

FRANCO PALIOFF

Digital portfolio



www.francopalioff.com

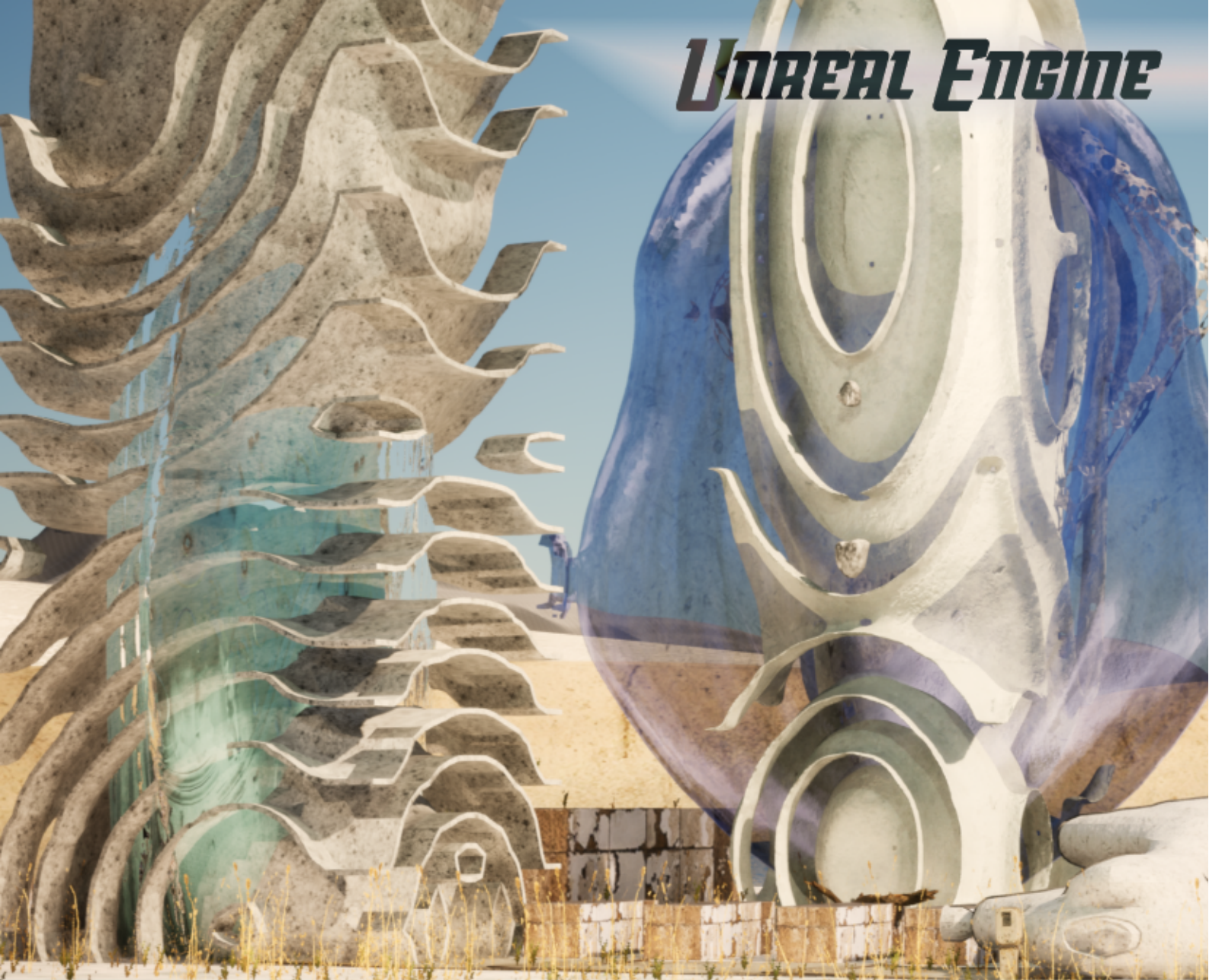
[@francopalioff](https://www.instagram.com/francopalioff)

2018 - Present



Generative buildings and sculptures. Experience on building complex and different levels of detailed scenes in UE5.

UNREAL ENGINE

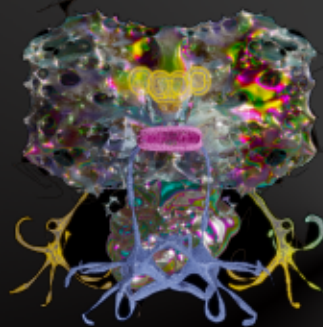
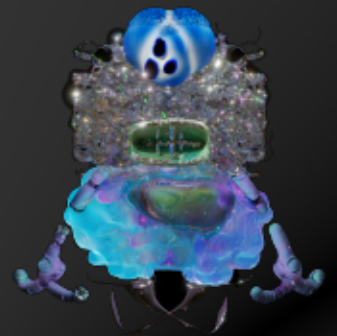
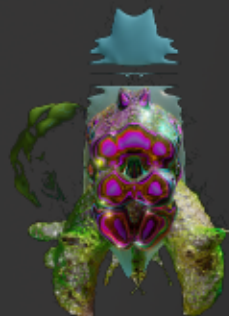
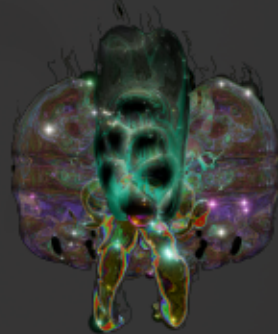
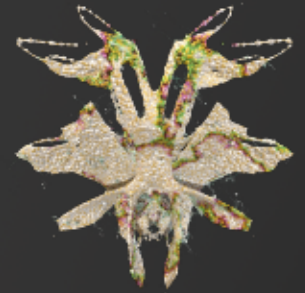
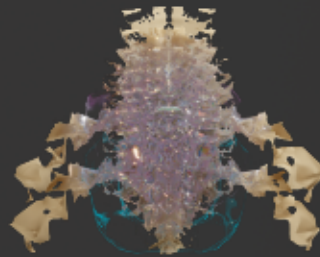
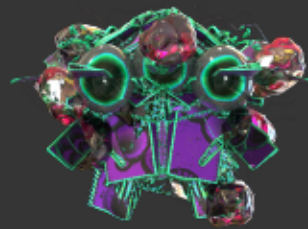
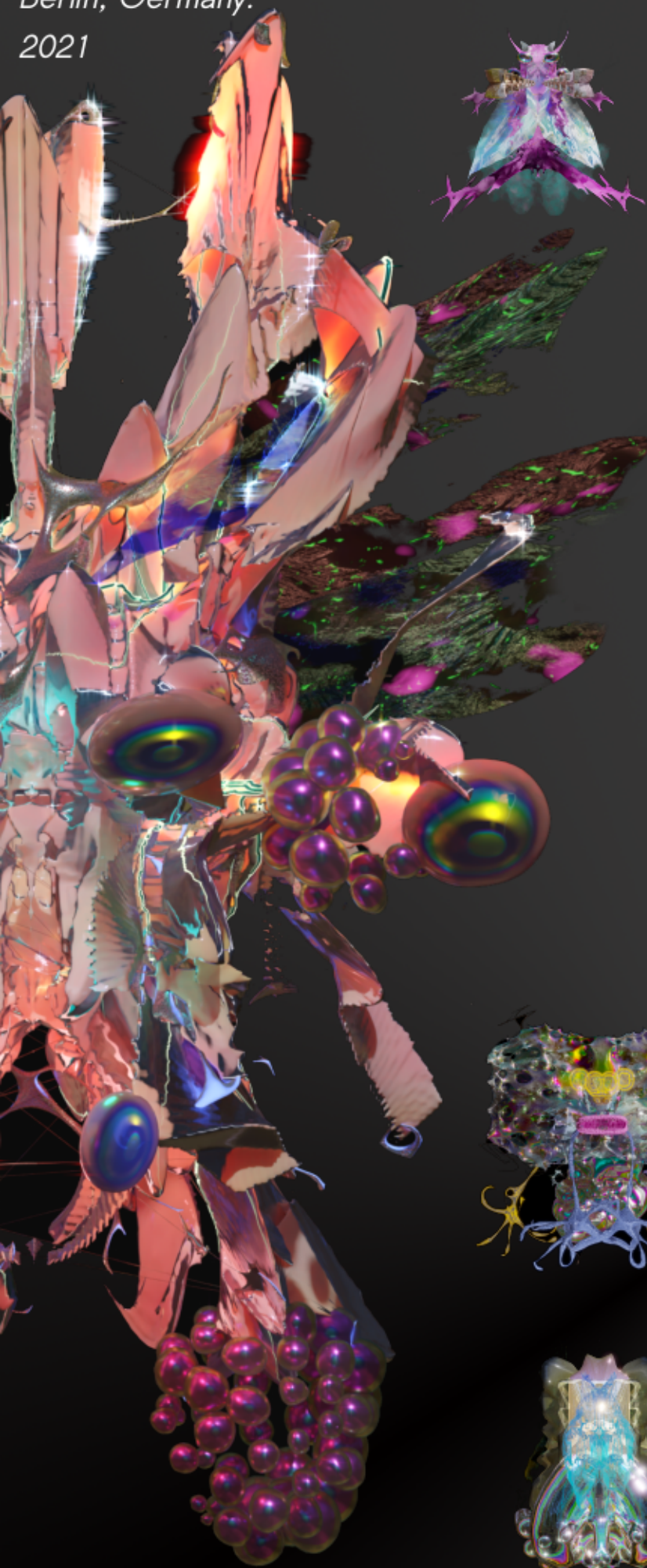


Blueprint programming and experience on external communication with microcontrollers.

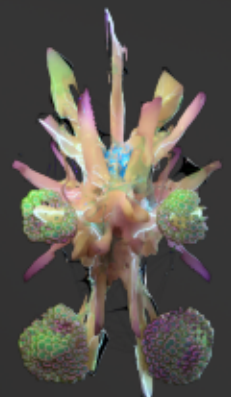
ANITYA PROJECT

Berlin, Germany.

2021



Development of 11500 3D generative
NFT's for newKinco's project Anitya
5K and 3K resolution
Houdini & Blender
<https://lifeforms.anitya.space/>



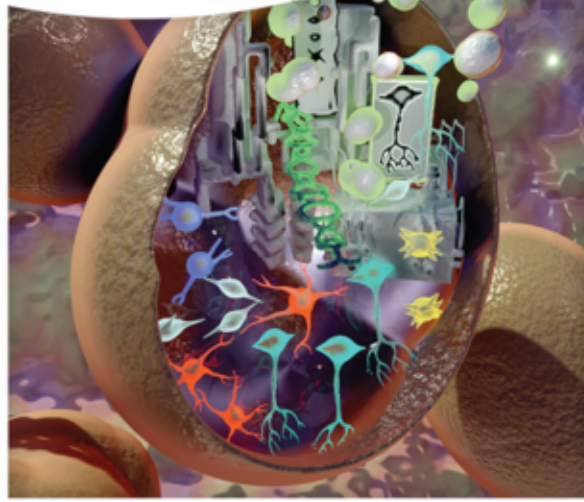
COVER MAGAZINE FOR AMERICAN ASSOCIATION FOR CANCER RESEARCH

USA
2022

CANCER RESEARCH

May 15, 2023
Volume 83 | Number 10

The Foundational Cancer Journal
Driving Transformative Science



AACRJournals.org
@CR_AACR

AACR American Association
for Cancer Research

Flyer design, concept and digital sculpture

<https://aacrjournals.org/cancerres/issue/83/10>

MAMBA NEGRA FLYER

Sao Paulo, Brazil
2022

Flyer design, concept and
digital sculpture
sculpture



<https://www.instagram.com/p/CXRIFFPsSZF/>

MAMBA NEGRA & FLYER

Sao Paulo, Brazil

2021

Flyer design, concept and
digital sculpture



So^m * Alys X b2b X Kontronatura O Delcu ☆ MU540 * Amanda Mussi
♣ Isis Broken ♣ Paulete Lindacelva † TETO PRETO † Cashu X b2b
Moretz † Peroli † *PE* Rf O * Alma Negrot † Bruxa C6smica † Juana
Chi † Okofa † † † Tago Oli † † † † † † † Ivi Maiga Bugrimenko †
Franco Palioff † Margem † † Luzco †

MAMBA NEGRA MAMBA NEGRA MAMBA NEGRA MAMBA NEGRA MAMBA NEGRA MAMBA NEGRA



[https://www.instagram.com/p/
CXRIFFPsSZF/](https://www.instagram.com/p/CXRIFFPsSZF/)

HAVRO GAME

2022 - Present

Kavro is a queer antihero who lives in a fantastic disgusting virtual sewer. Developed in Unreal Engine. Only 18+ years.

Expected year release: 2025



Robotic installation presenting the main character at ARTEBA

Buenos Aires

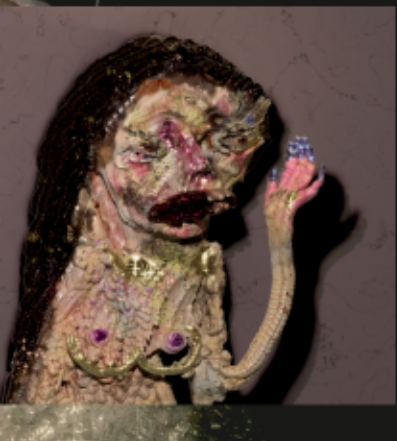
2022



[https://www.instagram.com/
p/CpnFLcvCVv/](https://www.instagram.com/p/CpnFLcvCVv/)

ZIVRIS CHARACTERS

2022 - Present



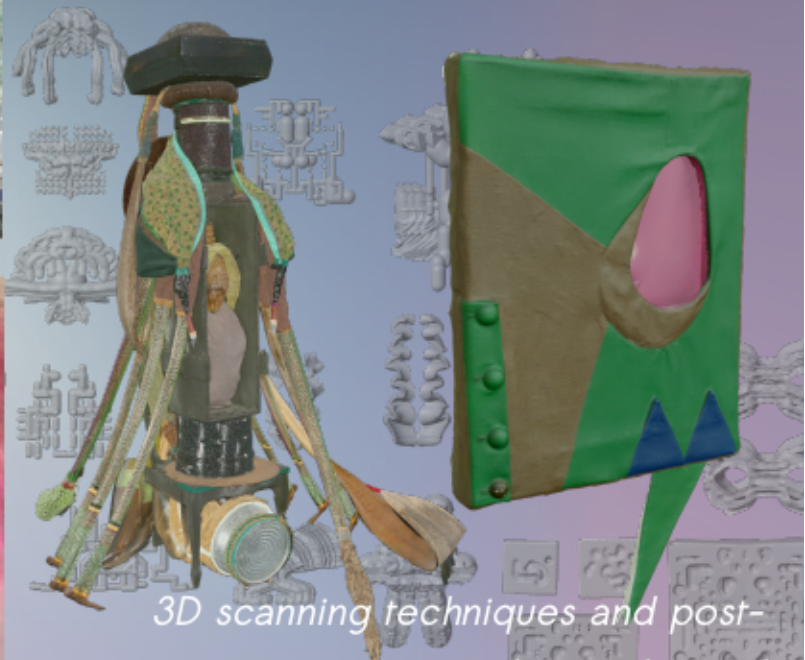
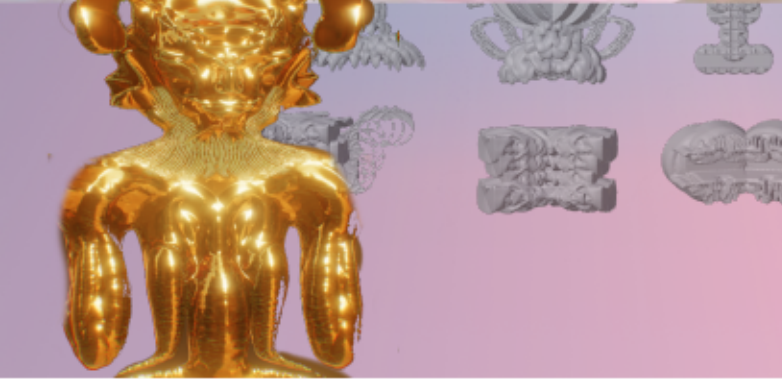
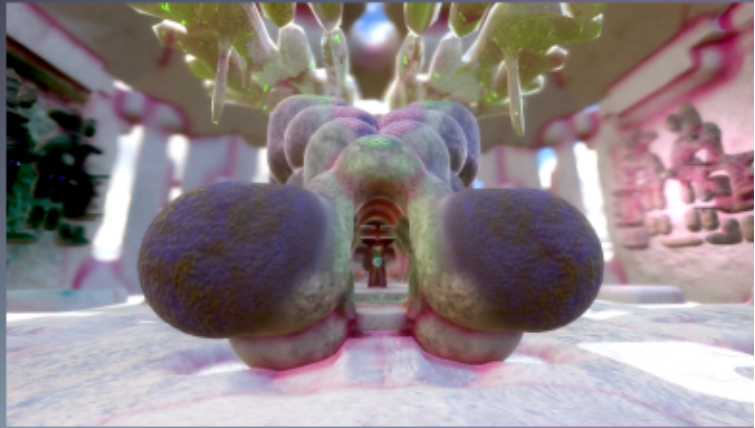
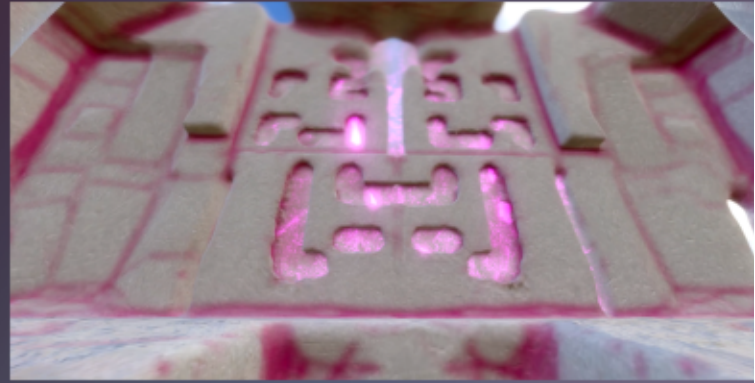
3D characters sculpted in VR and
textured in Adobe Substance.

<https://foundation.app/@francopaliofi>

EKEKA PROJECT

2022 - Present

Lead 3D artist, technical advisor and developer of an intelligent environment displaying 3D artworks of Benedicta Badia collection. Curatorship by Germano Dushá.



3D scanning techniques and post-processing and remeshing of complex textured artworks with multiple PBR textures.

<https://eeka-web-git-feat-intro-remake-eekaspace-s-team.vercel.app/intro>

WORLD OF US

2023

PROJECT



*3D environment, renders and videos
for webpage and exhibition space
plotters.*

<https://www.worldofus.info/>

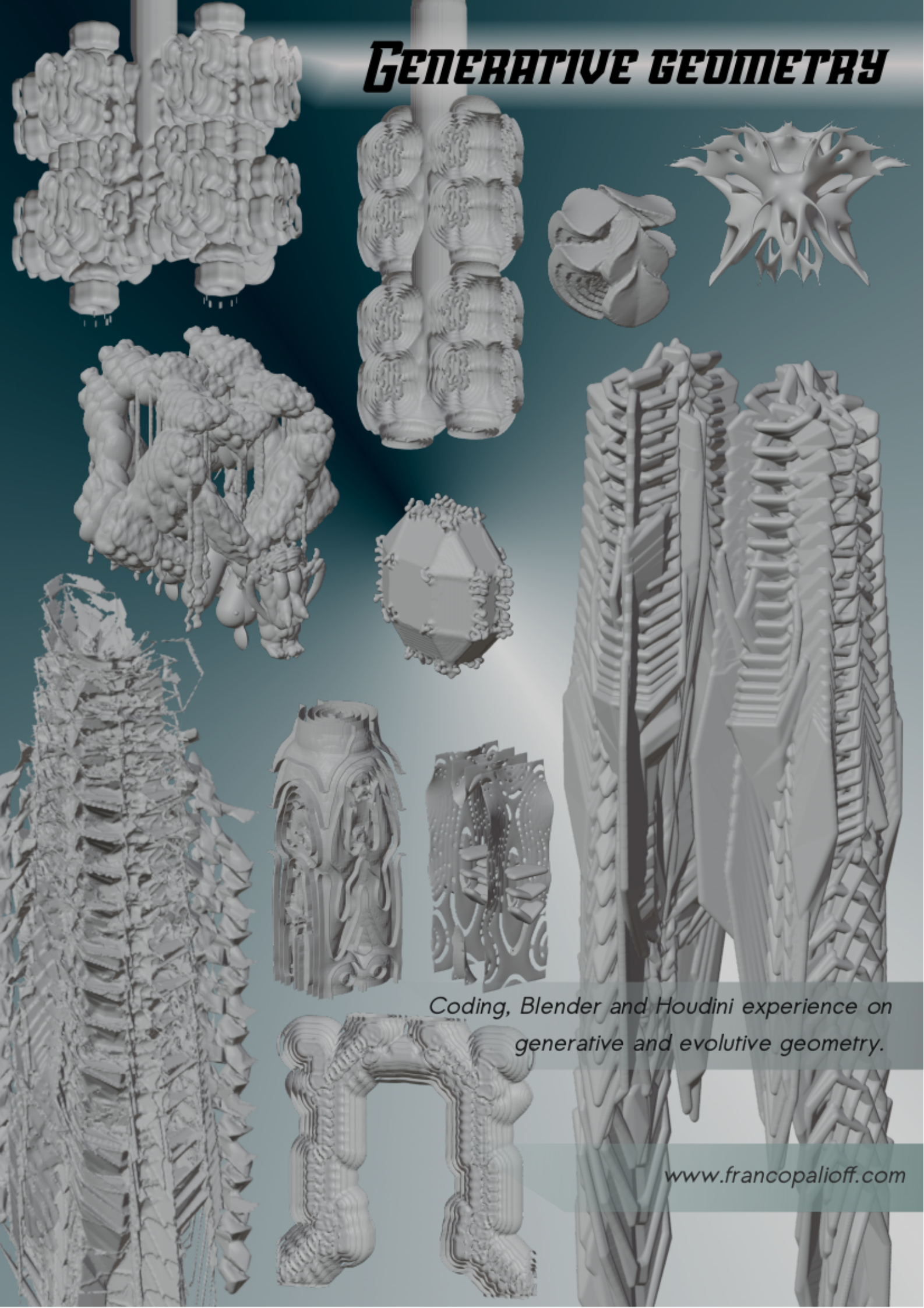
DIGITAL FASHION

Sao Paulo
2020



3D lead and design of Plasma Project next to two fashion designers. Project presented at Sao Paulo Fashion week at Casa de Criadores. Development of three animation videos and detailed 3D garment.

GENERATIVE GEOMETRY



Coding, Blender and Houdini experience on generative and evolutive geometry.

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DIGITAL SCULPTURE

Medium on VR, Nomad on Ipad, Blender and Zbrush sculpting techniques.

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Pencil on paper - 2022



Pencil on paper - 2022



Untitled - Oil on wood - 2020



The river - Oil on canvas - 2017



Twin - Oil on canvas - 2012

PRINT SCULPTURES AND ROBOTS

2014 - Present

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