

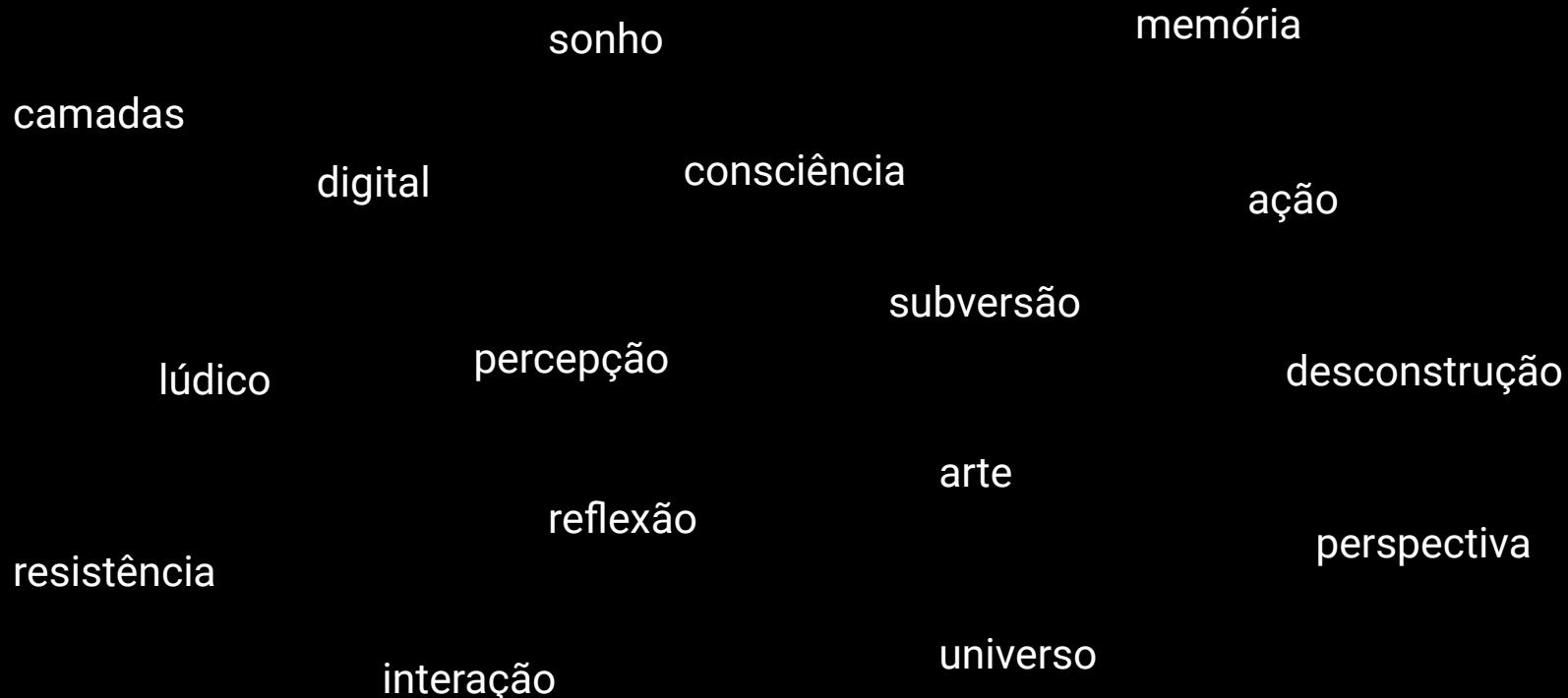
# PLAYMODE

## CONCEITO CENOGRAFIA

26 de janeiro de 2022

LICΛΛΛ

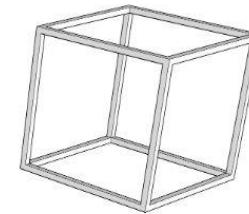
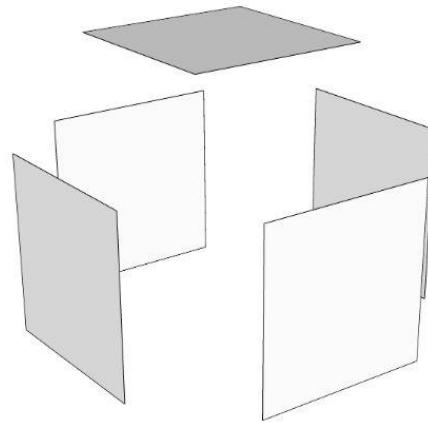
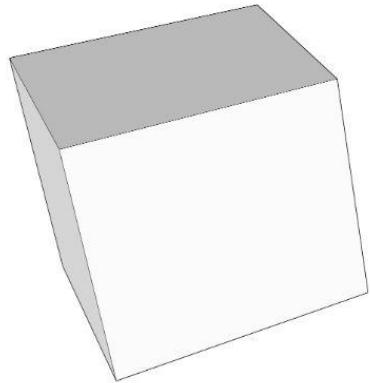
# *playmode*





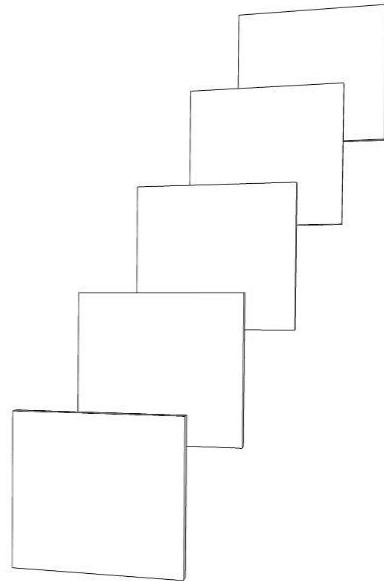
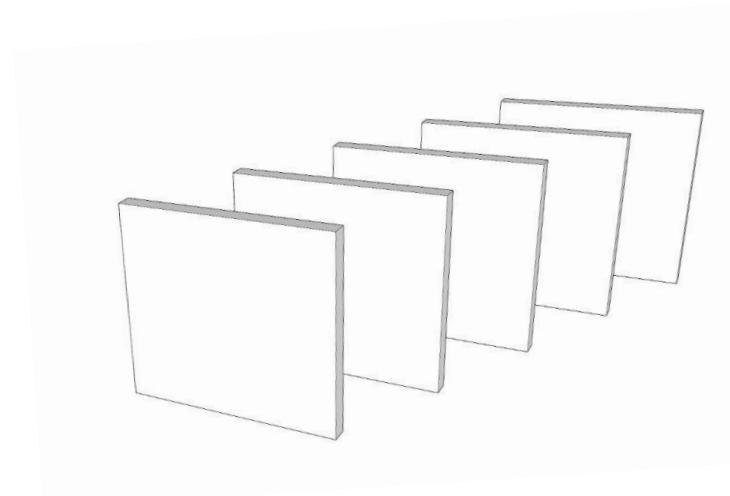
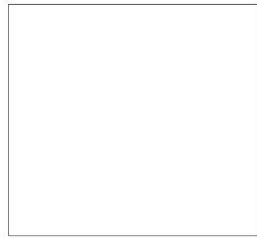
*playmode*

conceito



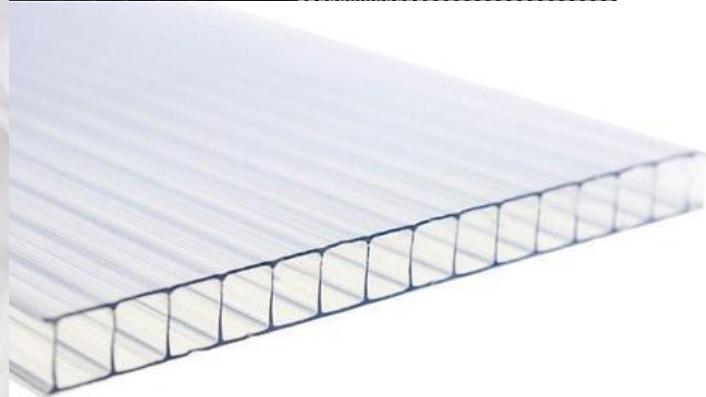
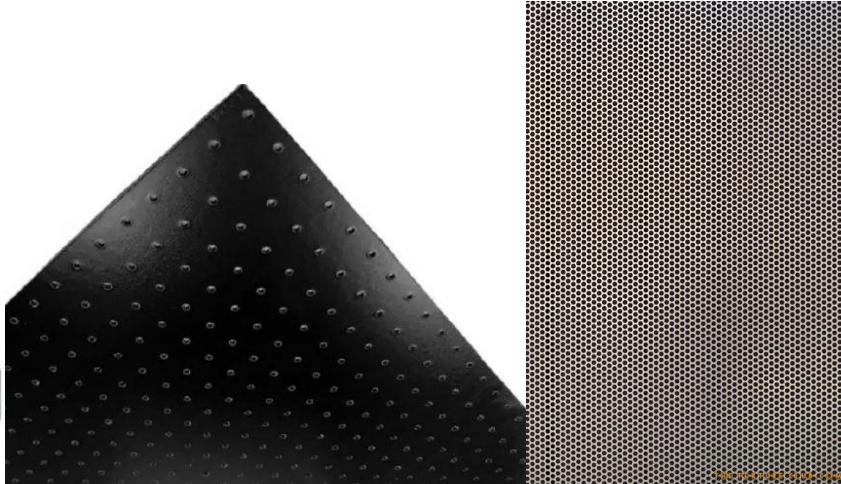
*playmode*

conceito



**playmode**

**moodboard**



LICΛΛΛ

# *playmode*

## referências



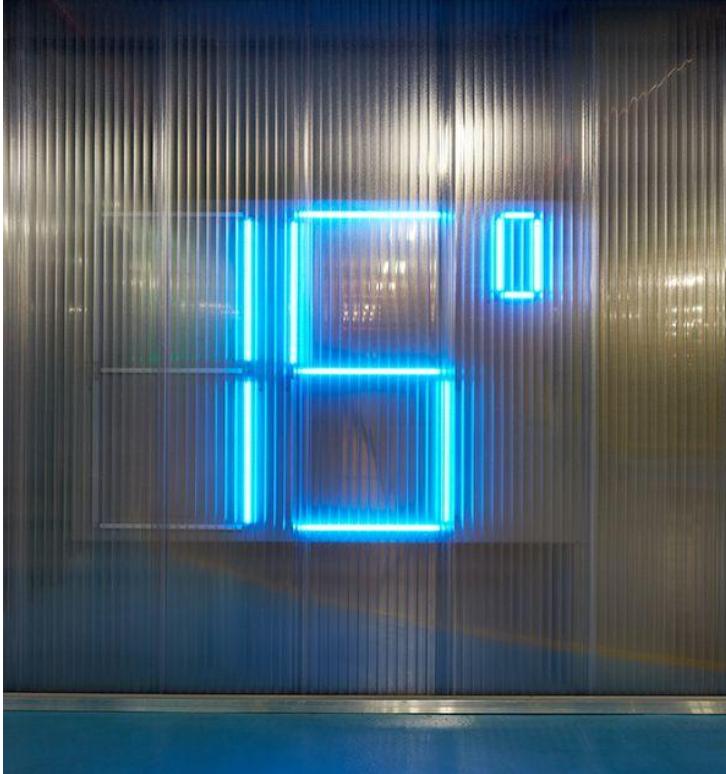
# playmode

## referências



# *playmode*

## referências



# playmode

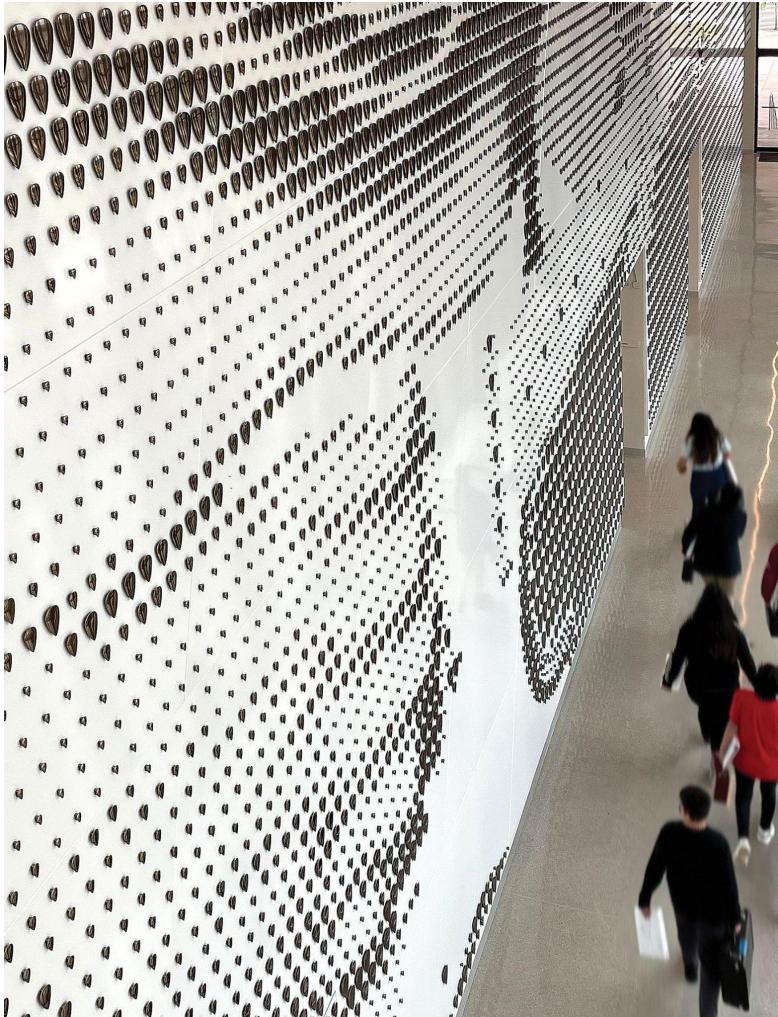
## referências



*playmode*

referências

LICΛΛΛ



# playmode

## referências



*playmode*

referências



LICAAA



**playmode**

referências



LICΛΛΛ

*playmode*

referências



*playmode*

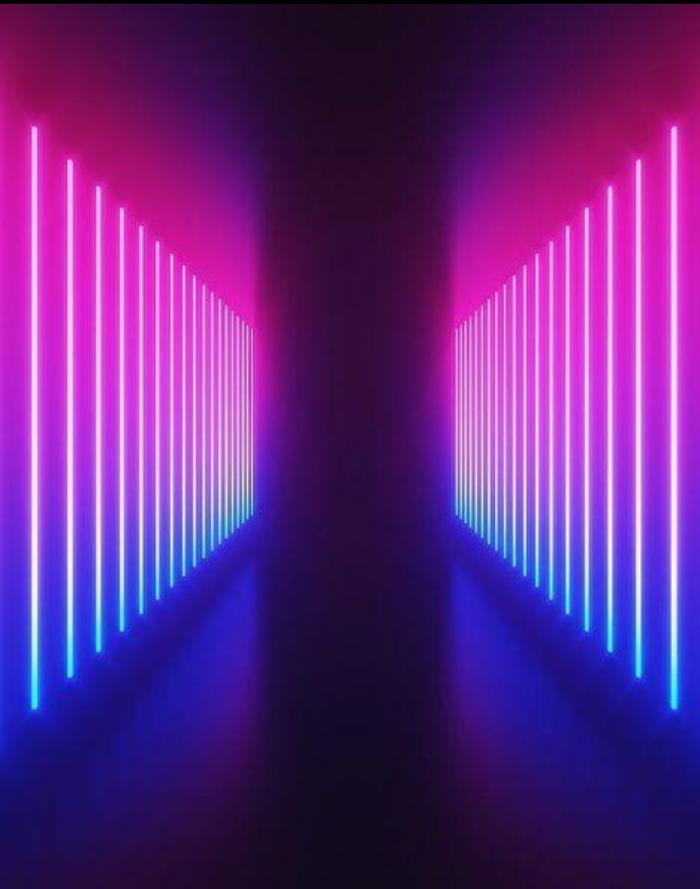
referências



LICΛΛΛ

# *playmode*

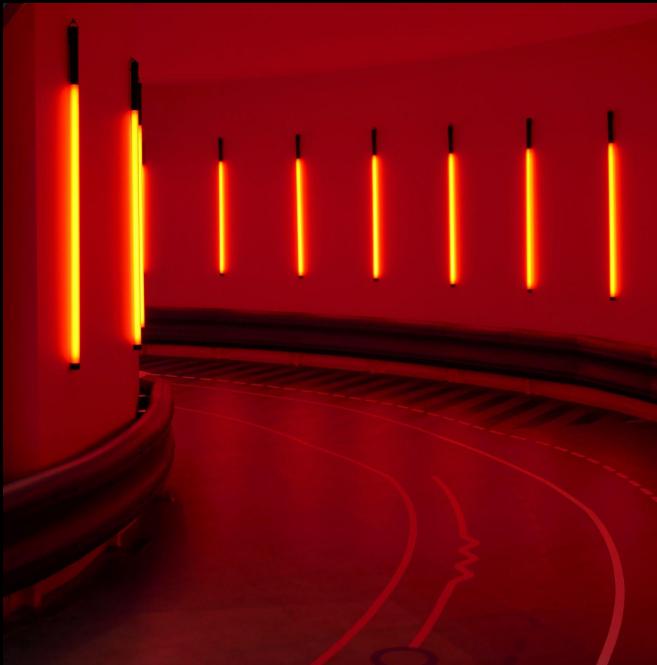
## referências





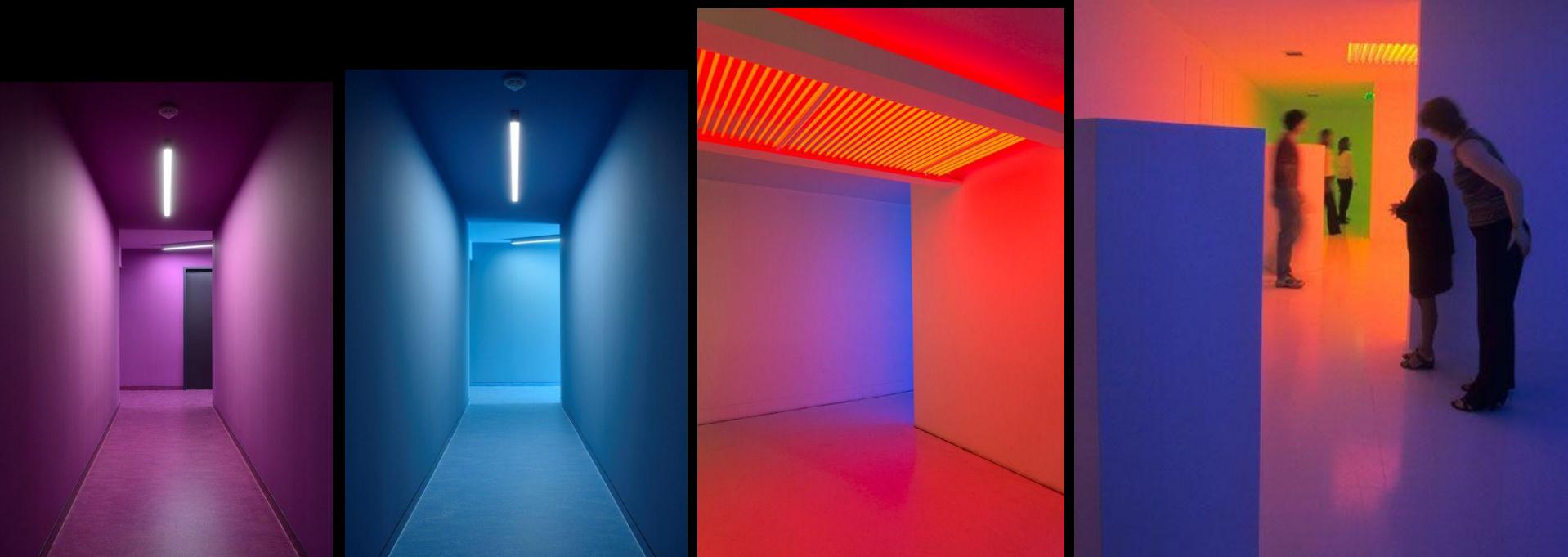
# *playmode*

## referências



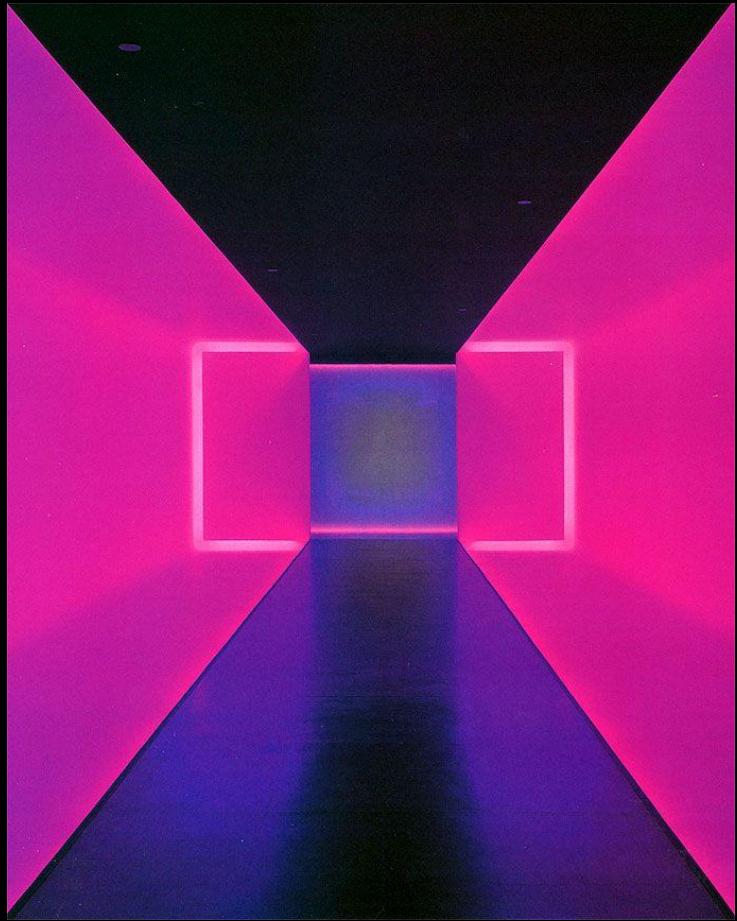
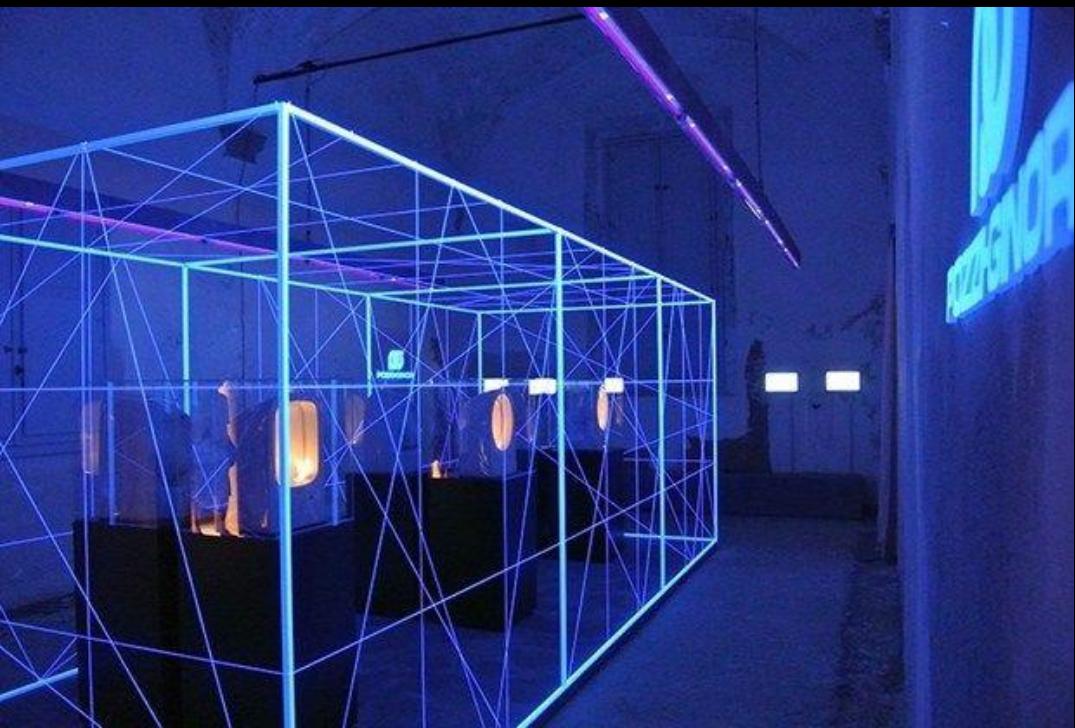
# *playmode*

## referências



# *playmode*

## referências

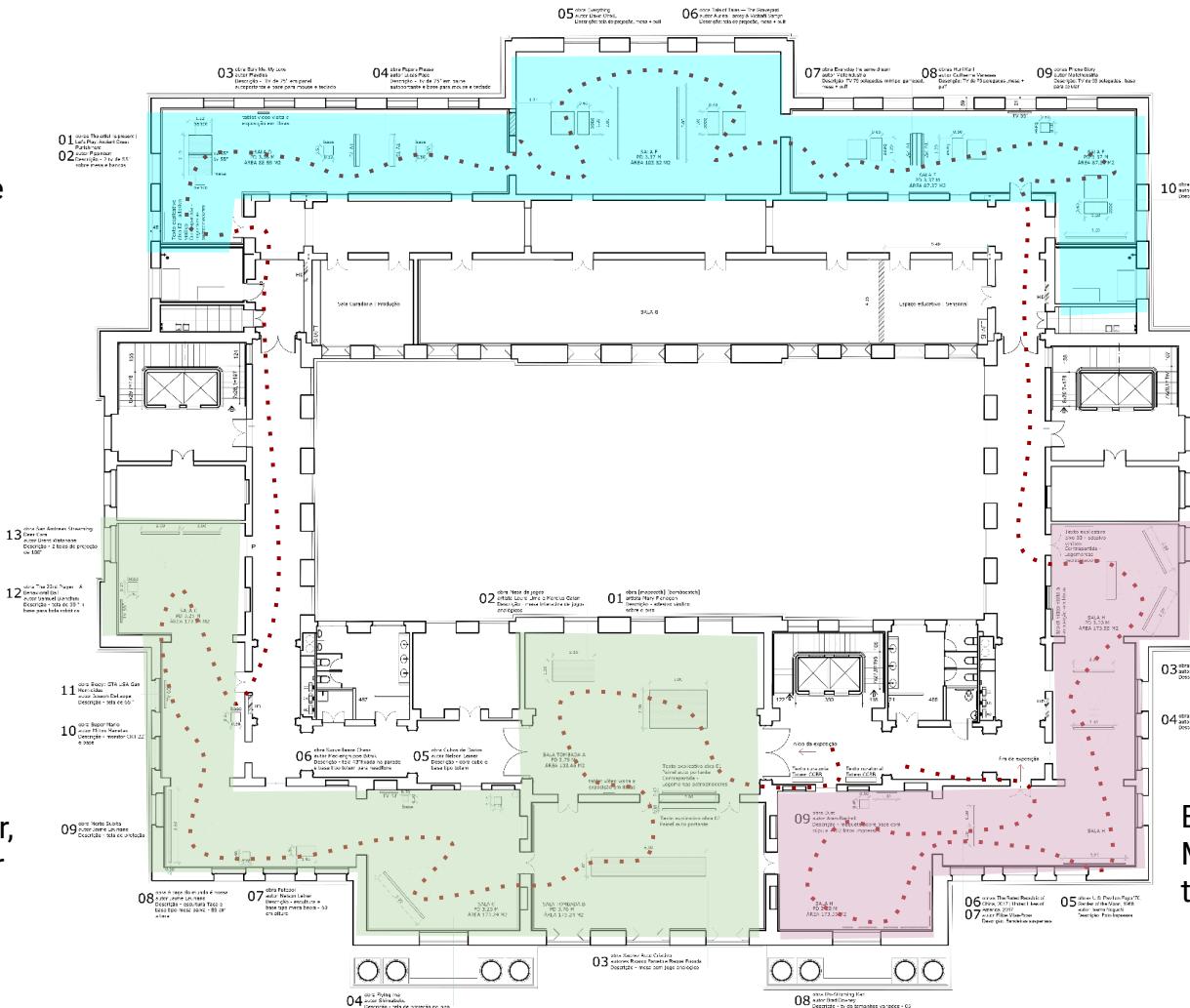


# *playmode*

## Gobo



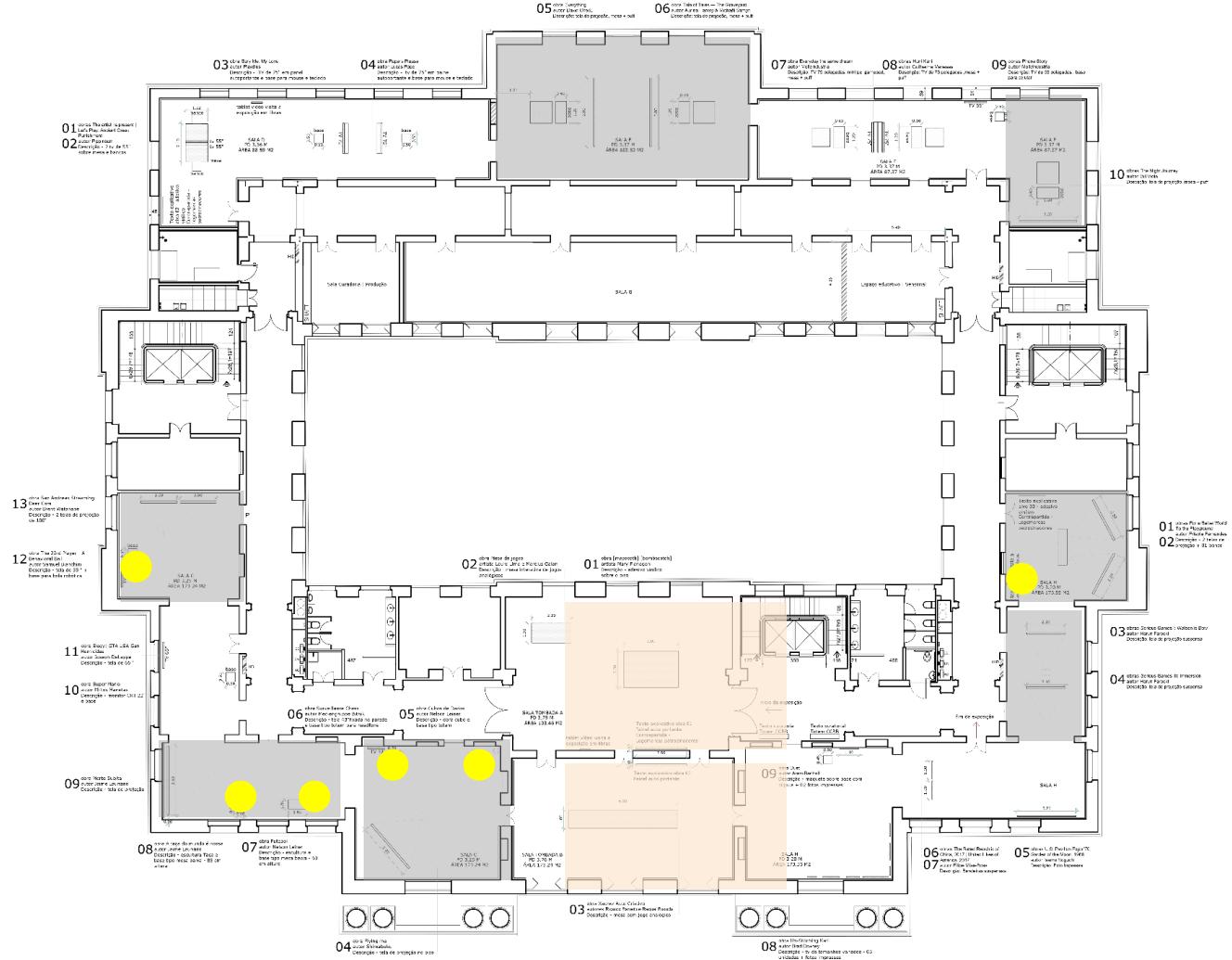
## EIXO 02 Modo de Participar e Mudar



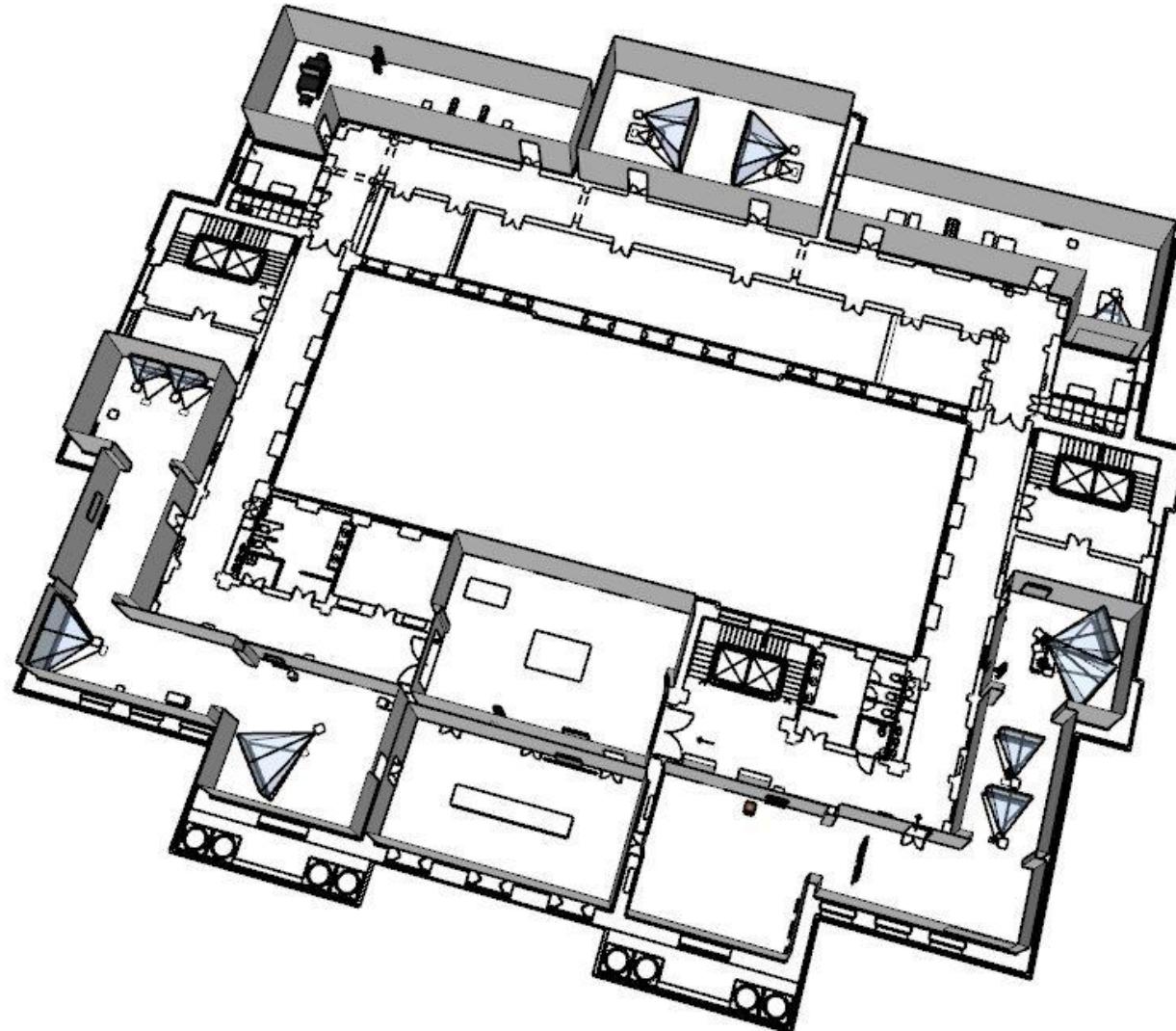
## EIXO 01 Modo de desconstruir, modificar e especular

LICΛΛΛ

## EIXO 03 Modo de transformar, trabalhar e sonhar



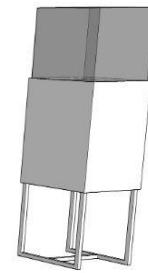
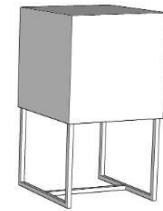
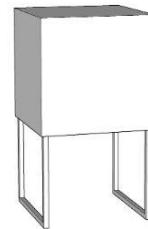
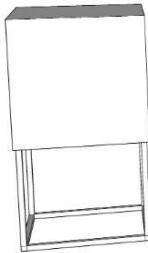
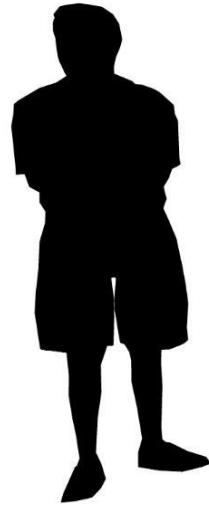
*playmode*



LICΛΛΛ

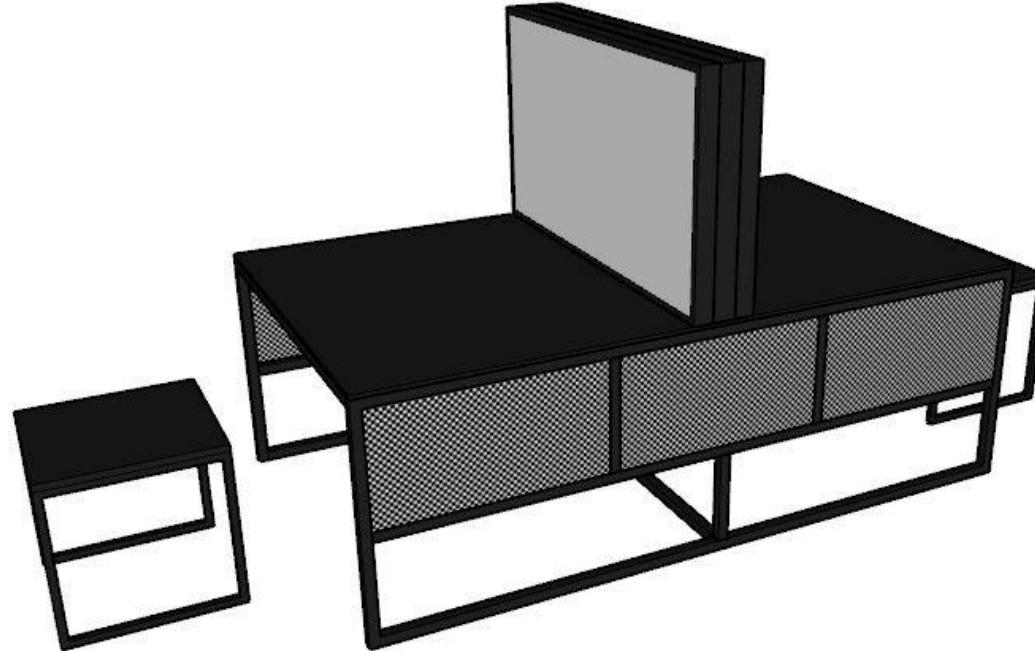
*playmode*

possibilidades



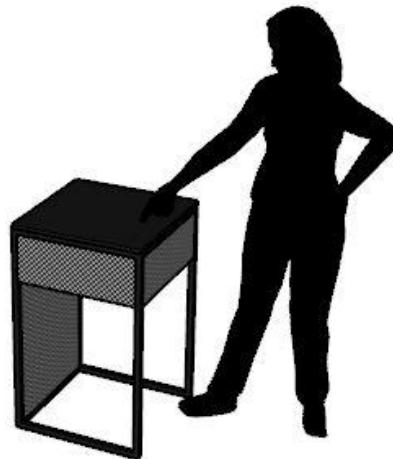
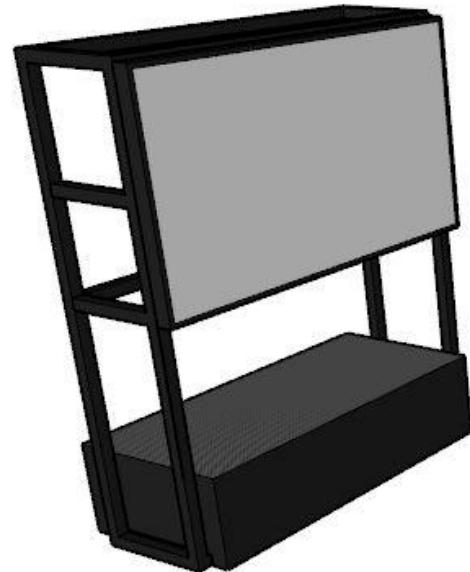
*playmode*

possibilidades



*playmode*

possibilidades



*playmode*

possibilidades

