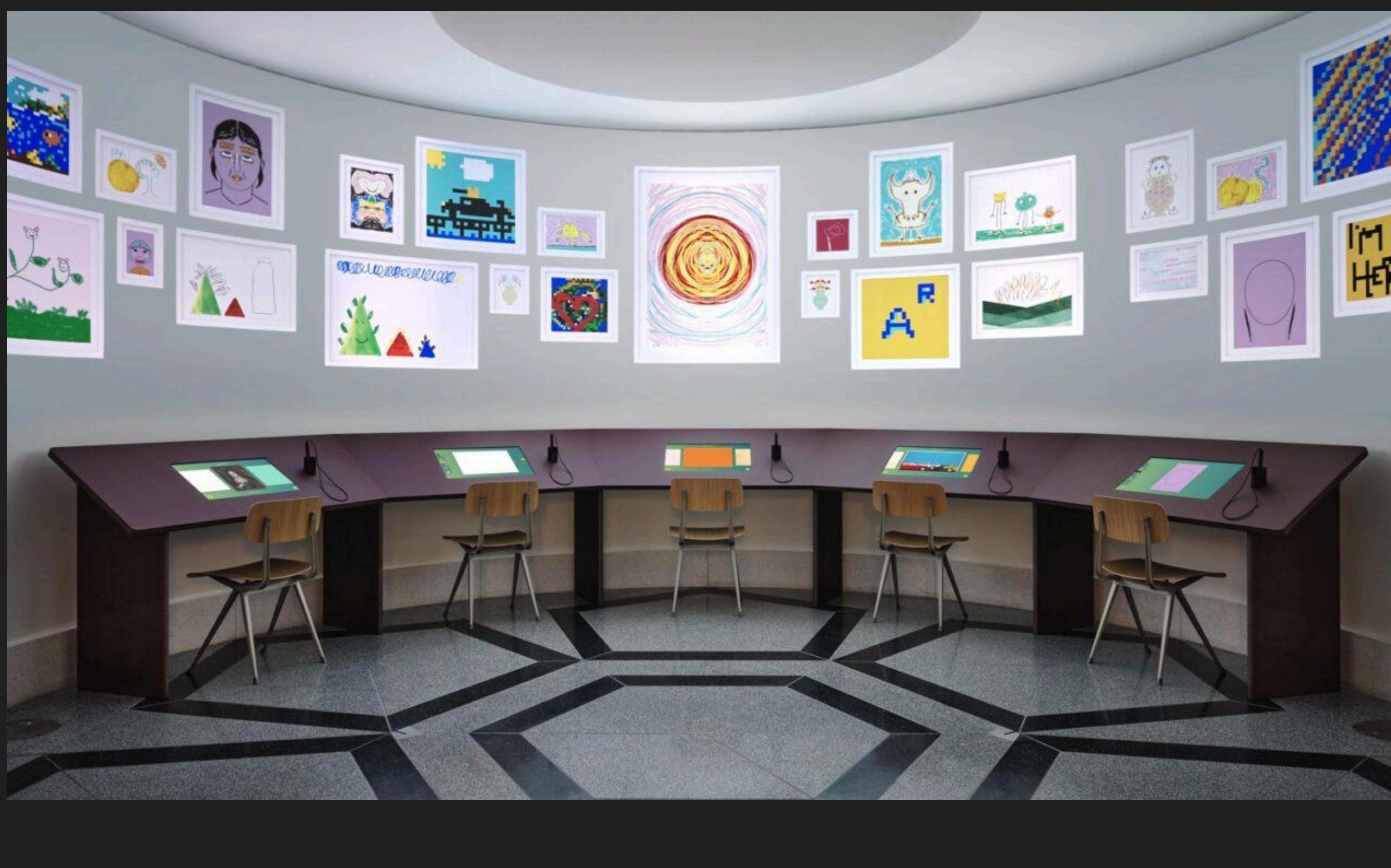


Niccoló Fioritti

selected projects





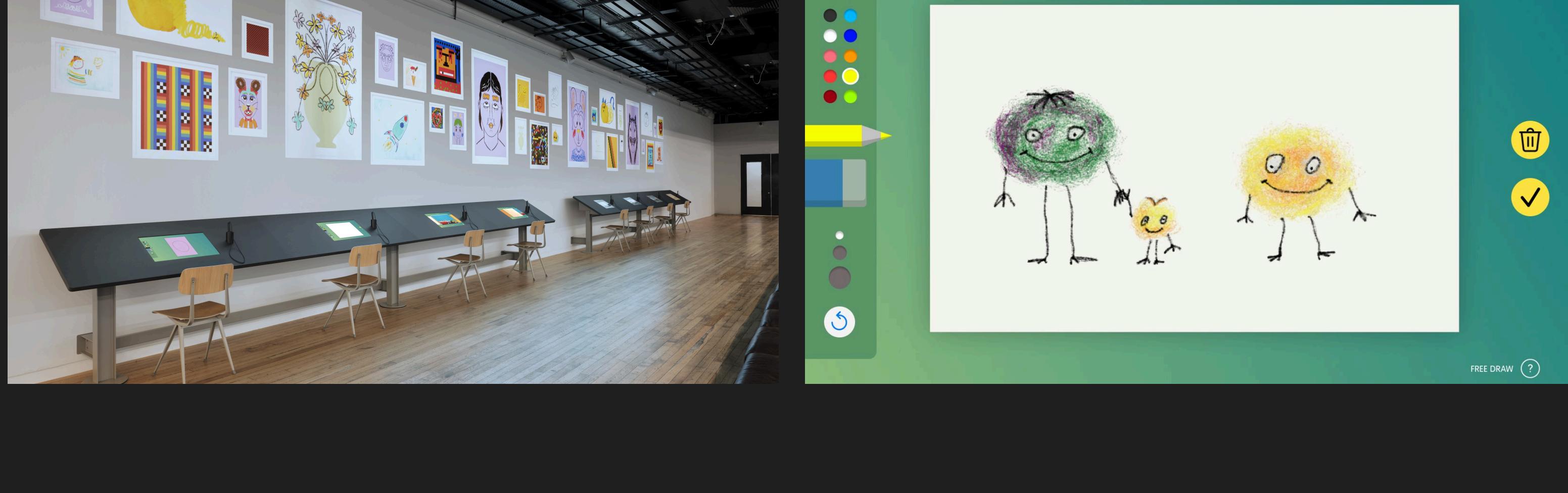
The Workers – Tate Draw

Role: Developer (Js, Svelte)

Tate Modern & Tate Britain, London Jul2022 – Permanent

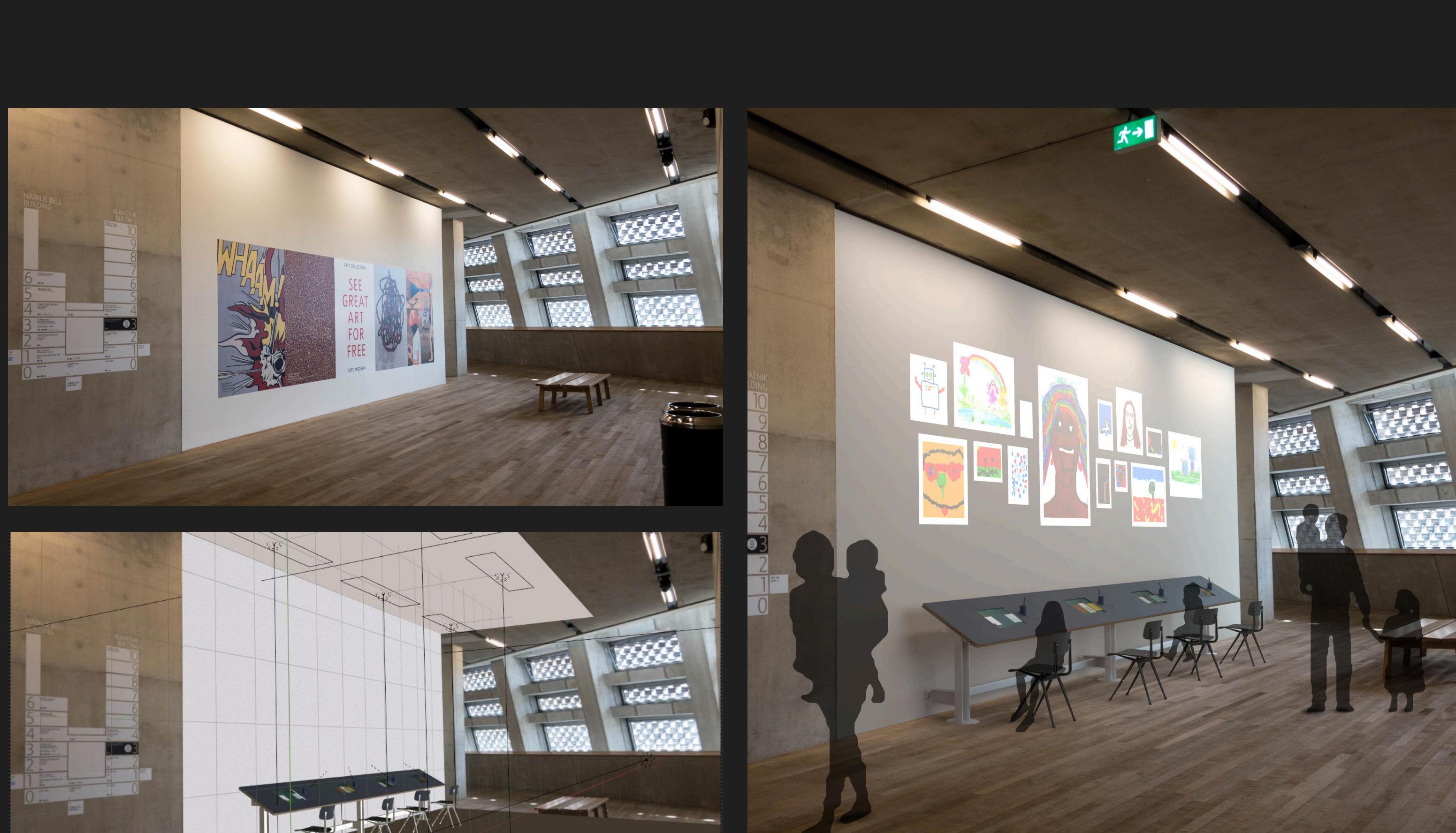
Tate Draw is an installation that playfully explores drawing. The audience can choose a variety of drawing modes and canvas. Once finished, their drawing is displayed in a projected animated gallery.

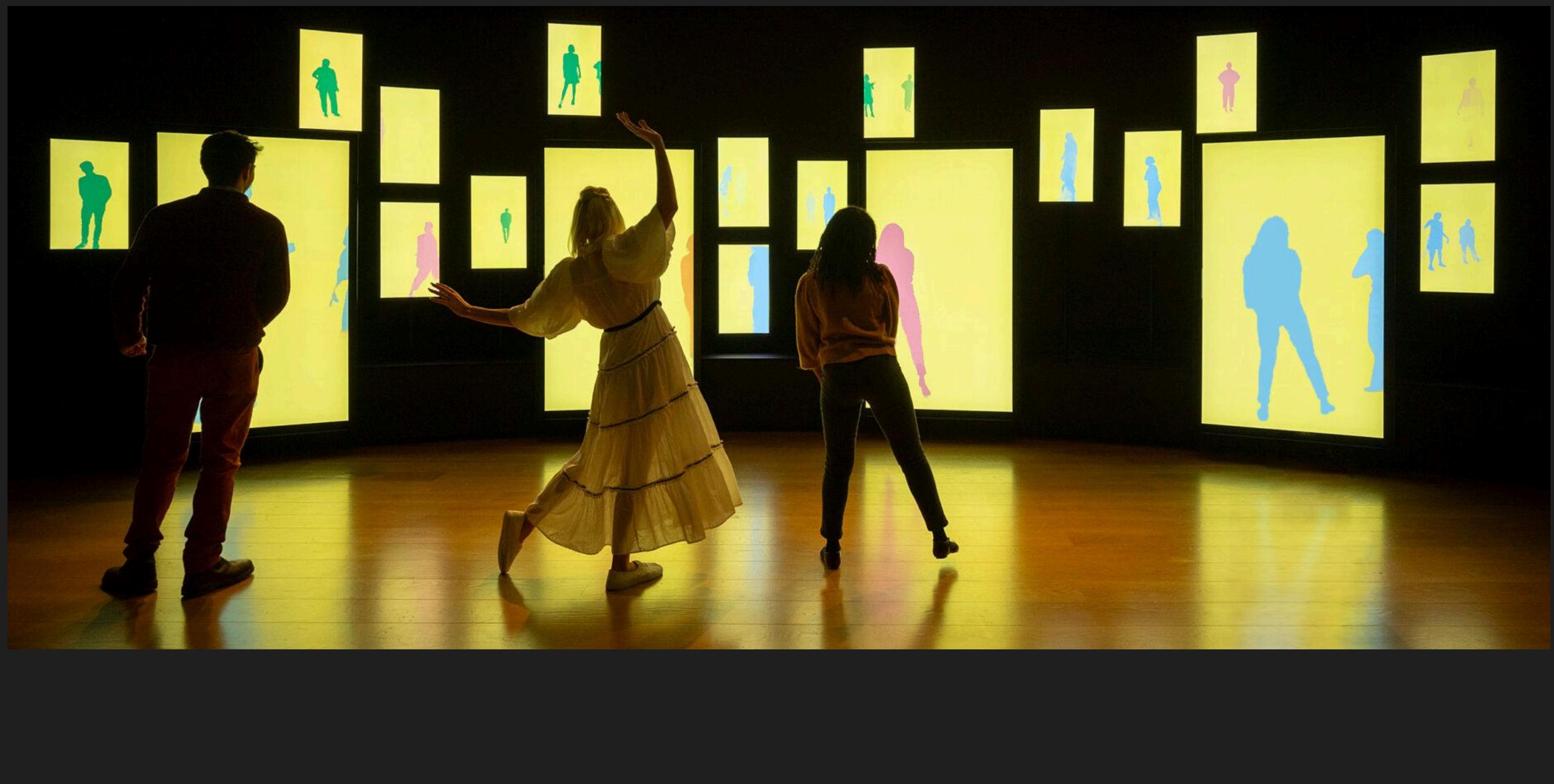
I developed the custom drawing engine behind the experience, building dynamic tools like brushes, eraser, and undo functionality. The system features multiple playful drawing modes – including Mirror, Pixel, Single Line, and Memory – each designed to inspire creativity in a different way.



After the success of the first TateDraw, other locations were added.

I contributed to select the new location by producing renders and mockups to visualise installation layout, projection mapping, and overall visitor flow.





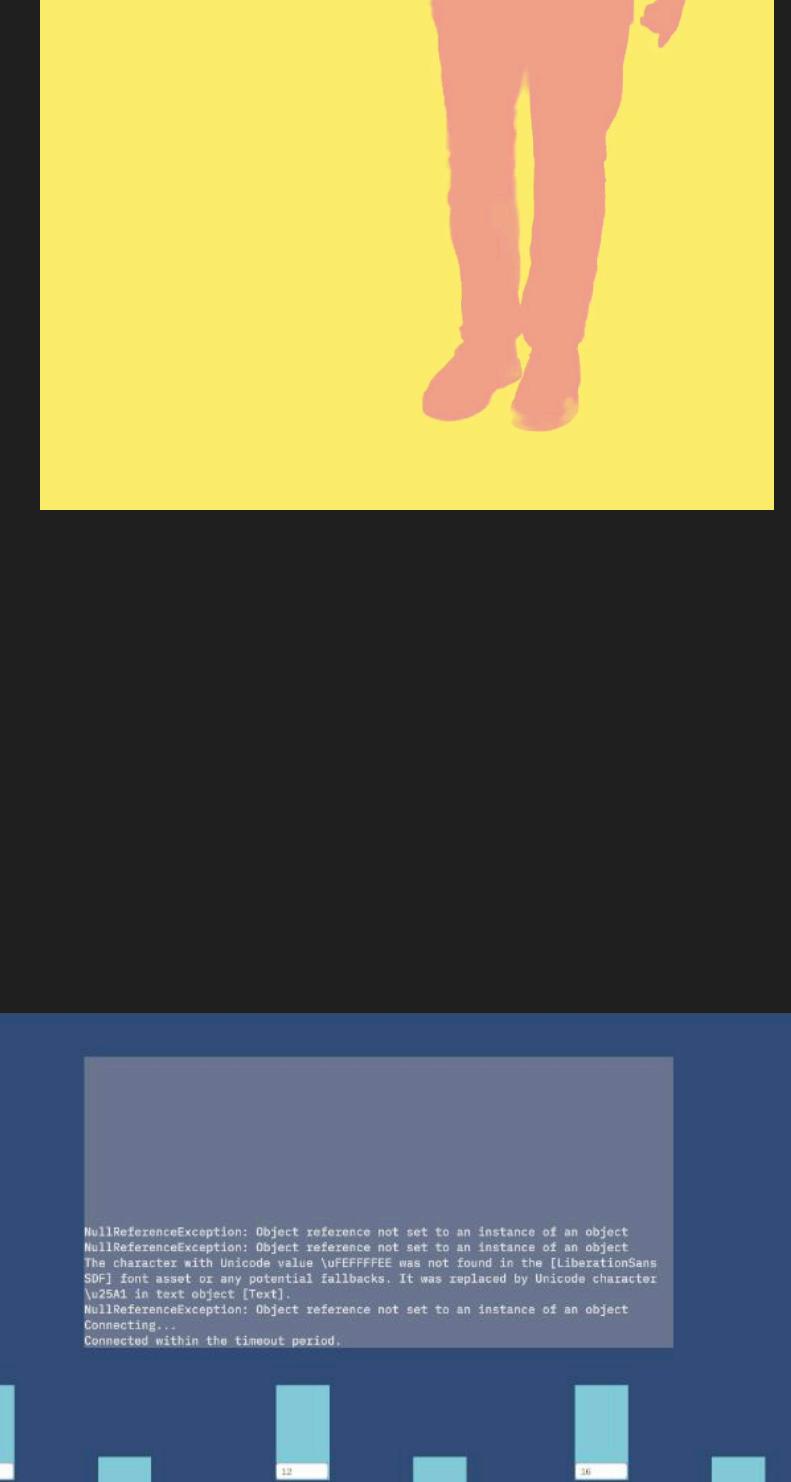
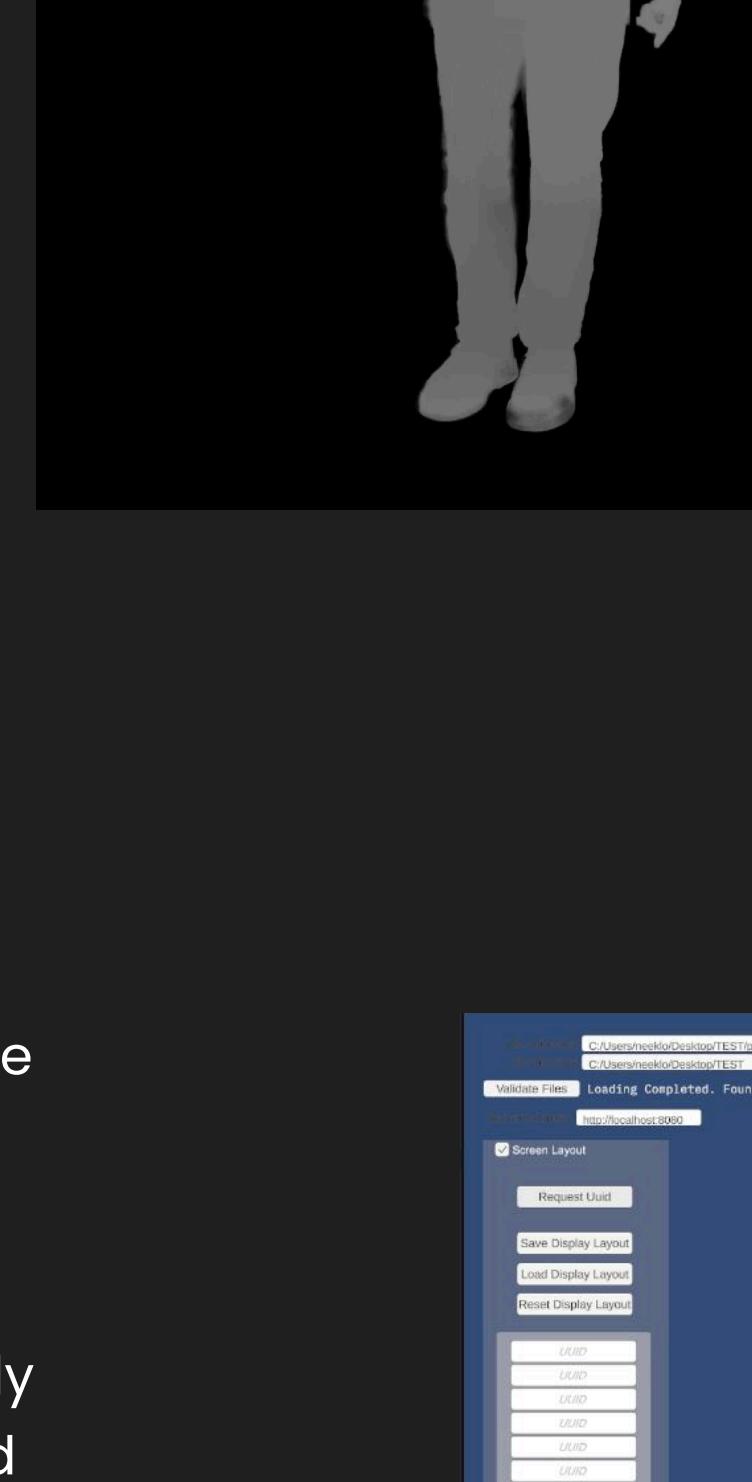
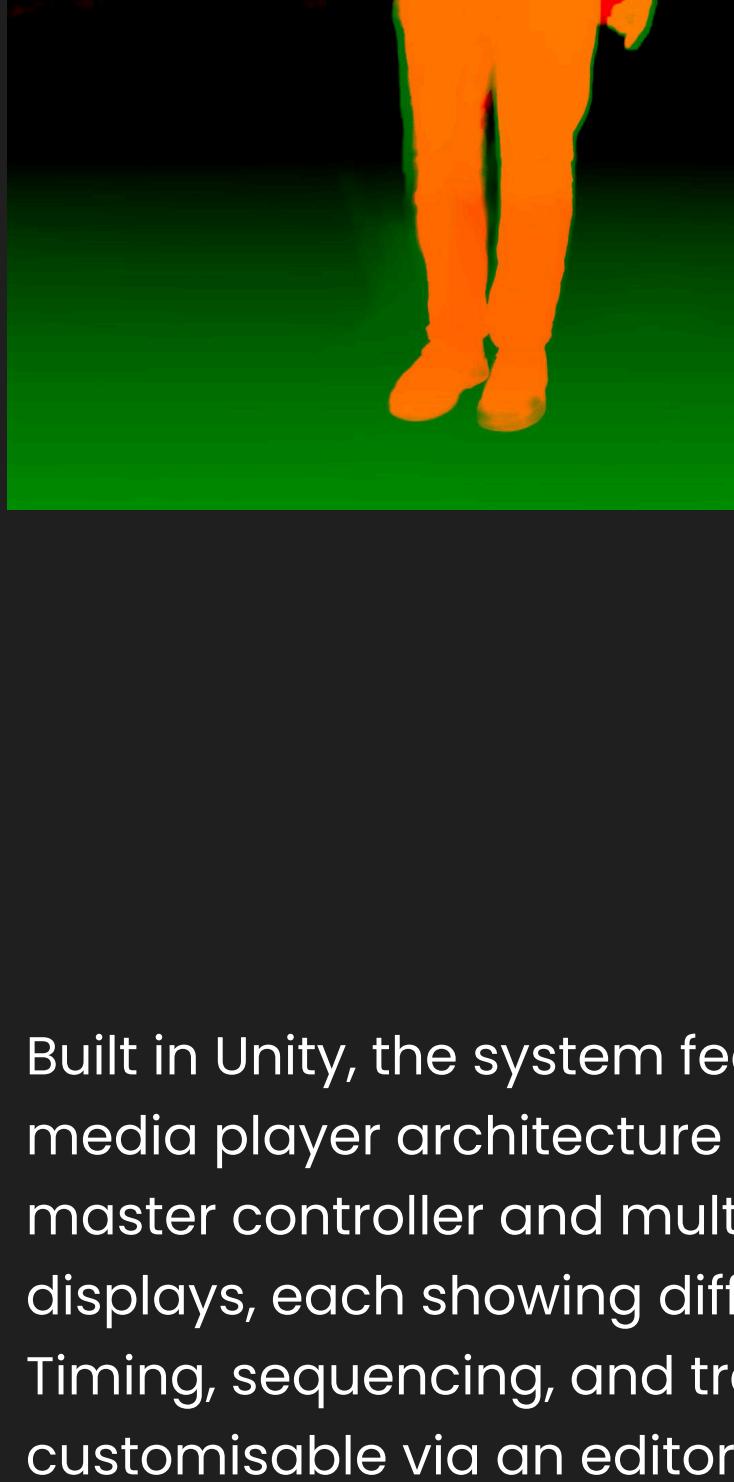
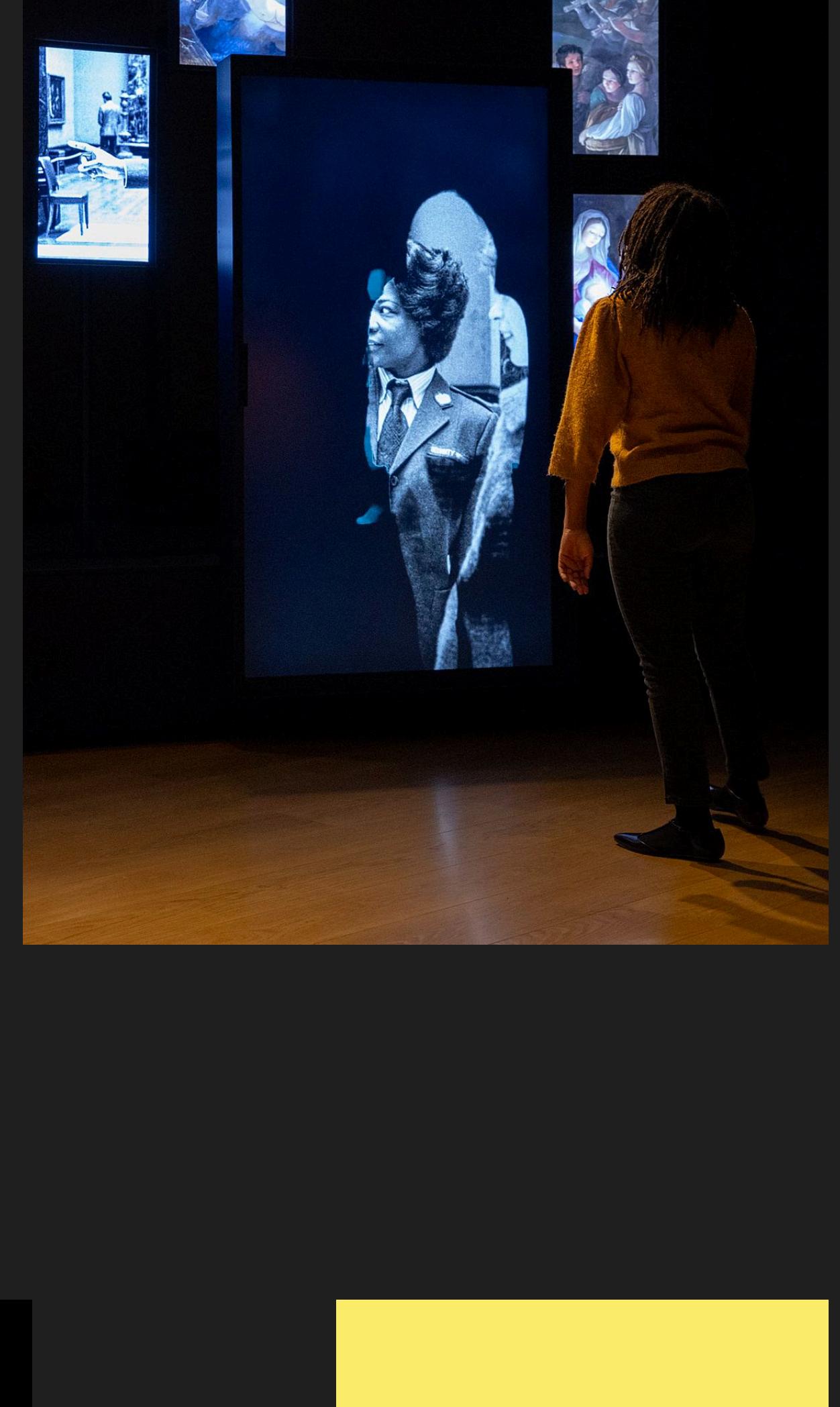
The Workers - NG Stories

Role: Developer (Unity, C#, Python)
National Gallery, London Oct2024 – Jan2025

NG Stories is a multi-room installation at The National Gallery designed to celebrate the history of the gallery and the people who have shaped it. In the People Room, visitors become part of the story – their silhouettes captured, blended, and displayed alongside archival images and portraits in an atmospheric, layered way.

For NG Stories at The National Gallery, I was in charge of the development of the People Room – a custom multi-screen installation designed to showcase archival images and portraits in an atmospheric, layered way.

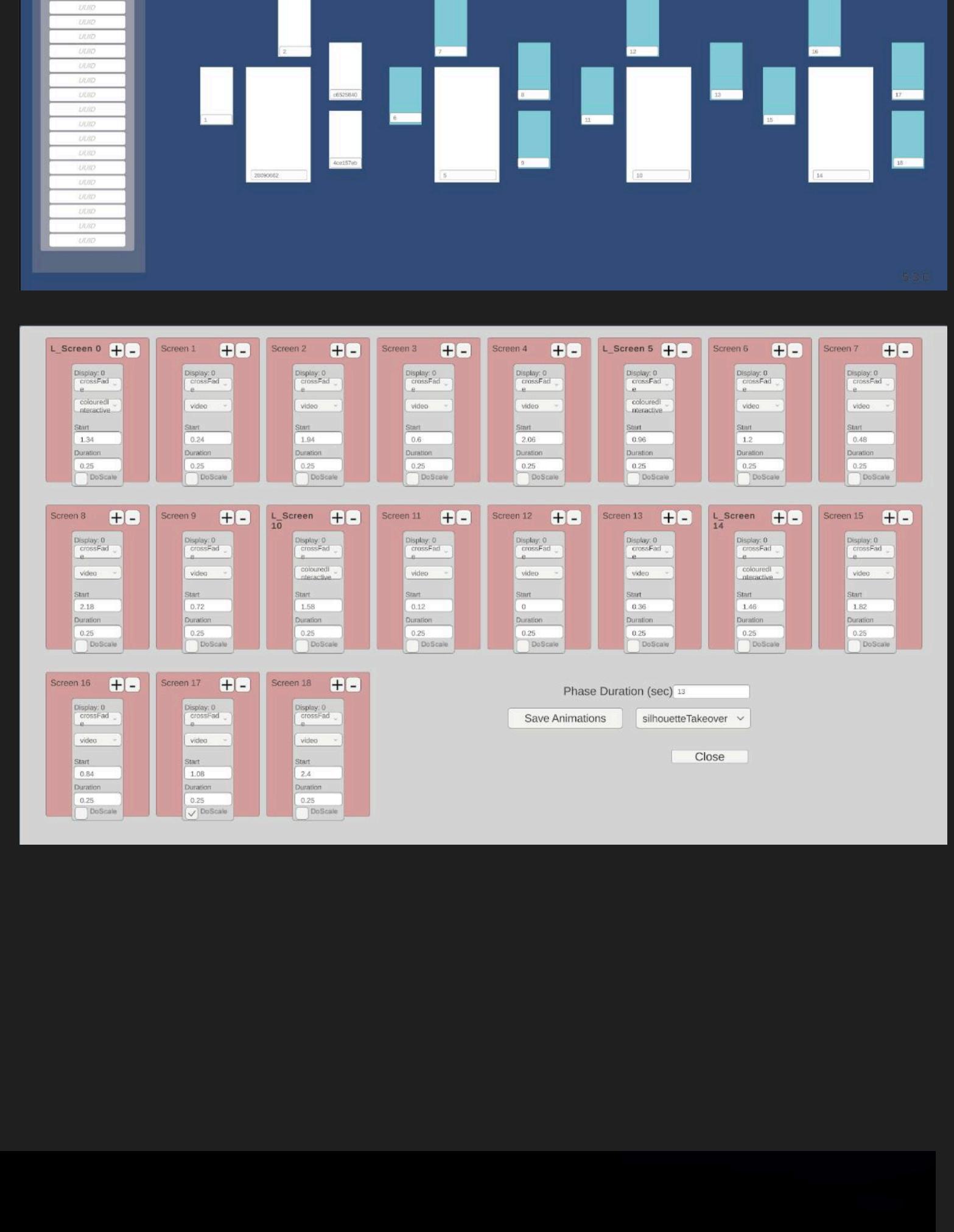
The installation was also intended to incorporate visitors' silhouettes as a dynamic reveal mechanism, using real-time depth data to let their presence interactively uncover hidden layers of content.



Built in Unity, the system features a bespoke media player architecture composed of a master controller and multiple client displays, each showing different content. Timing, sequencing, and transitions are fully customisable via an editor tool I developed specifically for the project.

To add an interactive layer, I created a real-time camera system that captures visitors using depth cameras, blends them with AI-powered human segmentation (Python), and integrates them seamlessly into the displayed visuals.

As part of the development process, I built a VR simulation of the room (Unity, Blender) to prototype the experience, check the networking system, visualise the layout, and iterate design and ideas while not having direct access to the space.





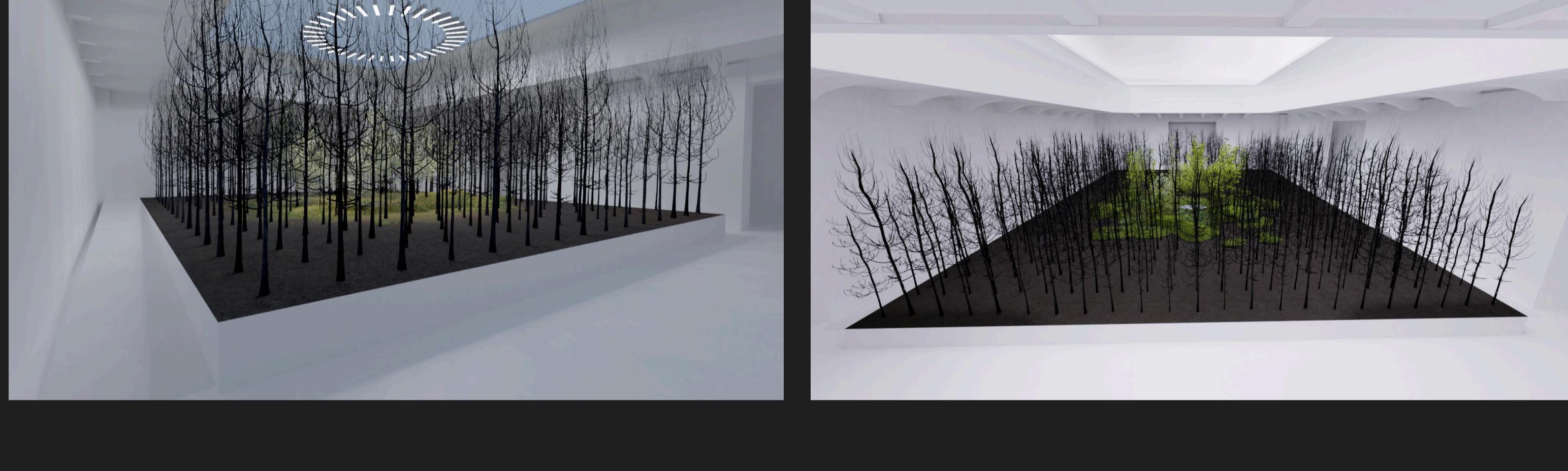
Superflux · Invocation for Hope

Role: Creative Technologist & Visualisation Lead (Raspi, Blender)
MAK Biennale, Vienna May2021 – Oct2021

Invocation for Hope was an immersive installation by Superflux for the Vienna Biennale, transforming the museum space into a living forest – a reflection on climate change, adaptation, and the fragile balance between nature and technology.

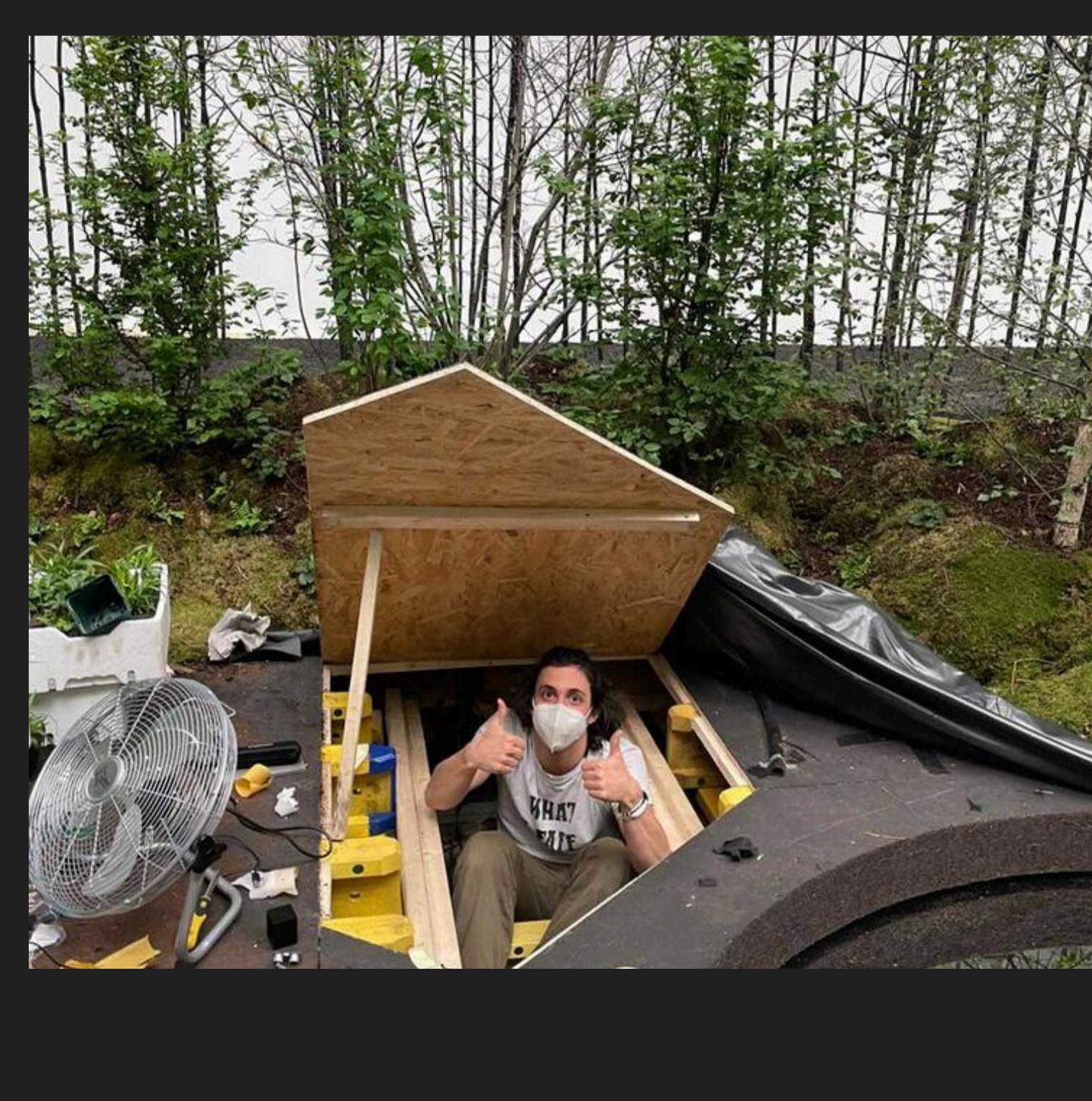
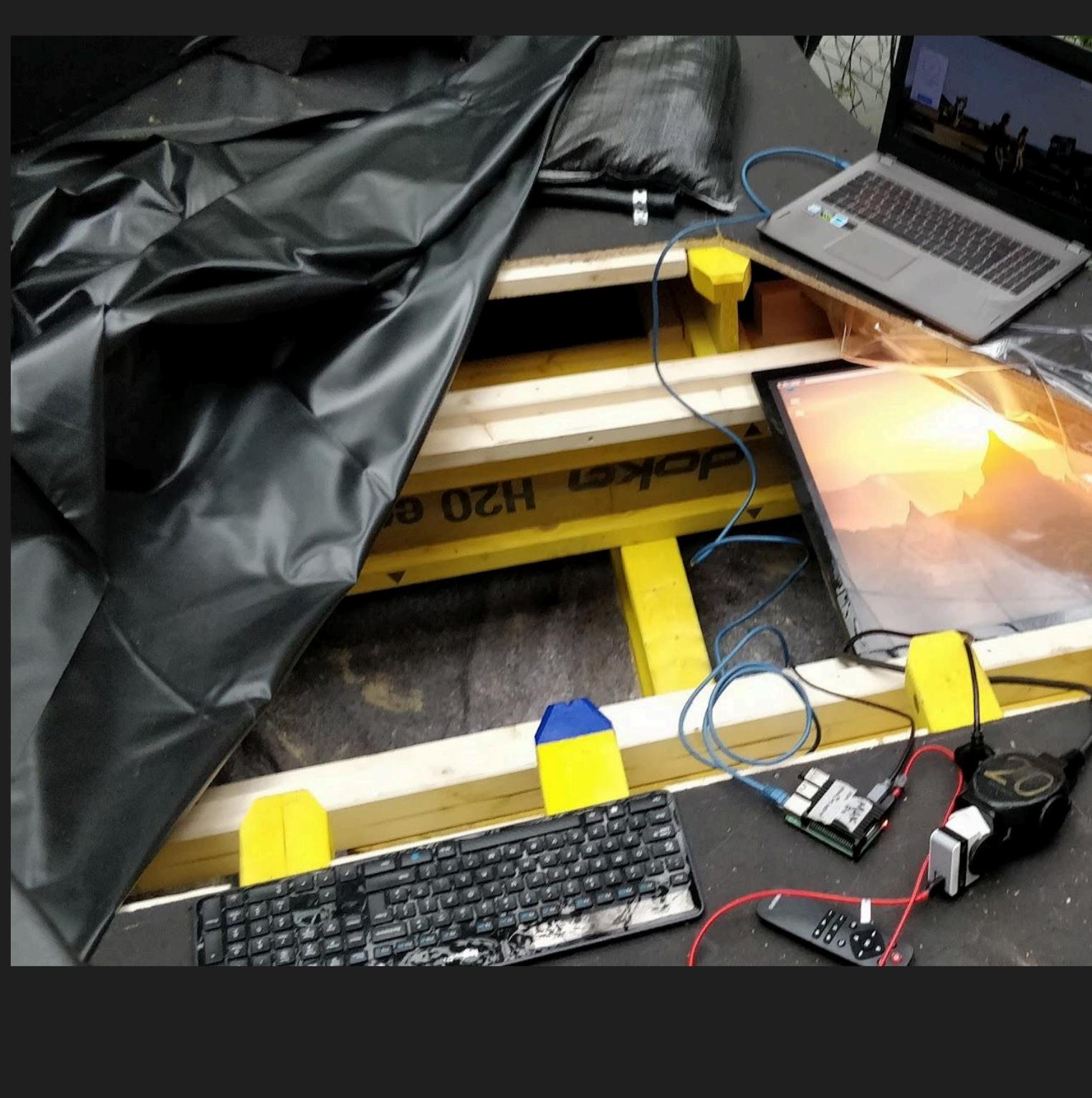
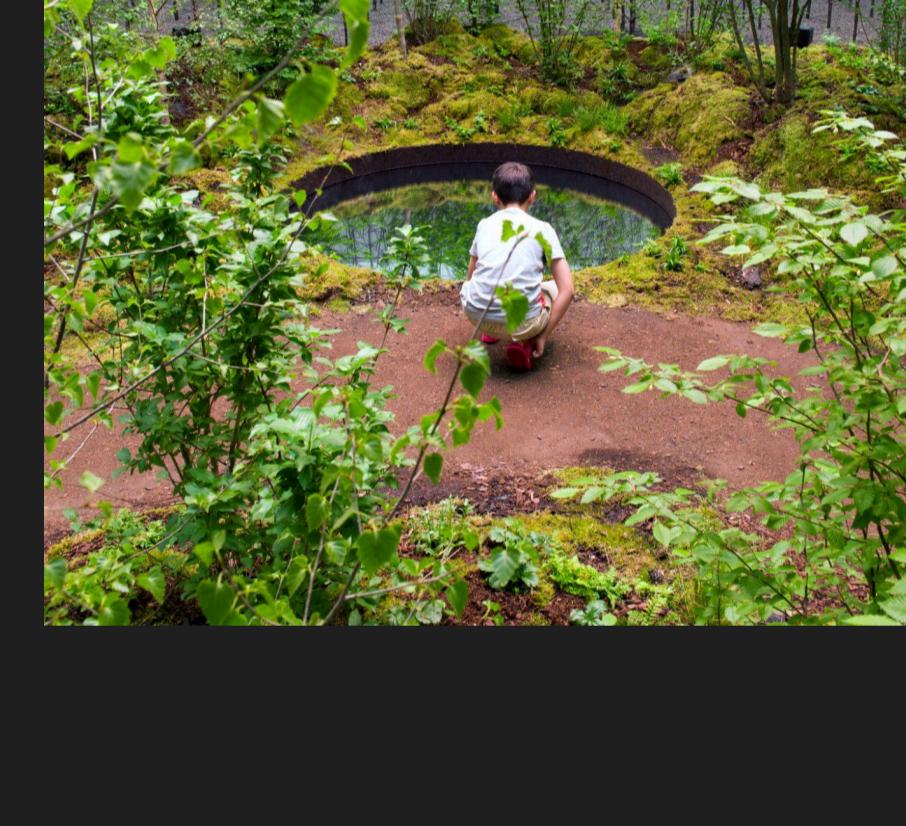
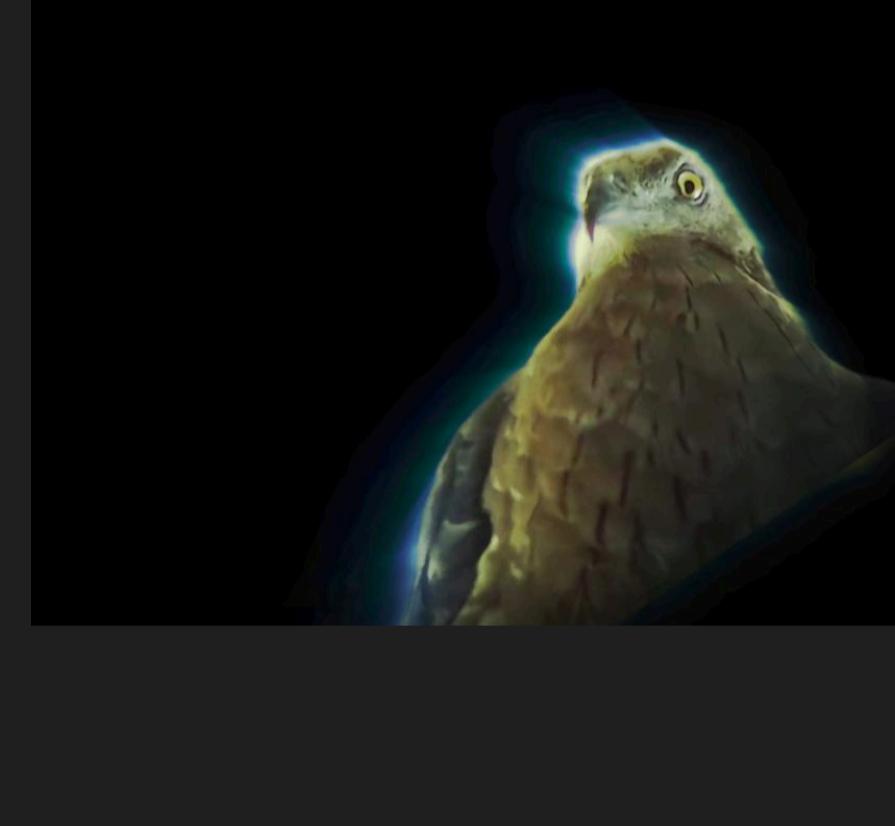
My main contribution focused on the technical design and prototyping that supported the installation's physical setup. I created detailed 3D visualisations (Blender) to study and define the final layout of trees, grow lights, and projections – helping the team anticipate spatial challenges and refine the visitor experience.

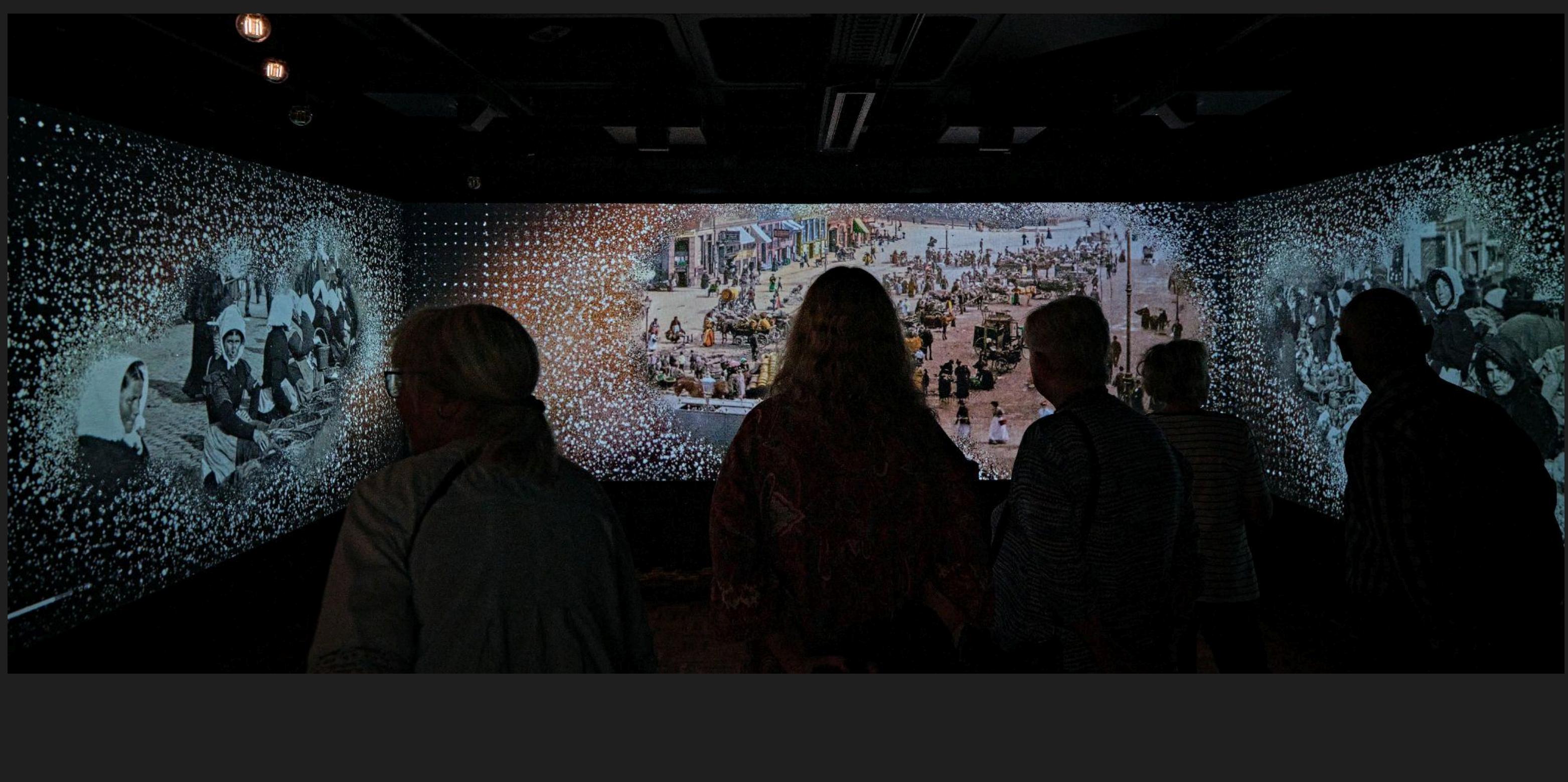
To ensure the survival of the plants indoors, I researched and calculated the lighting requirements, working out the optimal positioning and configuration of the grow-lights.



I developed an interactive element using a Raspberry Pi and proximity sensors to create a subtle but magical moment within the space.

As visitors approached the central pond, the system would detect their presence and trigger a hidden screen beneath the surface of the water – revealing videos of animals coming to drink, gently overlaying onto the visitor's own reflection.





The Workers – Carl Nielsen Museum

Role: Developer, Motion Graphic (Unity, C#, After Effects)

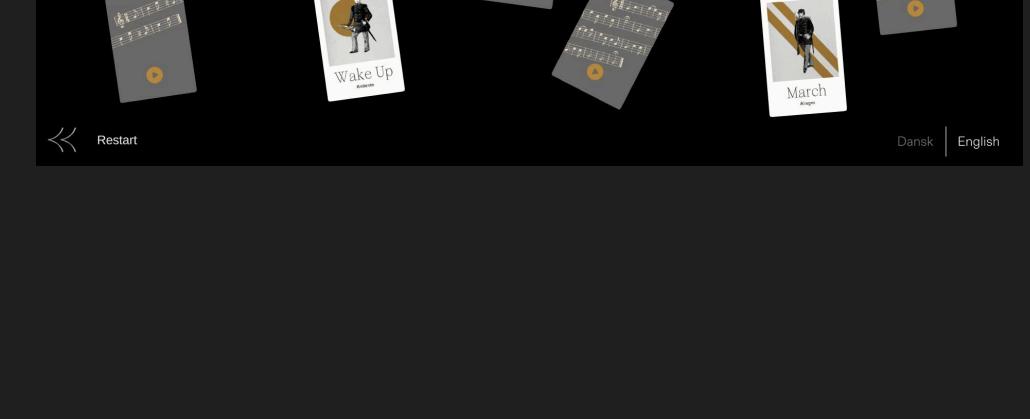
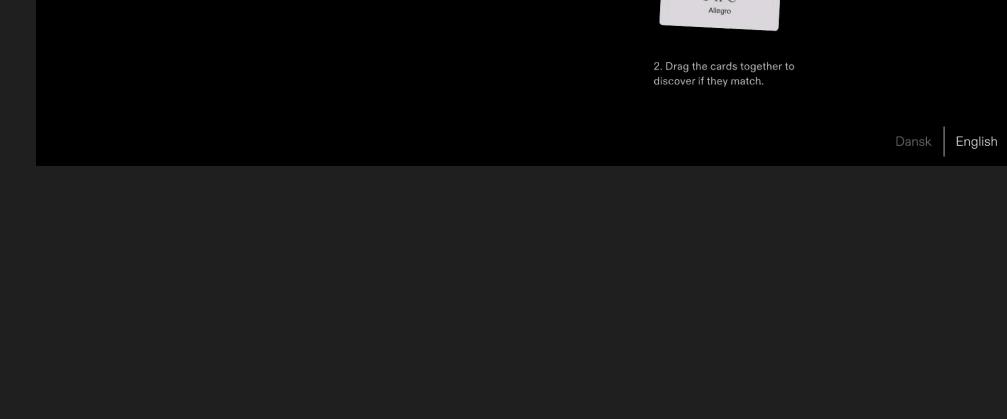
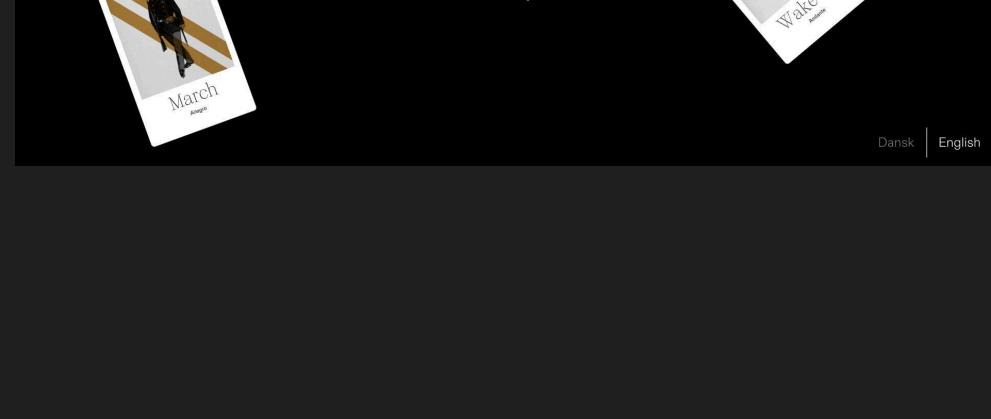
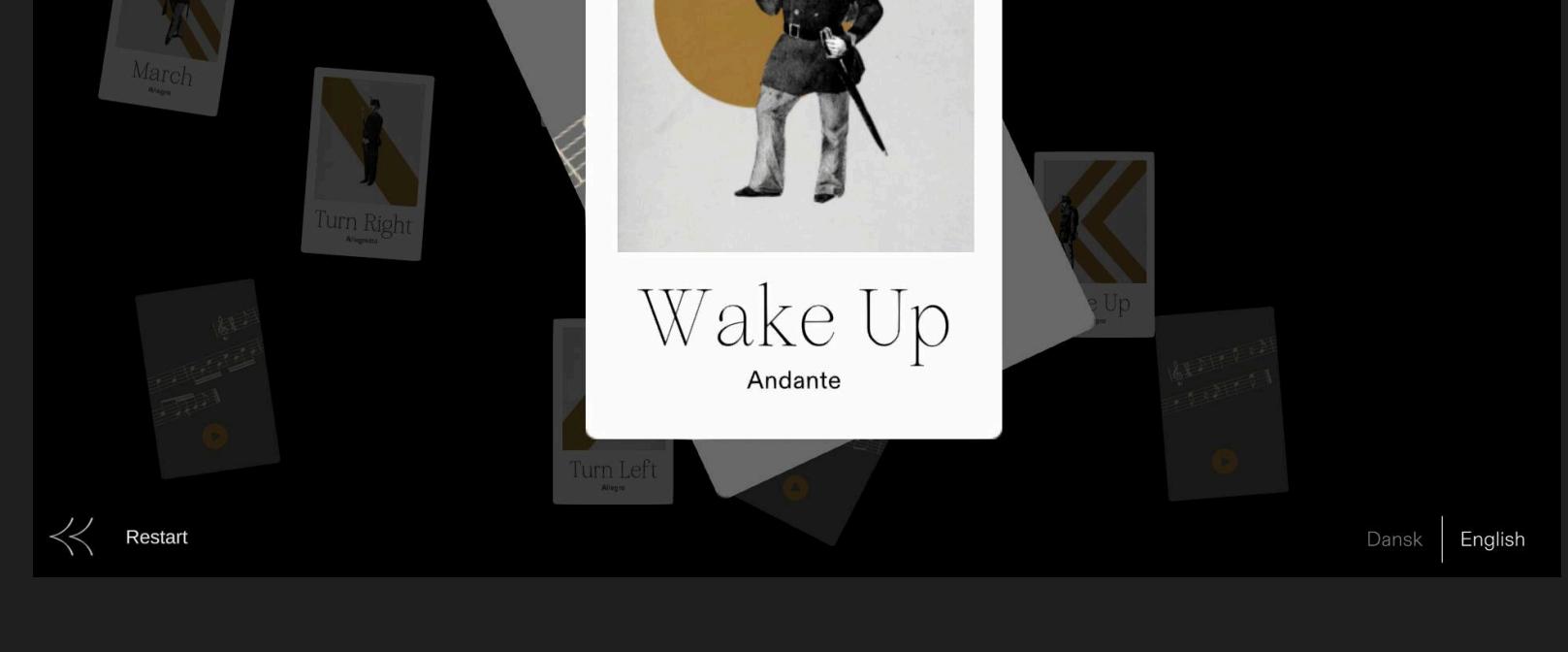
Odense, Denmark, June 2023 – Permanent

At the Carl Nielsen Museum in Odense, visitors explore the life and work of the famous Danish composer through a series of playful, interactive installations. The exhibition blends music, images, and personal stories, inviting visitors to engage with Nielsen's legacy not just as a historical figure, but as a living presence — to be discovered, remembered, and reinterpreted through sound and interaction.

For the interactive part, I was in charge of developing a memory-inspired interactive game in Unity, designed to evoke the idea of Carl Nielsen learning the bugle calls during his time in the army.

Visitors interact with a touchscreen to match the correct bugle call (audio and score) to the relative action.

This game was designed to be simple, tactile, and intuitive — encouraging visitors of all ages to explore and play.

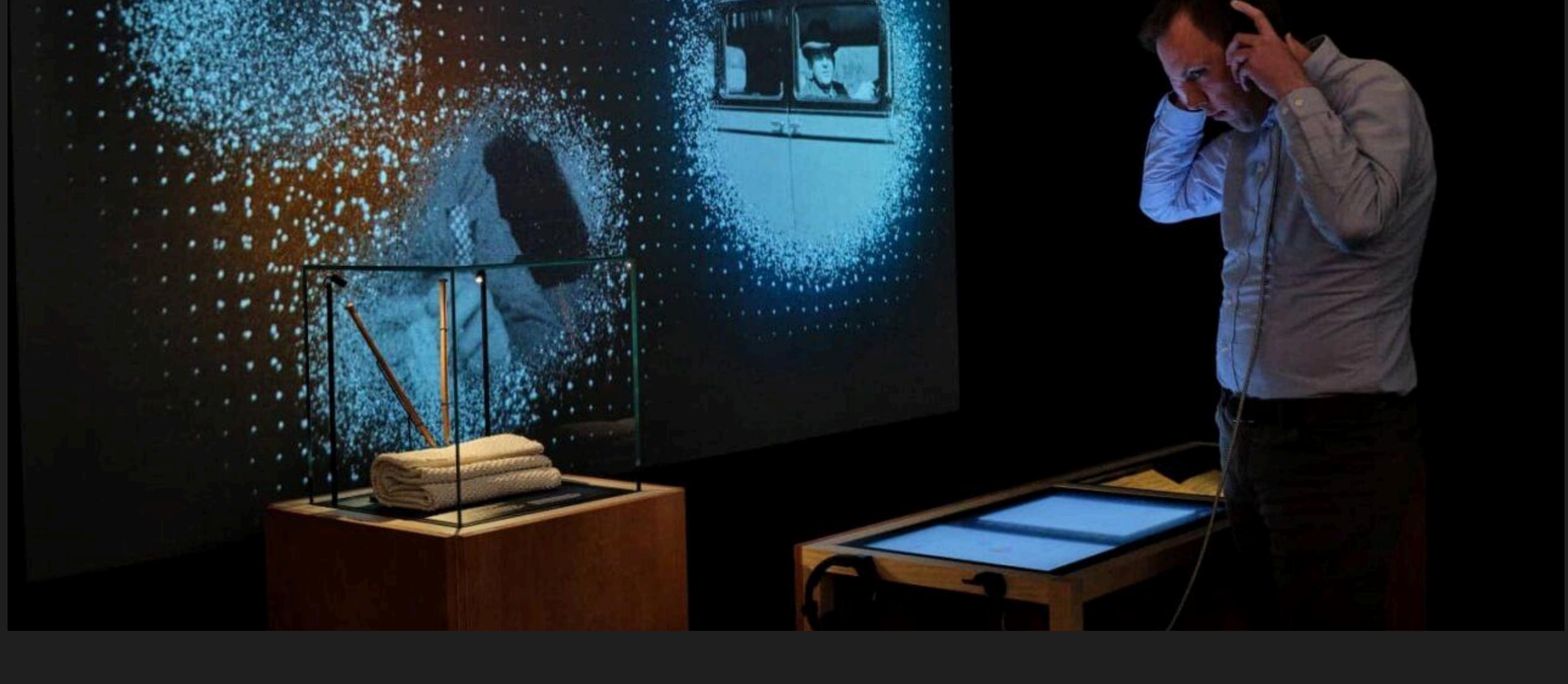
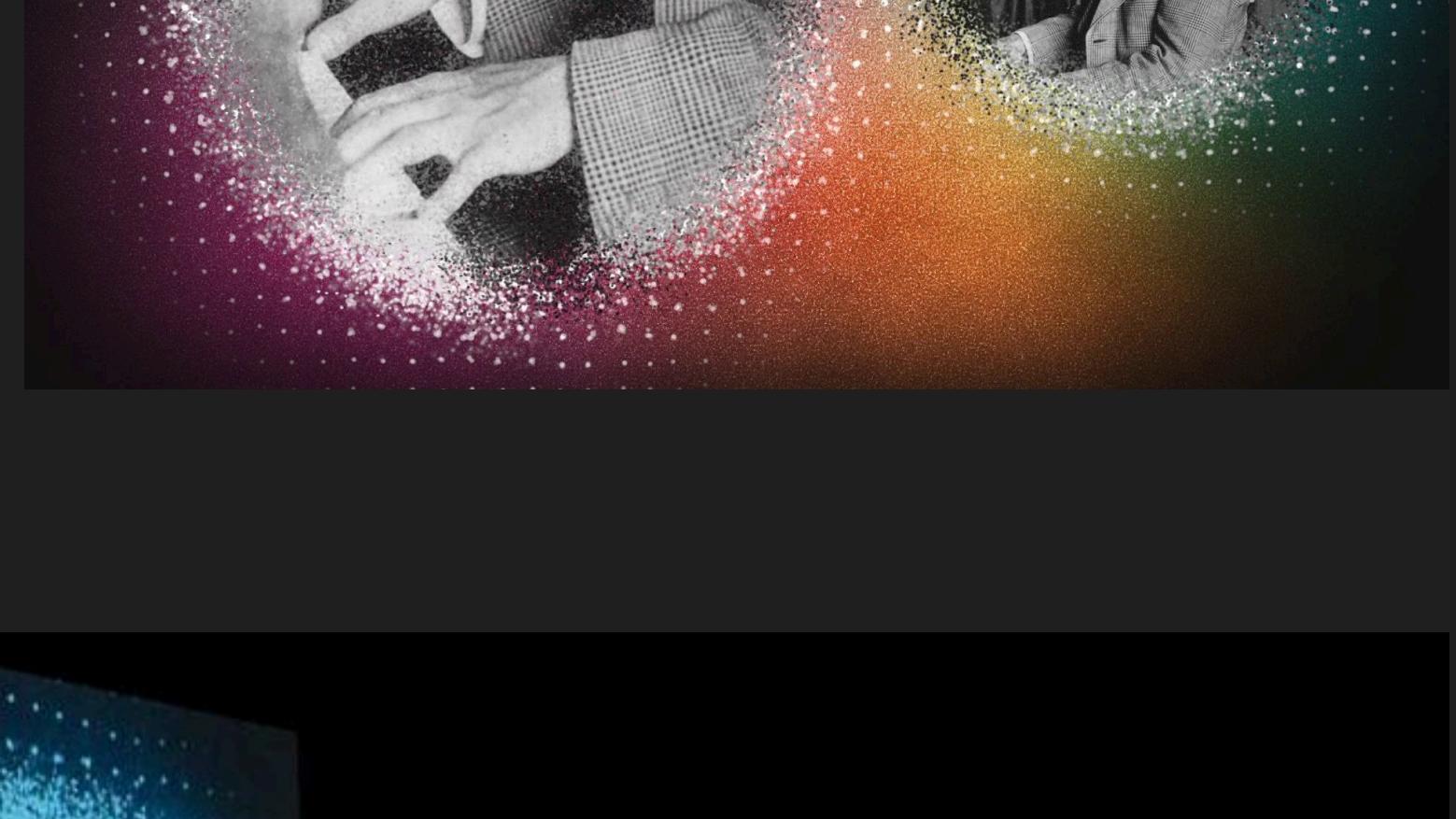
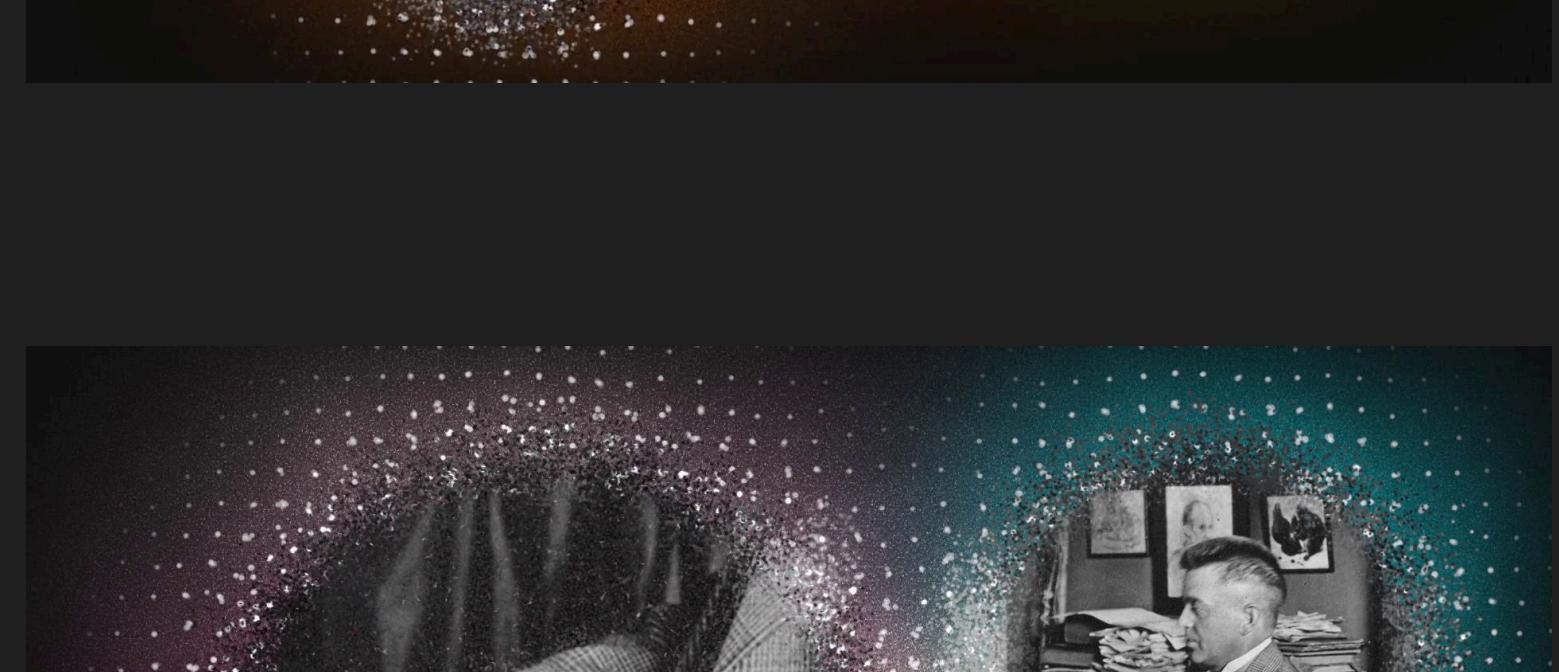


A key element of the exhibition was its distinctive visual language, woven throughout the museum.

I contributed by producing animated projections (After Effects), carefully designed and timed to follow the rhythm and structure of the audio soundtrack.

Each animation was crafted to visually represent a specific moment or phase in Carl Nielsen's life, supporting the exhibition's narrative and guiding visitors through his personal and musical journey.

The animations were designed to enhance the atmosphere of each space, creating a cohesive experience where sound, image, and storytelling worked together.





Overthink Studio — Independent Projects (2018 – ongoing)

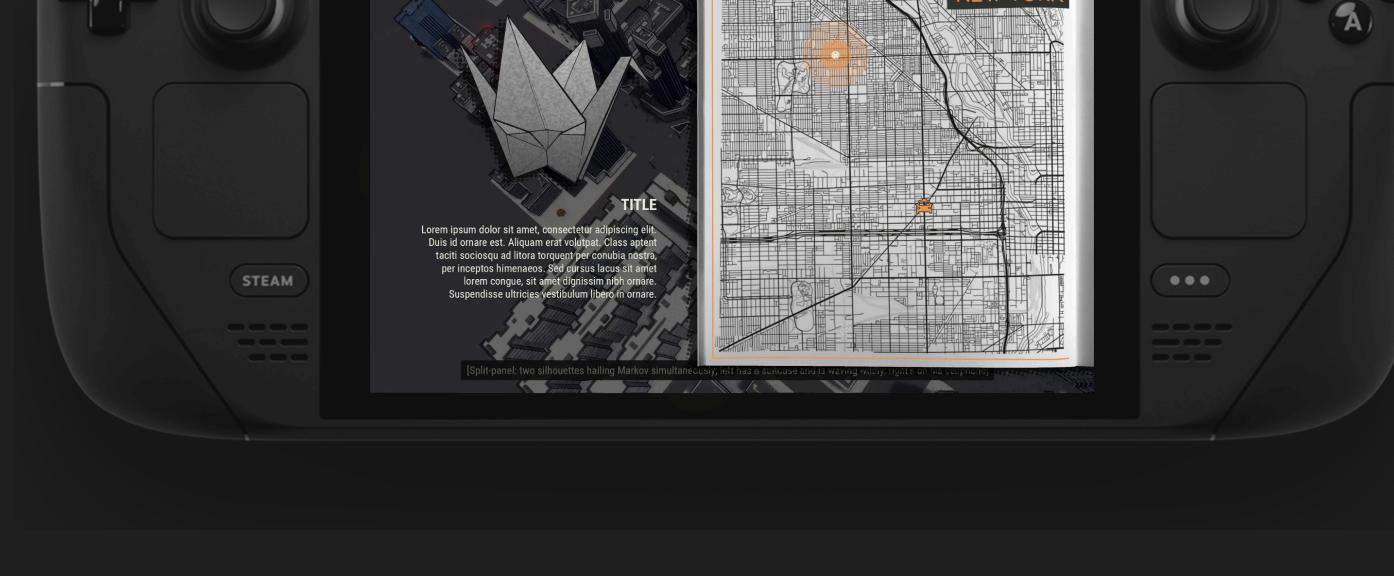
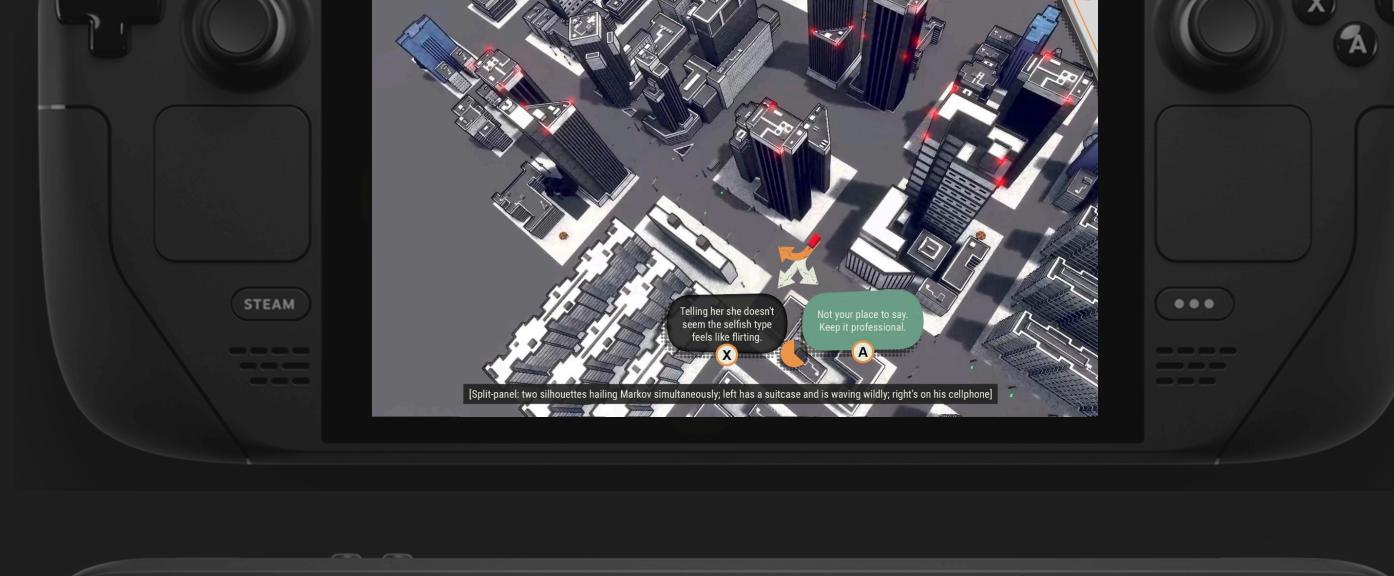
Parallel to my professional work, I co-founded Overthink Studio — a small indie space for experimental game projects and interactive toys. It's a personal playground for exploring ideas freely, prototyping unusual mechanics, and making playful things without constraints.

Overthink Studio also became a way to learn, experiment, and stay up-to-date with game development tools — especially Unity — outside of client-driven projects. It's where I test new techniques, experiment with narrative systems, and explore game design ideas just for the fun (and challenge) of building them.

Meandering Coil – (In Development) Unity

A story-driven taxi adventure developed with Unity, exploring player choice, branching narrative, and interactive dialogue systems.

- Branching narrative system with persistent player choices
- Custom dialogue engine
- Voice-over
- Stylised visual design inspired by noir comics



Pong Evo – mobile game (android) – Unity

An experimental evolution of Pong, a new take on the old classic where the players need to keep the ball within the gameplay area.

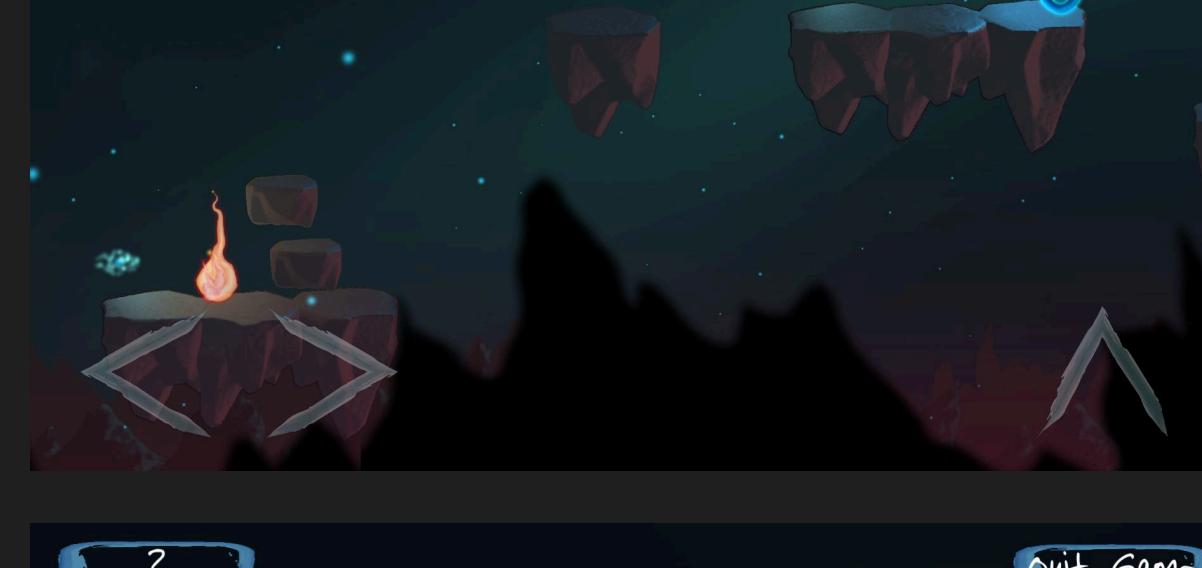
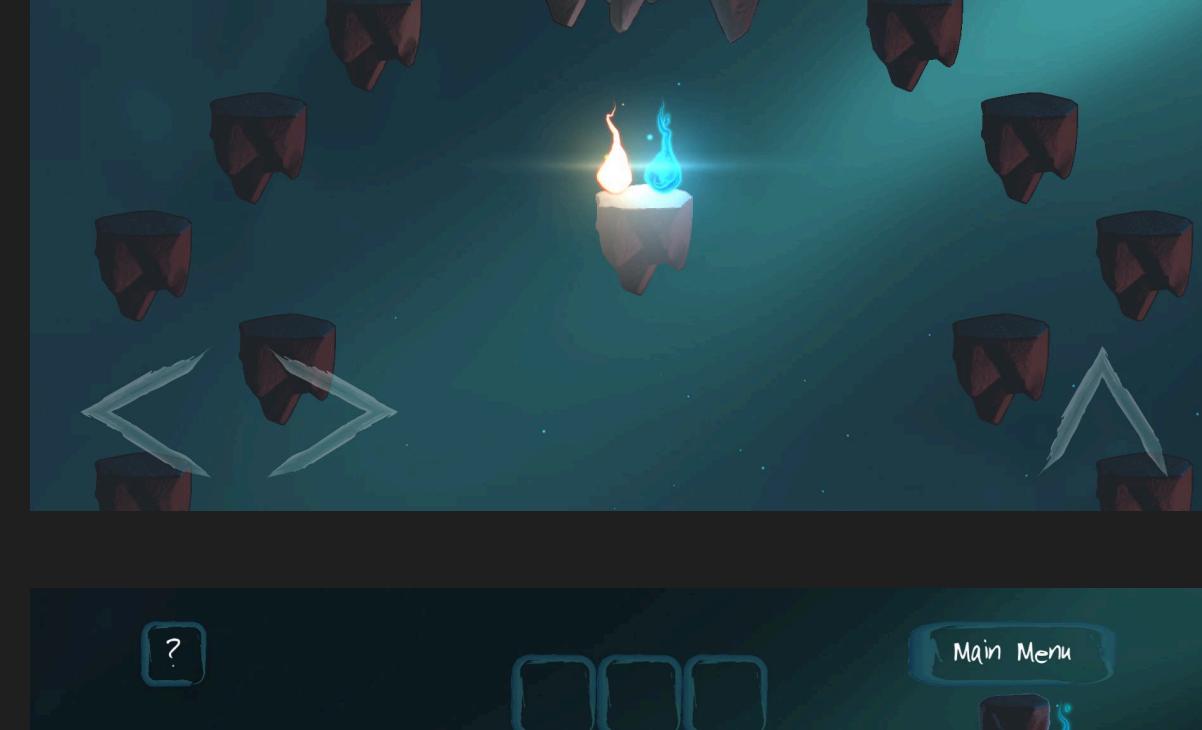
- Game design, development (Unity, C#)
- Procedural animation system
- Single or double players.
- Google Leaderboard Integration



My Better Half – mobile game (android) – Unity

My better half was the first ever game we developed. It is a platformer puzzle game based on a mirrored game mechanic. The player controls two characters moving symmetrically in the map with the objective of making them meet.

A collectible system allows for a story to be revealed once all the “memories” are gathered by the player.



My Better Half

everthink