SIMONE SEGALINI
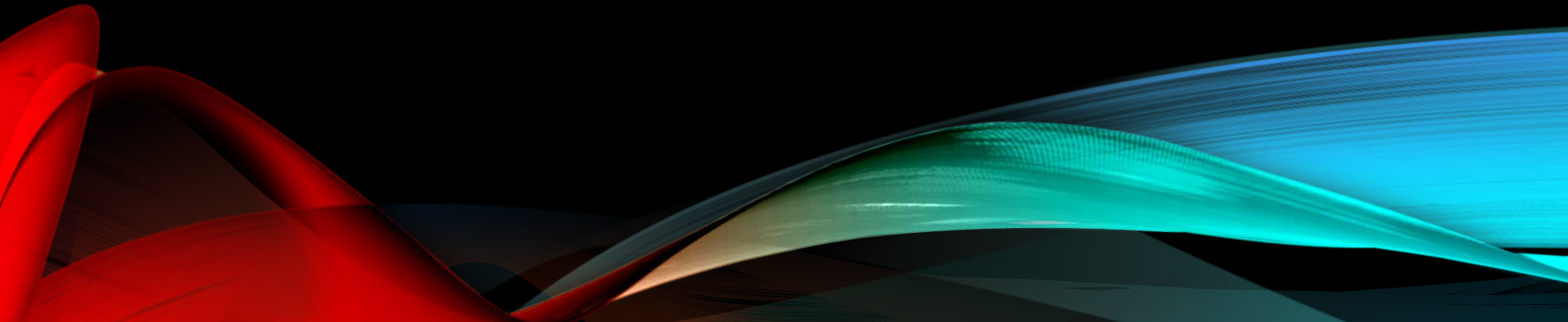
PORTFOLIO

SCENES

Exterior, Interior & Set-Ups Rendering

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).

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).

2013 OUTDOOR
ENVIRONMENT

3D RENDERING

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

2019 LIVING ROOM

3D RENDERING

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

2018 PIOMBO
SHOWROOM

3D RENDERING

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

2018 142 RESTAURANT

3D RENDERING

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

2016 LIVING ROOM

3D RENDERING

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

2017 BEDROOM

3D RENDERING

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

2014 HOTEL DU MARC
PROJECT

3D RENDERING

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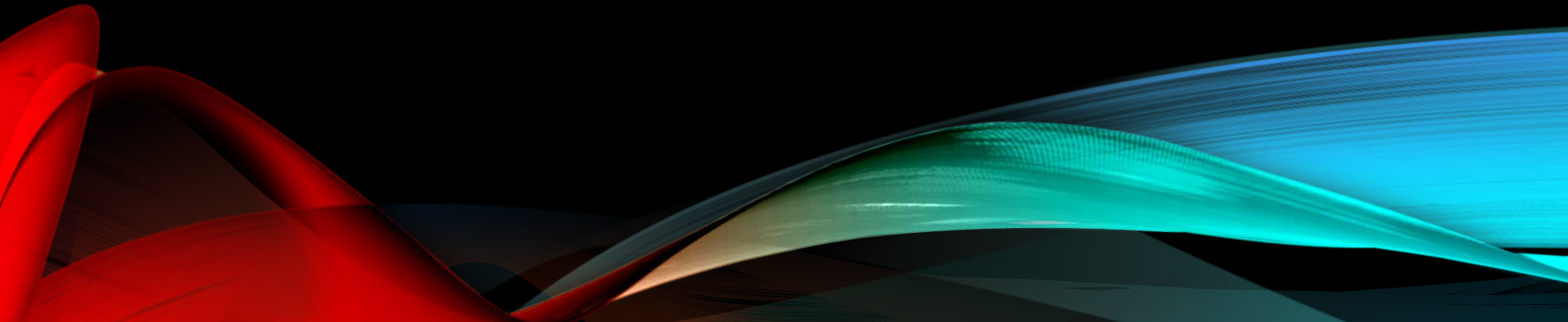Photoshop CS5 (post-
production).

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).

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).

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

2019 LAUDARTE T-ROSE LAMP

3D RENDERING

Realized by using Rhino (modelling), Maxwell Render (rendering).
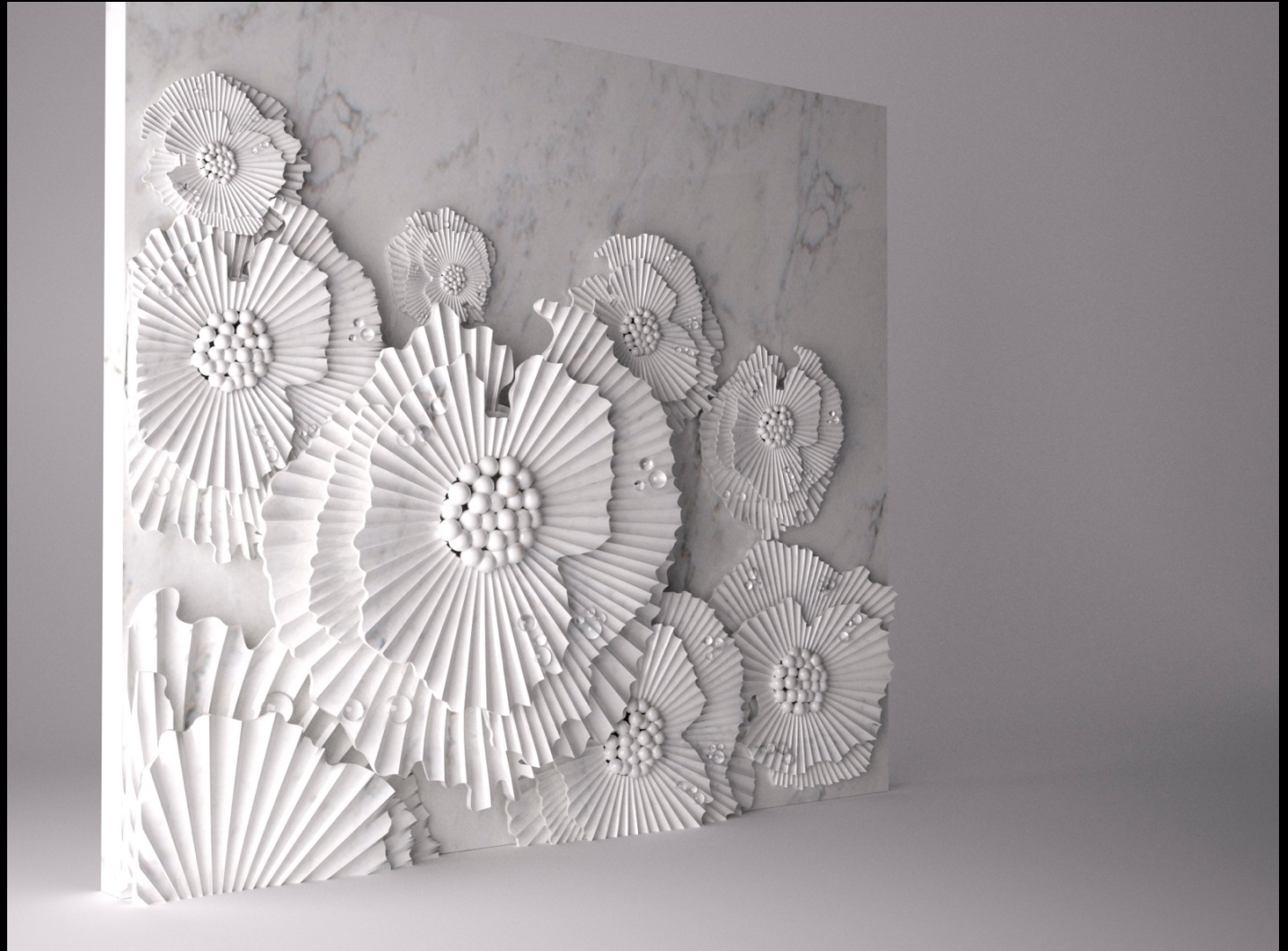
2019 SMANIA
CHARLOTTE SOFA

3D RENDERING

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

2019 CITCO PINEAPPLE WALL

3D RENDERING

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

2019 CITCO COFFEE TABLES

3D RENDERING

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

2018 KARTELL KABUKI

3D RENDERING

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

2018 CITCO SIDEBOARD

3D RENDERING

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

2017 CITCO FLOWER WALL

3D RENDERING

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

2016 SERVO MUTO

3D RENDERING

Concept by Ferruccio Laviani for Frag

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

2016 CITCO TOTEM LAMP

3D RENDERING

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

2016 CITCO COFFEE
TABLES

3D RENDERING

Realized by using Rhino
(modelling), Maxwell
Render (rendering).
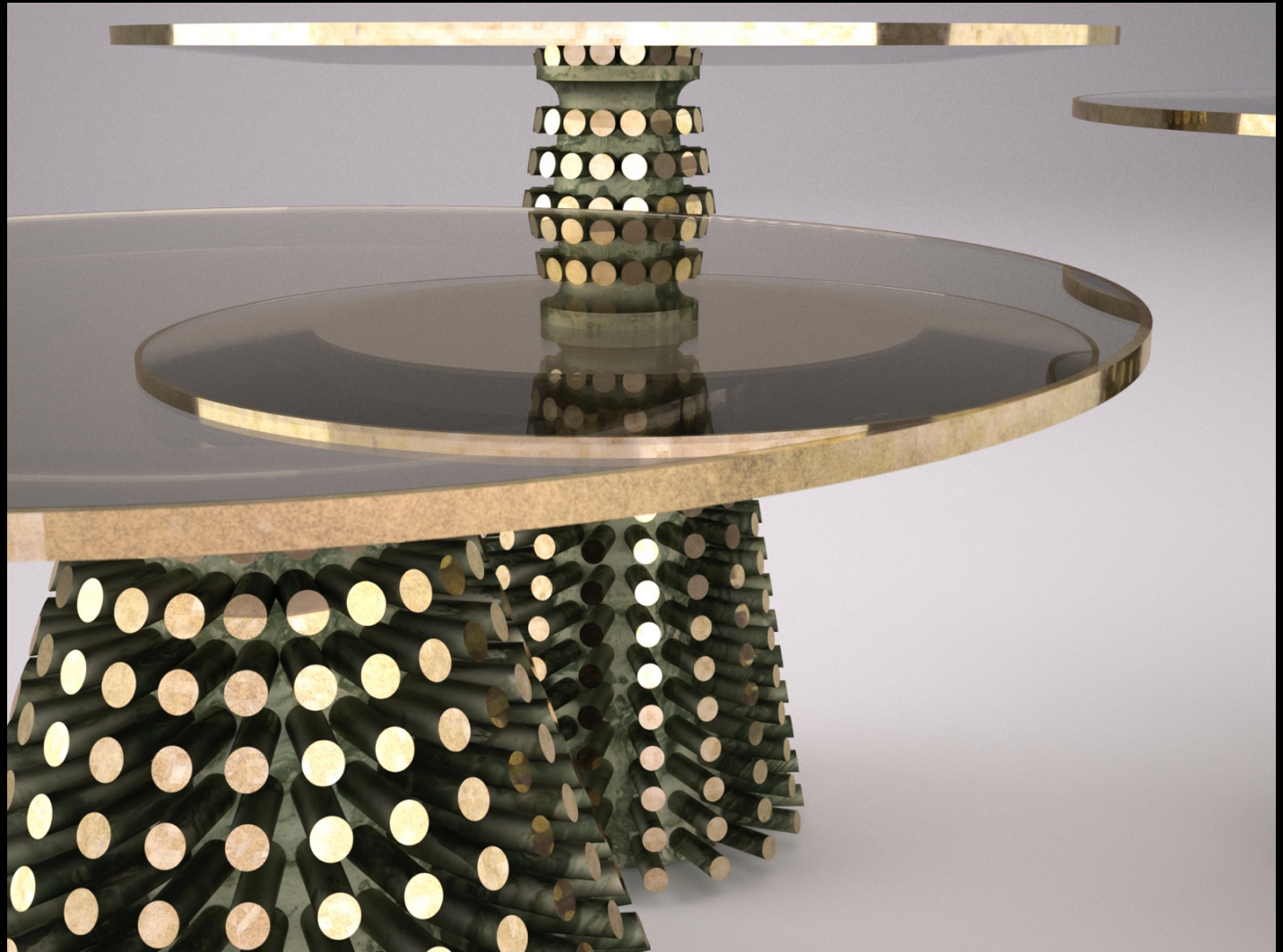
2015 CITCO MIRROR

3D RENDERING

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

2015 VOGUE

3D RENDERING

Concept by Ferruccio Laviani for FKartellFragrances

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

2015 CITCO LEAF WALL

3D RENDERING

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

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).

2014 GOOD
VIBRATIONS WARDROBE

3D RENDERING

Concept by Ferruccio
Laviani for Fratelli Boffi

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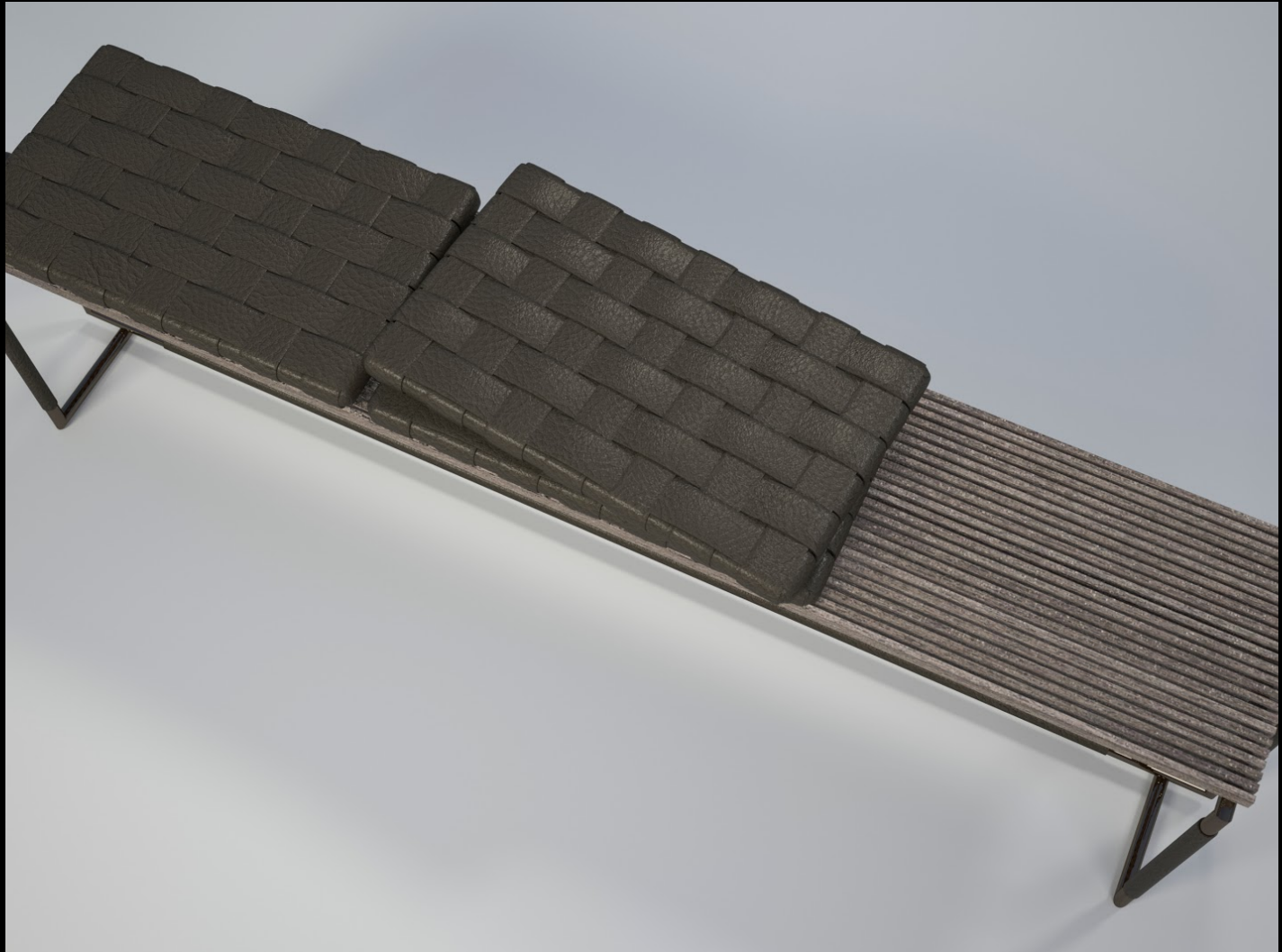texturing), Maxwell
Render (materials,
rendering).

2014 GOOD
VIBRATIONS CABINET

3D RENDERING

Concept by Ferruccio
Laviani for Fratelli Boffi

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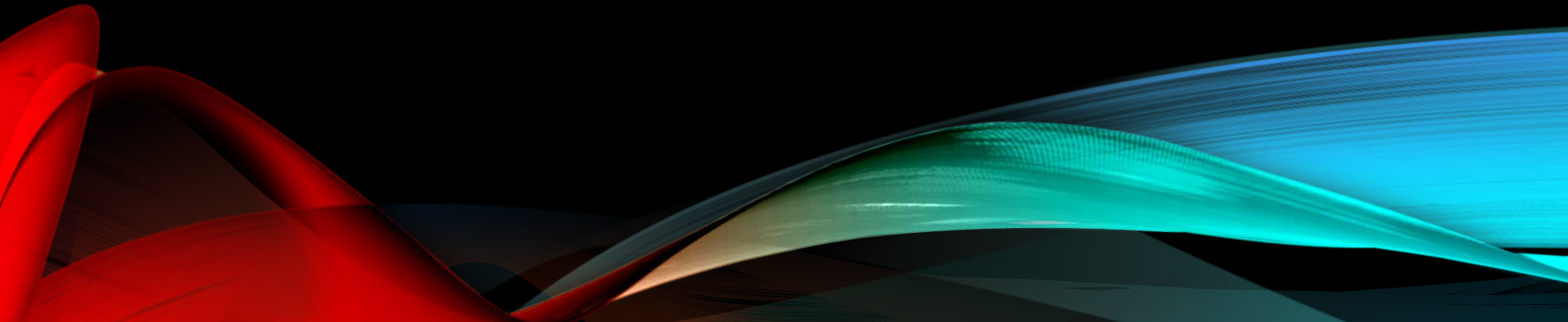texturing), Maxwell
Render (materials,
rendering).

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).

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).

2013 BENCH

3D RENDERING

Concept by Ferruccio Laviani for Frag

Realized by using Autodesk Maya 2013 (modeling, lighting, texturing), Maxwell Render (materials, rendering).
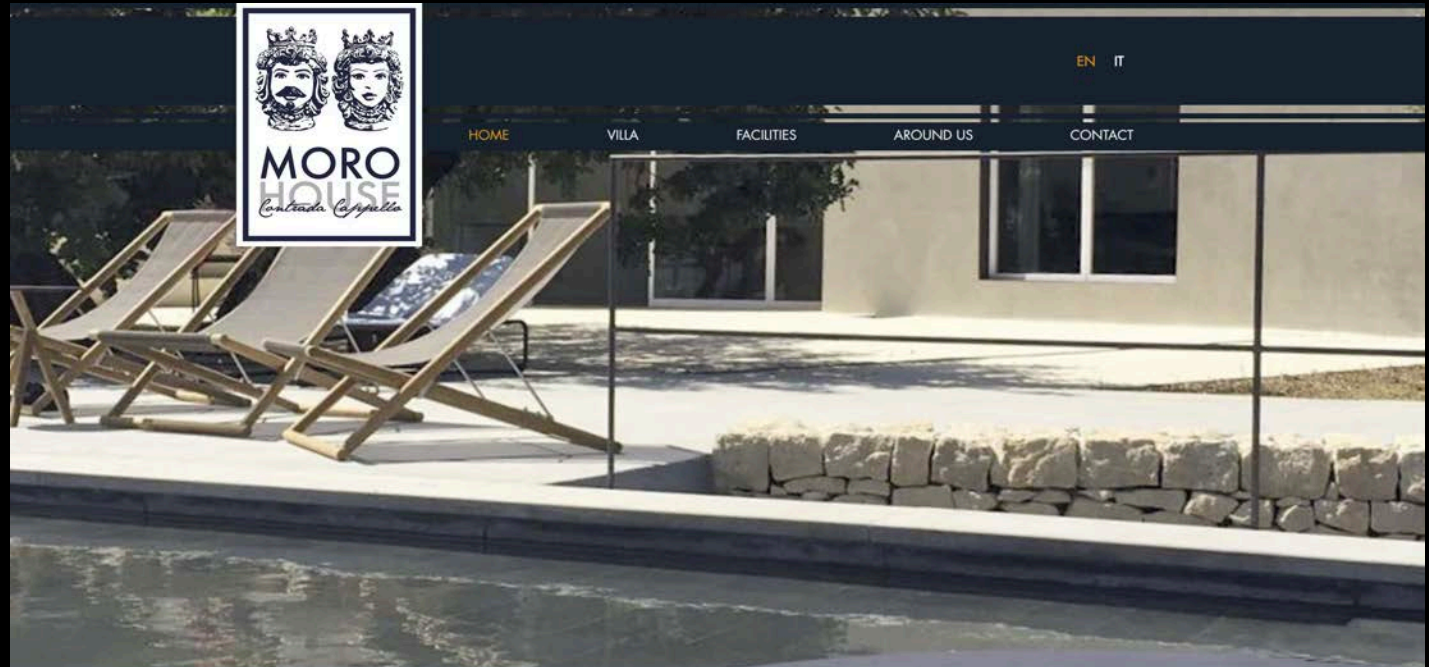
2012 FAHRENHEIT
EAU DE TOILETTE

3D RENDERING

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

GRAPHICS

Miscellanea

2019 MOROHOUSENOTO
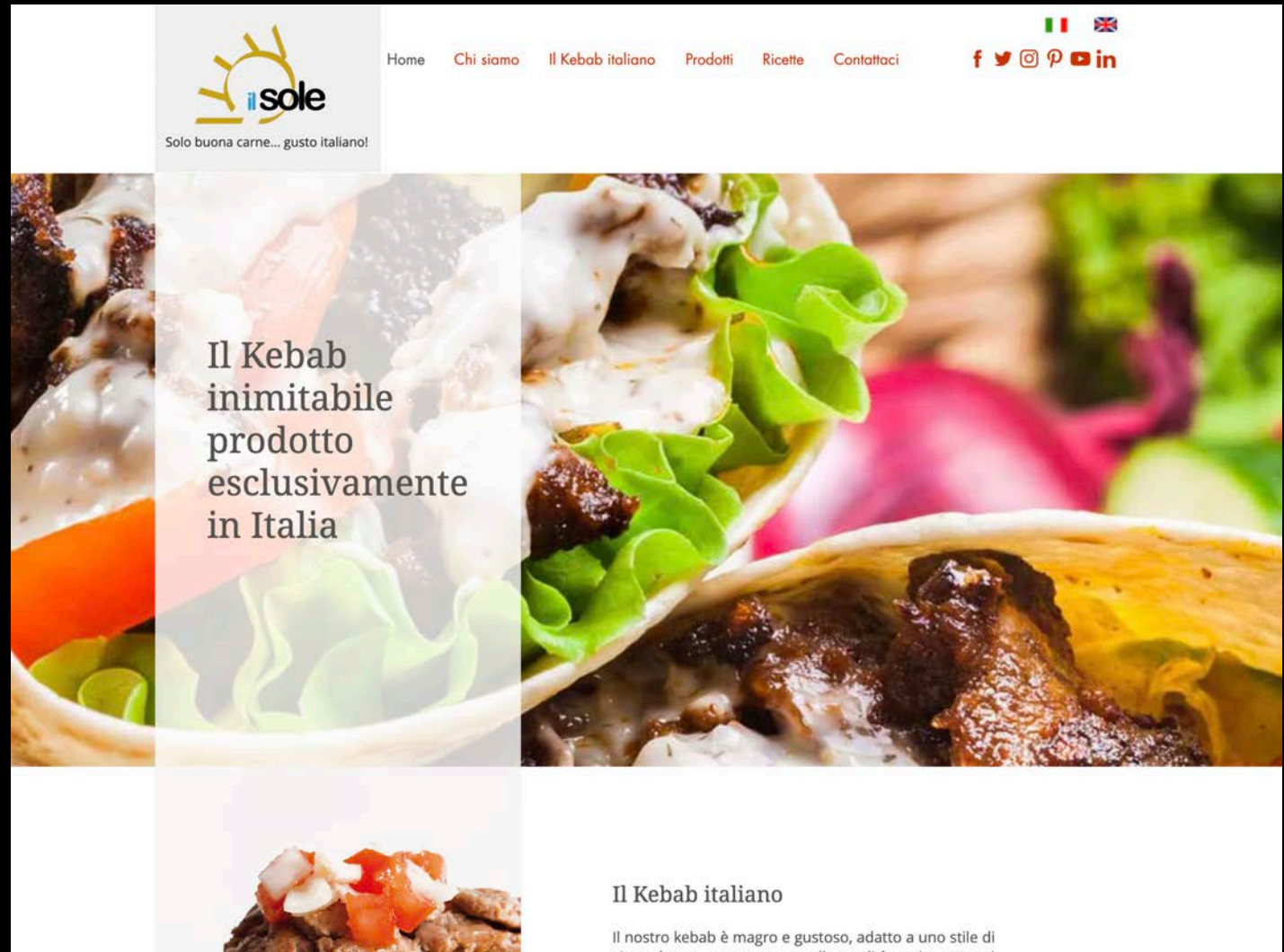WEBSITE

www.morohousenoto.com

WEBSITE DESIGN

Realized by using Wix.

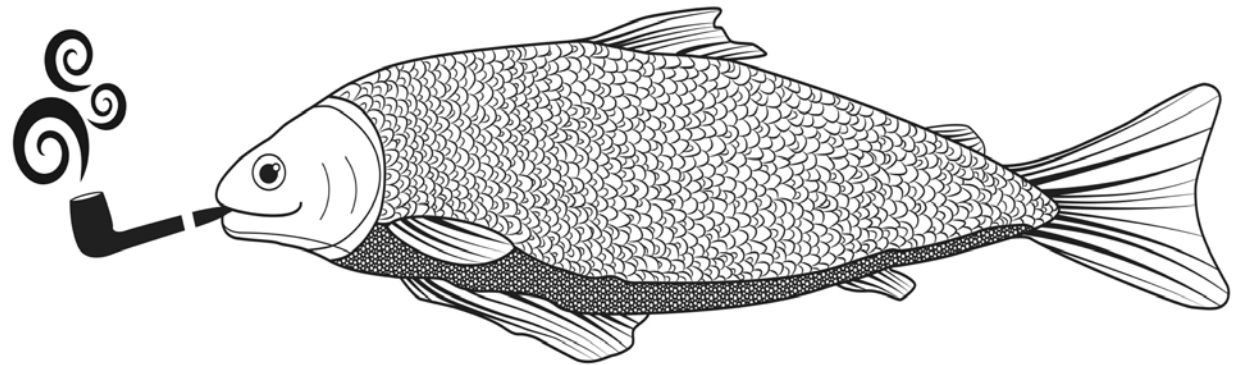2019 MADSMILANO WEBSITE

www.madsmilano.com

WEBSITE DESIGN

Realized by using Wix.

2018 ILSOLESRL WEBSITE

www.ilsolesrl.com

WEBSITE DESIGN

Realized by using Wix.

BE CAREFUL WHAT YOU FISH FOR!

2016 FORKFISH

VECTOR ILLUSTRATION

Realized by using
Adobe Illustrator.

2012 STEAMPUNK
ENVIRONMENT

3D RENDERING

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

CONTACT ME

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