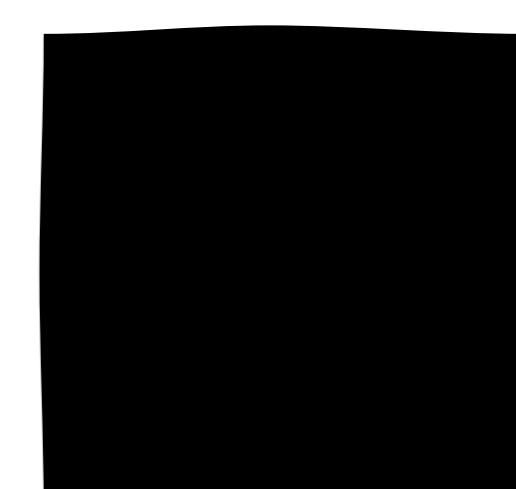
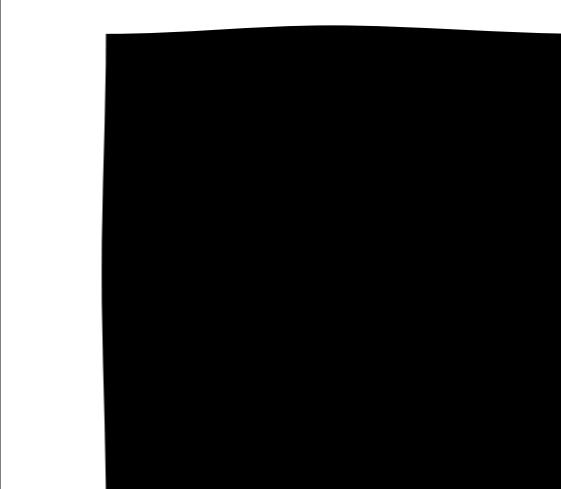
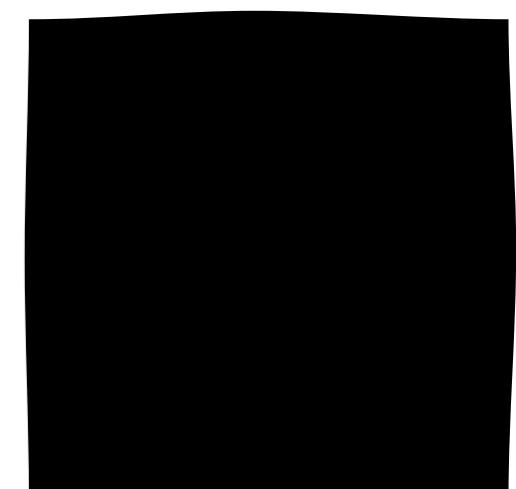
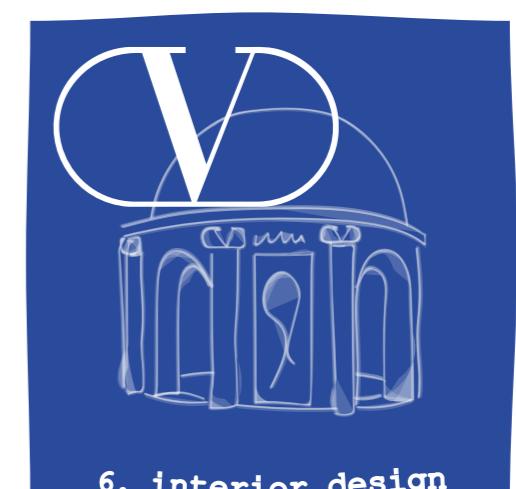
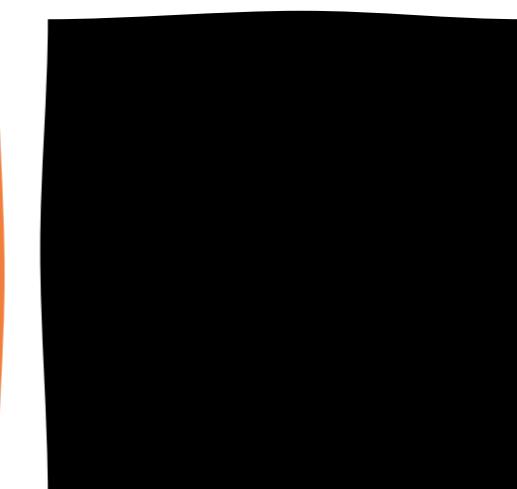
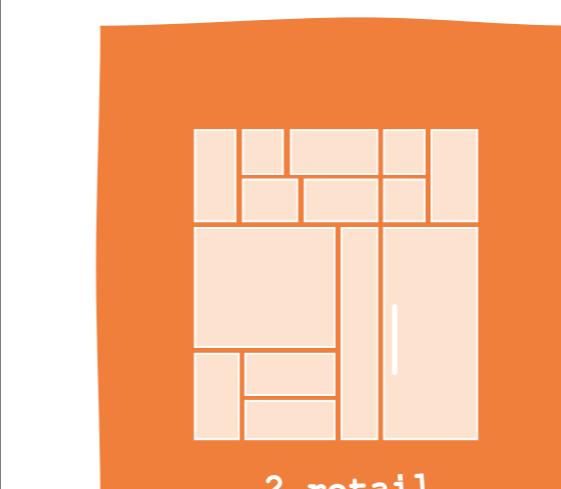
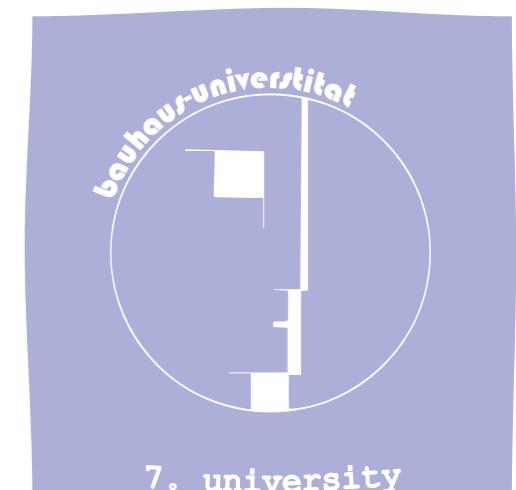
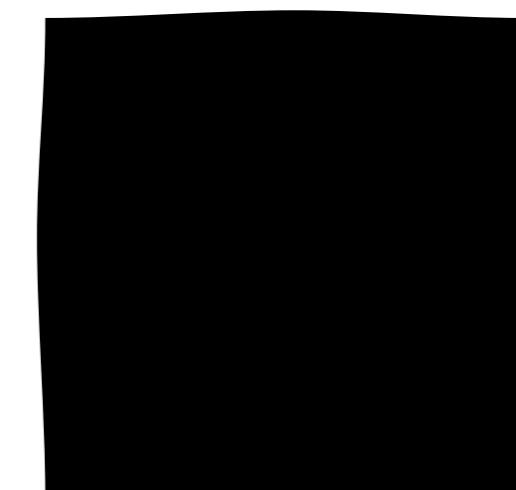
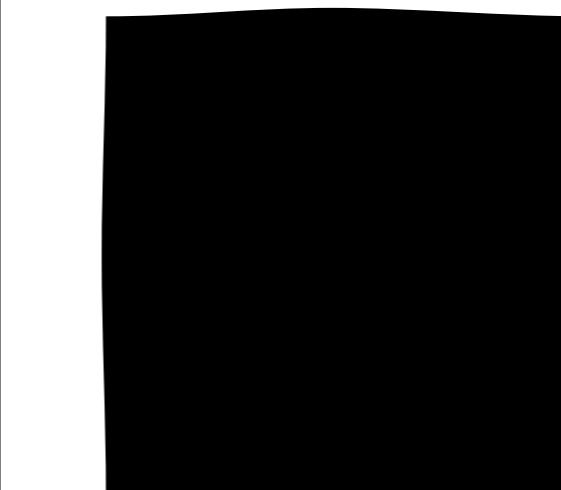
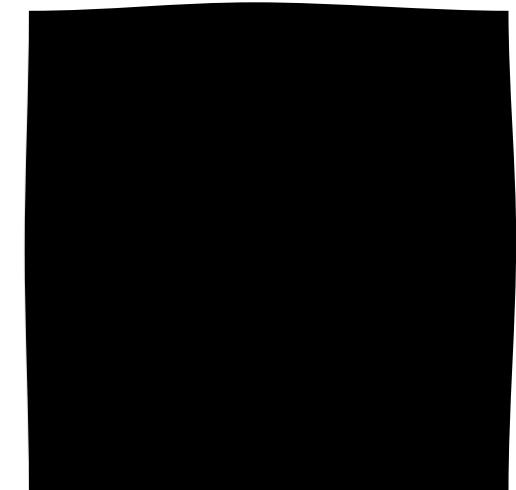
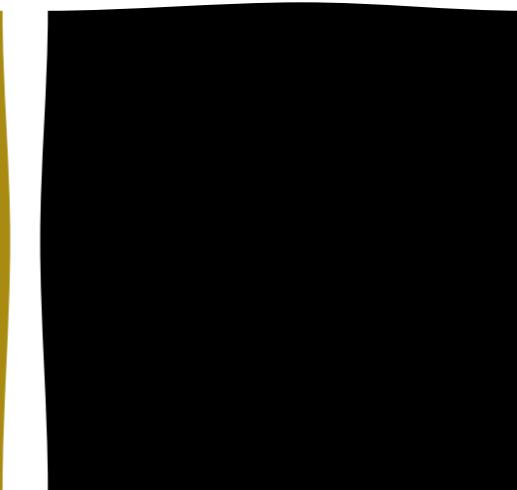
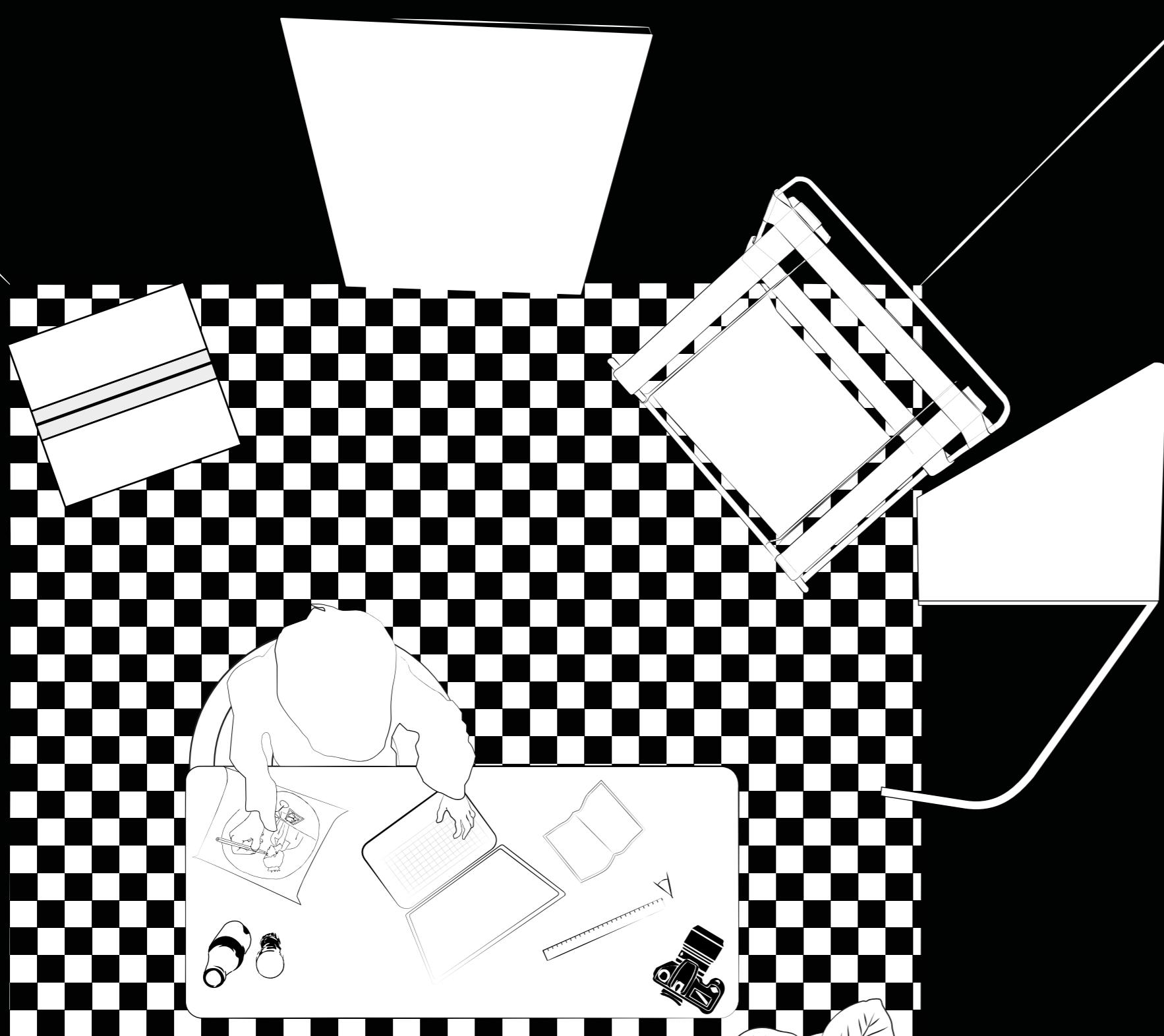


portfolio
BEATRICE SCHIAVONI

projects from 2023 to 2025





retail

1.

L O U I S VUITTON 2024 2025

paris

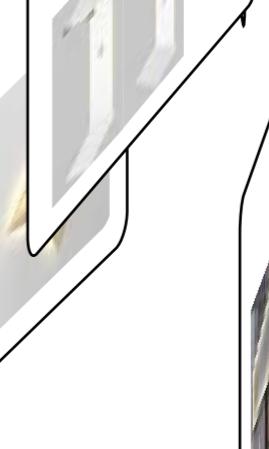
Architecture Project Manager

For the past year, I have been working within the Architecture Department at Louis Vuitton, where I am responsible for the design and development of interior spaces and facades for the brand's boutiques. My role involves creating innovative design concepts while ensuring strict adherence to corporate guidelines and brand identity. I oversee the development of mock-ups and detailed design elements, collaborating closely with multidisciplinary teams to ensure seamless communication with local contractors throughout the design and fitting-out phases. This experience has allowed me to deepen my expertise in high-end retail architecture, combining creativity with precision to deliver outstanding, brand-consistent environments for Louis Vuitton stores worldwide.

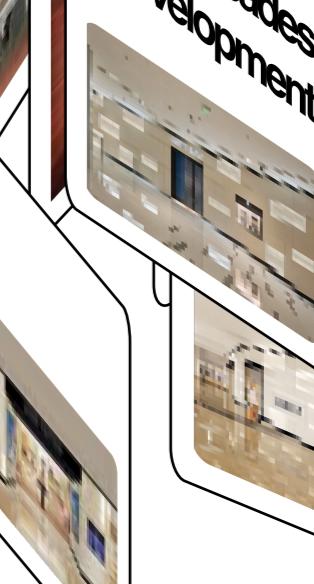
interior design



concept development

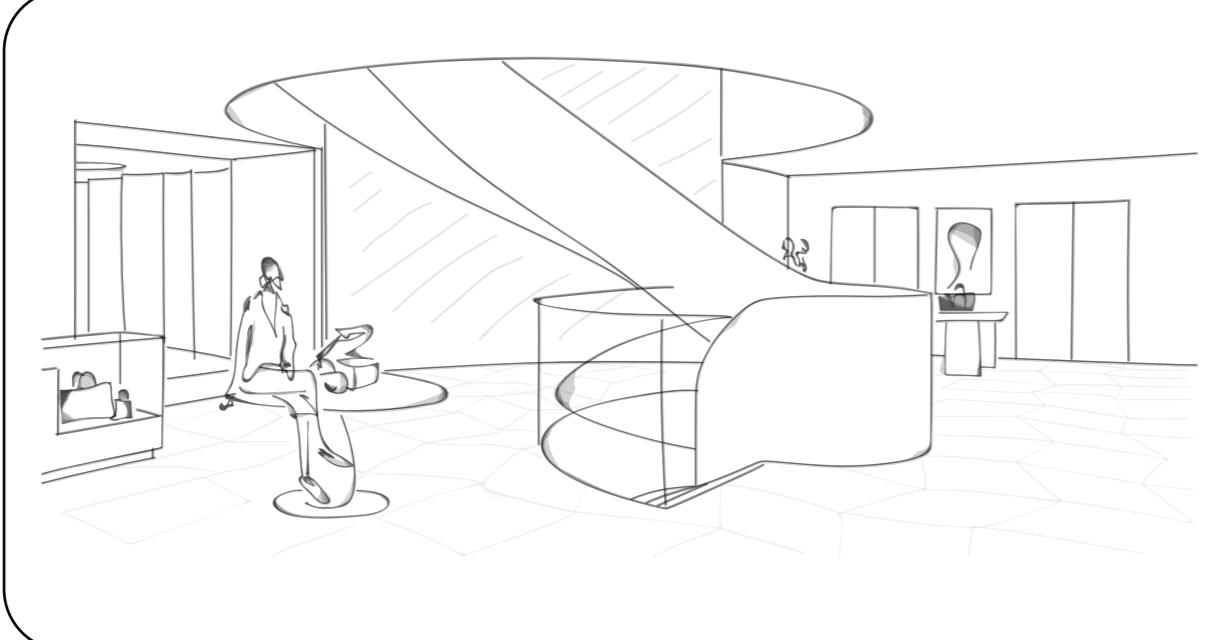
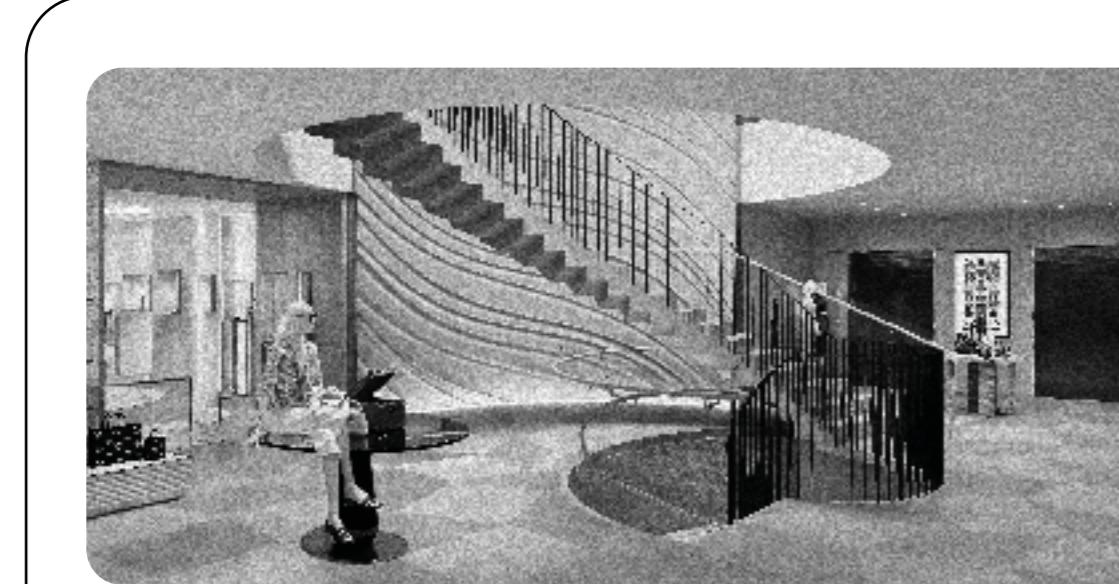


facades development



mock up development





03

to design

through studies

from sketches

02

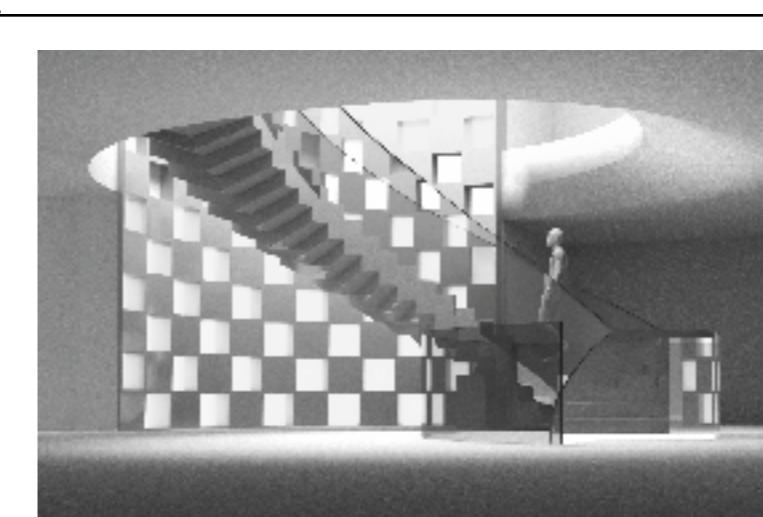
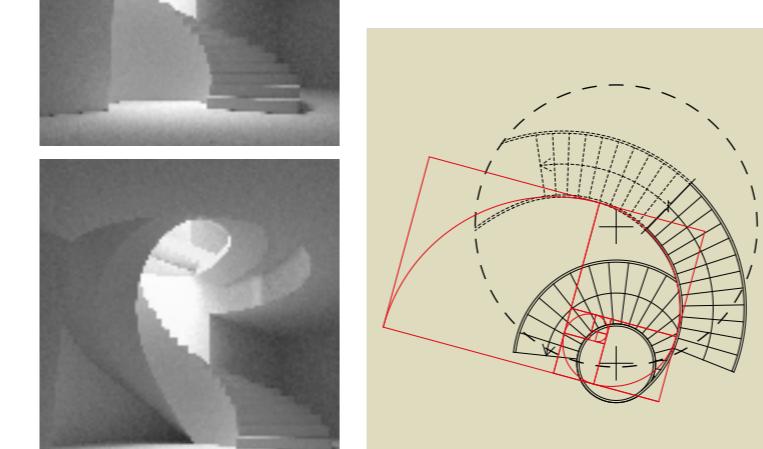


01

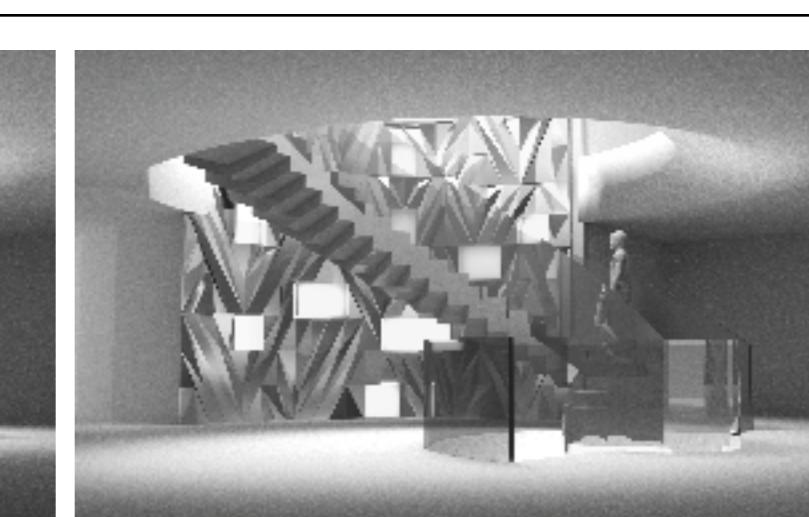
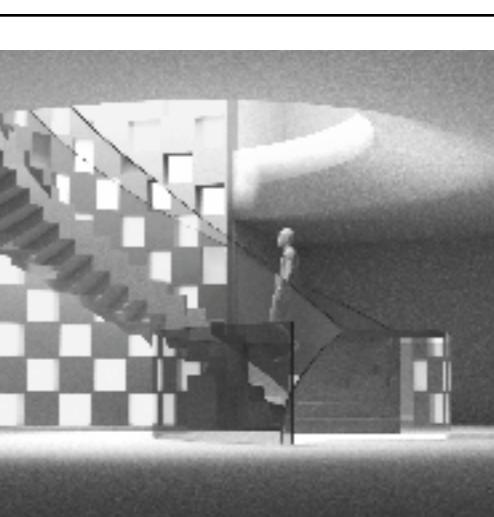


different design variations for the handrails: sticks, glass panels, and solid matte material finishes. These studies explore the interplay between materials and form, highlighting how each choice influences both the visual impact and tactile experience of the staircase.

Staircase handrails studies



Back staircase wall studies
Staircase shapes studies



Corridor module studies

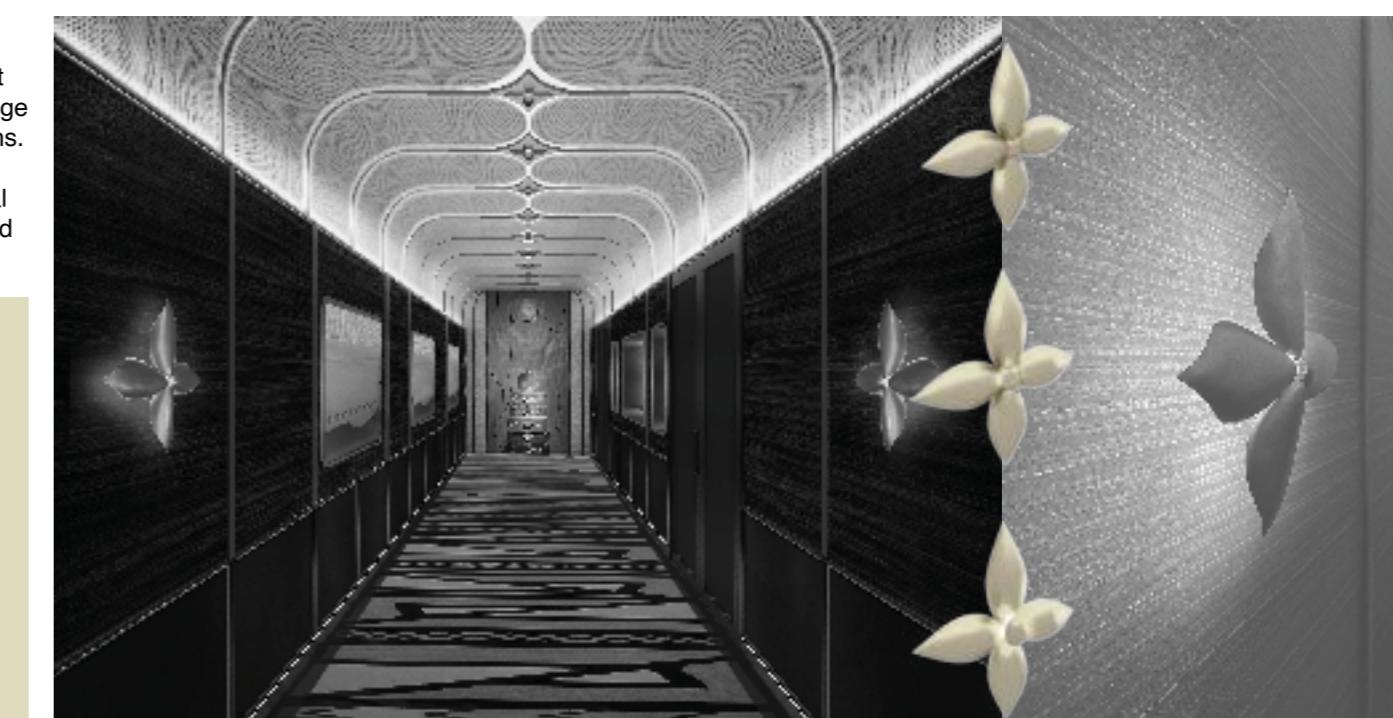


Corridor - mock up
1:1

concept trail corridor

Development of a unique concept for a thematic corridor "the train" carefully crafted to offer a distinctive and engaging experience. The design process includes precise elevations, detailed 3D models, and the creation of a bespoke wall-applied lamp, all contributing to the corridor's conceptual narrative.

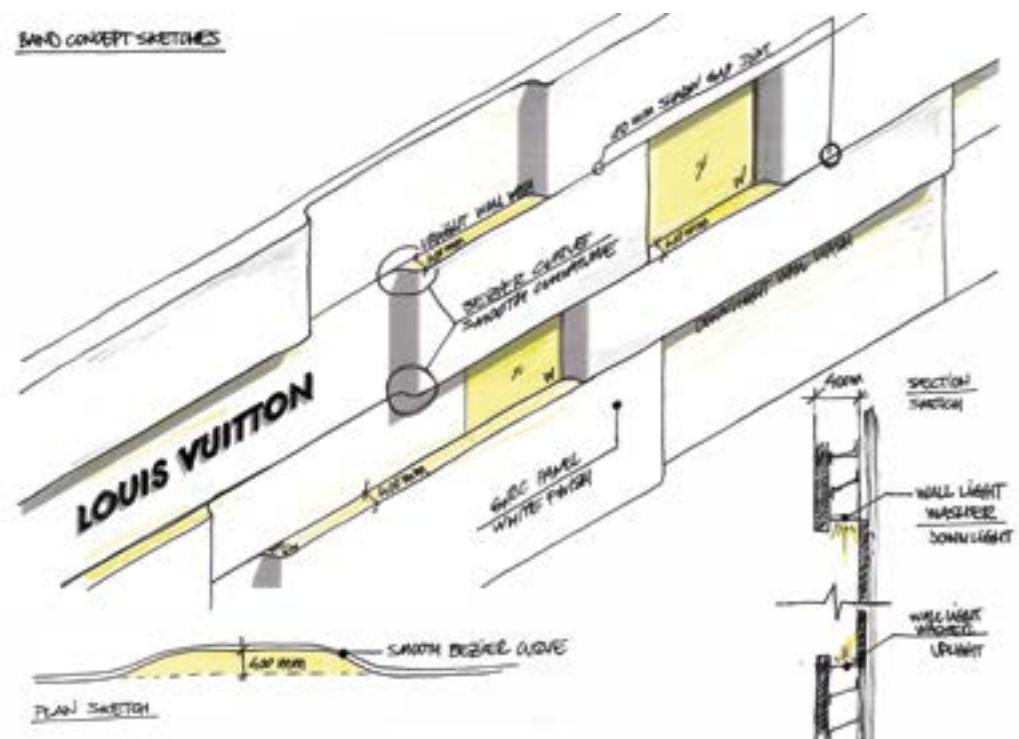
A full-scale 1:1 mock-up was also constructed, allowing for a hands-on evaluation of the space and its materials. This iterative approach ensures a refined balance between form, function, and ambience, creating a space that is not only visually compelling but also immersive and thoughtfully composed.



Flower applique - mock up
1:1

The lamp is crafted in lacquered iron and each is composed of four LED strips placed behind four petal-shaped elements, symbolizing the flower that represents the brand identity. Each design offers a different interpretation of the central core, with variations in form and arrangement of the petals, providing a harmonious blend of light, material.

BAND CONCEPT SKETCHES

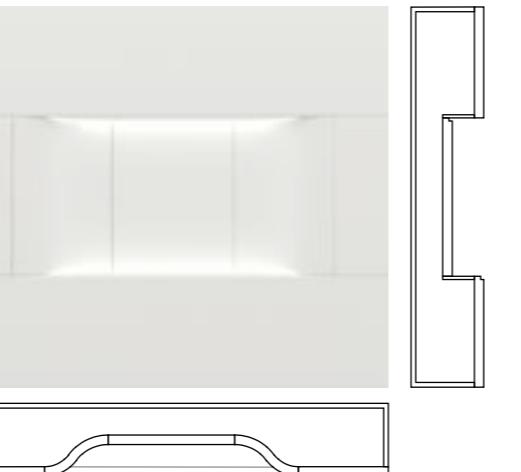


sketches

facade development



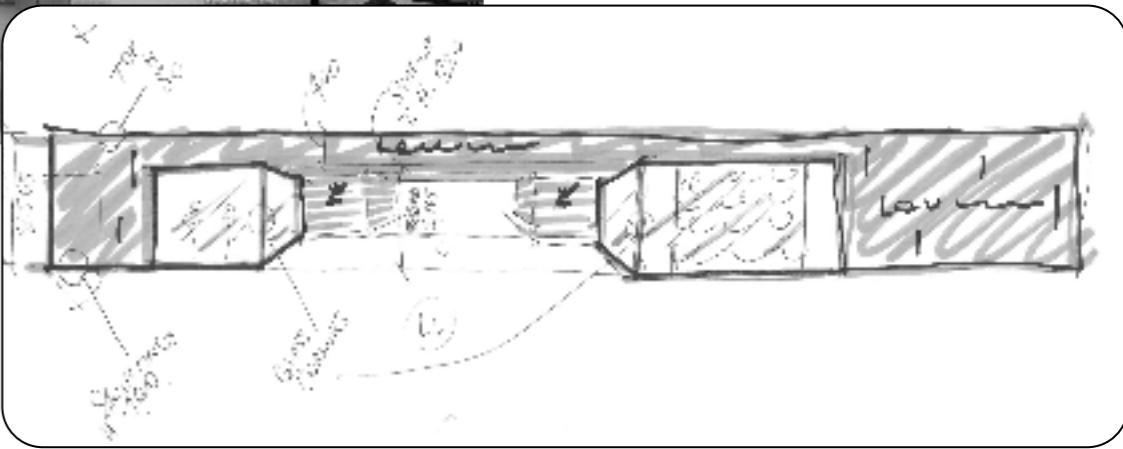
design



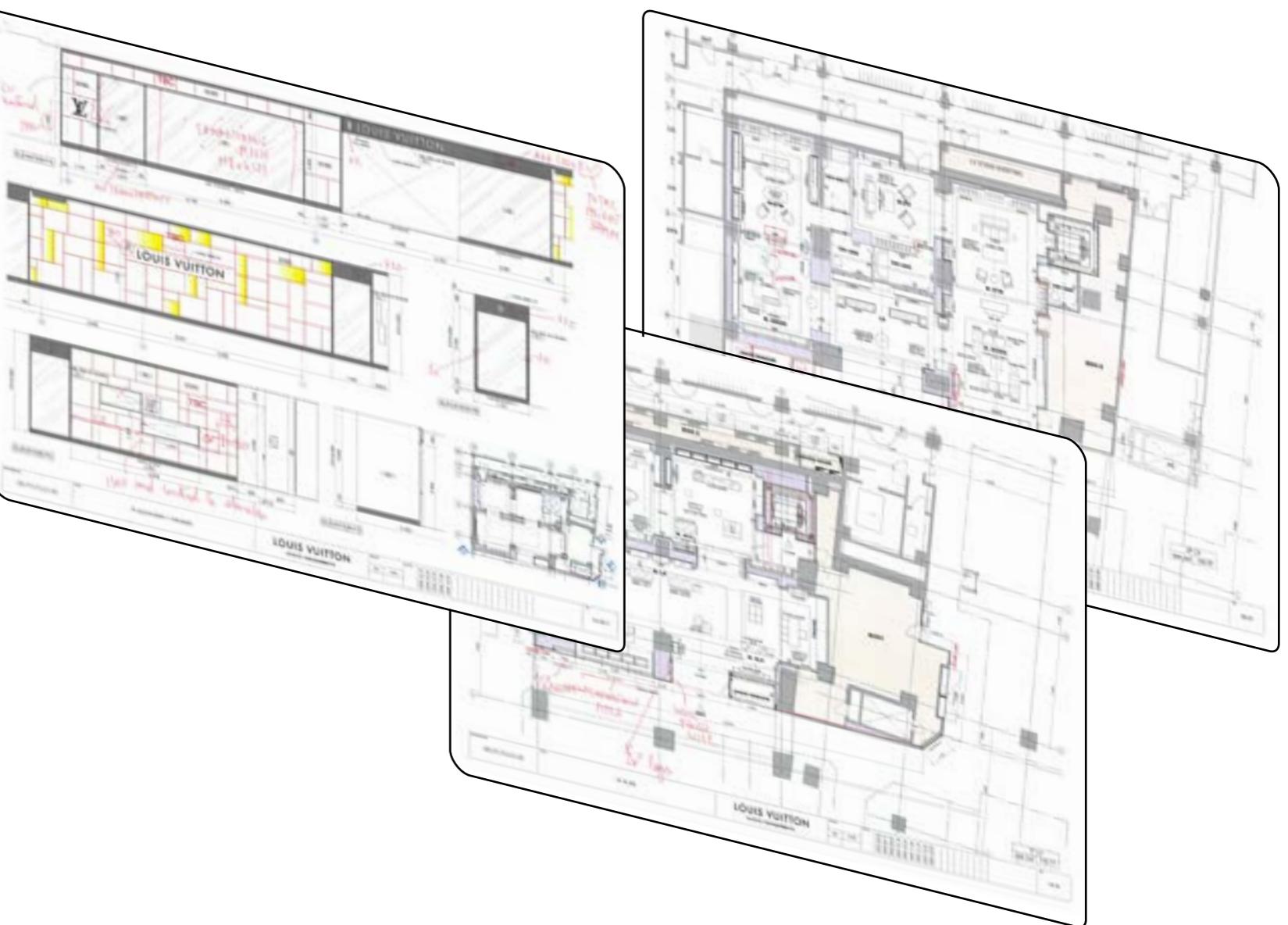
drawings



compositions



comments



2.

retail

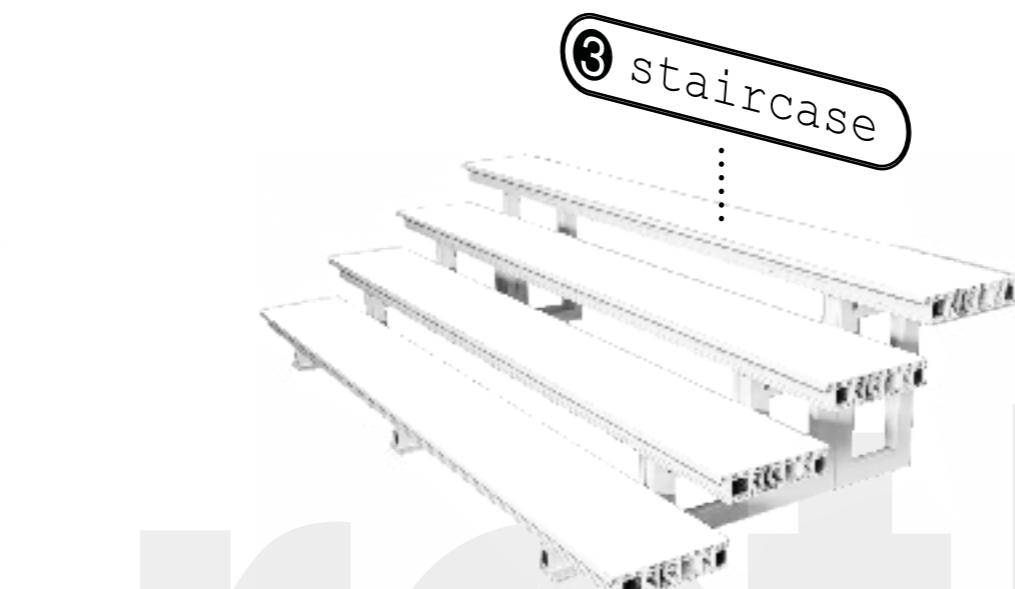


shoowroom 2024 W I N D O W S SELF

The client was WindowSelf by Tessel, a Tuscany-based company specializing in customized PVC windows. They tasked me with designing their showroom in Milan's city center, located at Ripa di Porta Ticinese 109. The goal of the project was to represent and reimagine their products in various shapes, forms, and colors. The renovation encompassed two floors. On the ground floor, we created a welcoming space with a colorful facade composed of a collage of custom windows. In the basement, we designed a client area featuring a round "agora" space to welcome visitors, as well as a curated selection of design pieces to showcase. Additionally, we designed various furniture elements for the showroom, including a staircase, a mirror, a table, a suspension lighting system, and vases—all made from or inspired by their products.

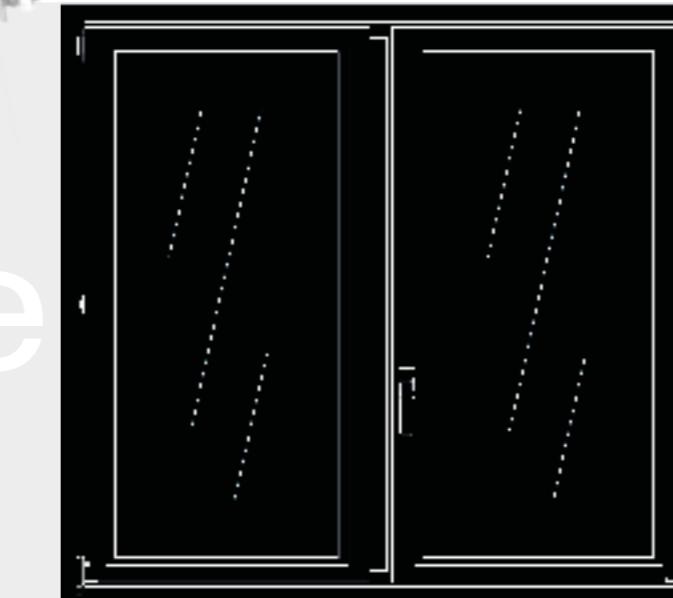
milan
ripa di porta ticinese

rethink



③ staircase

how else could it be used for?



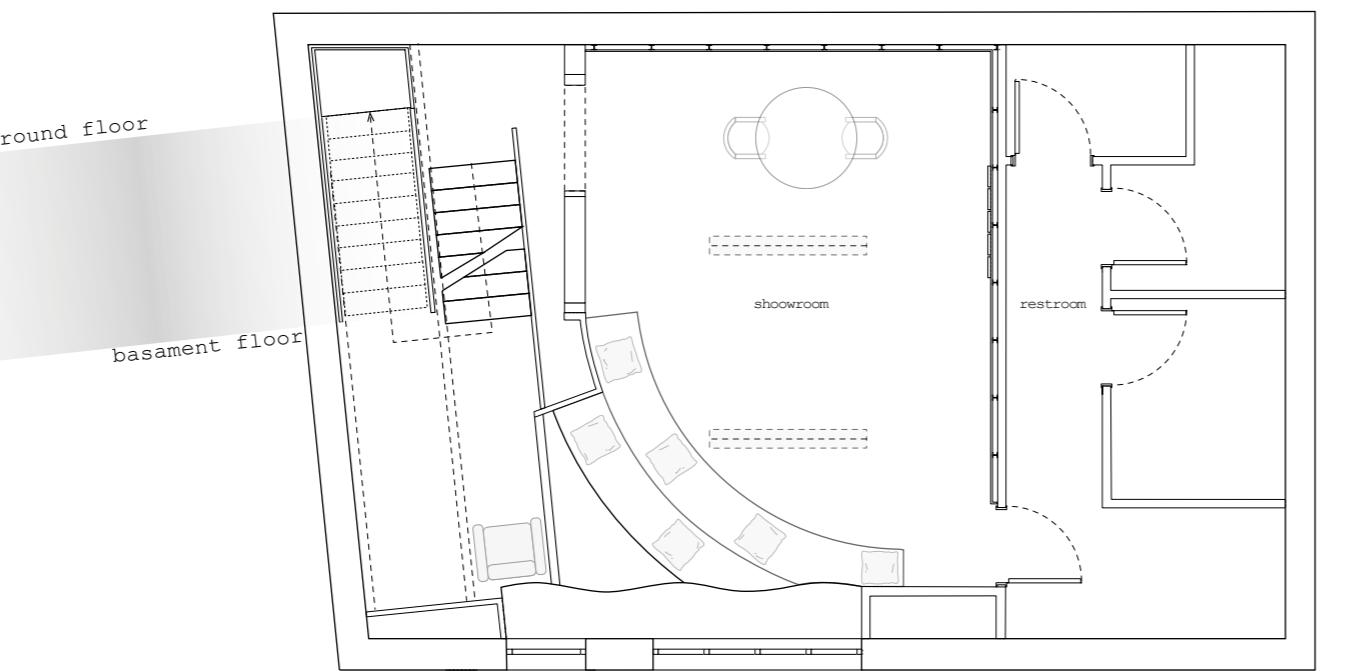
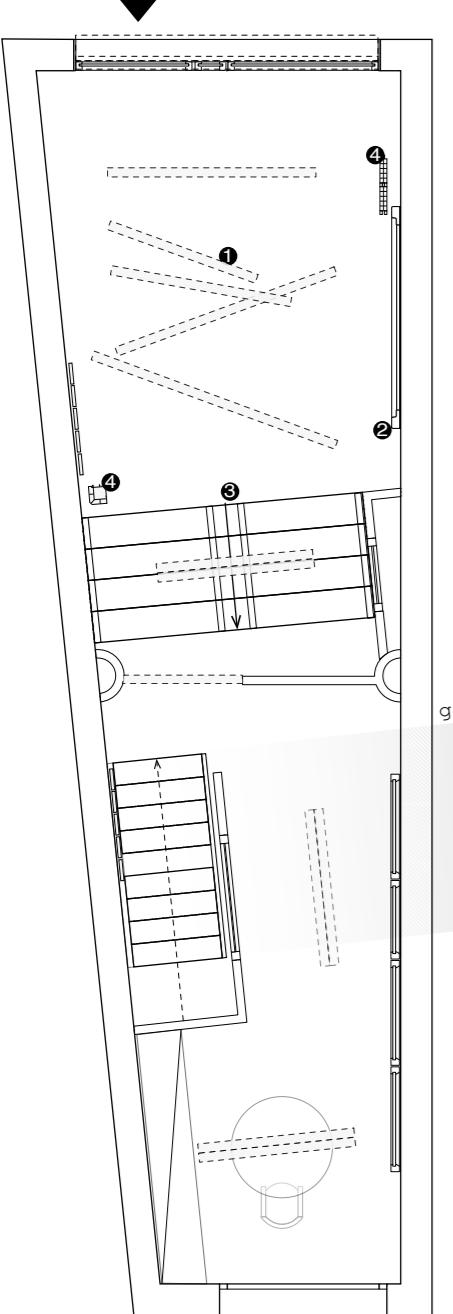
① lightning



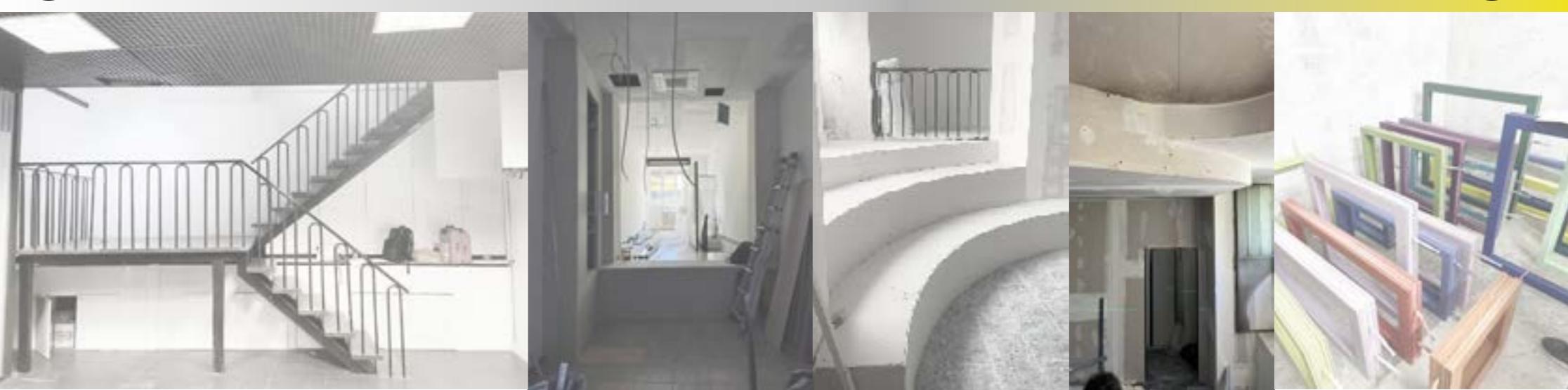
④ vase



② mirror

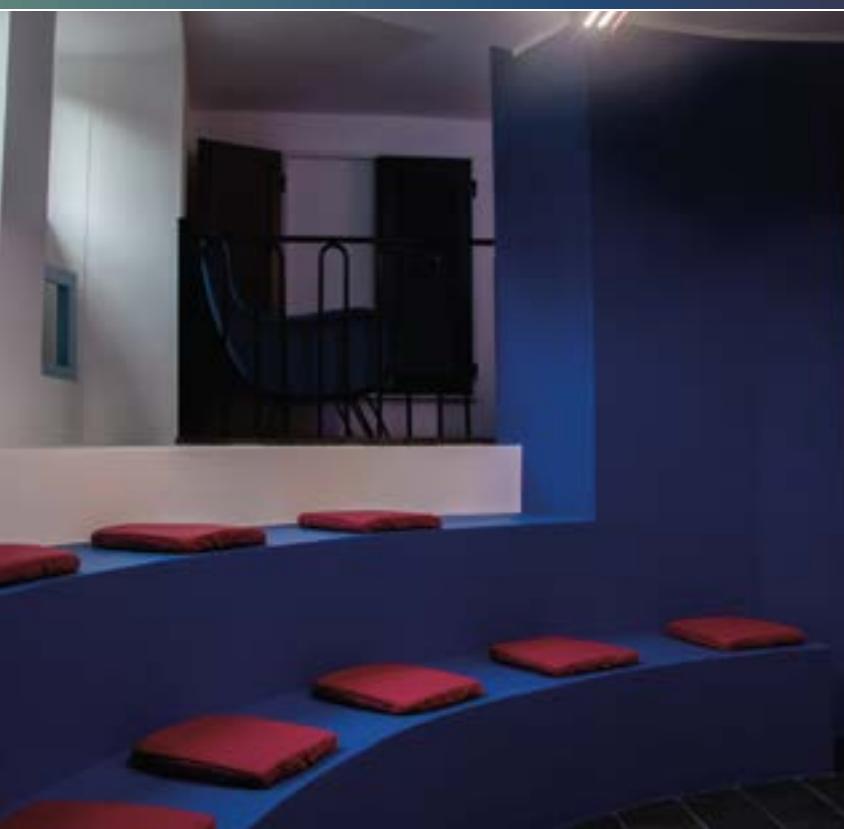
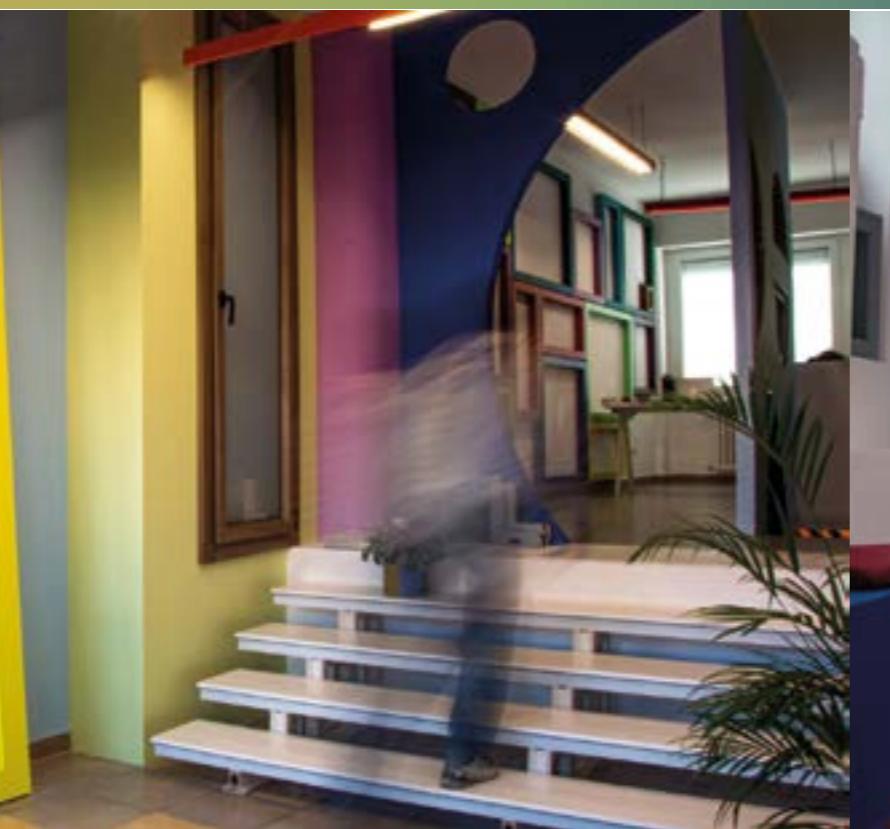


01 before



during 02

03 after



residential
projects

3.

W A V E S 2023 P R O J E C T S 2024

milan
design studio

POP UP STORE VALENTINO
This project is a proposal
for a Valentino's Pop-Up
shop and it was made as an exercise.
The shop was supposed to show the new
collection bag 5TO9 by Alessandro Michele.
The storytelling of the project plays around
of the neoclassical style the S25 collection
by the creative director of the brand spread.
I chose the Pantheon as the main reference for
the pop-up's plan, filled with pastels colors
which remind of neoclassical paintings as well
as the collections.





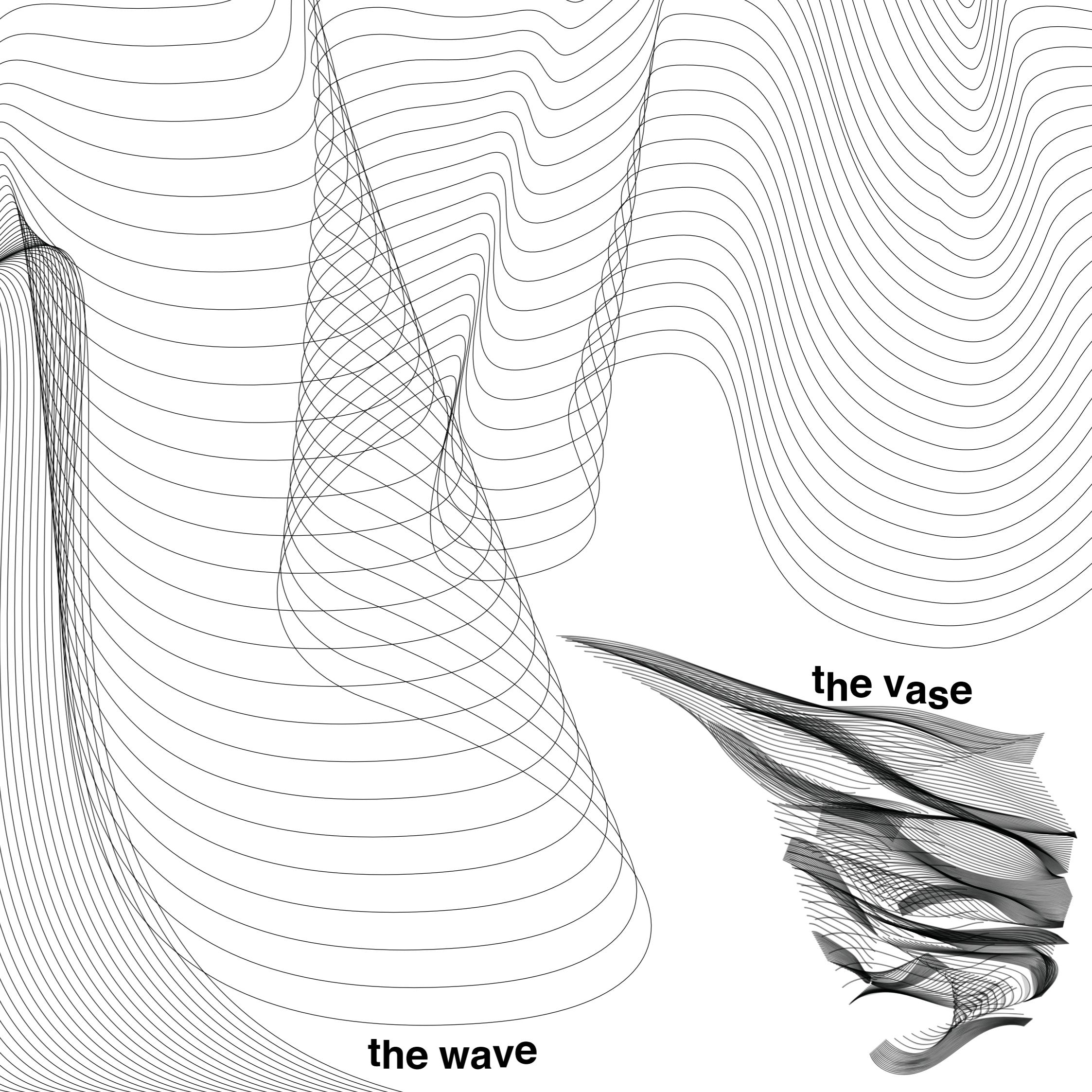
Villa Gea, Noto
330 m²



Villa Aura, Noto
350 m²

product
design

4.



the wave

the vase

product
design

5.

wavy vase



STANDARD 2020 L A M P

RE-THINKING STANDARD LAMP

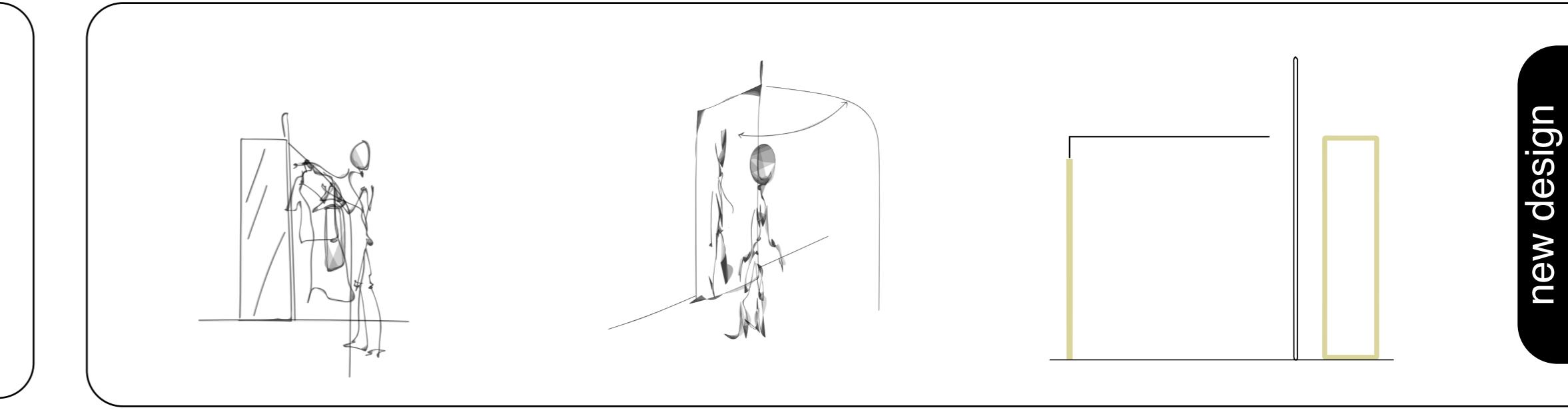
For this project the goal was to study and analyse a iconic design project by Jean Prouvé and then rethink it changing its use without transforming its style and identity. Particularly the product I had to study was the Standard Lamp, from 1950.

This iconic piece from the '50 is famous for its minimalist elegant style and the use of the tubular curved steel.

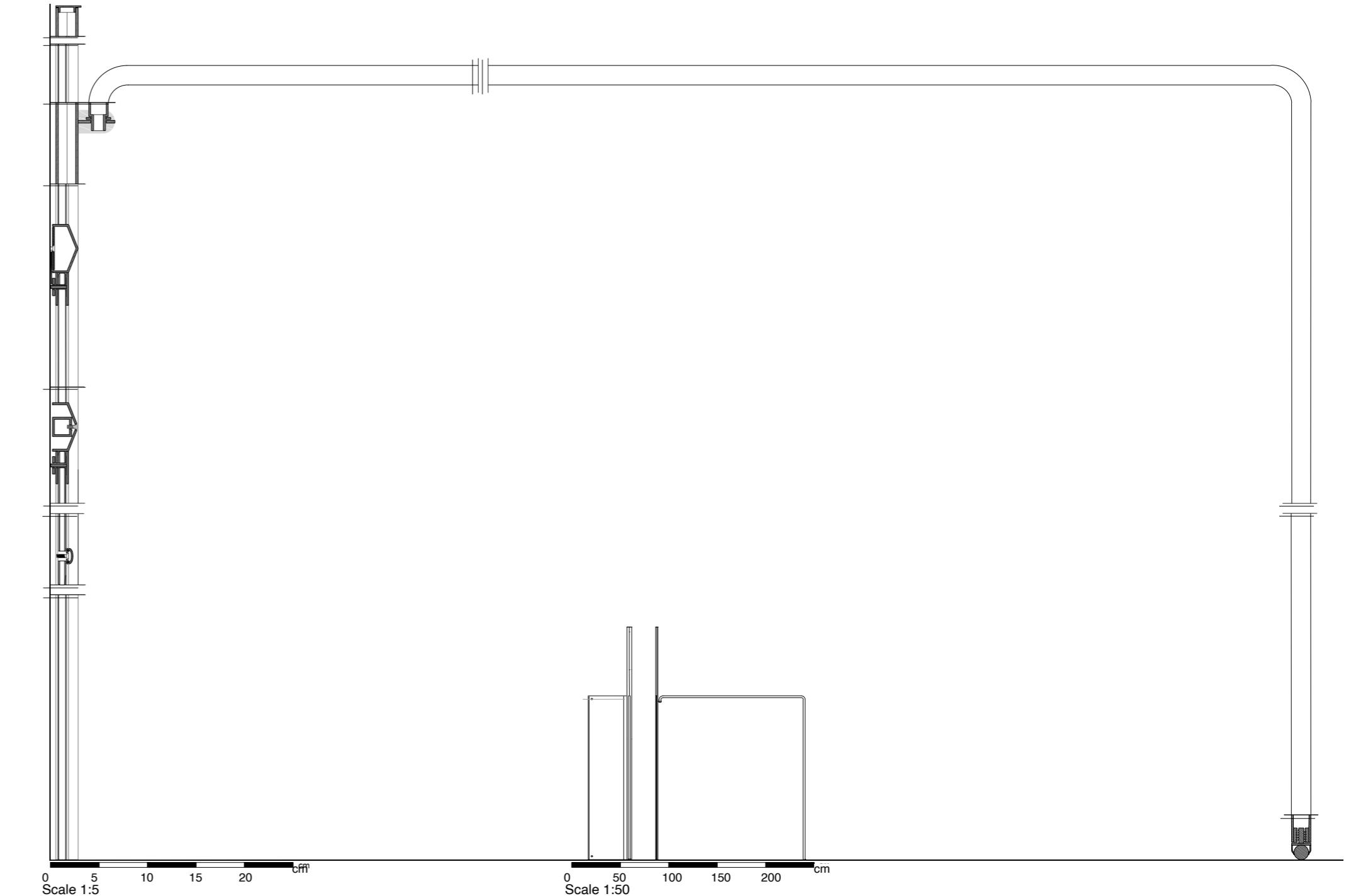
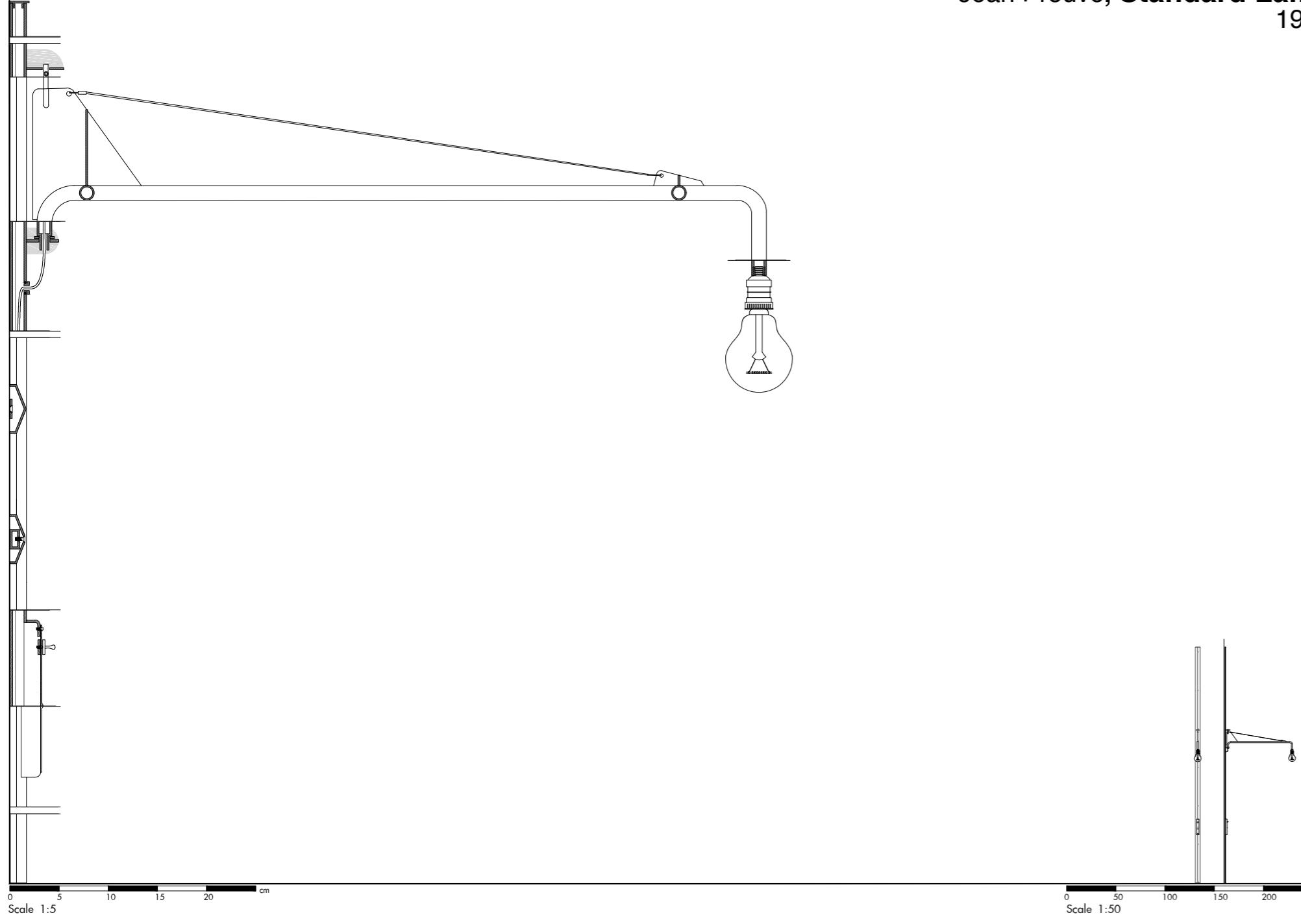
The purpose was then to preserve these elements changing the use into a clothing rack by extending the tubular till the ground and attaching to the side a squared mirror.

furniture's
product
design

starting design



new design





POP UP STORE 2024 VALENTINO

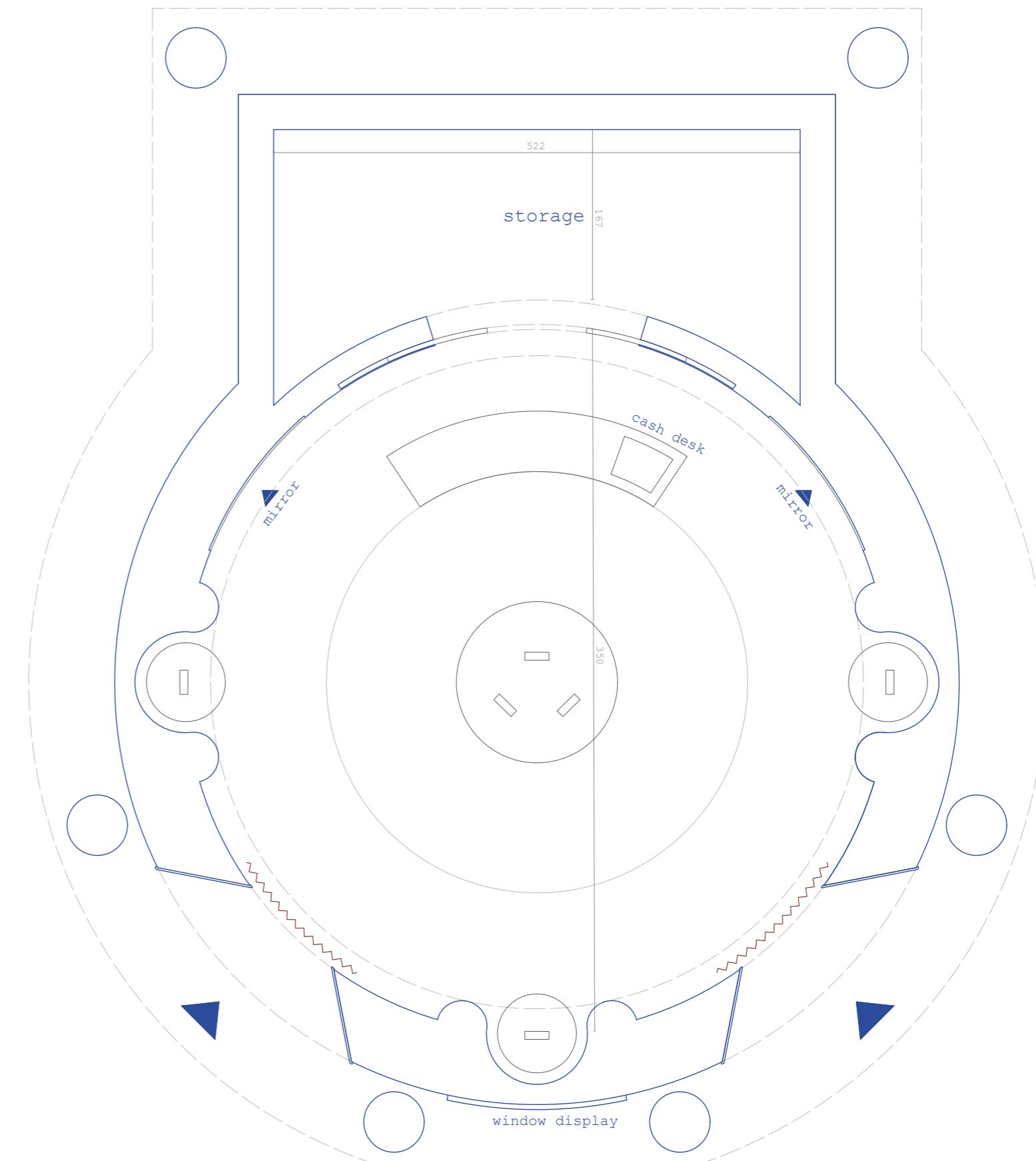
design
exercise

POP UP STORE VALENTINO

This project is a proposal for a Valentino's Pop-Up shop and it was made as an exercise. The shop was supposed to show the new collection bag 5TO9 by Alessandro Michele. The storytelling of the project plays around of the neoclassical style the S25 collection by the creative director of the brand spread. I chose the Pantheon as the main reference for the pop-up's plan, filled with pastels colors which remind of neoclassical paintings as well as the collections.

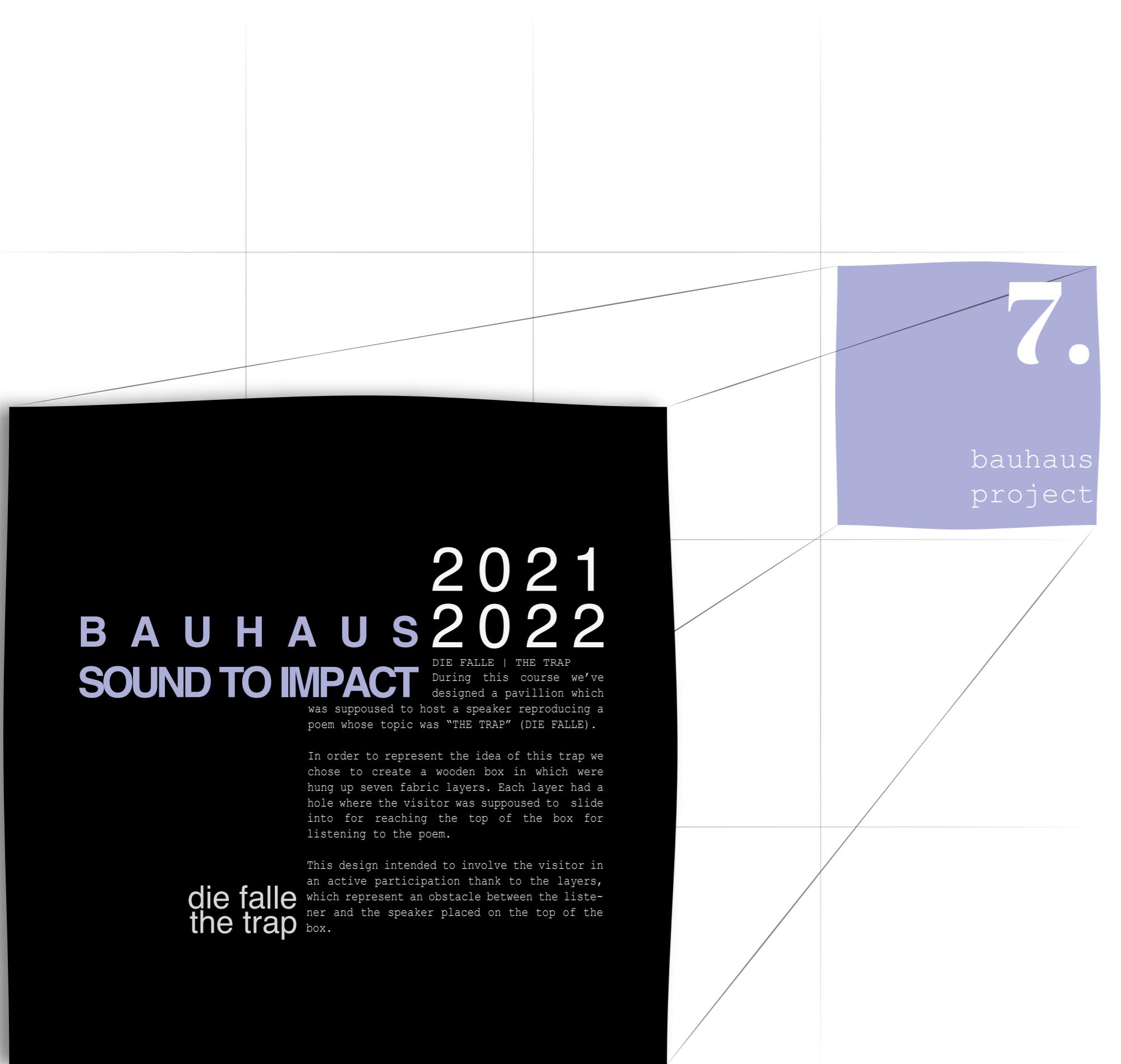
6.

interior
design



1:50
50 m²





[NAME DER INSTALLATION : DIE FALLE]

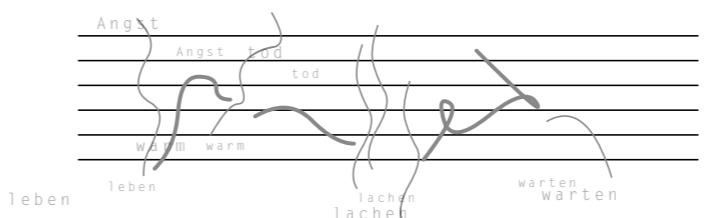
Das Melodrama zeigt das Gefühl von Sprachlosigkeit und die Unfähigkeit die Situation zu verändern. Valeska gestaltete diese Falle im Epos.

,, Ich sitze in einer Falle
Über mir schaukelt die Welt
Die Laken zerreissen
Denk ich mir
Ich warte
Auf meine Exekution

es sagt, es müsse gehen
Es wusste nicht, wohin
Und wusste es doch
Es blieb allein
Mit der Angst
es war eng

[GERÄUSCH]

Extrem-maximum räumlicher energie
und enge-steigerung



[DEFINIEREN]

_klang
_ton
_zusammenklang
_klanggemisch

Bauhaus-Universität Weimar
Fakultät Architektur

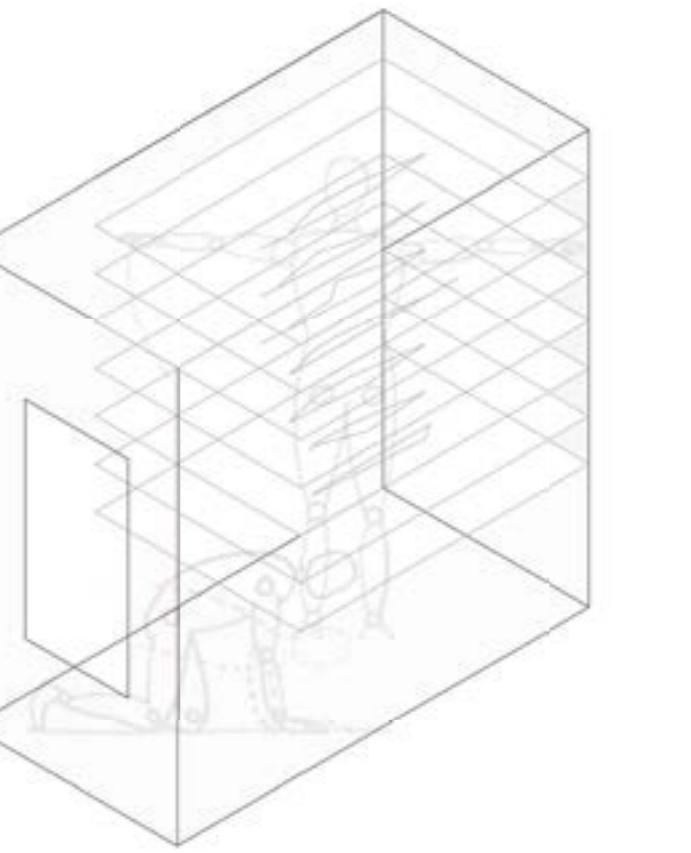
SONIC ARCHITECTURES

Ich sitze in einer Falle,
über mir schaukelt die Welt.
Die Laken zerreissen,
denke ich mir.

Ich warte auf meine Exekution.

Die Falle
Hörtext im Audioloop // Poem as Audioloop 13:05 min

24/26 Juni // Universitätsbibliothek/Innenhof

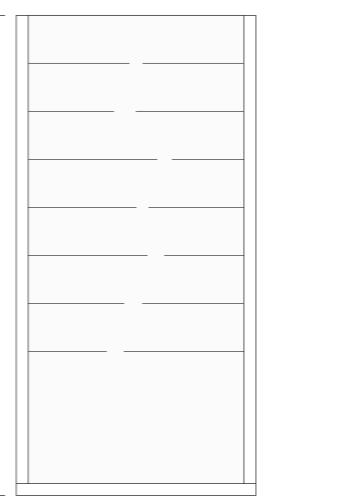
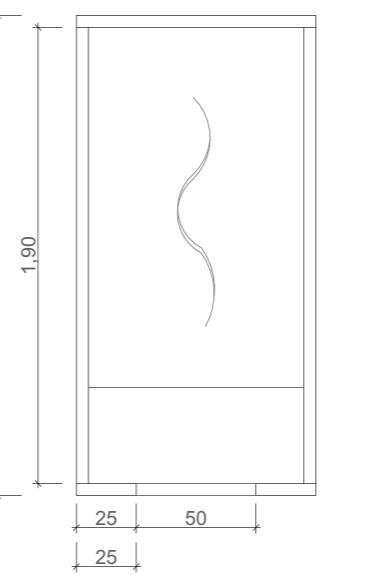
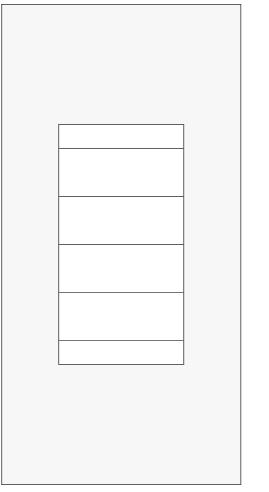


[MATERIAL + AUFBAU]



stoff

holzplatten

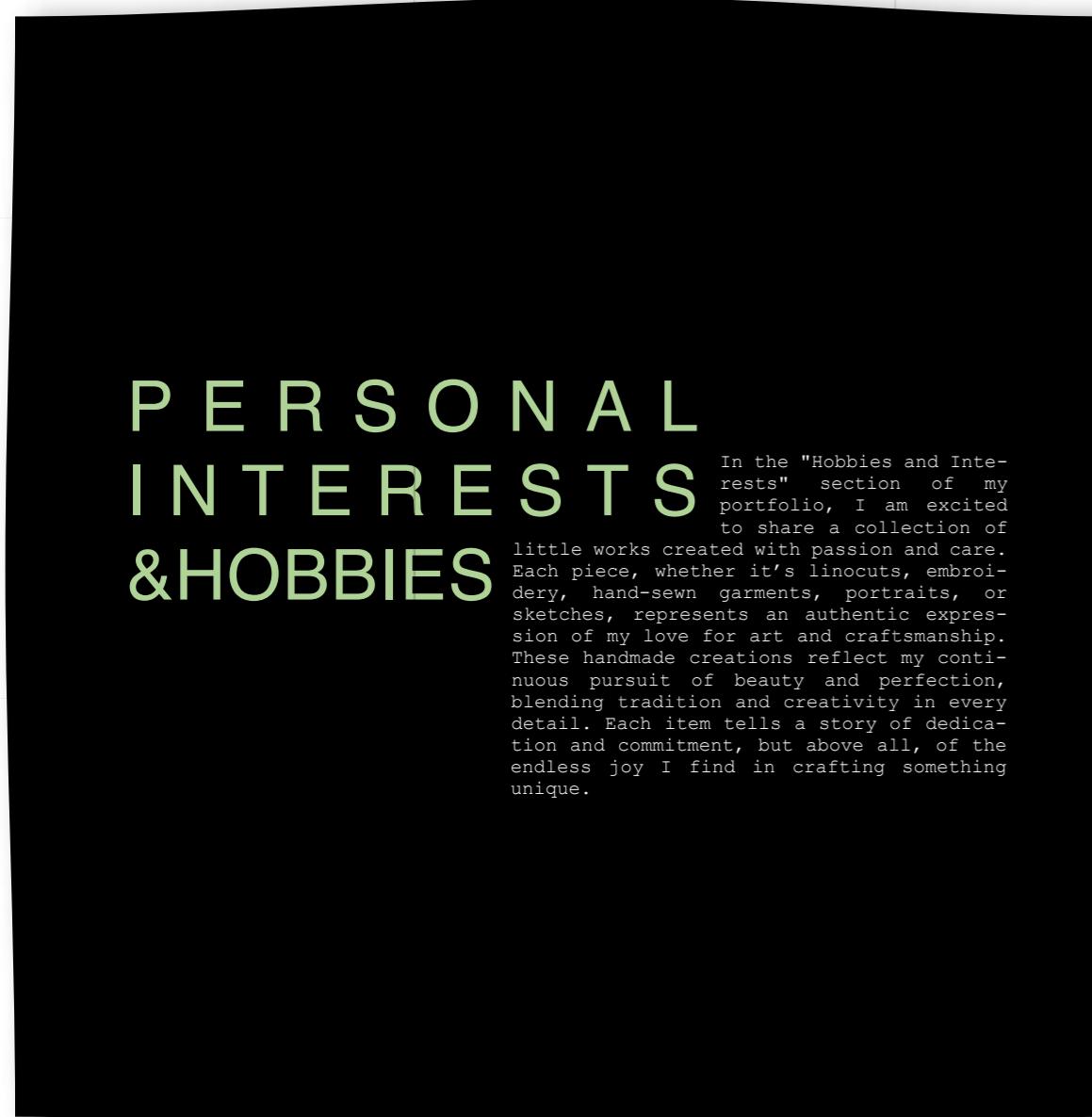


Ansicht

Grundriss

Schnitt





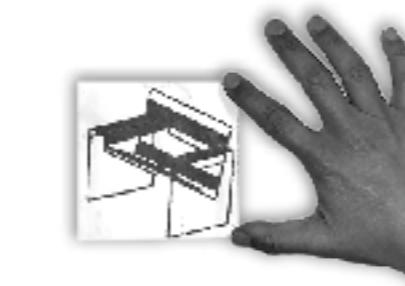
8.

lineoleography

sketches

frames

embroideries



..now You know me



Thank you,
Beatrice

beaschiavoni@gmail.com