

# INFO

This portfolio was made for on-screen viewing only, and more specific, for web delivery.

As a price to pay for the compressed files, any attempt to print the content of this book will result in some Very low-quality images.

In case of need, please request the High Quality version specifically made for print.

Optimized to be viewed with  
ADOBE ACROBAT READER  
At 75% zoom factor

# CHROMOPHOBIC.TK

## Kern Sharon

Selected Works

VOID

# INFO

In this section you can find all work related to the creation of virtual 3 dimensional spaces and objects.

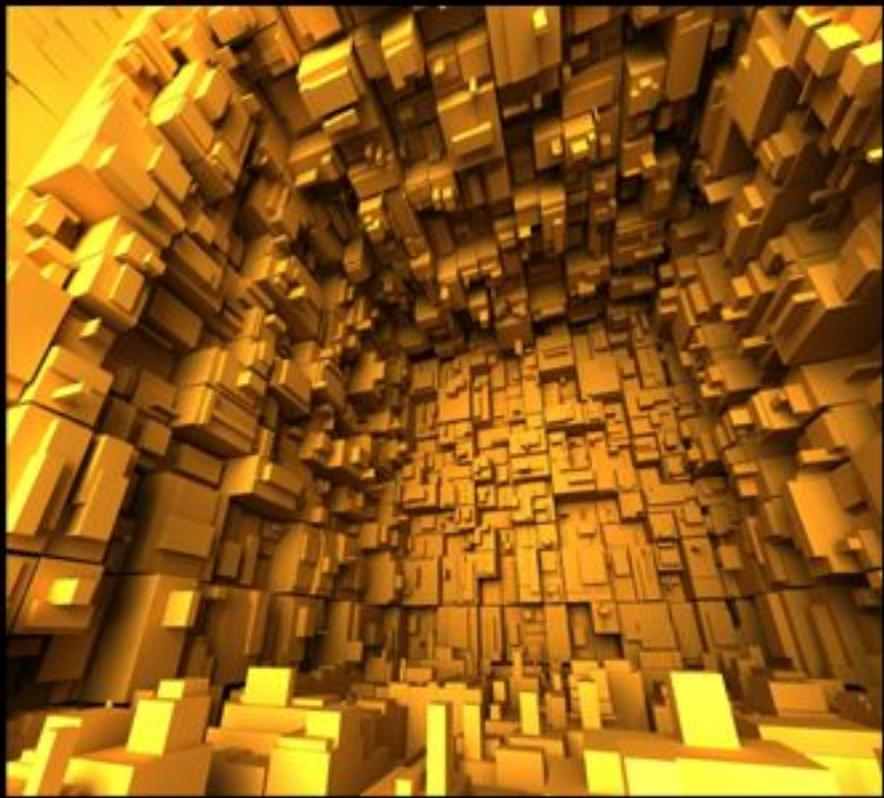
The aspects of the works cover the Geometrical, Chromatic and illumination attributes of virtual objects on the sub surface level as well as the ambient in order to achieve photo-realistic images (but not only).

Note that here are being represented just a few selected works from a vast number of experiments and tests.

## 3D

### Virtual Objects.

Selected Works



# INFO

## Greeble room.

Geometrical deformations.

In this page you can see a simple greeble room. It simulates city spawn in all three dimensions.

This scene, once rendered in a special geometrical space-deformation will result in a virtual 360° space to be viewed “from within” like a non linear environment.

Continue on next page.



Modeled with 3Ds Max  
Rendered with 3Ds Max

Original Scene:  
The Greeble room.

Every 3D -artist has one :-)

# INFO

## Greeble room. (2)

Geometrical deformations.

In this page you can see the resulting image, before the wrapping process.  
The geometrical transformations are being produced from a well defined grid.

Continue on next page.



Modeled with 3Ds Max  
Rended with 3Ds Max

# INFO

## Greeble room. (3)

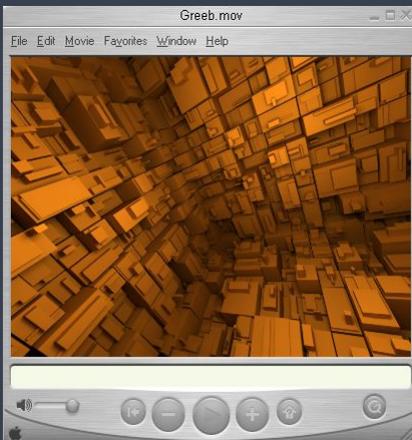
Wrapped 360° Ambient.

The result of the process is a virtual 360° ambient, that can not be represented on a bi-dimensional document.

In order to see the result it is required to use a third party viewer that supports VRML like Apple's QuickTime.

result can be viewed in the  
experimental page  
[www.polyline.tk](http://www.polyline.tk)

Modeled with 3Ds Max  
Rendered with 3Ds Max  
Wrapped with QuickTime



# INFO

## Luma

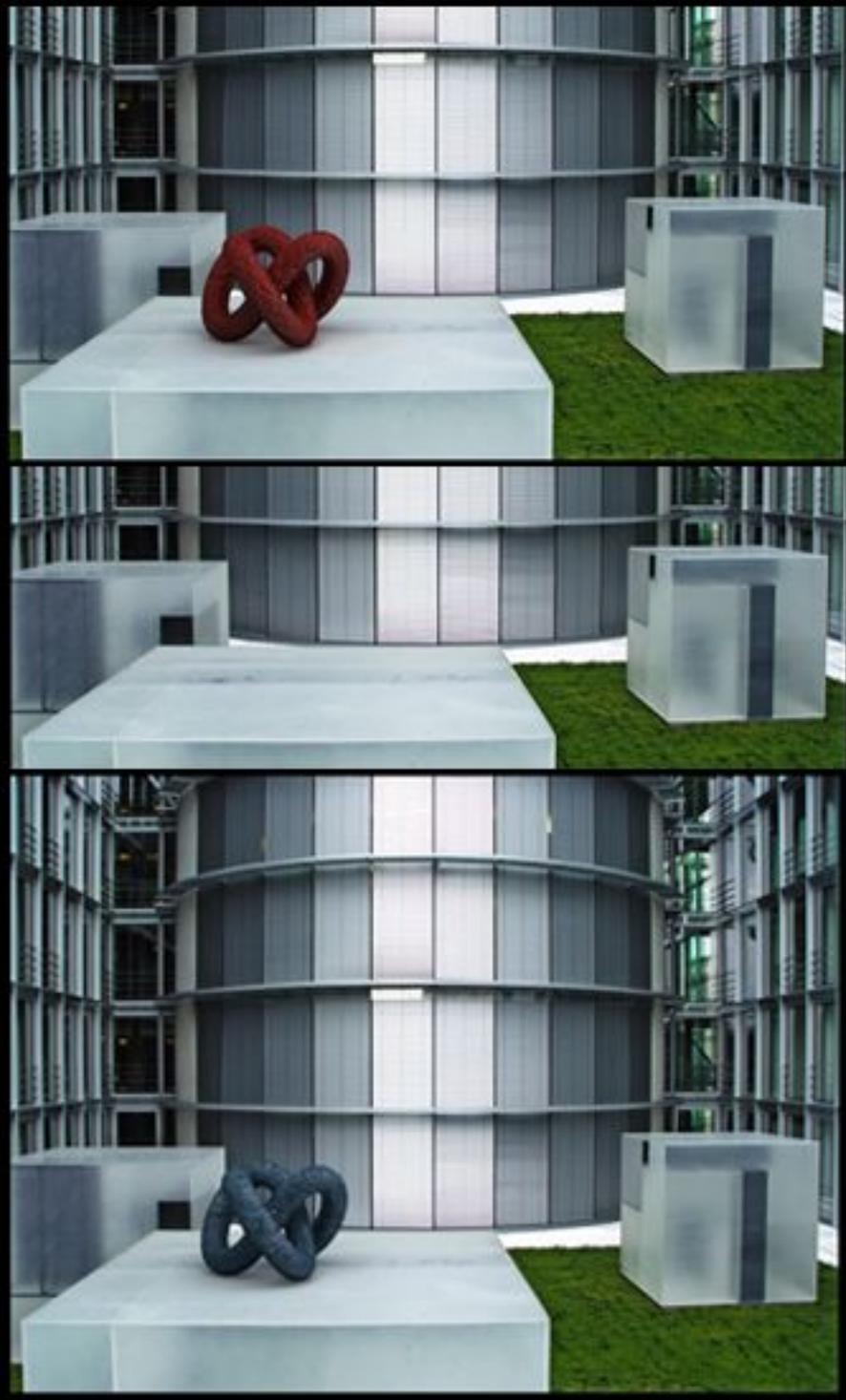
light and Shadow study.

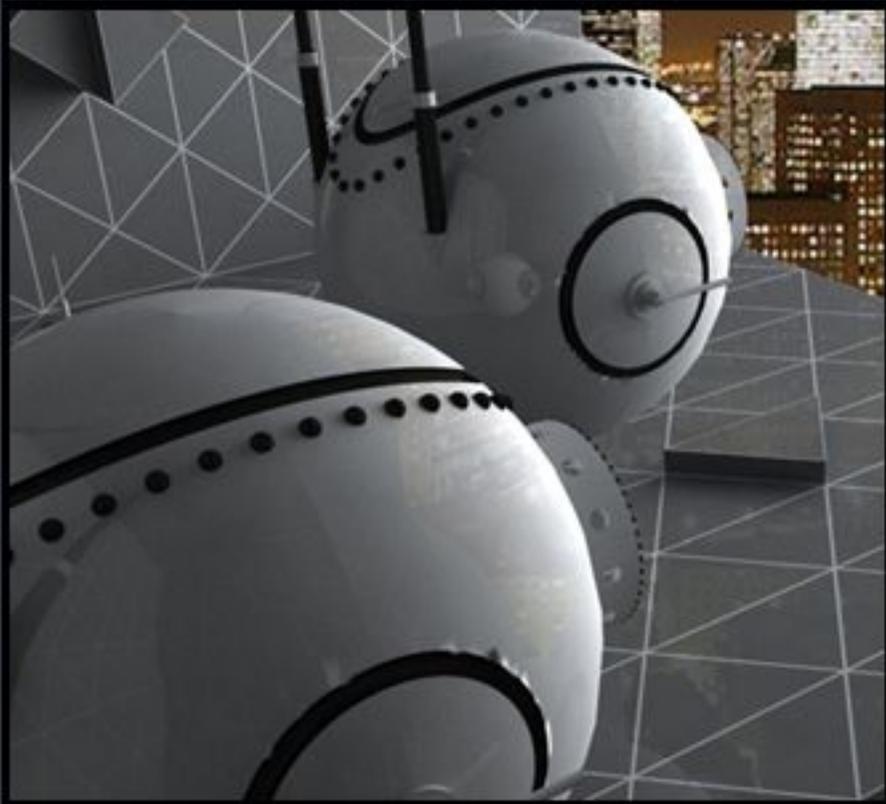
Still Frames + 11 sec. Film

These images are a part of a series designed to study the placement of a Virtual created object inside a real world captured scene.

An emphasis was made on problems related to the architectural scale and shadow casting objects, as well as the ambient and specular chromatic variations of the object itself or it's surroundings.

Modeled with 3Ds Max  
Rendered with 3Ds max





# INFO

## Orbs.

A Short Film.  
Under (heavy) construction.

These images are stills from  
a short feature film  
production still on-course.

The main problems to  
confront were the spherical  
reflection of a two  
dimensional ambient map to  
represent a 3D world on the  
orbs's skin (surface).

Modeled with Rhino3D  
Rendered with 3Ds Max

Original Scene:  
Paris (FR) 2003, La Defence.

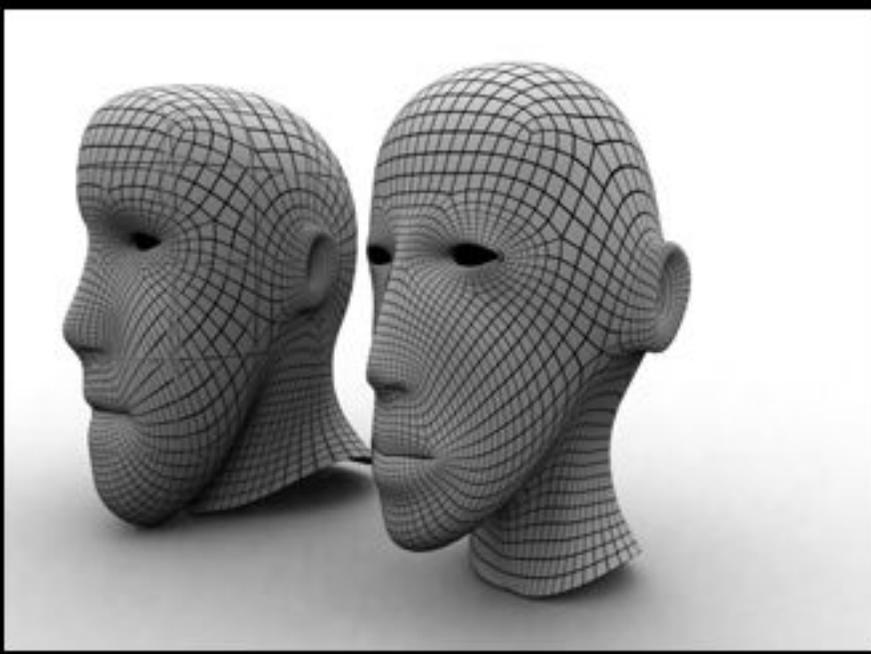
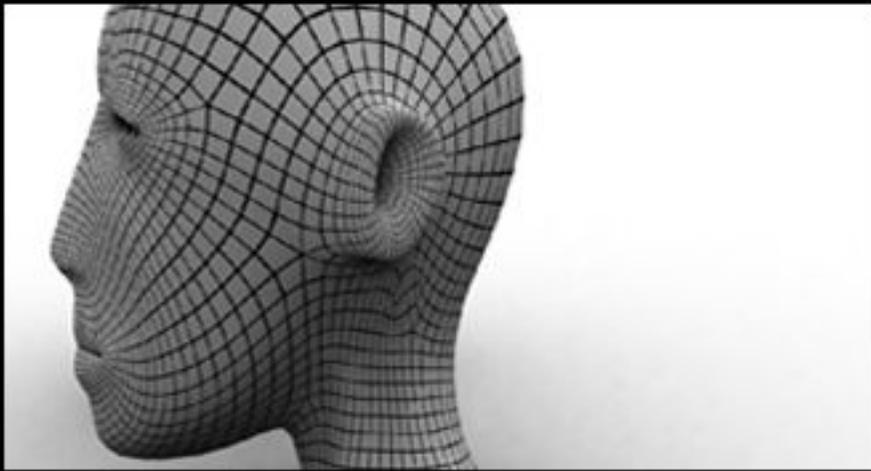
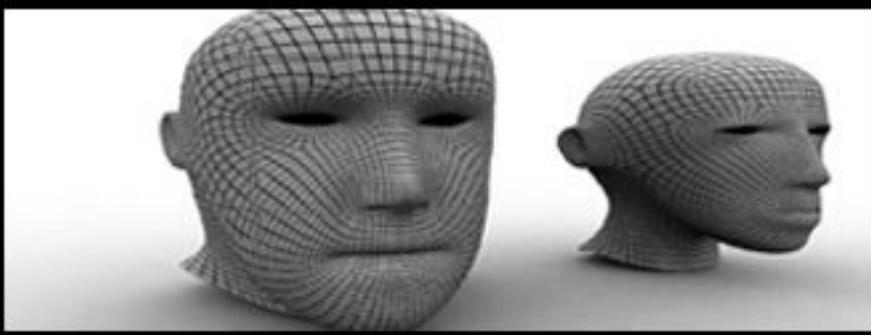
# INFO

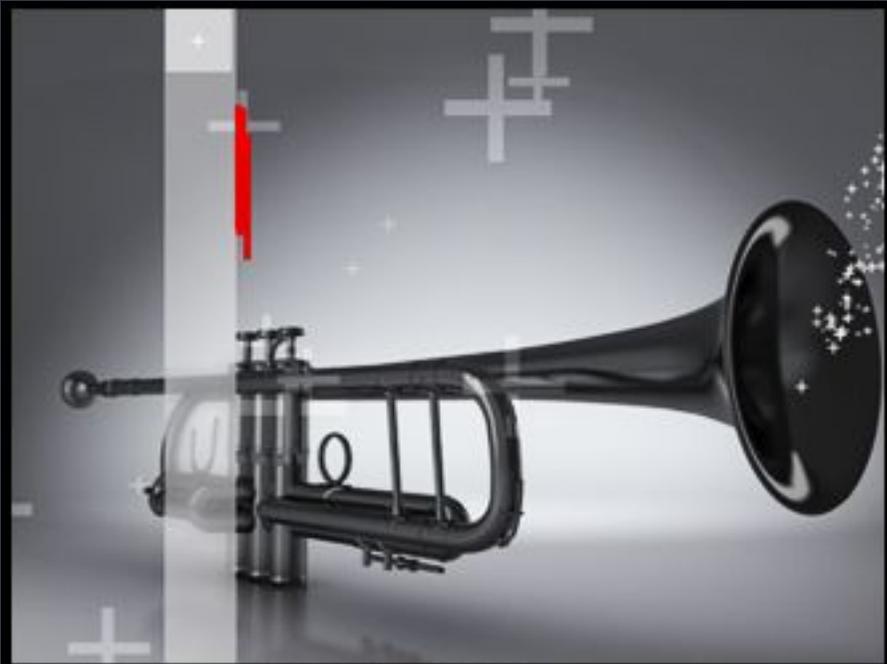
## Face off

A series of 40 virtual statues of heads with deformed faces to investigate the psychological effects of geometrical deformations.

A 50sec. Film was later produced from this scene

Modeled with 3Ds Max  
Rendered with 3Ds max





# INFO

## Soundless Trumpet

Chromatic material reflections study.

A study of the reflections on a curved chromatic (metallic) coated object inside a studio-setup to simulate real-world reflections.

the results were later used as a promotional postcards.

A 23 sec. Film was later produced from this scene

Modeled with 3Ds Max  
Rendered with 3Ds max



# INFO

## Wine Glass

### Fluid Simulation

A study of the behavior of fluids in a controlled ambient.

The study involved the reflection-refraction ratios and the caustic phenomena of the glass, the fluid and the combination between them.

In this page you can see only one still frame from the glass re-fill scene.

A 04sec. Film was later produced from this scene

Modeled with 3Ds Max  
Rendered with 3Ds max

# INFO

## Sassily Chair .

Nurbs Model.

The wassily chair, made by Marcel Breuer ,1927

Only Nurbs (Non Uniform Rational B-Splines) modeling method was involved .  
That makes extremely fast modeling certain objects.

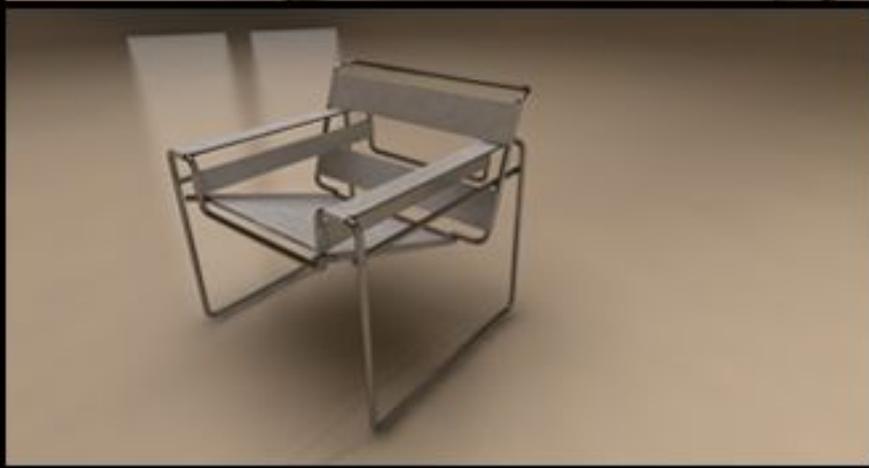
*A design objects 3DModels CD*

made by a special request for  
VIRUS SNC.

Modeled with Rhino3D  
Rendered with 3Ds Max



The wassily chair  
model by virus.snc

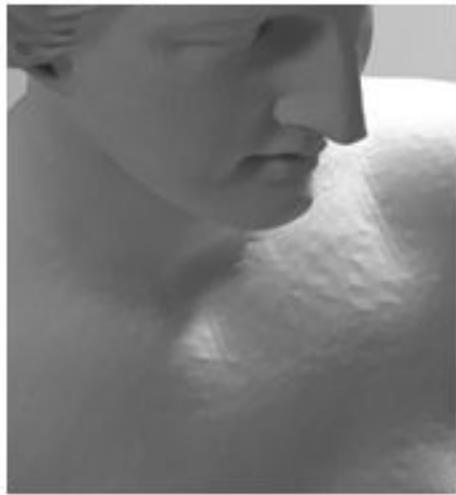


# INFO

## Aphrodite Bust.

Artificial Light Study (PL).

An artificial light study for sculpture made on a virtual 3D statue of Aphrodite Bust. Modeling of the base included.



# INFO

## Vespa 50 Special

Organic - curve Model.

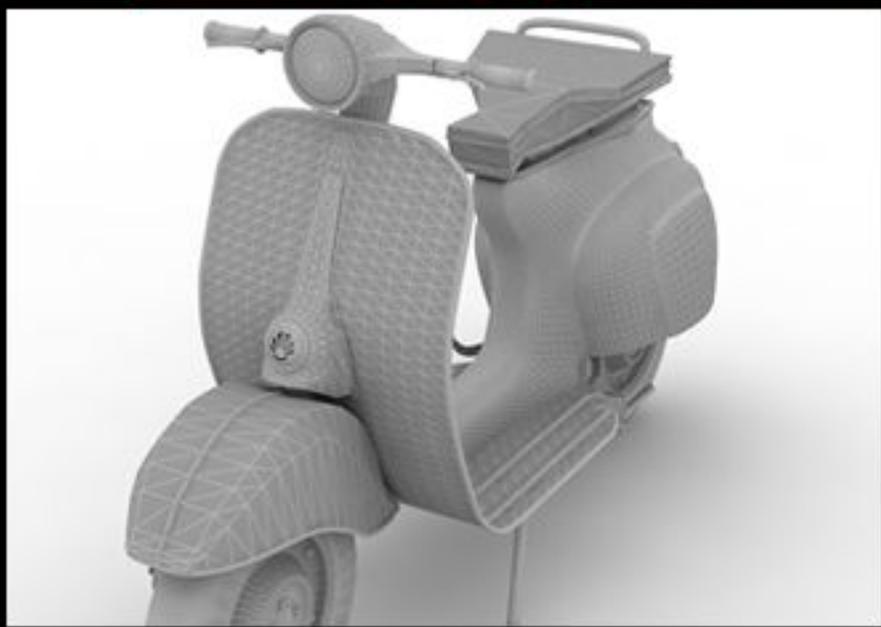
Cars and motorcycle are the most complex objects to model.

They combine organic curves and rigid geometric rules with a lot of details and different materials.

Cars and Motorcycles are objects, but they are also making part of the architecture scale.

As such, they represent the ultimate objects to model, and being able to model them correctly reflects full control of the modeling tools.

Modeled with Rhino3D  
Rendered with 3Ds Max





# INFO

## Juicy.

by Philip starck (Example)

The modelling and rendering of design objects, for prototyping, on demand, or of existing design objects of all sizes and kinds with precision and speed.

This example took 7 minutes of NURBS modelling and 3 Minutes of material/render.



# INFO

## Absolut Virus

Caustic Light test

A study of the Phenomena of light caustic.

The study involved the reflection-refraction test in different transparent materials such as ice, alcohol and glass.

Made by request for a promotional postcard for VIRUS SNC.

Modeled with Rhino3D  
Rendered with 3Ds max



# INFO

**Arne “ant” plastic**  
Plastic reflections test

A study of the Phenomena of light caustic.

The study involved the reflection test with color bleeding on a total white background. used the Arne jacobsson Ant chair.

Modeled with Rhino3D  
Rendered with 3Ds max

# INFO

## Car models

### Advanced TEXTURING

In progress

Some test conducted to reach a more advanced texturing method, not only FLAT PAINT with full millimetric control of the texture and the use of complex objects.



Modeled with Rhino3D  
Rendered with 3Ds max

Extra : TEXTPORTER



# INFO

## BACKGAMMON

Speed Modelling

A Backgammon model and Lighting made for a Web Based Commercial Production.



# INFO

## CHESS BOARD

Design & Prototyping

A chess Model made for production with advanced Stereolytographic Methods.

The prototype to be made in Resina will be ready soon.

# INFO

## Toy Train

A Toy room visualization for kids oriented illustrations.

Speed Modelling .



VOID

# INFO

In this section you can find all work related to the creation of Architectural spaces and Design Objects.

These works were developed during the professional study course, for design competitions or in collaboration with other architect studios.

# Arch

## Architecture & Design.

Selected Works

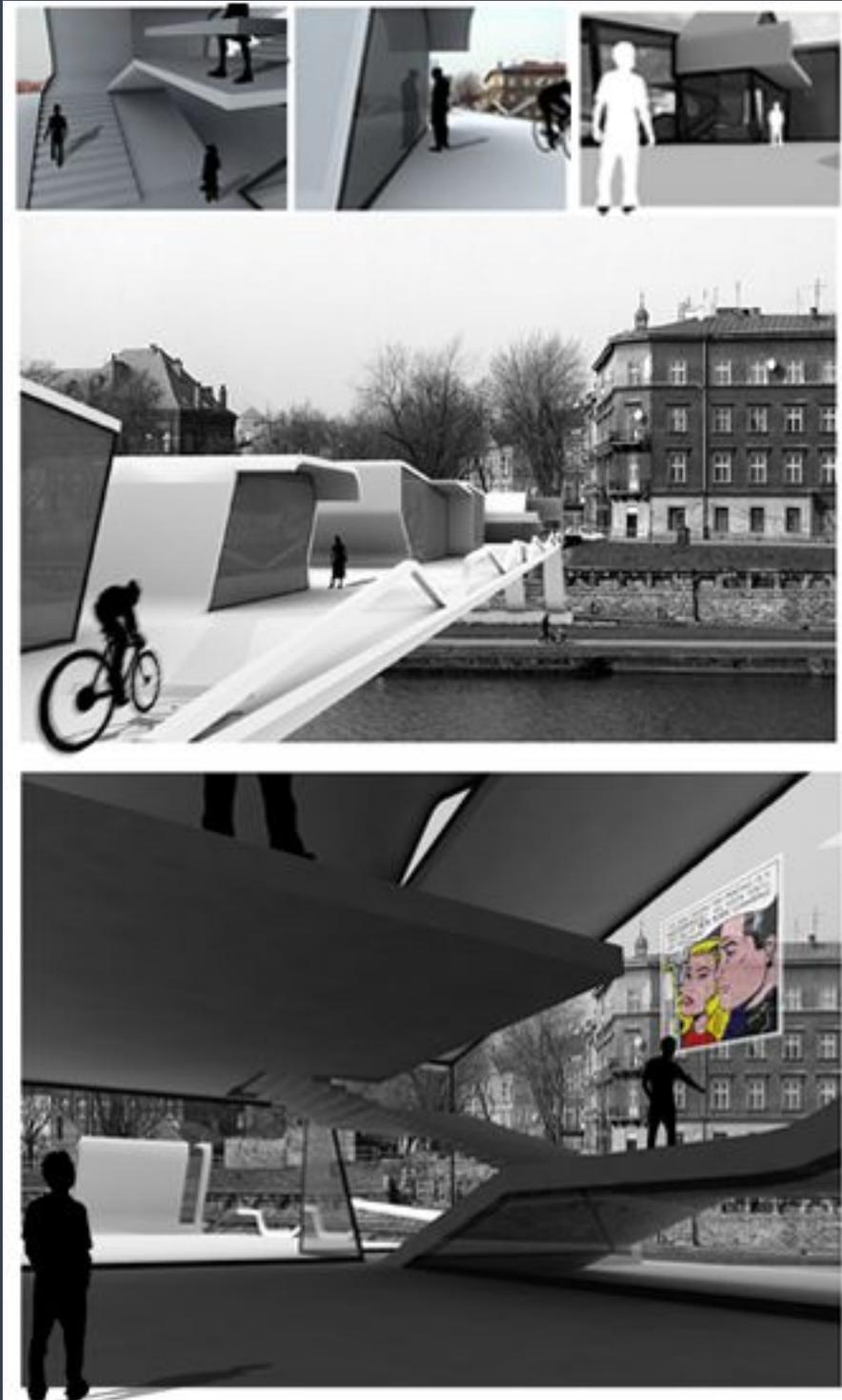
# INFO

**Bridge Art gallery.**

Biennale of Krakow (PL).

This project was developed for the biennale of Krakow, Poland, 2004.

The project developed was a bridge on the river wisla, in this case, with the special function of an art gallery.

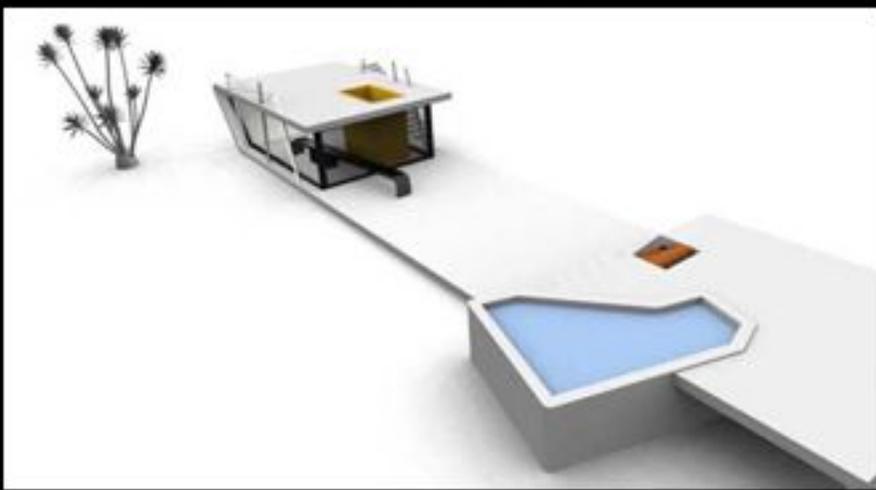


# INFO

## Private Desert House

Study course project.

A private house located in a desert. The house was designed for a week end basis use by a woman artist.



Cooperation with : Farinea Chiara



# INFO

## Small Lounge Space

Light opening study

A part of a small exhibition space, where the study of openings for light entry was the requested task.

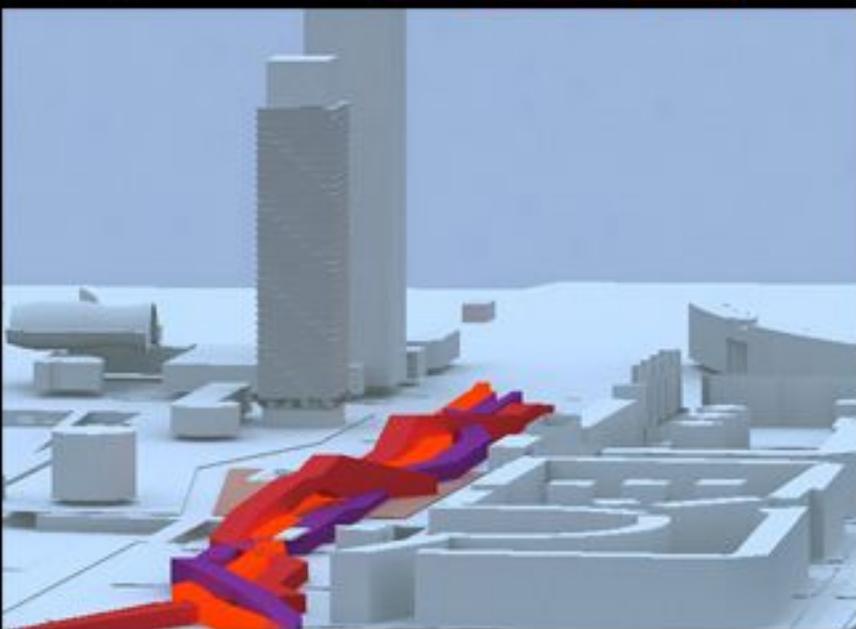
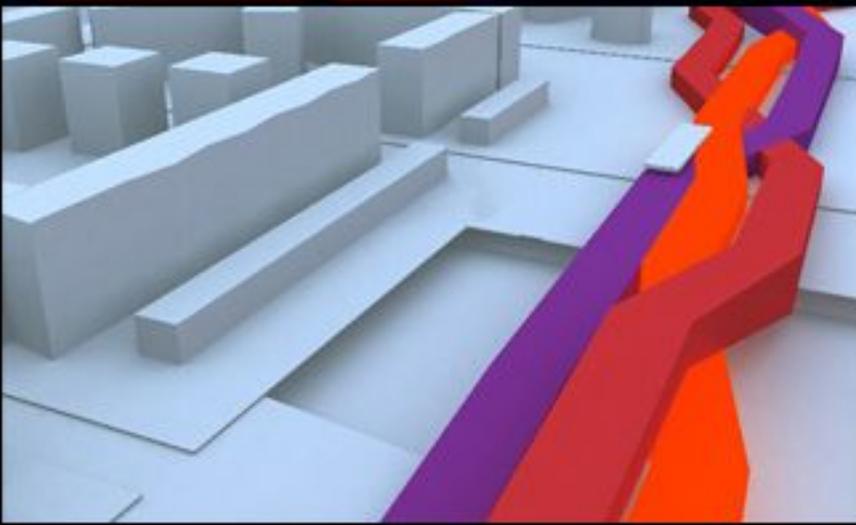
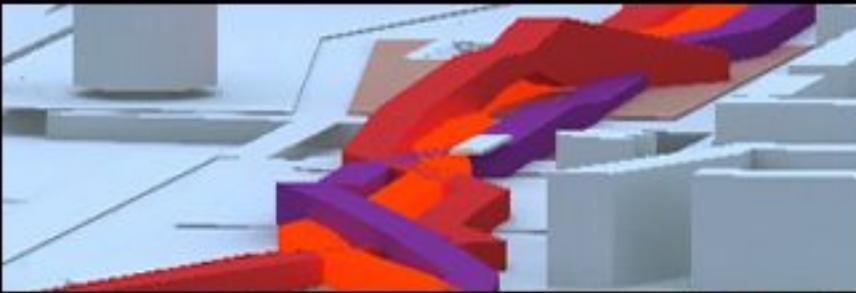
# INFO

Villa Olimpica  
Barcelona,(SP).

CATEDRA MIES VAN DER  
ROHE.

A residential project for the  
area of the Villa Olimpica in  
Barcelona , Spain.

Developed during the  
Catedra Mies Van Der Rohe,  
ETSAB, UPC with  
Arch. David Chipperfield.



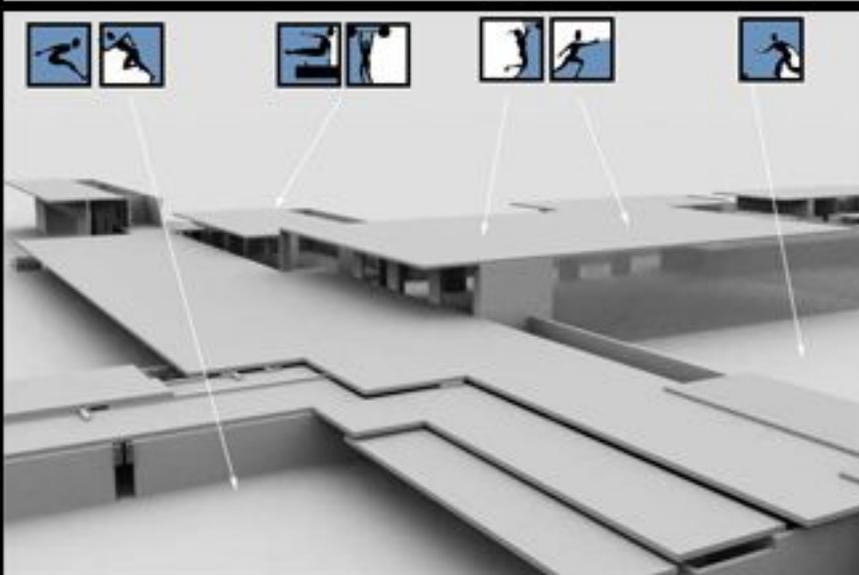
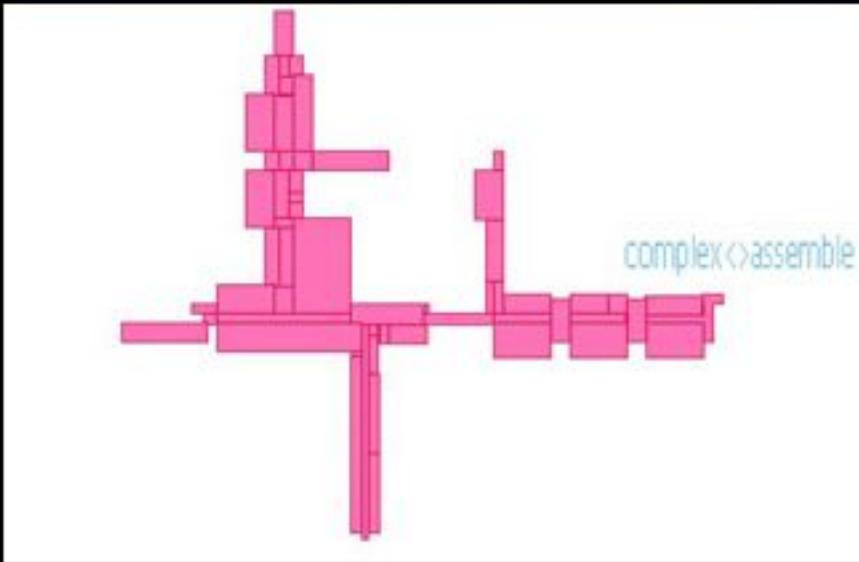
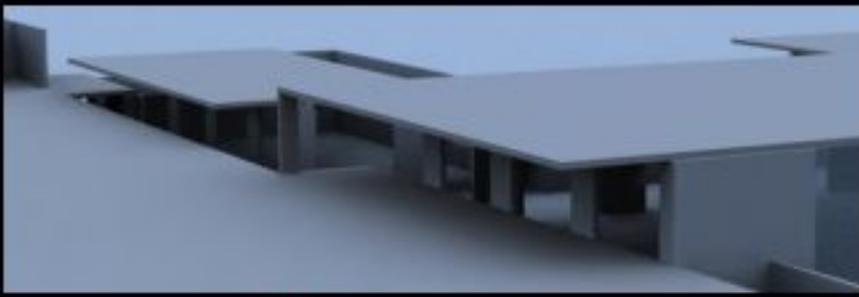
# INFO

**Vimodrone Sports club.**

Vimodrone ,MILANO (IT).

A project for a small periphery area of MILAN, IT.

the spawn of the city towards the periphery and the periphery towards the city, has established the spawn-like shape of the building making it easy to expand the center when time requires.



# INFO

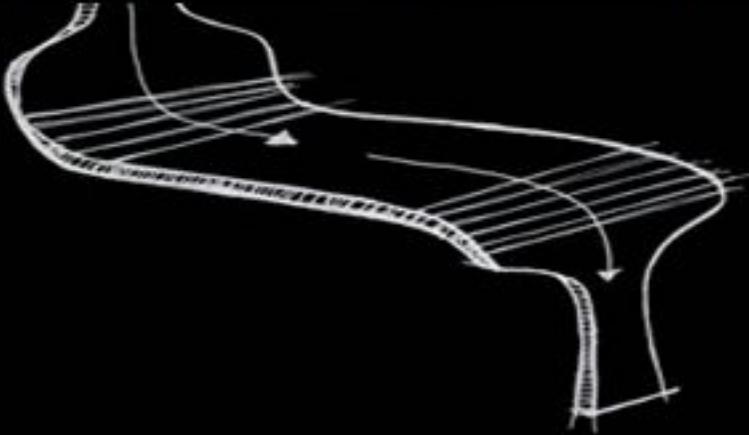
Elderly Menza.

MILANO (IT).

A project for a small underground Menza for retired people.

The underground location makes it impossible for a direct light to reach the space itself, but only a small outside corridor, which reflects the light towards the inner spaces.

As with a small child, the presence of an elderly person requires furniture design with no sharp angles.



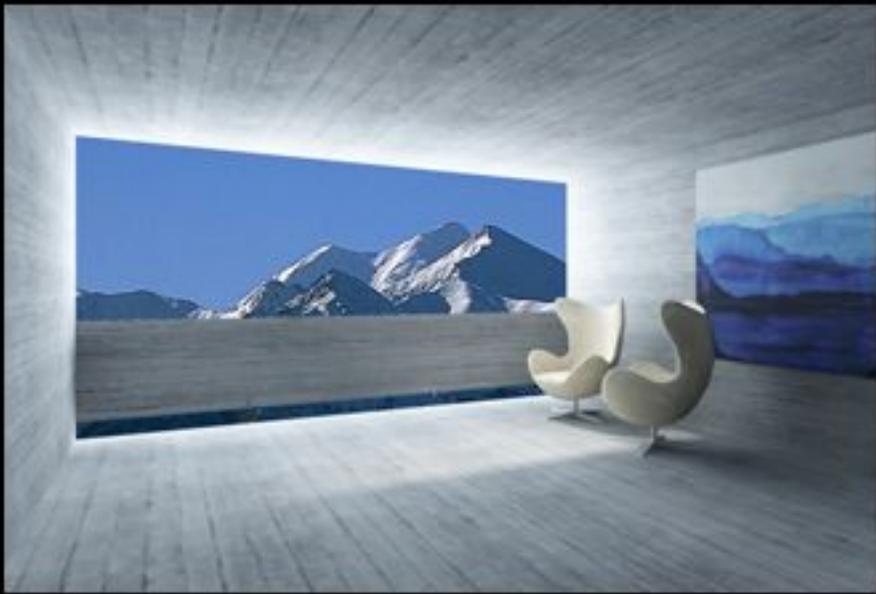
# INFO

## Mountain house Lounge.

Private Project.

The special quality of high mountain light and panorama requires a special attention to light openings .

this is a project for a house in the high Swiss Alps with a special emphasis on the empty lounge area.



# INFO

## New Style Sitzmaschine.

Private Project.

The new style Sitzmaschine is actually a chair for waiting spaces, like the dentist, the hair dresser, or any other laboratory or office which requires the clients to ... WAIT.

Usually we see magazines and newspapers spread all over the room, with this chair, all the reading material can be stored "Inside" the seat itself.



# INFO

## Villa 12.

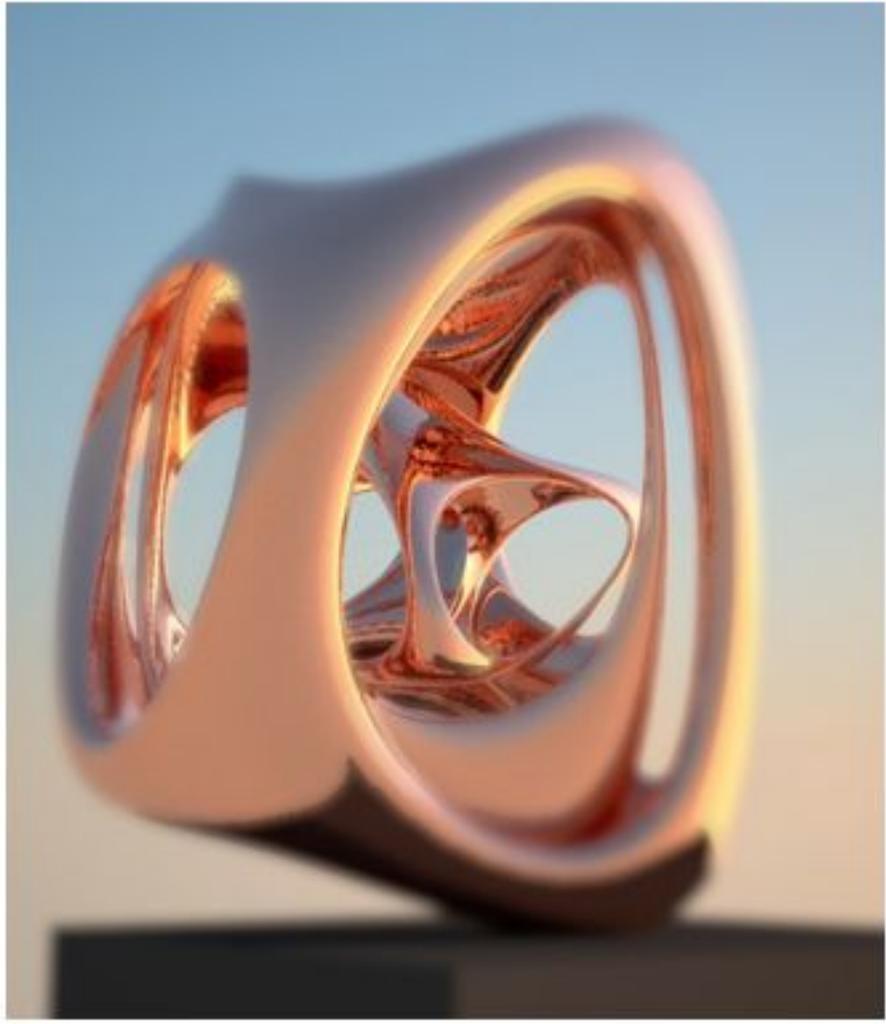
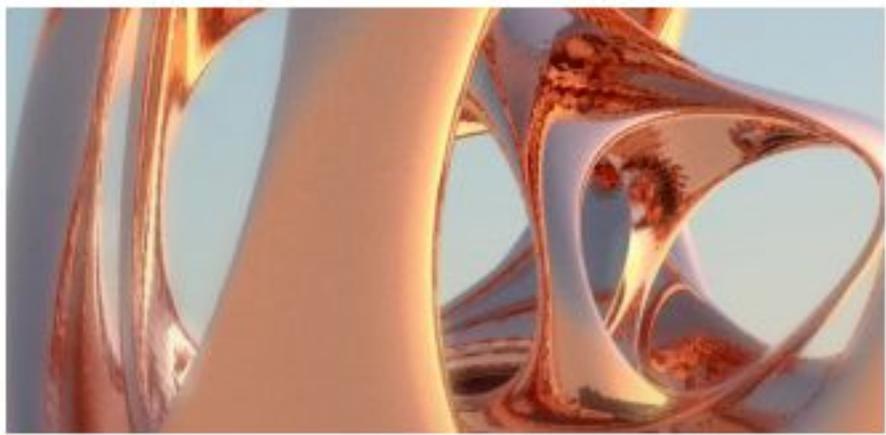
A single family house

A project for a single family house.

The closed non conventional entrance and it's facade are in total contrast with the large openings of the back side in order to give special strength to the seperation of priate spaces from the common street.

A Sculpture , part of a series, was thought as an integrated part of the project.





# INFO

## **Firm holes.**

### Virtual Sculpture

A virtual sculpture design made as a series of environmental metal statues.

The fluid form is based on the empty spaces that search the interaction, instead of the traditional material spaces.

# INFO

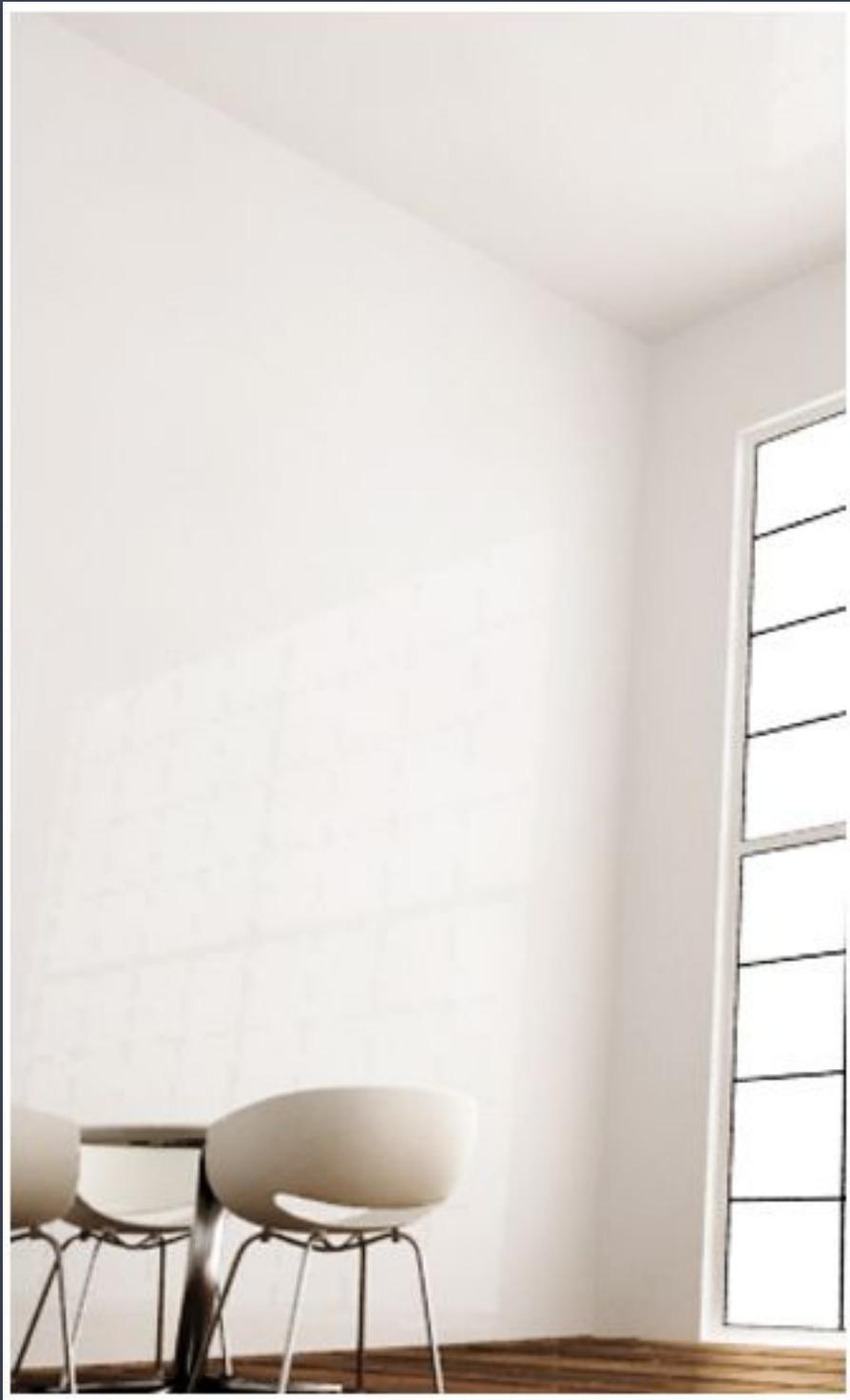
**Angoscia.**

Sculpture

A Sculpture desing made upon request of a private client.

A part of a series.





# INFO

**Loft 70.**

Calle Aurora 10,  
Barcellona (ES).

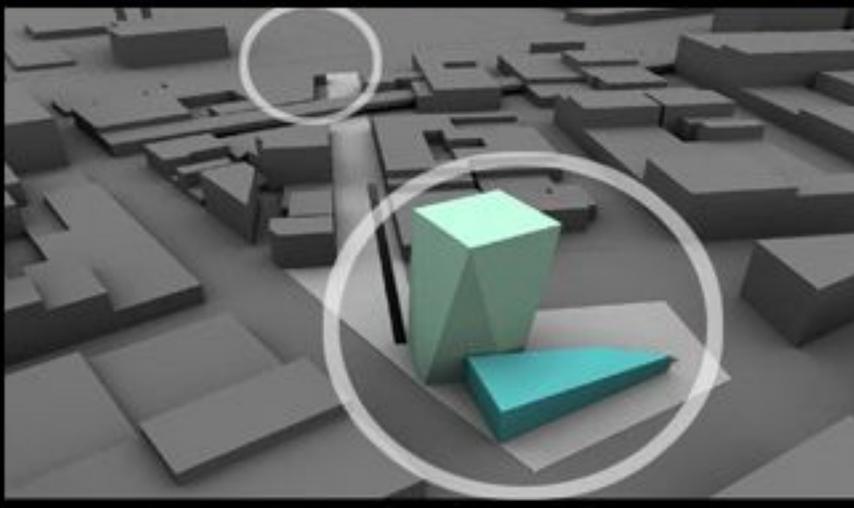
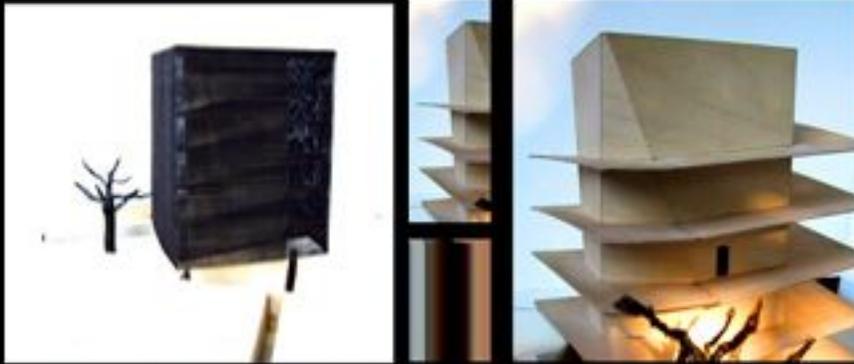
An interior design and  
illumination project .

# INFO

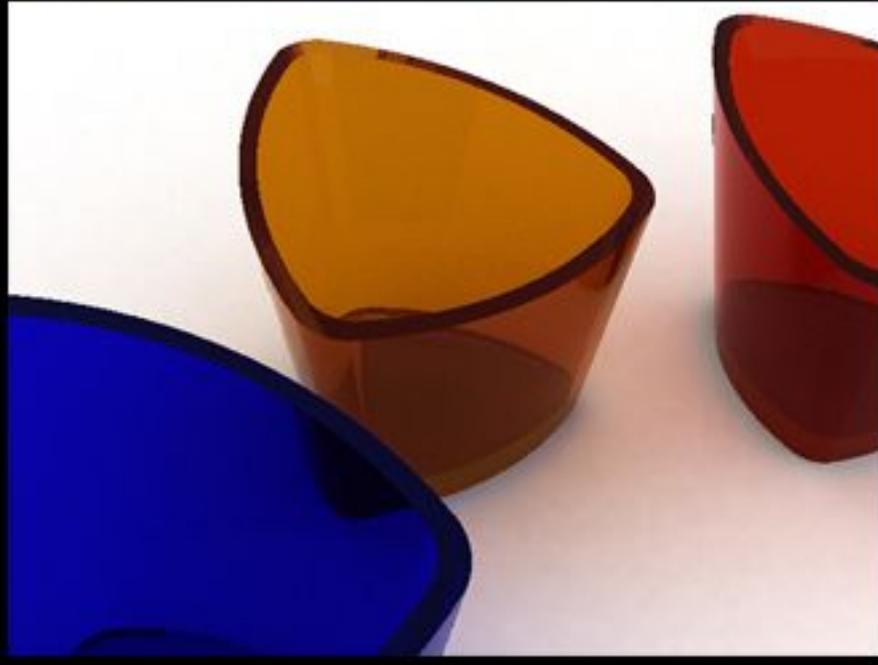
## Words Archive , NY (USA)

The project for “words archive for the meat packing district in Manhattan NY” was a highly complex geometric form to be represented through a combination of traditional and innovative instruments such as Photos maquets and 3D Simulation.

Cooperation with : Laura Ranuzzi



3 Glasses



# INFO

The three MARTINI(s).

Contest insertion.

Three new style MARTINI glasses designed for a competition aimed to find the new style glass of the popular Drink.

# INFO

Small space kitchen.

in progress.

Folding kitchen for small spaces.  
Can be opened or closed when needed.

Designed on a special private request



# INFO

## Indigo Blu .

Shop Concept Nice (FR).

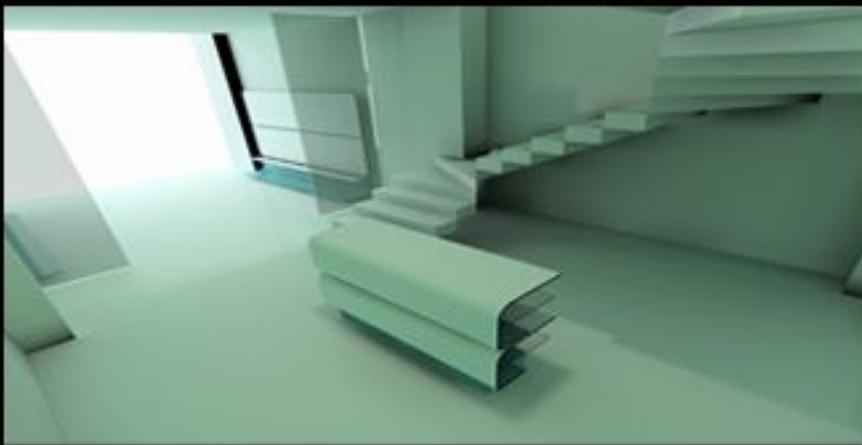
In a special invited only based competition, Calvin Klein Jeans in cooperation with some European companies, asked for a flexible concept for the opening of more than 300 shops around Europe.

The first one was located in Nice, The France Riviera.

The design was for all modular furniture as well as the space ,illumination and color combinations.

This is the winning project.

On the next page you can see the Furniture concept.



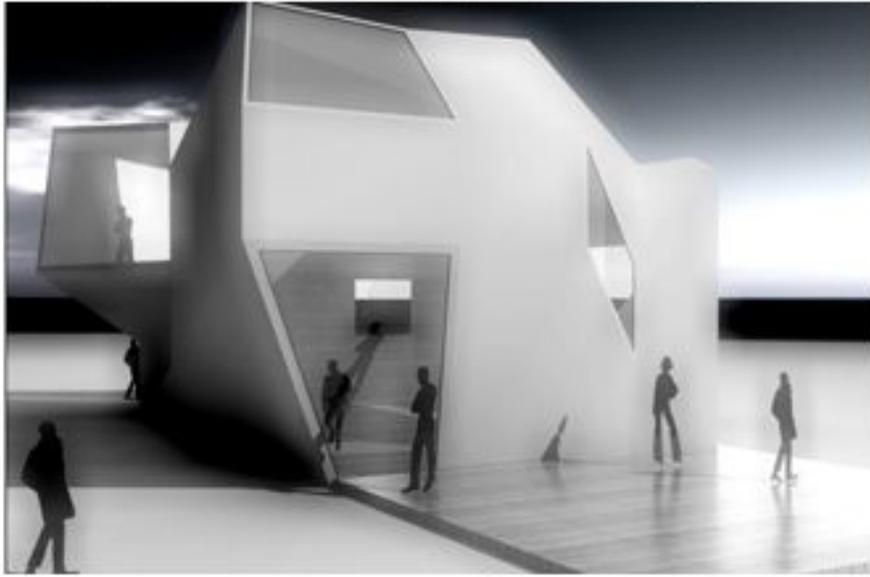
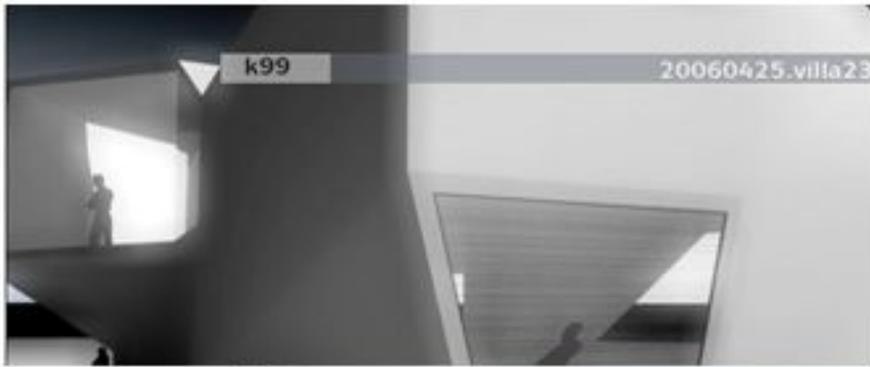
# INFO

## VILLA 23

Private Client

For the IAA Fair In Frankfurt  
(DE)

A new concept for a kitchen  
Results not yet announced



# INFO

The Sketch Pub/restaurant

TLV/IL

The sketch is a special bar with a chef kitchen, and a clean contemporary design. The construction time was about 2 months and the pub was opened in 2006.





# INFO

**Carmela Jazz&Wine**

**TLV/IL**

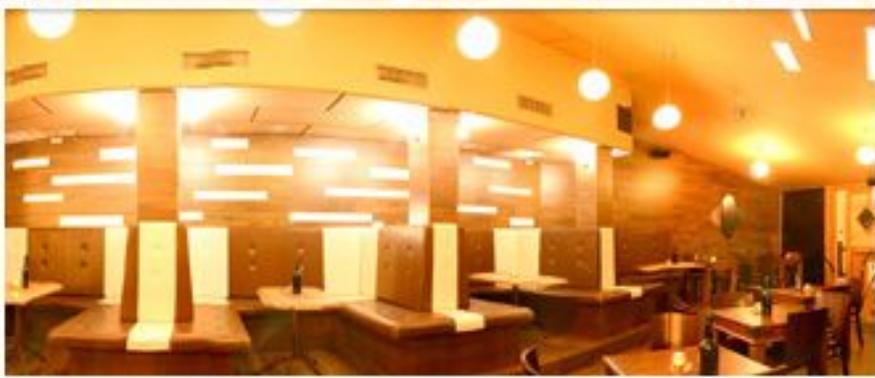
CARMELA Jazz&Wine is a Jazz bar located on top of mount Carmel, and is characterized by a design that features rich use of wood in a special hand made techniques that are not used these days by usual craftsman and require a specified treatment and knowledge.

# INFO

Carmela Jazz&Wine

TLV/IL

In the project a special attention was given to the illumination design and custom made lamps and light stripes were prepared in order to best suit the space.





# INFO

**MONZA Restaurant**

**TLV/IL**

The Monza restaurant was opened on april 2007, after a construction period of about 2 month.

Combination of massive wood and soocial rasin materials.



# INFO

**MONZA Restaurant**

**TLV/IL**

Wooden bar made from 6 different types of trees. Emboya ,Mahagony ,Nut , Eshe ,wenge and pine were used to create special custom made furniture that create a unique design atmosphere.



# INFO

**MONZA Restaurant**

**TLV/IL**

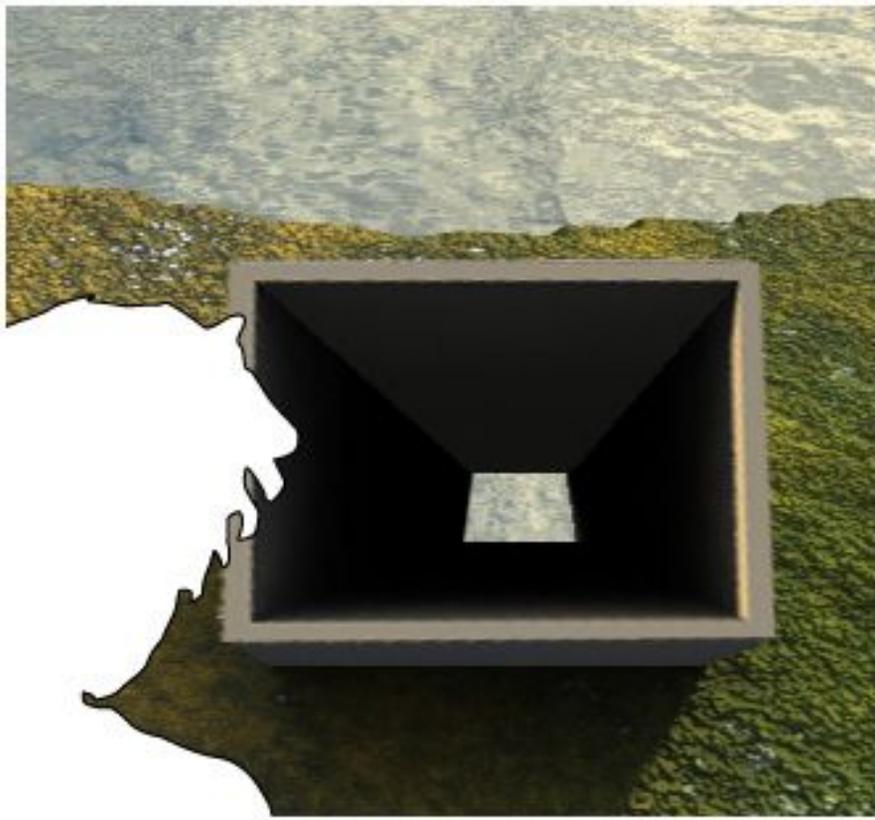
A unique cabinet and other furniture was designed for the "fetzer" wine company and in collaboration with the local dealer.

# INFO

## Tsunami Memorial - Oslo

### Oslo, Norway

A competition for the building of a memorial site for the tsunami disaster victims was held in 2006.



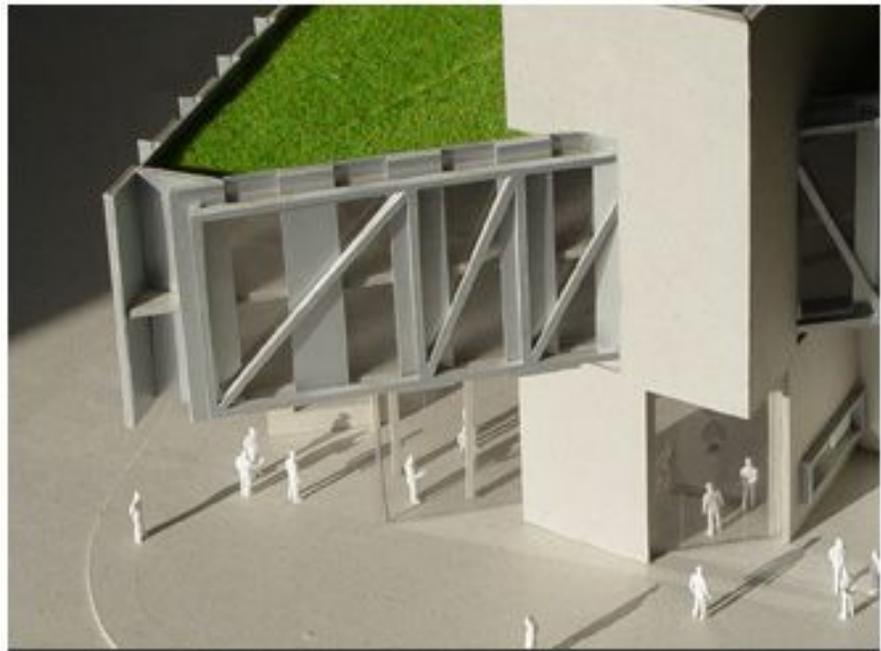
# INFO

## KMAR Headquarters

### Schiphol - Amsterdam NL

The project was presented in the Architecture BIENNALE in Venice at 2004 by this NFR rendering that was made in collaboration with Arch. Hecker (at his Berlin office) and was featured in the Biennale catalog.





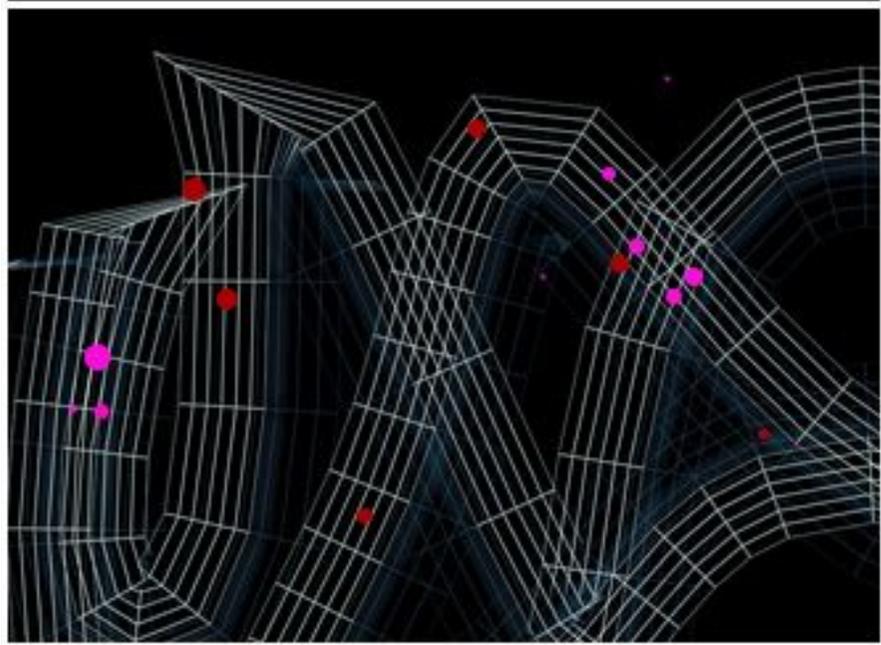
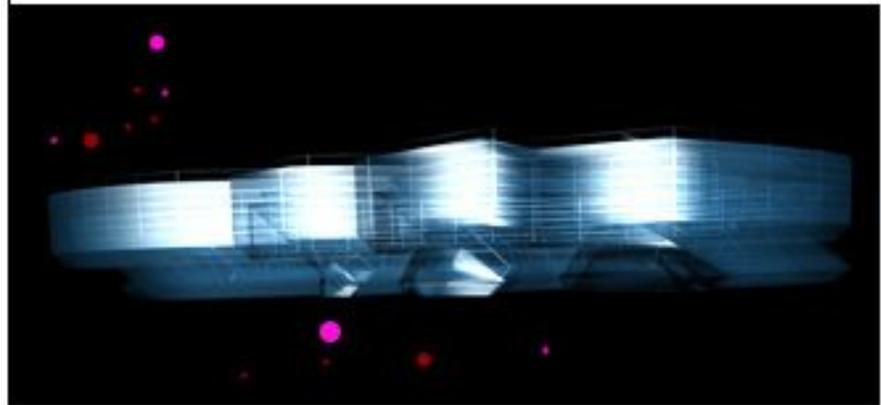
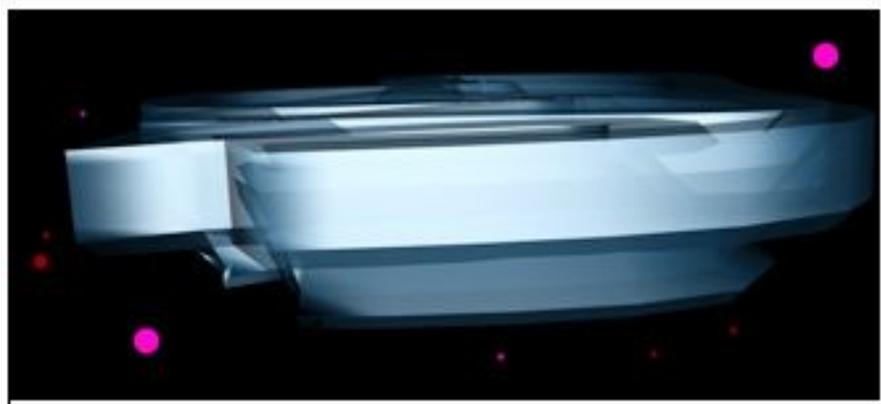
# INFO

**KMAR Headquarters**

**Schiphol - Amsterdam NL**

A model building to be presented at the Biennale of Venice.

Made in collaboration with Arch. Zvi Hecker.



# INFO

A theater for Albenga.

Albenga, Italy

For the albenga theater an un-orthodox way of creating spaces by the means of random function calculations.



# INFO

Hall marche permanent

Bethune - Fr.

An invited competition for the design of the new market hall in Bethune - France.  
Wood Model

In collaboration with Arch.  
Zvi Hecker.

# INFO

Hall marche permanent

Bethune - Fr.

An invited competition for the design of the new market hall in Bethune - France.

Final presentation render.

In collaboration with Arch.  
Zvi Hecker.



# INFO

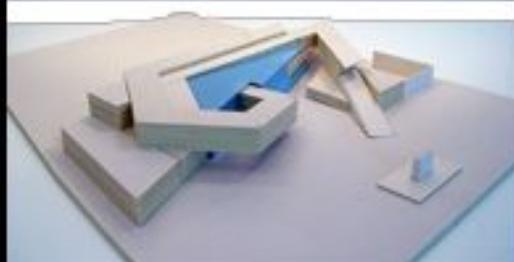
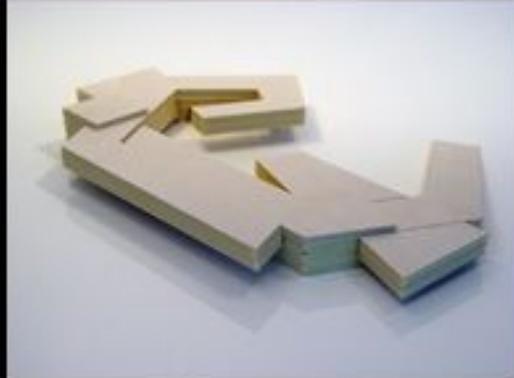
## Museum of History of Polish Jews

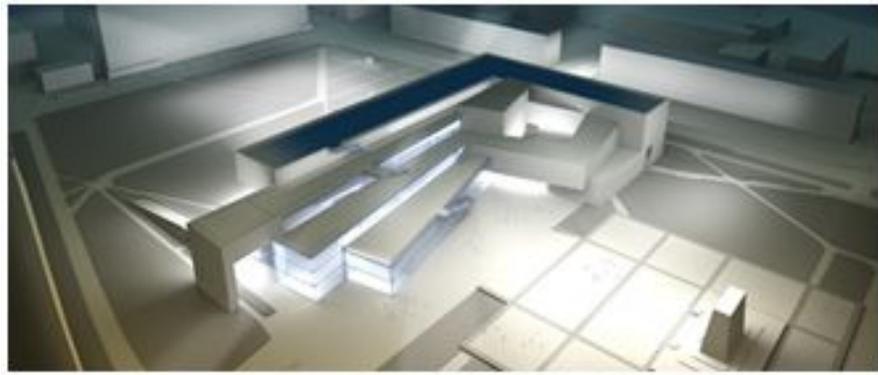
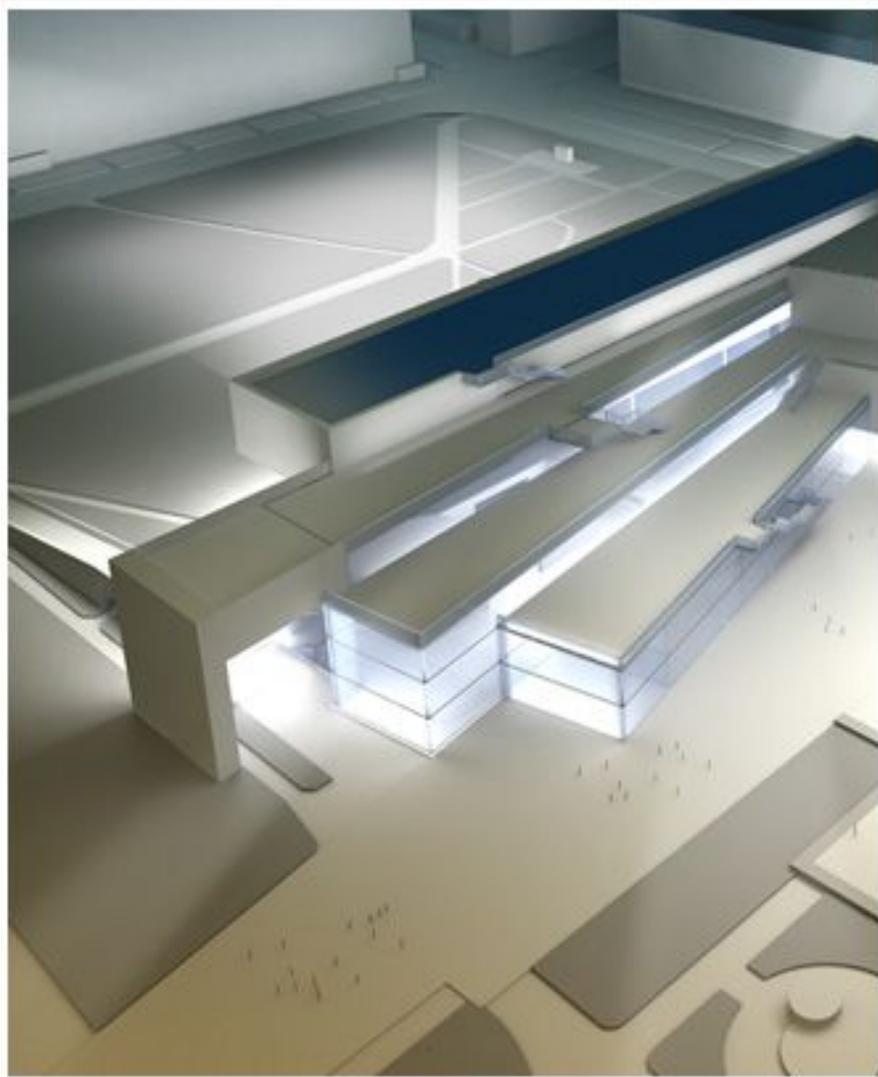
Warsaw - PL.

Models Study for An invited competition for the design of the new Museum of History of Polish Jews in Warsaw - Poland.

David Chipperfield, Daniel Libeskind and Toyo Ito were among the 8 competitive teams.

In collaboration with Arch. Zvi Hecker.





# INFO

**Museum of History of  
Polish Jews**

**Warsaw - PL.**

An invited competition for the design of the new Museum of History of Polish Jews in Warsaw - Poland.  
Final Presentation render.

David Chipperfield, Daniel Libeskind and Toyo Ito were among the 8 competitive teams.

In collaboration with Arch. Zvi Hecker.



# INFO

Villa 45.

Haifa (IL)

A project for an one space mono-family house.

# INFO

## The Light Room.

A short promotional film for an art gallery that included the re-designing of the spaces in the gallery itself, with emphasis on pure and clean light penetration.





# INFO

**Virtual ambients.**

Experiments

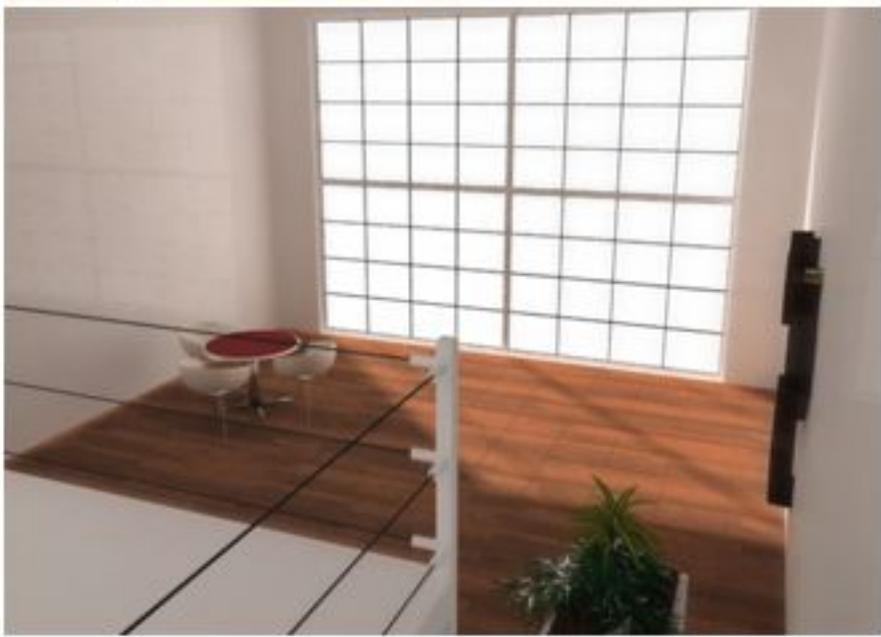
A series of experiments that included light and atmospheric penetration and interaction with environmental sculptures.

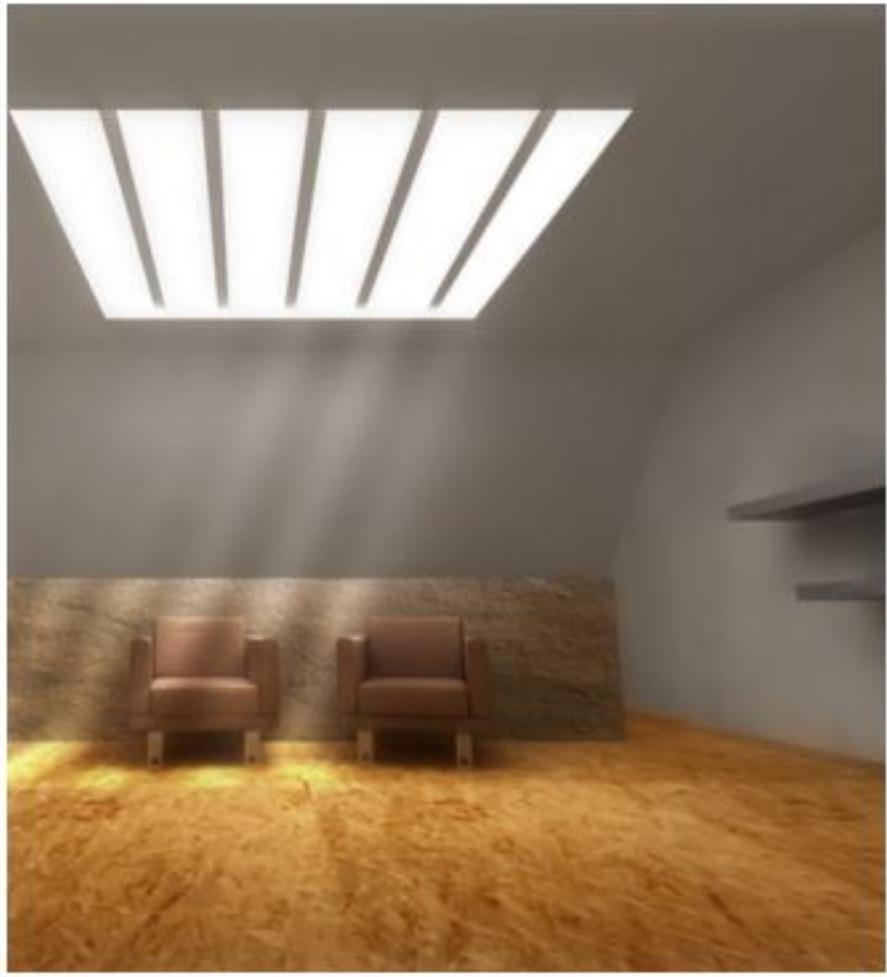
# INFO

## Small Loft 31.

Via Tuidide 56, Milano (IT).

An interior design for loft moduls in the old Richard Ginori Porcelan Factory.





# INFO

Spaces.

Experiments.

A series of spacial experiments involving texture-reflection-light-atmospheric interaction.

# INFO

Indigo Blu .

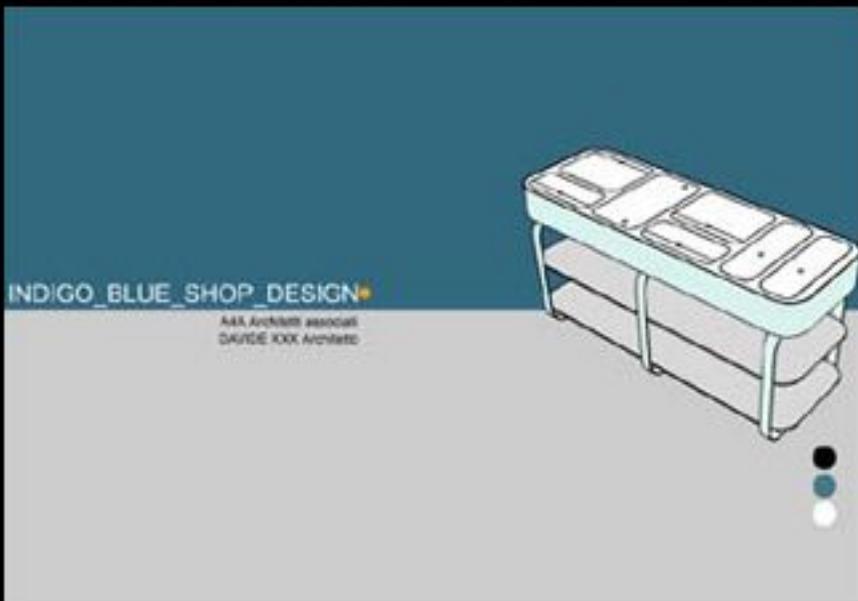
Shop Concept Nice (FR).

In a special invited only based competition, Calvin Klein Jeans in cooperation with some European companies, asked for a flexible concept for the opening of more than 300 shops around Europe.

The Task was modular furniture parts that can be combined to different stand-alone elements.

This is the winning project.

On the previous page you can see the Space concept.



# INFO

## Design Chairs Project.

In progress.

An Educative project.

An interactive CD with famous design chairs models, Featuring alternative materials.

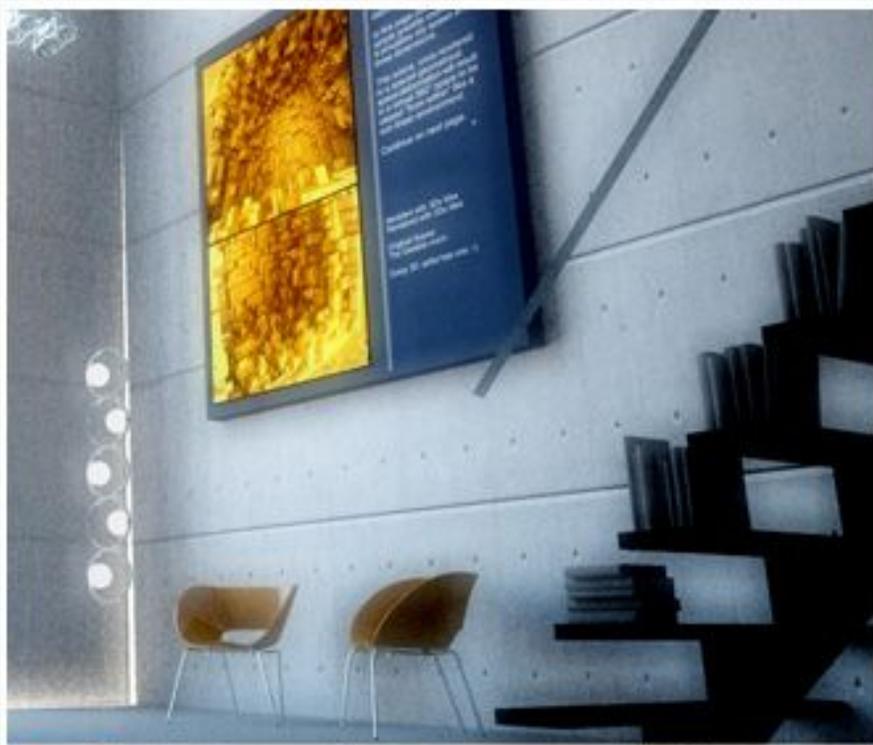


# INFO

## Loft design

Private client in Milano, (IT).

A loft design concept for the ex- Richard Ginori compound in Milano, Italy.



# INFO

## A Day- Shelter for Hendicap

A project ordered by the city of Caravaggio, Italy, of a Day care center for parapletic persons.

Made in collaboration with Arch. Marco Liga.



# INFO

Private house , Berlin (DE)

Interior project for a normal 4 bedroom apartment to be transformed into the living space for a young couple.

Almost all divisions were abolished to achieve a vast space illuminated with big openings and a very simple hierarchy.



# INFO

## Metro line , TianJin (CN)

Invited only based competition for the design of 18 metro - stations for a new transport line in the north Chinese city of Tian Jin.

This is the winning project.

In cooperation with : Decoma design



湖里

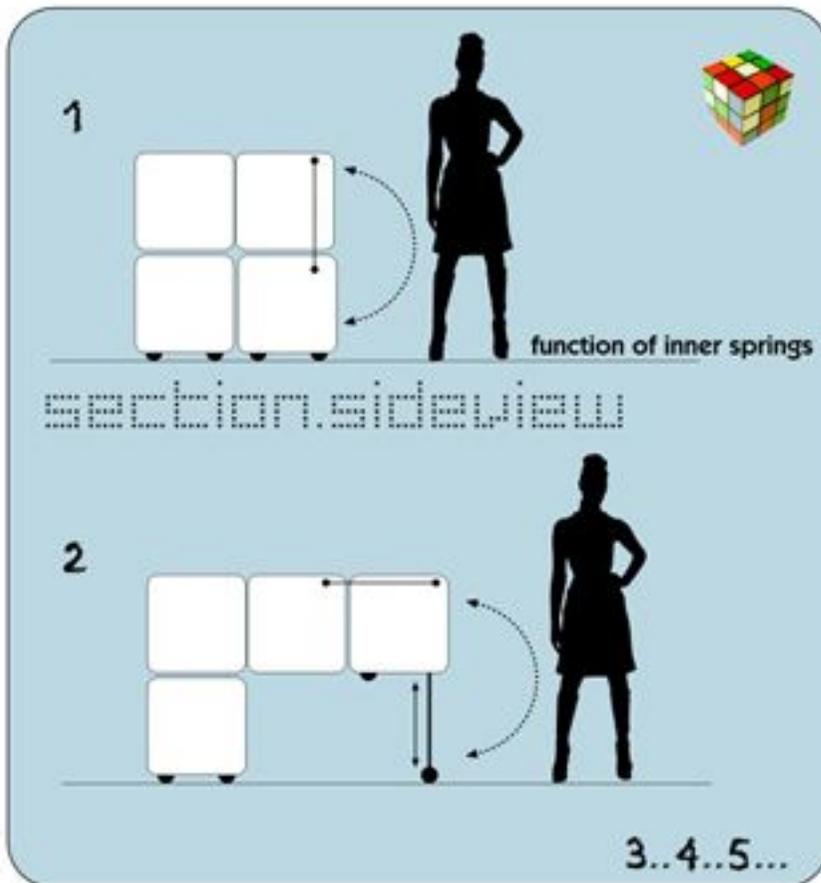
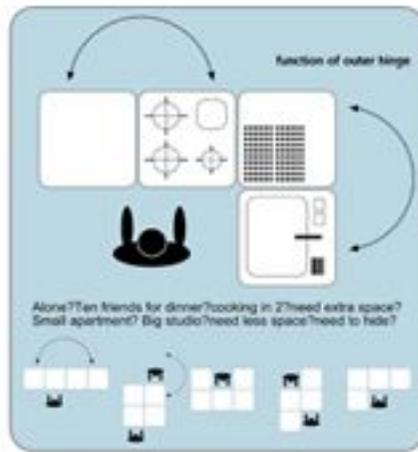
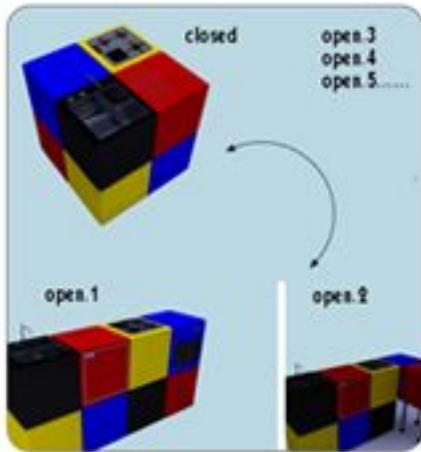
洪湖里

Honghuli



营口道

YingKodao



# INFO

## CUBIKITCHEN

Design boom competition.

For the IAA Fair In Frankfurt (DE)

A new concept for a kitchen  
Results not yet announced

# INFO

## Kitchen Design

Private Client in Bolzano, (IT).

Implementation of a new kitchen unit in an old house in the center of Bolzano-Bozen, Italia.



# INFO

## Real Estate VIZ

A house in Urago D'erba (IT).

The client specifically asked to have a "Real Estate" kind of Visualisation along with the Project.



VOID

# INFO

In this section are being represented more or less randomly selected work.

In the multimedia camp, where a lot of sub-categories exists, there was a big difficulty to sort more than 500 works done.

so the “More-or-Less-random” way was adopted.

In most of these works, multimedia refers literally to “multi - media” , where there was the combination of more than one media to achieve a single work, usually with the help of *advanced scripting languages* as a *programming* power for advanced features.

PHP; ActionScript ; JavaScript; MaxScript; Lingo ; DHTML; and others were used in order to achieve server2client or Client2Human interaction.

# MULTIMEDIA

## Graphic oriented programming

Selected Works

# INFO

**A new dimension Story.**

We are used to read from left to right.

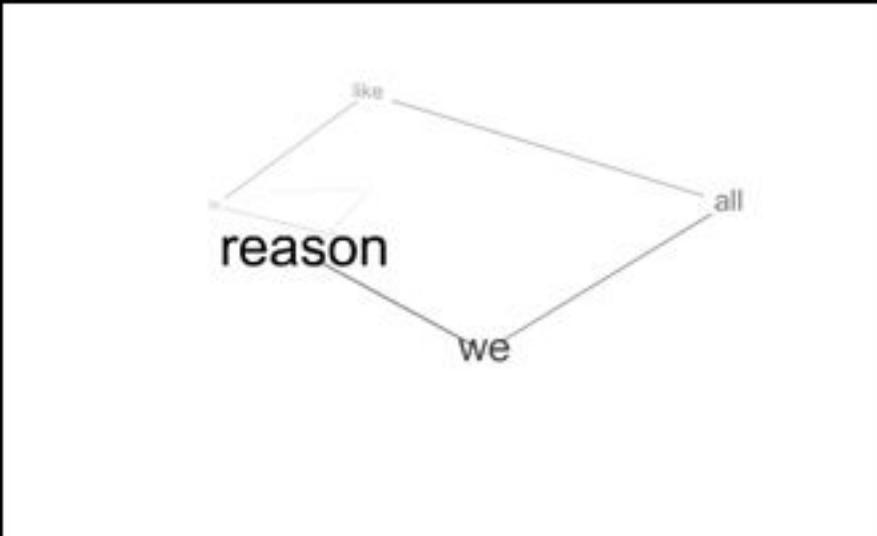
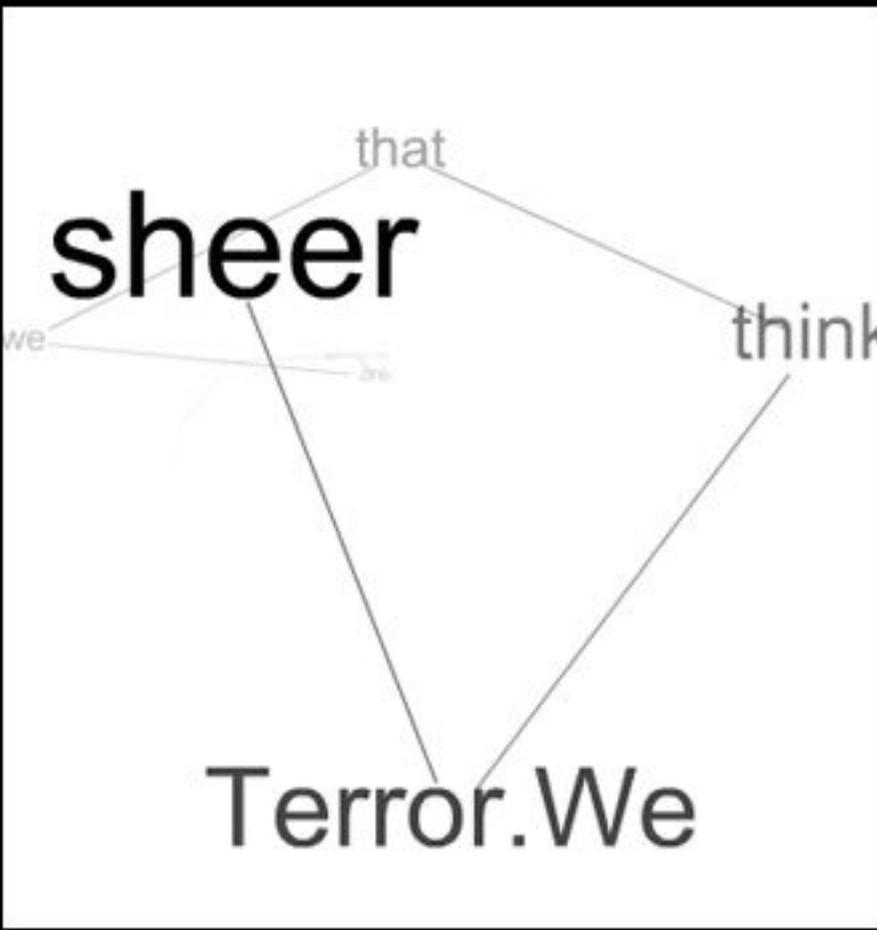
In Arab and Hebrew One reads from right to left.

In some Asian countries one reads from top to bottom.

But can you read from “here” to “there” ??

or from “shallow” to “deep” ??

Well, with the help of Oscar Wilde, this story has a lot of “depth”, resulting later, after further development with a **NON LINEAR NAVIGATION** system that zooms in and out of the required point of view.



# |cdpac

**::ENTRAR HTML::**  
REQUERIMENTS MÍNIMS:  
ORDINADOR, PANTALLA, NAVEGADOR

**::ENTRAR FLASH::**  
REQUERIMENTS MÍNIMS:  
Internet Explorer 5 con Flash Plug-in  
PENTIUM 333Mhz  
64M Ram  
800x600



# |cdpac

CENTRE DOCUMENTACIÓ DE PROJECTES ARQUITECTÒNICS A CATALUNYA

**::ENTRAR HTML::**  
REQUERIMENTS MÍNIMS:  
ORDINADOR, PANTALLA, NAVEGADOR

**::ENTRAR FLASH::**  
REQUERIMENTS MÍNIMS:  
Internet Explorer 5 con Flash Plug-in  
PENTIUM 333Mhz  
64M Ram  
800x600

AQUESTA PÀGINA ESTÀ EN CONSTRUCCIÓ PER ALS PRÒXIMS DIES

# INFO

## CDPAC.

Centro de Documentacion  
Proyectos Arquitectonicos  
En Catalunya.

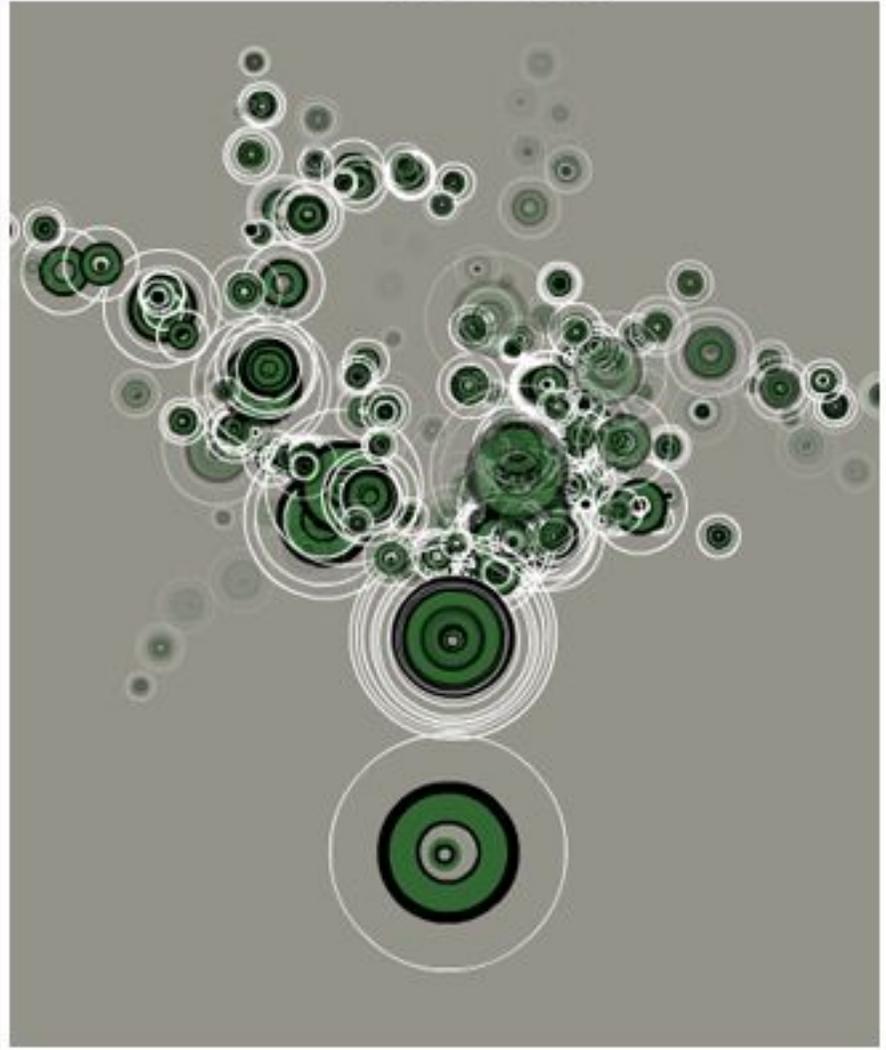
This Web-archive was  
produced in collaboration  
with the CDPAC, ETSAB,  
UPC . (SP)

(Escola Tecnica superior De  
Arquitectura barcellona, Universita  
politecnica Catalunya)

This is an On Line Archive  
of projects developed in  
catalunya , and of Catalan  
Architects.

A special PHP based site  
with a Huge SQL DB  
resulting in the possibility to  
find SCANNED IMAGES of  
original important projects  
plans (like GAUDI's Sacrada  
Familia).

Flash And PHP interaction.



# INFO

## Growing Dream.

Flash/ActionScript  
Experiment.

This small FLA is simulating  
a fractal grow with a  
predefined element.

The fractal simulation affects  
growth, constrain vectors,  
transparency and size.

The result is a beautiful great  
wallpaper to be further taken  
a graphic Post Production.

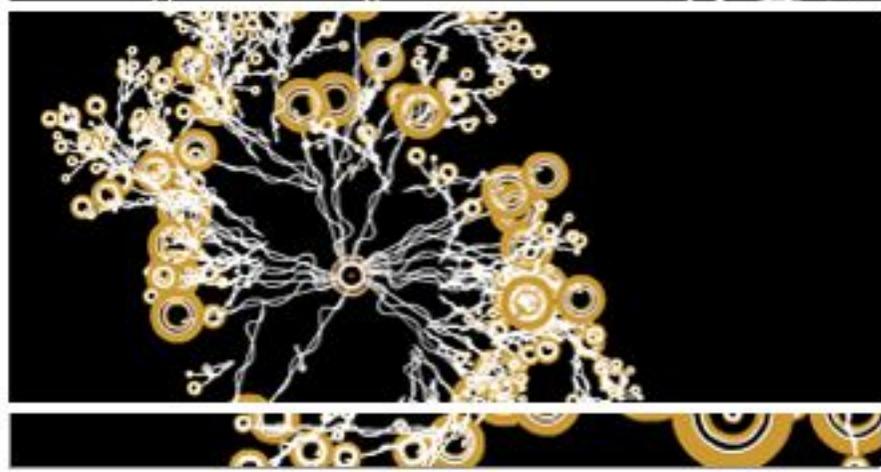
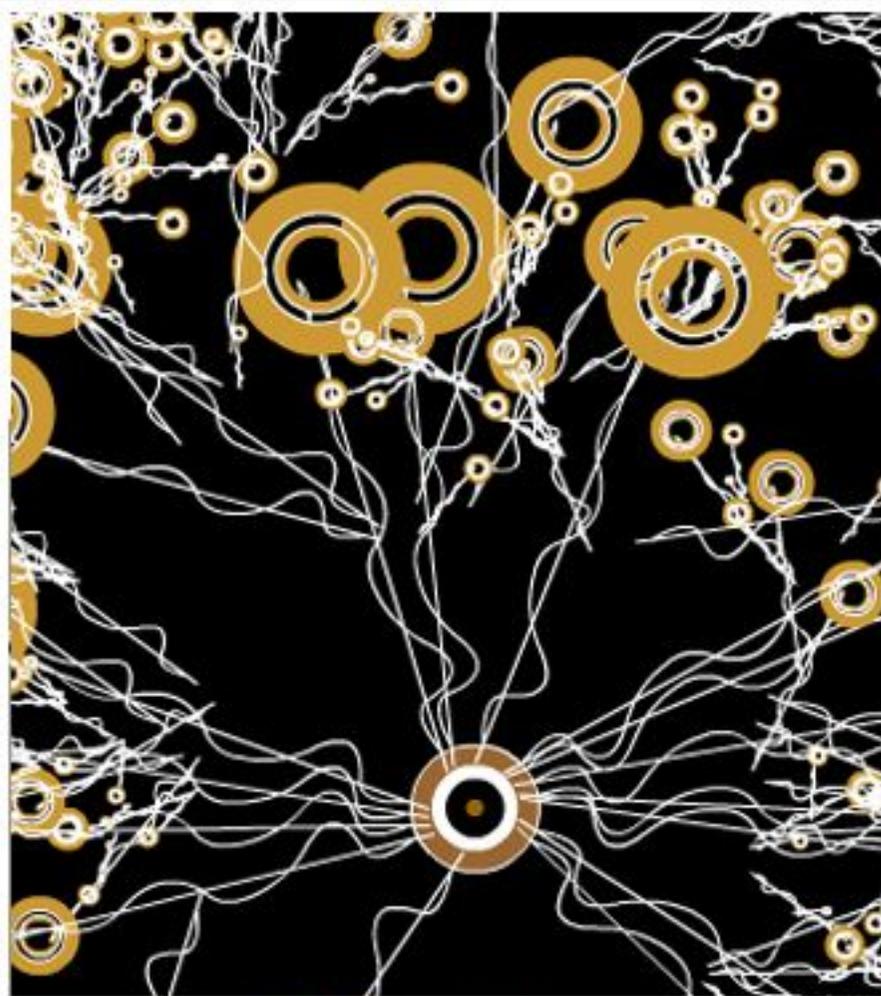
Need to be viewed in an  
interactive mode to have the  
required effect.

# INFO

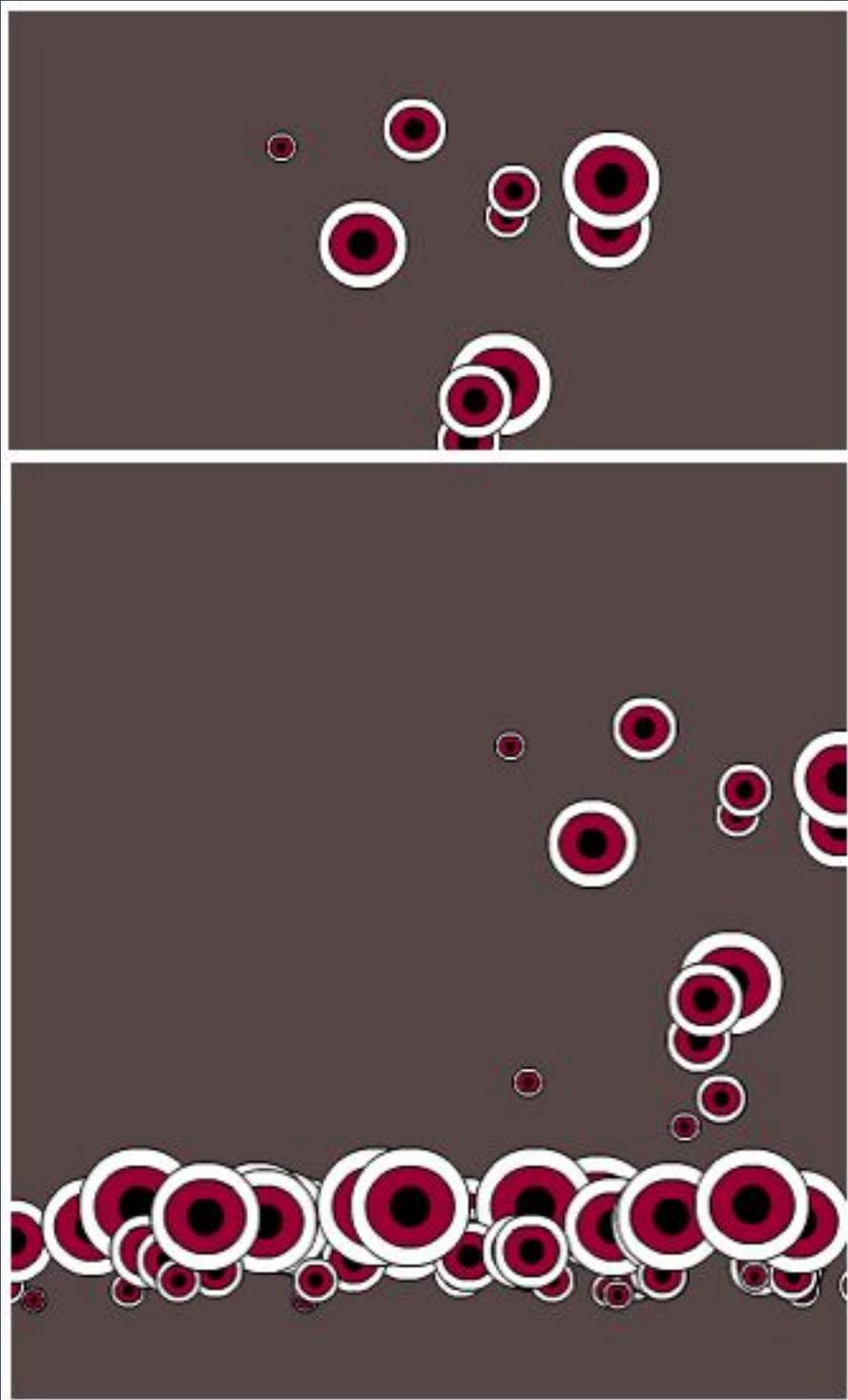
## Flowering Tree.

Flash/ActionScript  
Experiment.

these constellations of virtual  
flowers simulate node  
growth inside an infinite  
network of fractal nodes.



Need to be viewed in an  
interactive mode to have the  
required effect.



# INFO

## Cannonball.

Flash/ActionScript  
Experiment.

Inspired by the Breeders  
song "cannonBall" :-)

This is anothe Fla that  
shoots small balls of graphic  
into the space, calculating  
the force of the user mouse  
effect.

Need to be viewed in an  
interactive mode to have the  
required effect.

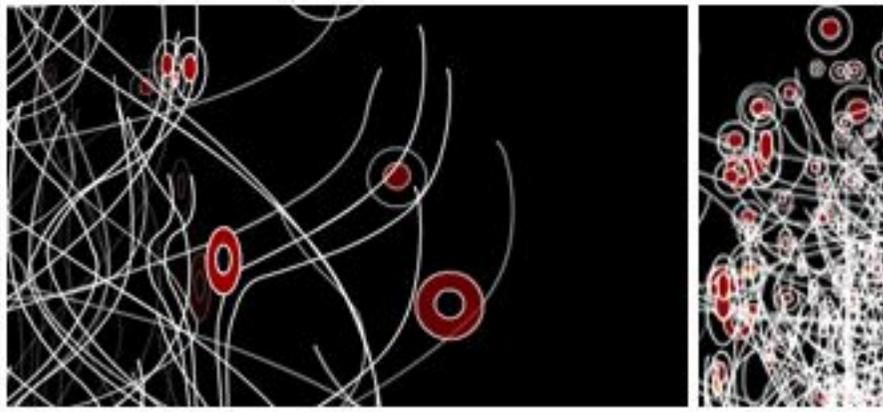
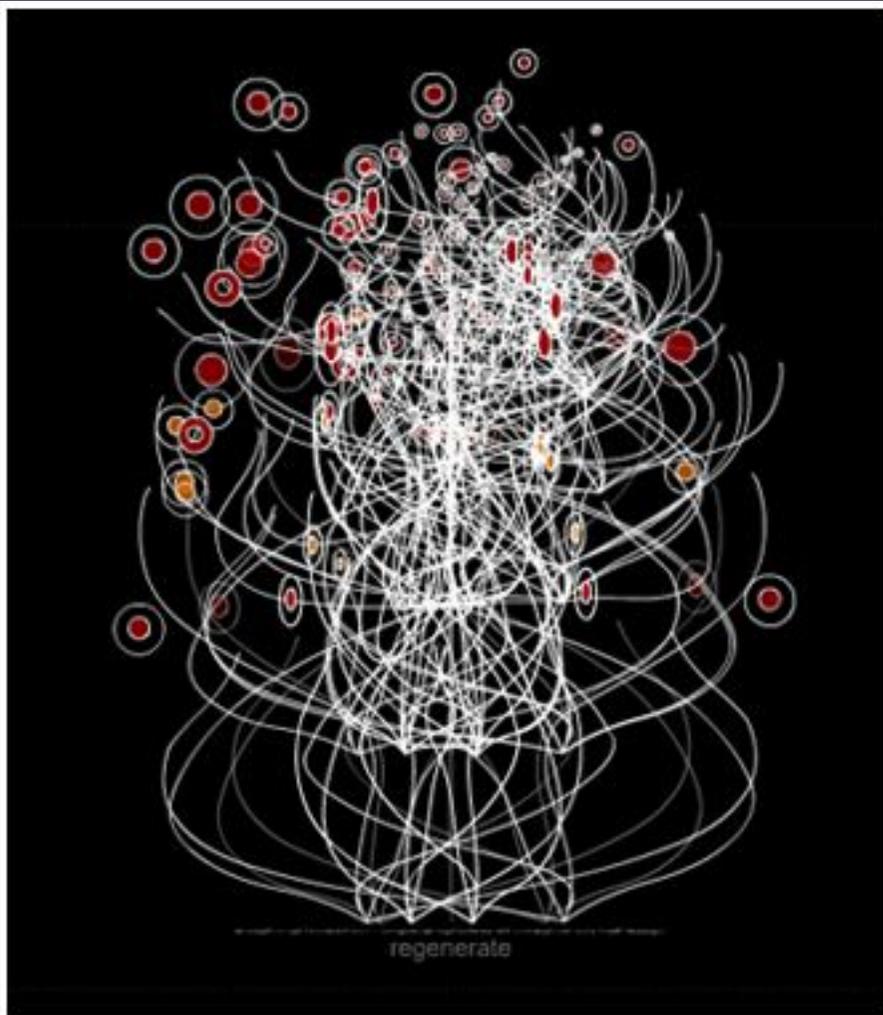
# INFO

## VSVGXT.

(Very Special Virtual  
Growing Xmas Tree)

Flash/ActionScript  
Experiment.

made with the scripting  
language of MM  
ActionScript, this wonderful  
tree is growing with the  
Xmas lights already on !!



Need to be viewed in an  
interactive mode to have the  
required effect.

# INFO

## K99 VRAY material Script.

This is ONE of a series of Scripted Commands, made for 3Dmax v6.

This command helps control in an easier way the change material procedure, inside the material Editor in 3DsMax V.6 when using Virtual Ray as a Buffer Render.

About 20 Scripted Objects and Commands were produced for 3DsMax workflow.

```
on Vray "Set Materials to VRayMtl" tooltip:"Set all materials  
FrommatVray "From:" range:[1,24,1] type:#Integer align:#left  
inner ToMatVray "To:" range:[1,24,24] type:#Integer align:#left  
/vray pressed do
```

```
(  
    for slots = FrommatVray.value to ToMatVray.v
```

```
(  
    ge  
    se  
    m
```

```
)  
)  
t params Se
```

```
ams "Defau
```

```
on resetk99  
resetk99 pres
```

```
(  
)
```

```
(  
    ge  
    se  
    m
```

```
)  
)  
t params Se
```

```
rams "About
```

```
lp"
```

```
p_k "Why" w  
p_e "How" w  
p_t "When"  
p_9 "Where"
```

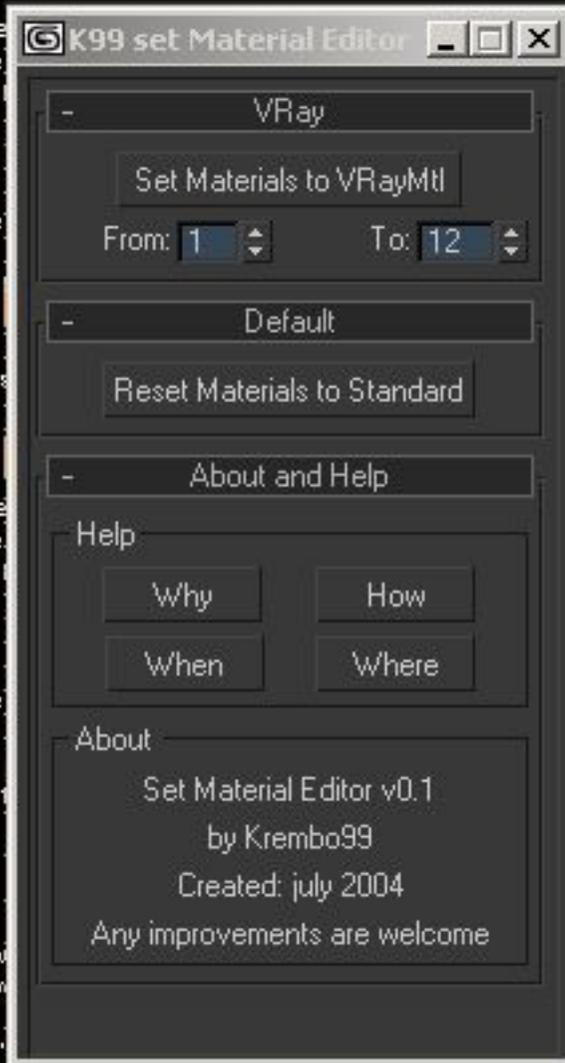
```
out "
```

```
(  
    Label at "Set Material Editor v0.1"
```

```
)
```

```
)
```

```
)
```



# TEXTURES



Politecnico di Milano  
Facoltà di Architettura  
Dipartimento.



# INFO

## TEXTURES collection CD.

This CD was created as an outcome of my degree thesis and with the financing of the "Politecnico di Milano - Facoltà di Architettura".

It contained more than 2000 materials to be used in rendering scenes, along with all required channels, Bump, Specular, Diffuse Etc.

Printed initially in 2000 copies.



# INFO

## Interactive Menu Systems.

This is one example of a web-based menu system to be created with XML outside the system itself (and therefore, also changeable with an outside action of a non expert user.)

This menu system also features a Magnetic effect of repeal from the user's mouse.

Several effects and menu systems were born from this prototype that can be viewed here ..

<http://king.rett.polimi.it/~crifa>

(until they will change the site) :-)

Developed for the International relations Department in the Architecture Faculty, Politecnico Di Milano



# INFO

## Web Sites interfaces.

During the years (from 1995 - today ) , some 200 web sites were made ,all with different interfaces, interaction, effects and navigational systems.

Some can be found here :

[www.krembo99.tk](http://www.krembo99.tk)

others here :

[www.chromophobic.tk](http://www.chromophobic.tk)

And others are already dead.

RIP.

# INFO

## Interactive CD's.

Interactive Cd usually use Web Technology, but without the Size Limit , Extra Bytes can be used to bring Video and HQ Audio along with other technologies.

This example CD was made to represent An Architectural Projects to a Client.

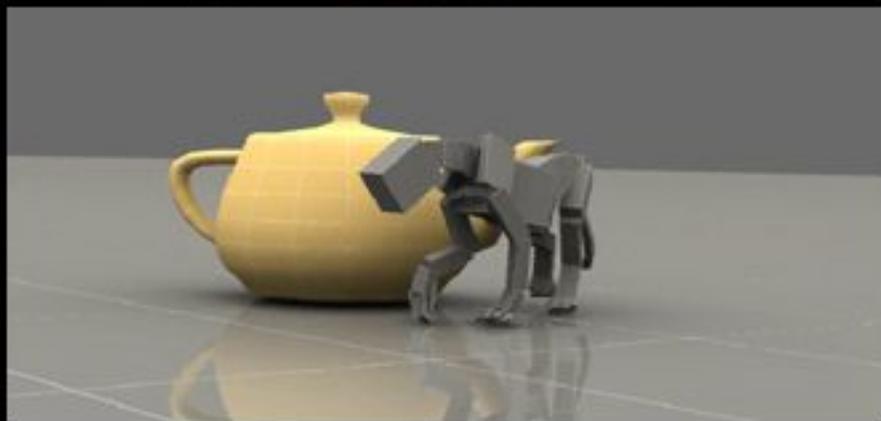
During the years, some 20 Interactive Cd were produced for different Purposes.



# INFO

## Leopard Walk cycle.

This is an experiment ,  
resulting in 15 Sec. Film , of  
he reproduction of a feline  
walk cycle with An advanced  
RIGGING technology with  
3Ds Max.



VOID

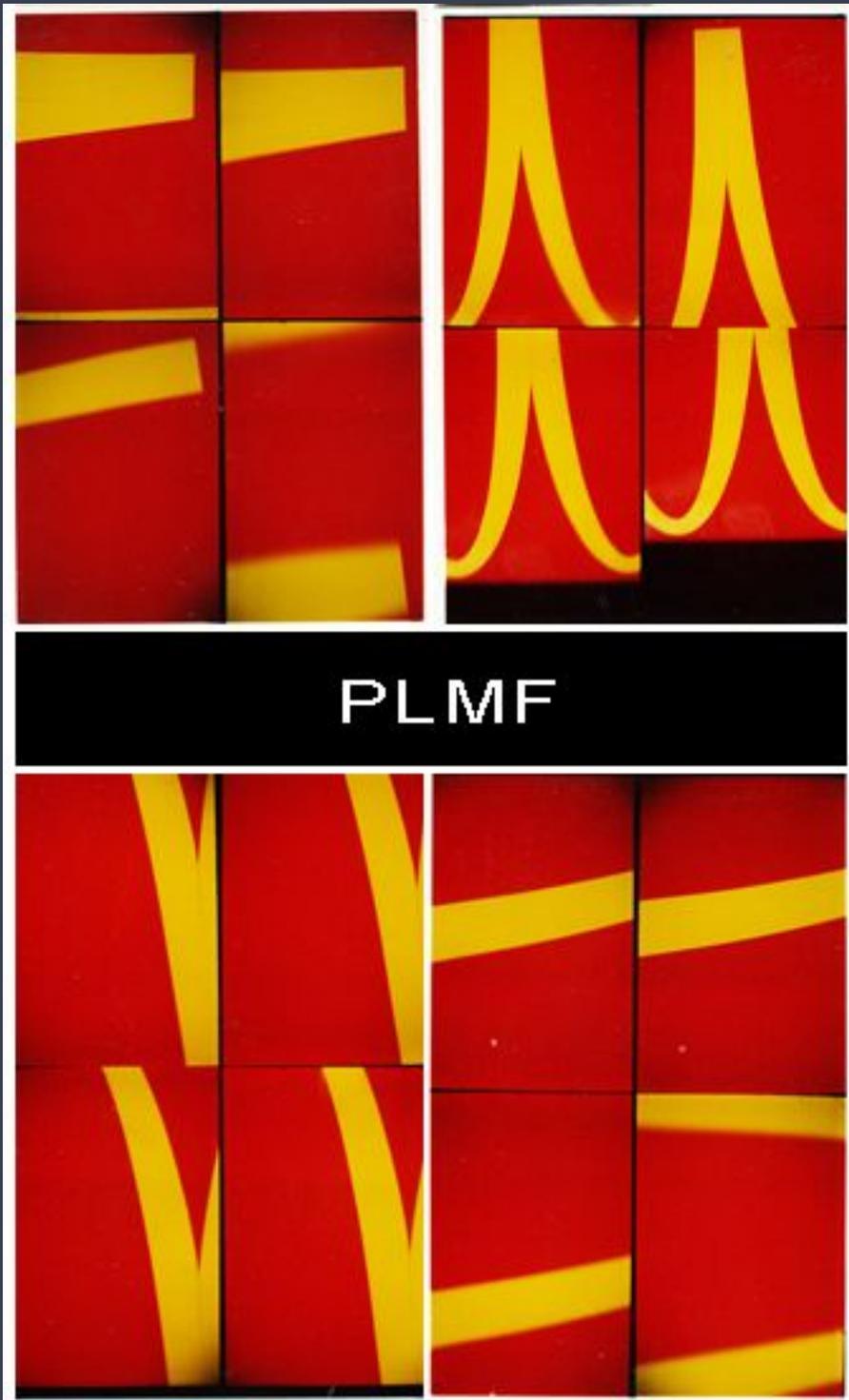
# INFO

In this section you can find  
Everything from simple graphic  
works to complex  
Photographic Exhibitions and  
Series.

## PHOTO - GRAPHICS

Image Based Art

Selected Works



# INFO

## EXHIBITION

### PLMF - URBAN MOVEMENTS.

(passami la macchina  
fotografica.)

Held in Milan, 2003, By  
PLMF , a young group of  
photographers , the LOMO  
exhibition was the first of a  
planned 3 Exhibition Series  
to deal with The movements  
in urban space.

The LOMO Action Camera  
can take up to 4 different  
views on a single frame,  
making thus a PHOTO IN  
MOVEMENT.

The time factor, is not only  
for Video ..

The result can be seen on

[www.laplaya.tk](http://www.laplaya.tk)

# INFO

## EXHIBITION

**MELA-** (Mela Meno-in Italian, apple minus and also I'm grungy)

A Series of photographs for an exhibition taken all from a tram in movement.

The exhibition featured the full course of the historical TRAM NO. 3 in Milan that cuts through the whole urban tissue of the city, from the peripheral sites, to the center and back to another industrial Peripheric.

Work of Krembo99 (me)  
Maria Luisa Poletti (LuLù)  
and Andrea Savion (Al8a) .

[www.melameno.tk](http://www.melameno.tk)



KREMB099.OMBRE URBANE MILANO DAL TRAM

12



KREMB099.OMBRE URBANE MILANO DAL TRAM

12

# INFO

## EXHIBITION

Milano - Stranger

In milano there are almost no natives.

A photographic Exhibition held in Milano featured Milano as has been seen from the eyes of a foreigner.



KREMBOSZ DMBRE URBANE MILANO DAL TRAM

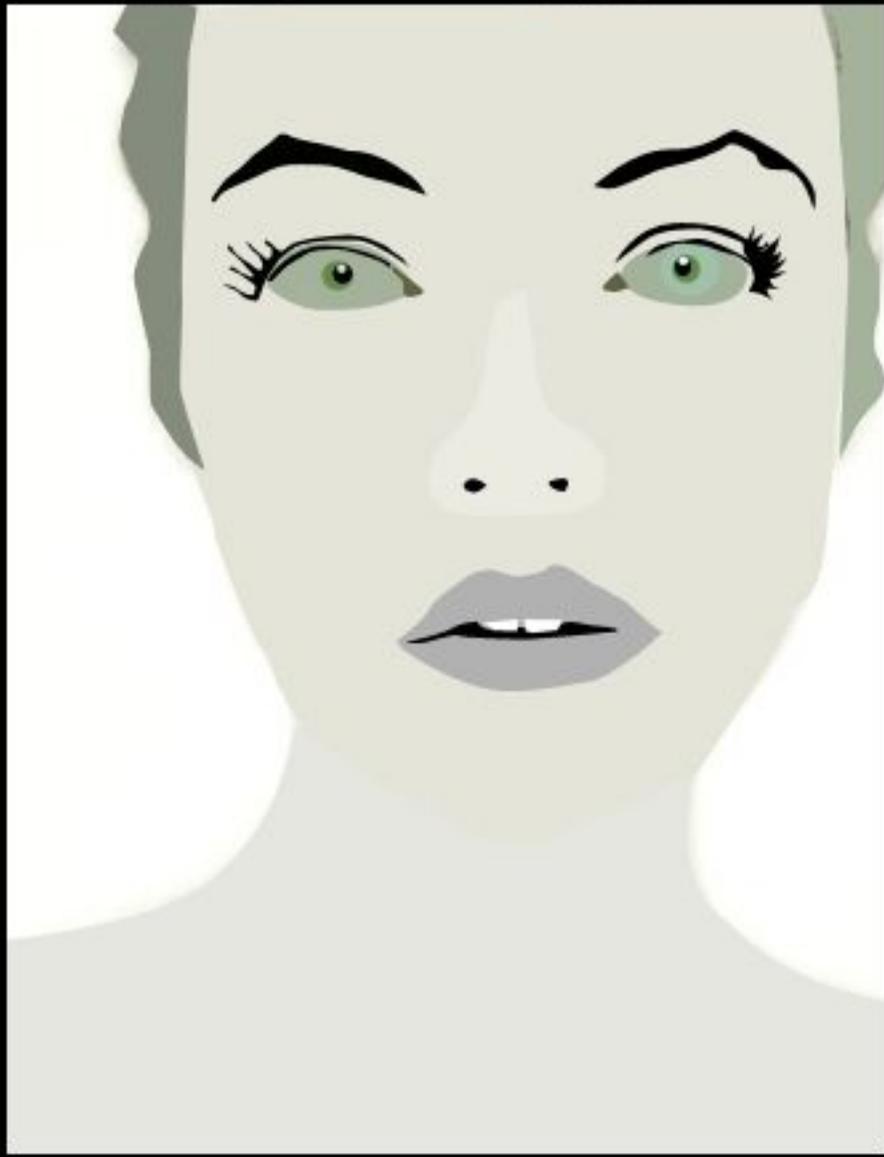
12



KREMBOSZ DMBRE URBANE MILANO DAL TRAM

12

[www.melameno.tk](http://www.melameno.tk)

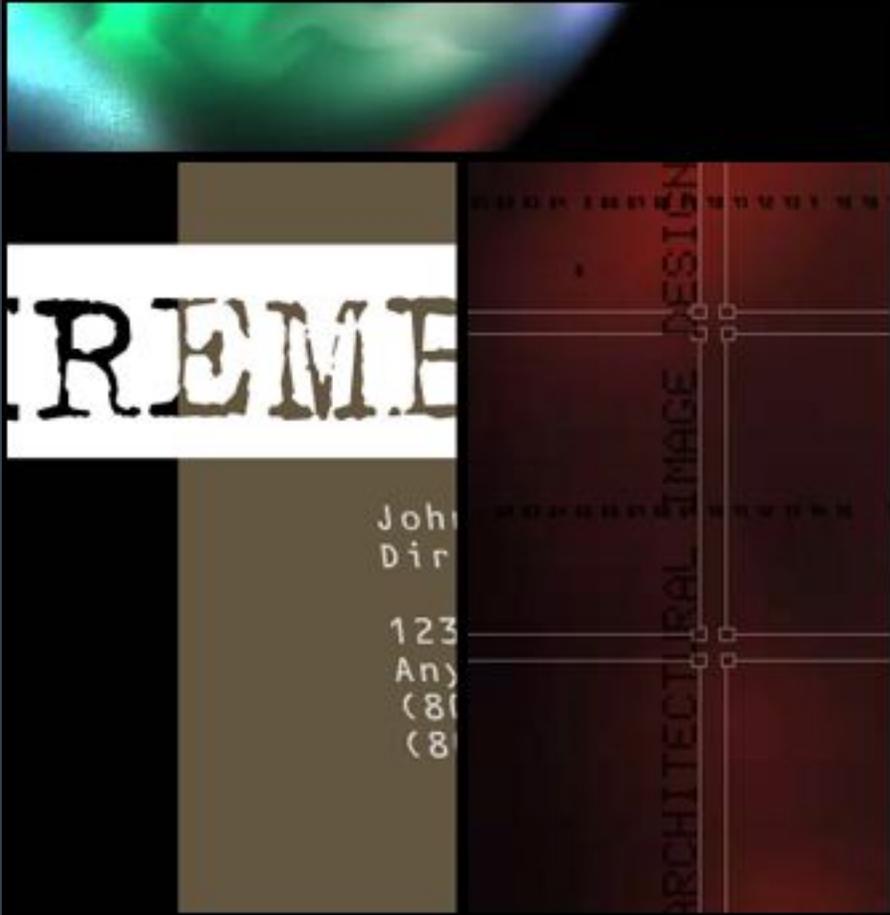


# INFO

## Digital portraits

Taking the traditional canvas techniques right into the virtual computer space.

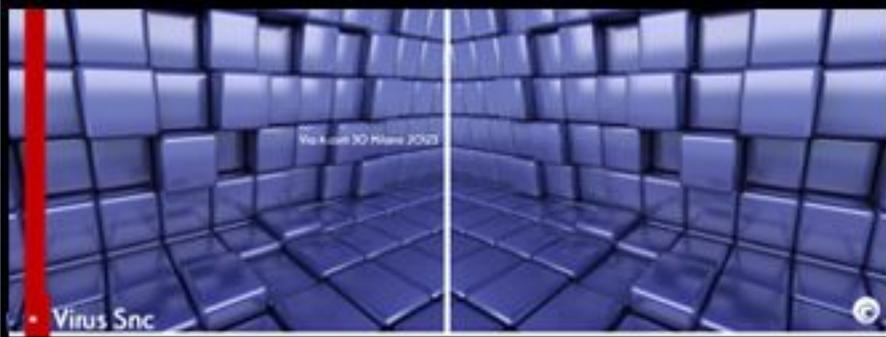
About 20 made, some results here.



# INFO

## Business Card Fun

Business cards, being insignificant as they are, can be a great playground for graphic experiments.



# INFO

## Promotional Graphic

3D , photography and traditional graphic work had a defined borderline, that with the arrival of the computer, just faded away.

monza

FOODSTUFF

CARMELA  
Jazz & Wine

SKETCH

SPECIAL • BAR

# INFO

## Logotypes

Several dozens of logotypes that were designed for various causes and the most different areas are forming a major contribution to the evergrowing collection of media.

some logos are independent, but others are linked in a direct way to the overall design and architecture of the establishment it represents.



# INFO

## Poster.Manifest.Huh ?

Manifests , posters, brochures can always play a good part in a graphic propaganda. They are also very fun to make.

More information can be retrived at:

[www.krembo99.tk](http://www.krembo99.tk)  
[www.magmalab.net](http://www.magmalab.net)  
[www.virus-graphics.com](http://www.virus-graphics.com)  
[www.corsometodipapi.tk](http://www.corsometodipapi.tk)  
[www.texture.tk](http://www.texture.tk)  
[www.laplaya.tk](http://www.laplaya.tk)  
[www.chromophobic.tk](http://www.chromophobic.tk)  
[www.radiosity.tk](http://www.radiosity.tk)