

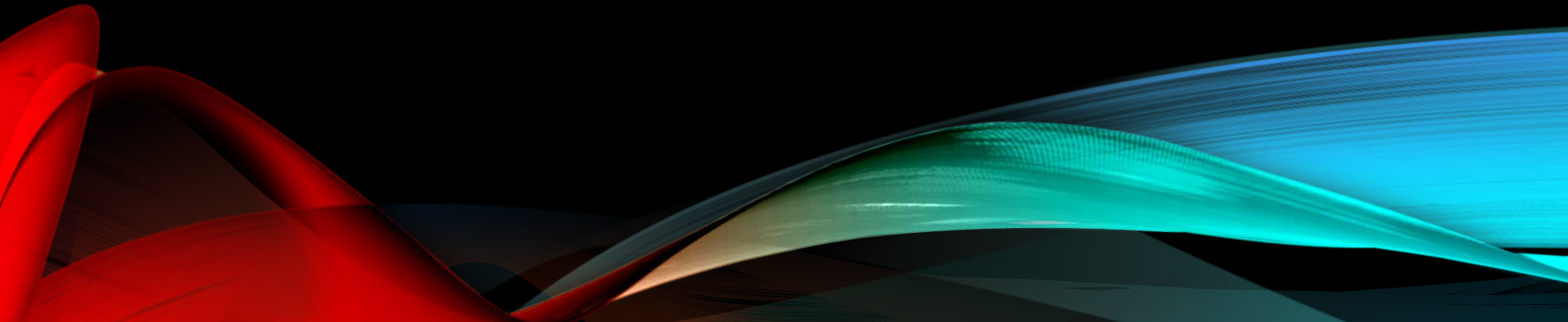


SIMONE SEGALINI

PORTFOLIO

SCENES

Exterior, Interior & Set-Ups Rendering



MY WORKS - EXTERIOR

2018 FOSCARINI
SHOWROOM
MONFORTE MILANO

3D RENDERING +
PHOTO EDITING

Realized by using Rhino
(modeling), Maxwell
Render 2.7 (lighting,
texturing, materials,
rendering), Adobe
Photoshop CC 2014
(post-production).



MY WORKS - EXTERIOR

2017 DOLCE &
GABBANA GALA
DINNER @ PALERMO
ALTA MODA

3D RENDERING

Realized by using Rhino
(modeling), Maxwell
Render 2.7 (lighting,
texturing, materials,
rendering), Adobe
Photoshop CC 2014
(post-production).



MY WORKS - EXTERIOR

2013 OUTDOOR
ENVIRONMENT

3D RENDERING

Realized by using
Autodesk Maya 2013
(modelling/lighting),
Adobe Photoshop CS5
(texturing/compositing),
Adobe After Effects
CS5.5 (compositing).



MY WORKS - INTERIOR

2019 LIVING ROOM

3D RENDERING

Realized by using Rhino
(modeling), Maxwell
Render 2.7 (lighting,
texturing, materials,
rendering), Adobe
Photoshop CC 2014
(post-production).



MY WORKS - INTERIOR



2018 PIOMBO
SHOWROOM

3D RENDERING

Realized by using Rhino
(modeling), Maxwell
Render 2.7 (lighting,
texturing, materials,
rendering), Adobe
Photoshop CC 2014
(post-production).

MY WORKS - INTERIOR

2018 142 RESTAURANT

3D RENDERING

Realized by using Rhino
(modeling), Maxwell
Render 2.7 (lighting,
texturing, materials,
rendering), Adobe
Photoshop CC 2014
(post-production).



MY WORKS - INTERIOR

2016 LIVING ROOM

3D RENDERING

Realized by using Rhino (modeling), Maxwell Render 2.7 (lighting, texturing, materials, rendering), Adobe Photoshop CC 2014 (post-production).



MY WORKS - INTERIOR

2017 BEDROOM

3D RENDERING

Realized by using Rhino
(modeling), Maxwell
Render 2.7 (lighting,
texturing, materials,
rendering), Adobe
Photoshop CC 2014
(post-production).



MY WORKS - INTERIOR

2014 HOTEL DU MARC
PROJECT

3D RENDERING

Realized by using
Autodesk Maya 2013
(modeling, lighting,
texturing), Maxwell
Render 2.7 (materials,
rendering), Adobe
Photoshop CS5 (post-
production).



MY WORKS - INTERIOR

2014 SUPERMARKET PROJECT

3D RENDERING

Realized by using
Autodesk Maya 2014
(modeling, lighting,
texturing), Maxwell
Render 2.7 (materials,
rendering), Adobe
Photoshop CS5 (post-
production).



MY WORKS – SET UP

2016 FOSCARINI
STOCKHOLM FURNITURE
AND LIGHT FAIR

3D RENDERING

Realized by using Rhino
(modeling), Maxwell
Render 2.7 (materials,
rendering), Adobe
Photoshop CC2014
(post-production).



MY WORKS – SET UP

2015 KARTELL MILAN
DESIGN WEEK

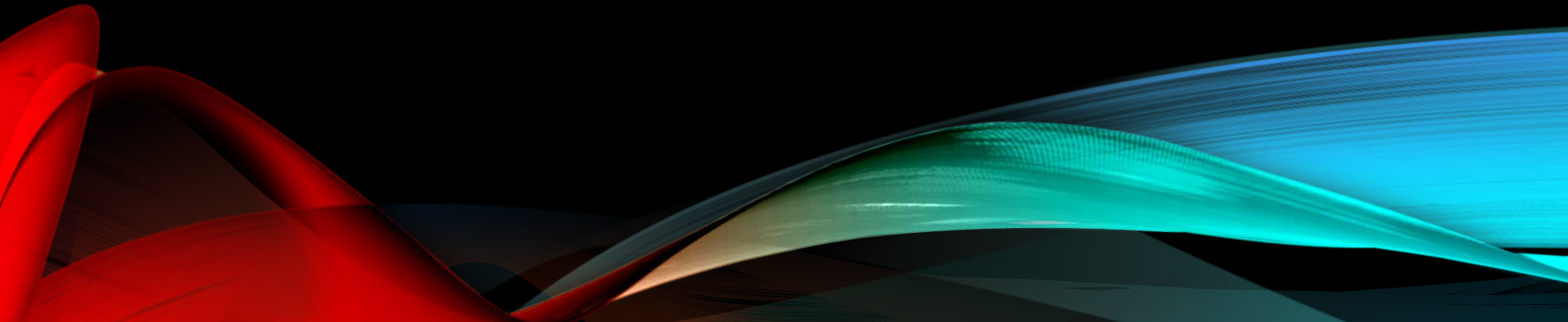
3D RENDERING

Realized by using
Autodesk Maya
2014/Rhino (modeling,
lighting, texturing),
Maxwell Render 2.7
(materials, rendering),
Adobe Photoshop CS6
(post-production).



PRODUCTS

3D Modelling & Rendering



MY WORKS – PRODUCT



2019 LAUDARTE T-ROSE
LAMP

3D RENDERING

Realized by using Rhino
(modelling), Maxwell
Render (rendering).

MY WORKS – PRODUCT



2019 SMANIA
CHARLOTTE SOFA

3D RENDERING

Realized by using Rhino
(modelling), Maxwell
Render (rendering).

MY WORKS – PRODUCT



2019 CITCO PINEAPPLE
WALL

3D RENDERING

Realized by using Rhino
(modelling), Maxwell
Render (rendering).

MY WORKS – PRODUCT



2019 CITCO COFFEE
TABLES

3D RENDERING

Realized by using Rhino
(modelling), Maxwell
Render (rendering).

MY WORKS – PRODUCT

2018 KARTELL KABUKI

3D RENDERING

Realized by using Rhino
(modeling), Maxwell
Render 2.7 (materials,
rendering), Adobe
Photoshop CC2014
(post-production).



MY WORKS – PRODUCT



2018 CITCO SIDEBOARD

3D RENDERING

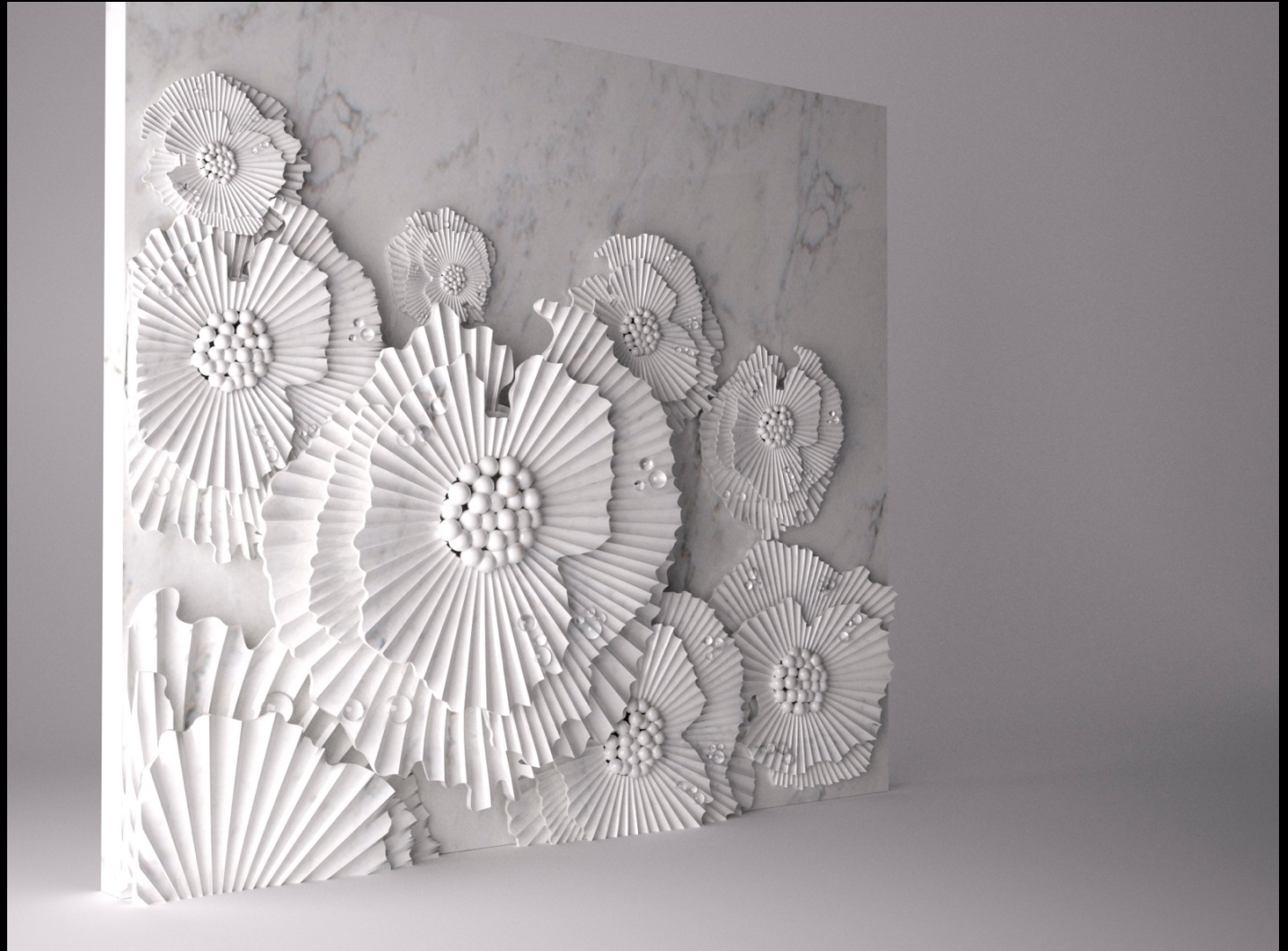
Realized by using Rhino
(modelling), Maxwell
Render (rendering).

MY WORKS – PRODUCT

2017 CITCO FLOWER
WALL

3D RENDERING

Realized by using Rhino
(modelling), Maxwell
Render (rendering).



MY WORKS – PRODUCT

2016 SERVO MUTO

3D RENDERING

Concept by [Ferruccio Laviani](#) for [Frag](#)

Realized by using Rhino (modeling), Maxwell Render (materials, rendering).



MY WORKS – PRODUCT

2016 CITCO TOTEM
LAMP

3D RENDERING

Realized by using Rhino
(modelling), Maxwell
Render (rendering).

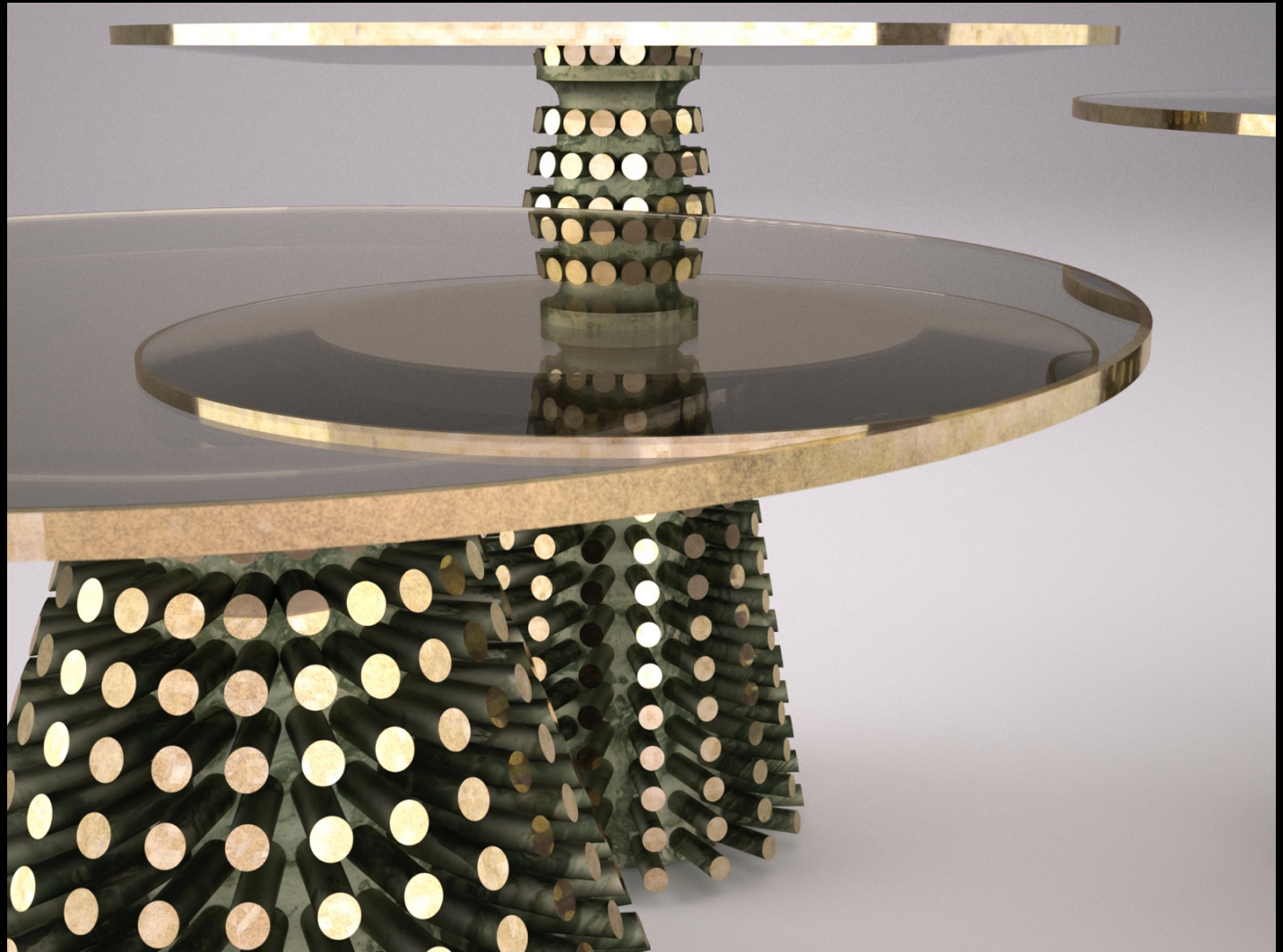


MY WORKS – PRODUCT

2016 CITCO COFFEE
TABLES

3D RENDERING

Realized by using Rhino
(modelling), Maxwell
Render (rendering).



MY WORKS – PRODUCT

2015 CITCO MIRROR

3D RENDERING

Realized by using Rhino
(modelling), Maxwell
Render (rendering).



MY WORKS – PRODUCT

2015 VOGUE

3D RENDERING

Concept by [Ferruccio Laviani](#) for [FKartellFragrances](#)

Realized by using Rhino (modeling), Maxwell Render (materials, rendering).



MY WORKS – PRODUCT



2015 CITCO LEAF WALL

3D RENDERING

Realized by using Rhino
(modelling), Maxwell
Render (rendering).

MY WORKS – PRODUCT

2014 KARTELL
COLLISTAR
NEW MAKEUP
COLLECTION
PROPOSAL

3D RENDERING

Realized by using
Autodesk Maya
2014/Rhino (modeling,
lighting, texturing),
Maxwell Render 2.7
(materials, rendering),
Adobe Photoshop CS5
(post-production).



MY WORKS – PRODUCT

2014 GOOD
VIBRATIONS WARDROBE

3D RENDERING

Concept by [Ferruccio
Laviani](#) for [Fratelli Boffi](#)

Realized by using
Autodesk Maya 2013
(modeling, lighting,
texturing), Maxwell
Render (materials,
rendering).



MY WORKS – PRODUCT

2014 GOOD
VIBRATIONS CABINET

3D RENDERING

Concept by [Ferruccio
Laviani](#) for [Fratelli Boffi](#)

Realized by using
Autodesk Maya 2013
(modeling, lighting,
texturing), Maxwell
Render (materials,
rendering).



MY WORKS – PRODUCT



2013 LOUIS XVI DESK

3D RENDERING

Concept by [Ferruccio Laviani](#) for
[Veuve Clicquot](#)

Realized by using
Autodesk Maya 2013
(modeling, lighting),
Maxwell Render
(materials, texturing,
rendering).

MY WORKS – PRODUCT

2013 THRONE CHAIR

3d RENDERING

Concept by [Ferruccio Laviani](#) for [Fratelli Boffi](#)

Realized by using
Autodesk Maya 2013
(modeling, lighting,
texturing), Maxwell
Render (materials,
rendering).



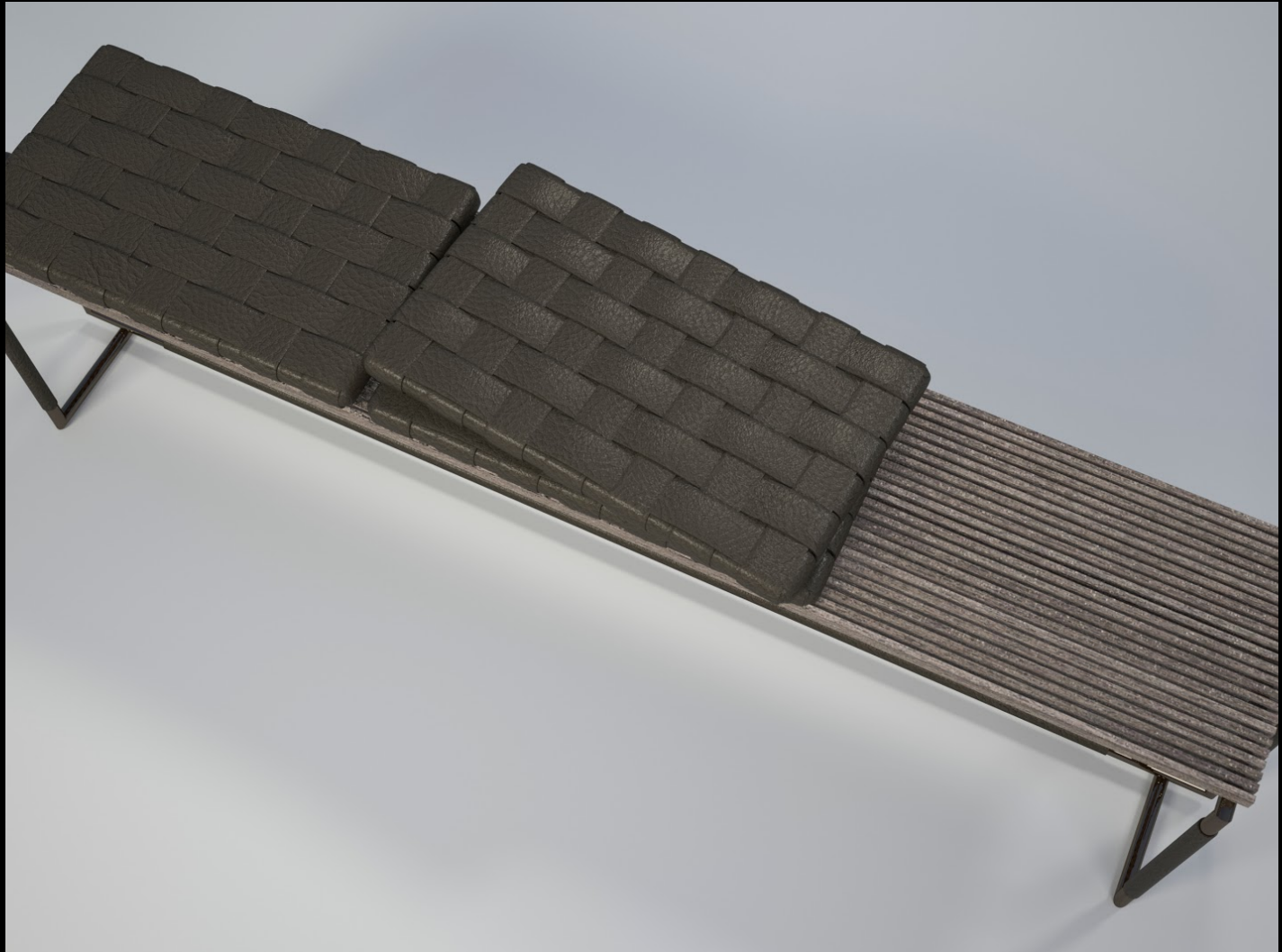
MY WORKS – PRODUCT

2013 BENCH

3D RENDERING

Concept by [Ferruccio Laviani](#) for [Frag](#)

Realized by using Autodesk Maya 2013 (modeling, lighting, texturing), Maxwell Render (materials, rendering).



MY WORKS – PRODUCT



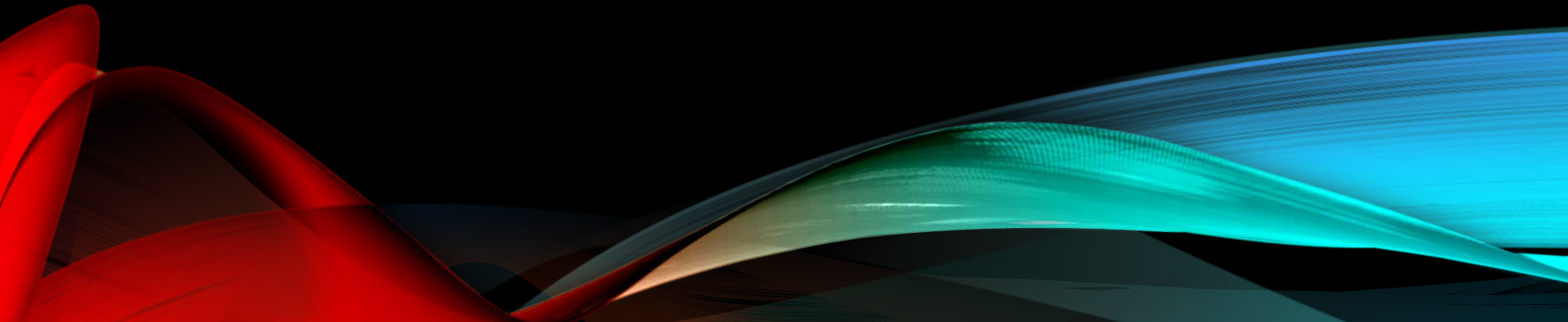
2012 FAHRENHEIT
EAU DE TOILETTE

3D RENDERING

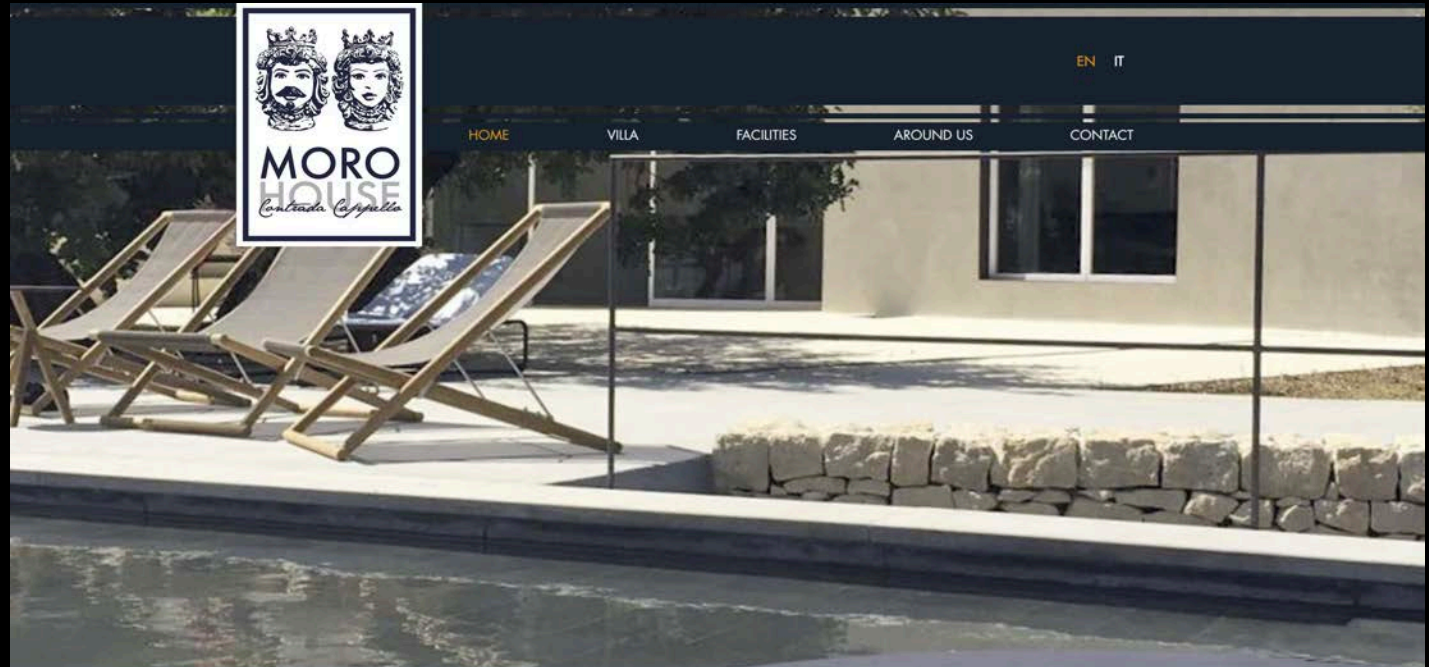
Realized by using
Autodesk Maya 2013
(modelling/texturing/m
aterials/lighting),
Mental Ray (rendering).

GRAPHICS

Miscellanea



MY WORKS – MISCELLANEA



AN OASIS OF PEACE - out of time -

2019 MOROHOUSENOTO
WEBSITE

www.morohousenoto.com

WEBSITE DESIGN

Realized by using Wix.

Enveloped by immaculate dry stone walls and rising gently amongst the carob and olive trees of the Val di Noto, Moro House is a great way to escape the hustle and bustle and hide away in the heart of the Sicilian countryside where life is about slow living and exploring the local landscape at your own pace, in your own space.

Moro House - a stylish, essential and perfectly proportioned villa - is a wonderful rural getaway where you can just enjoy uninterrupted tranquillity and undisturbed views or visit the fascinating towns of Noto, Ragusa, Siracusa - a short drive away from the villa.

MY WORKS – MISCELLANEA



M.A.D.S.

the digital art gallery 7.0

[news.](#) [artworks.](#) [artists.](#) [about.](#) [contact.](#)



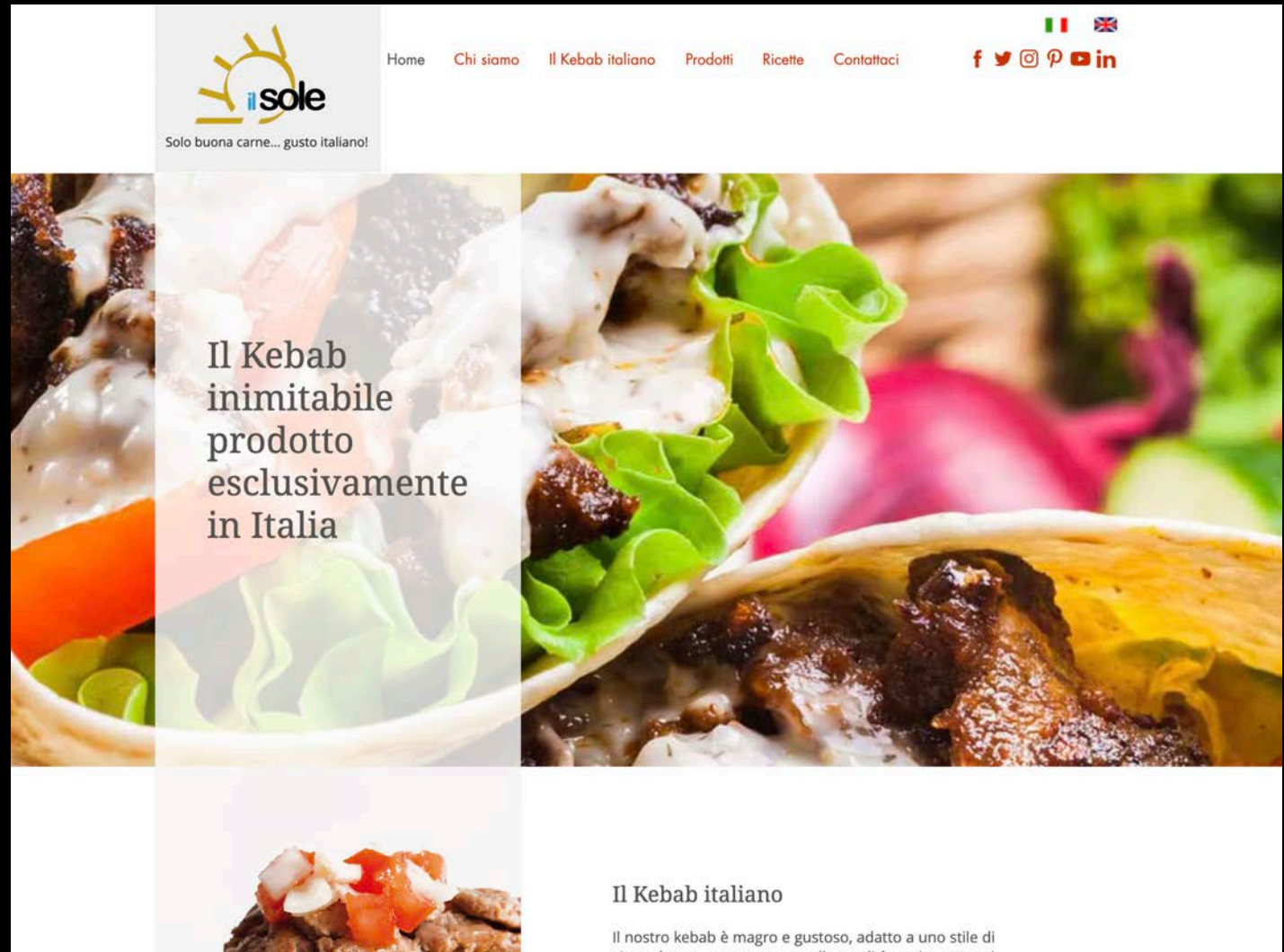
2019 MADSMILANO WEBSITE

www.madsmilano.com

WEBSITE DESIGN

Realized by using Wix.

MY WORKS – MISCELLANEA



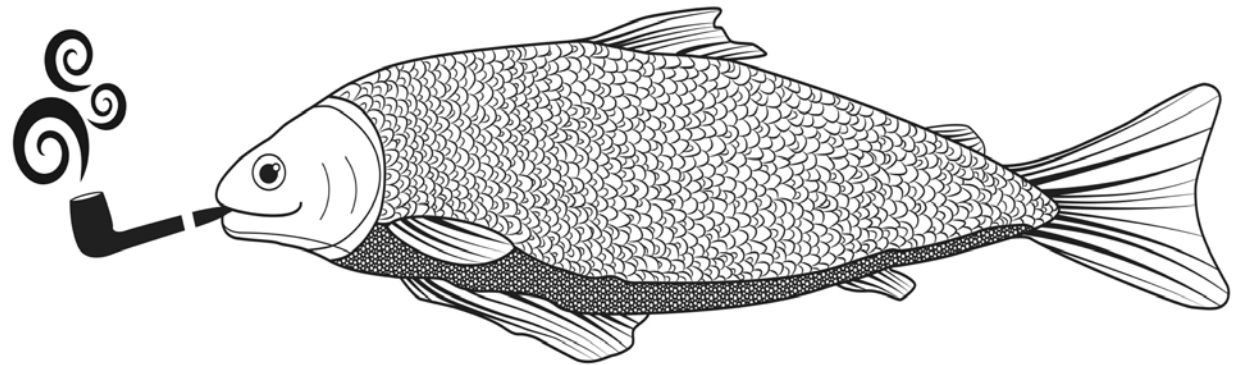
2018 ILSOLESRL WEBSITE

www.ilsolesrl.com

WEBSITE DESIGN

Realized by using Wix.

MY WORKS – MISCELLANEA



BE CAREFUL WHAT YOU FISH FOR!

2016 FORKFISH

VECTOR ILLUSTRATION

Realized by using
Adobe Illustrator.

MY WORKS – MISCELLANEA

2012 STEAMPUNK
ENVIRONMENT

3D RENDERING

Realized by using
Autodesk Maya 2013
(modelling/lighting).
(Painting/Texturing by
using MudBox
2013/Photoshop CS5)



CONTACT ME

Address:

Frazione Turro 15/A4
Podenzano (PC) Italy

Mobile:

+393333148005

E-Mail:

simonesegalini@gmail.com

Portfolio:

www.simonesegalini.com

LinkedIn:

www.linkedin.com/in/simonesegalini