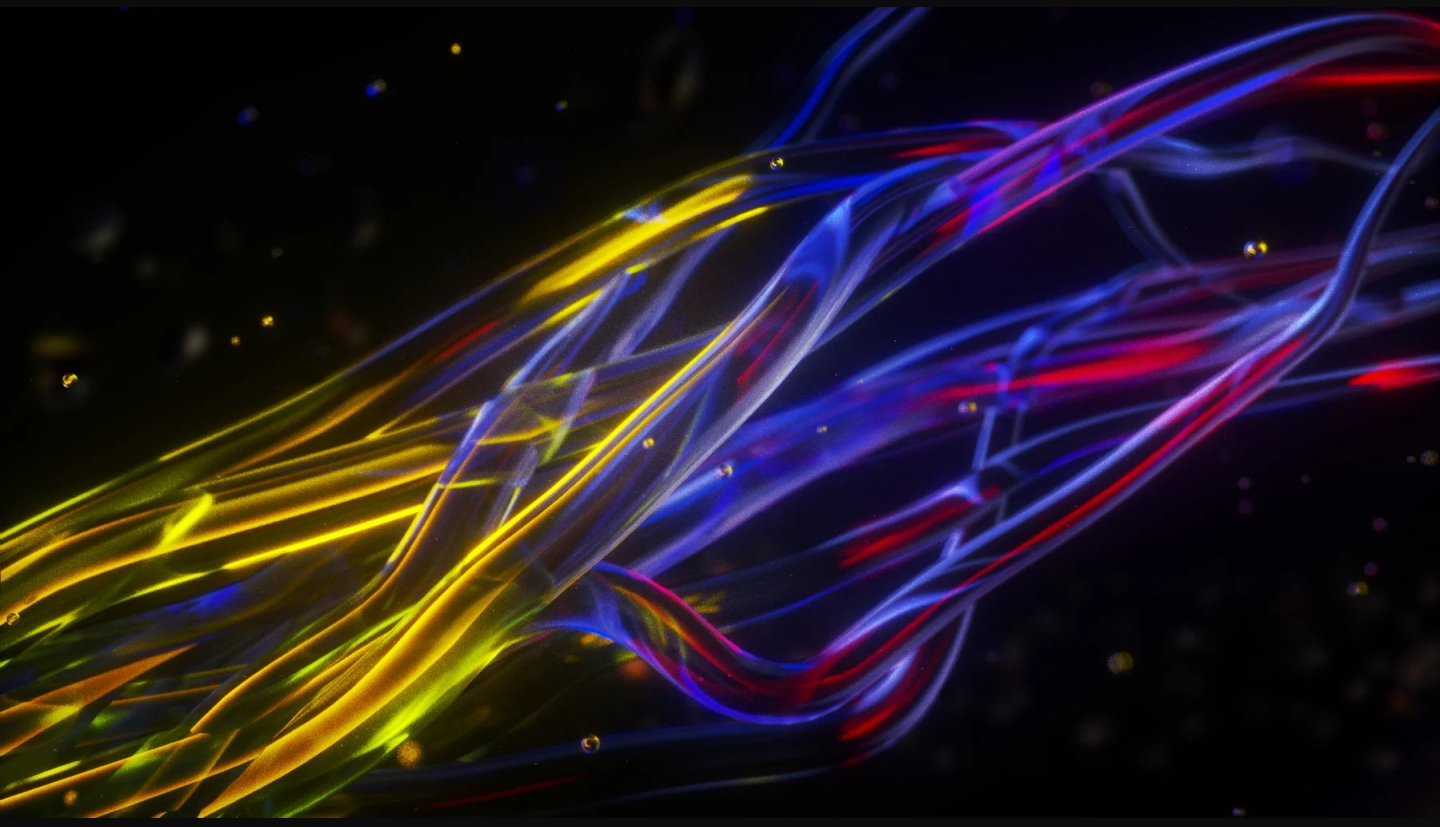


GUY

A 3D portrait lit in red and blue, with a glowing visor.

Let's make something

worth looking at.



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