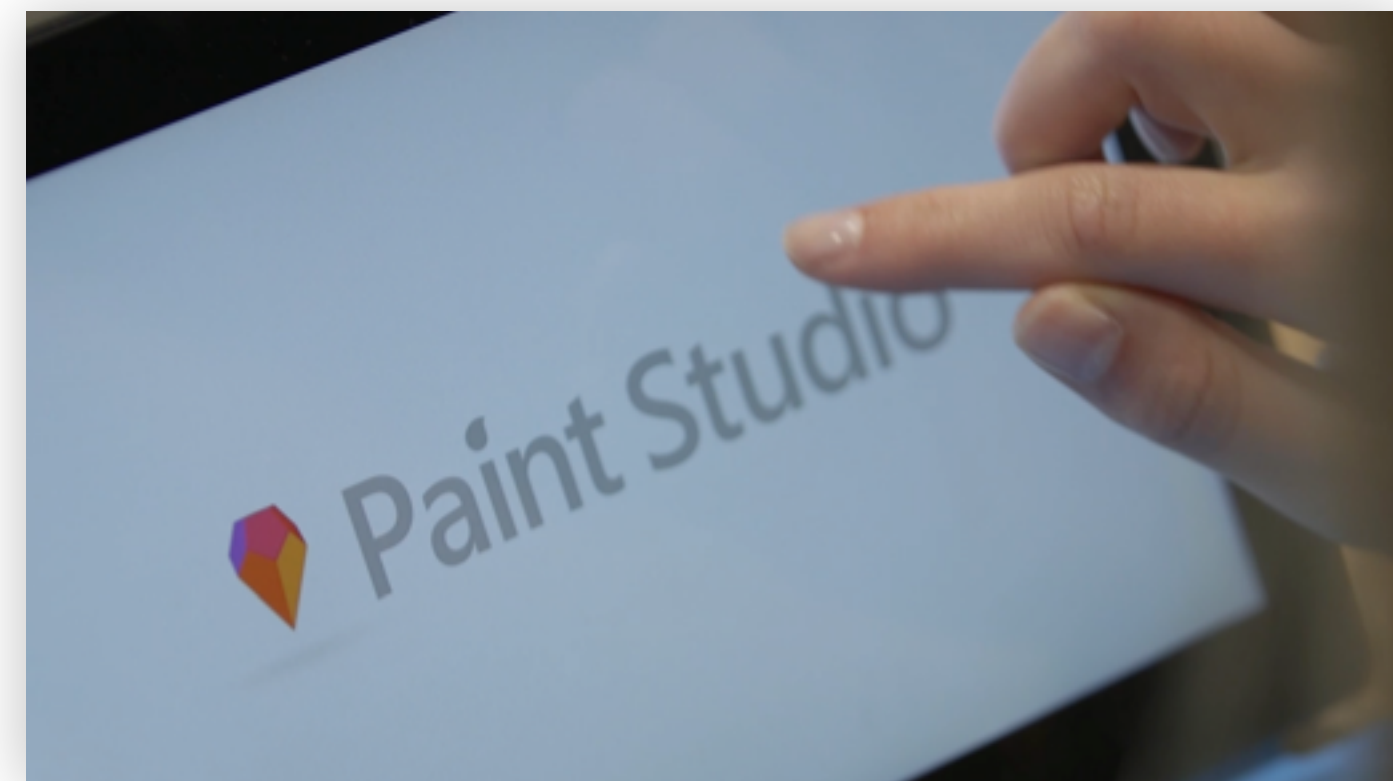
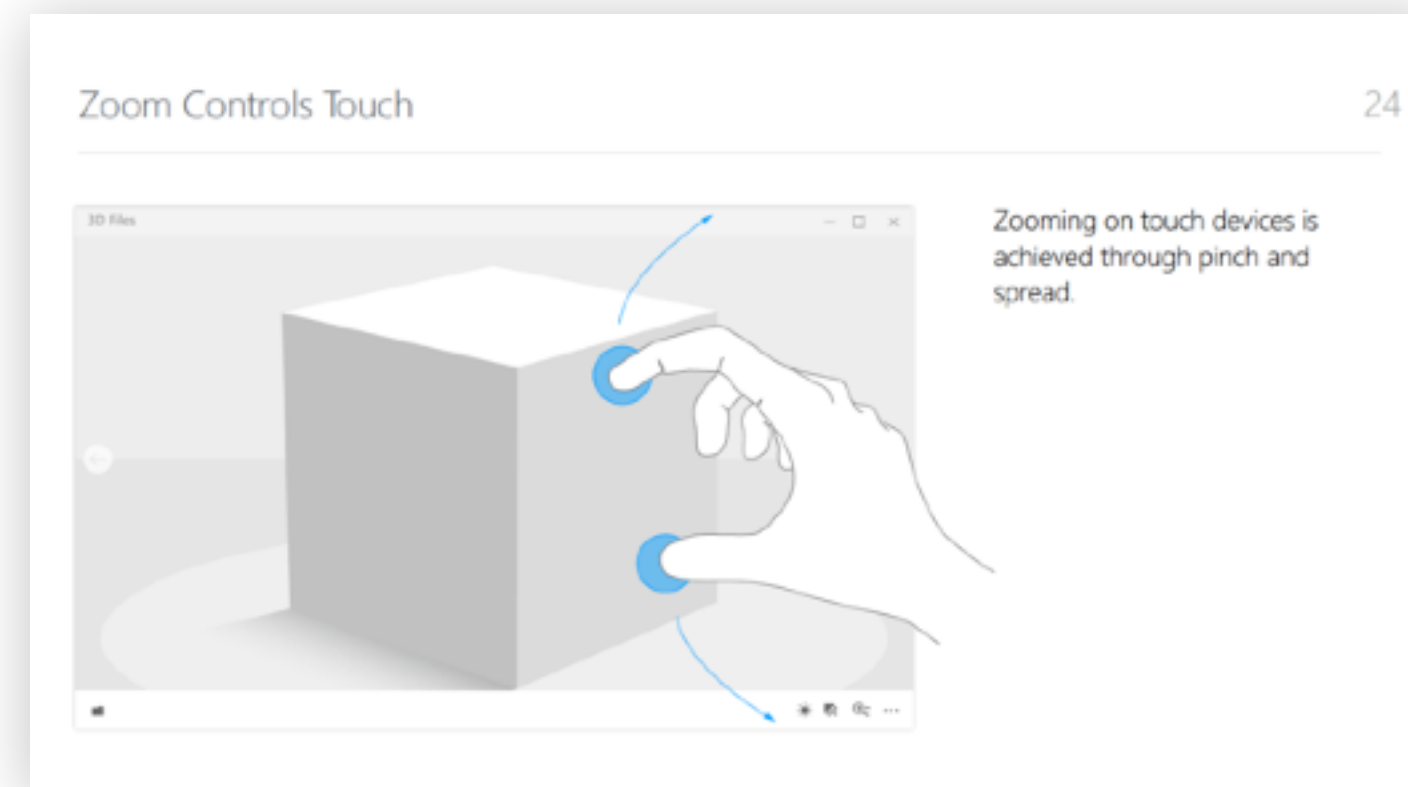
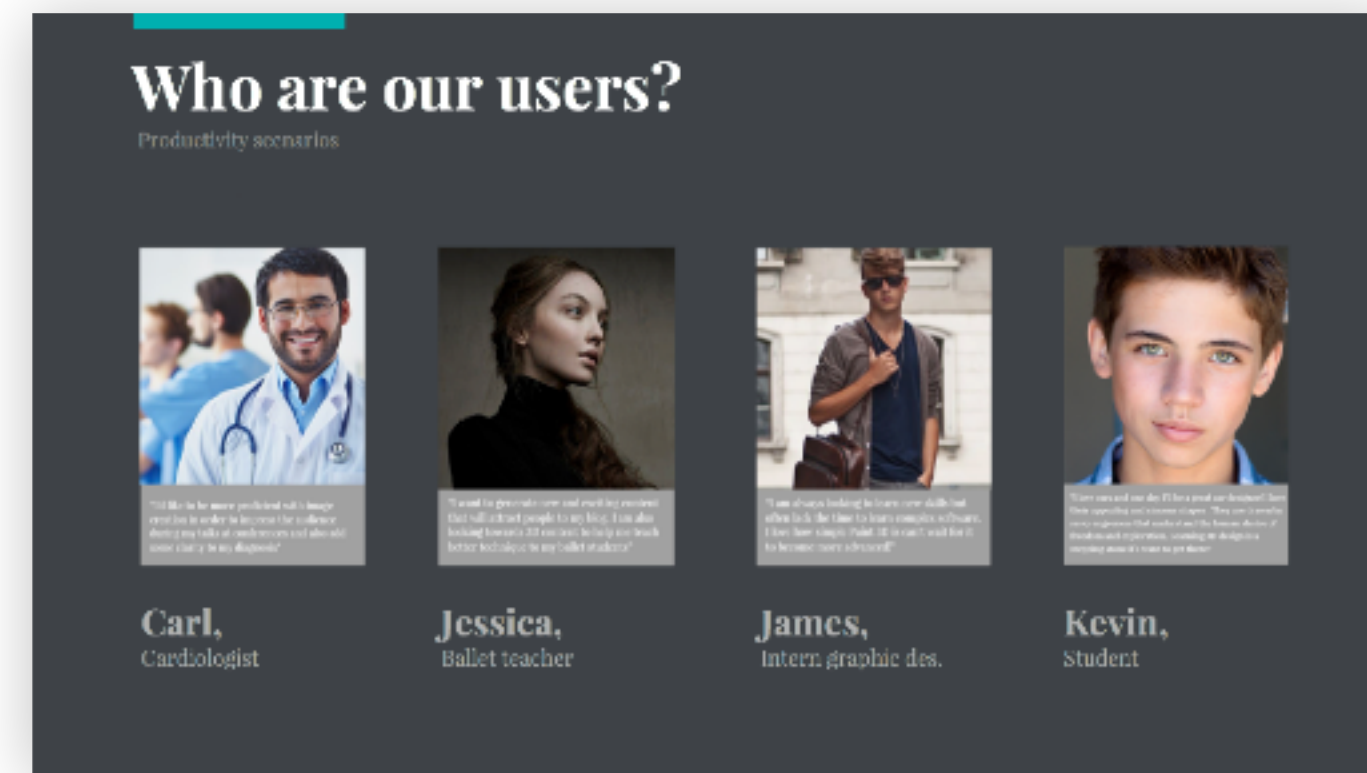


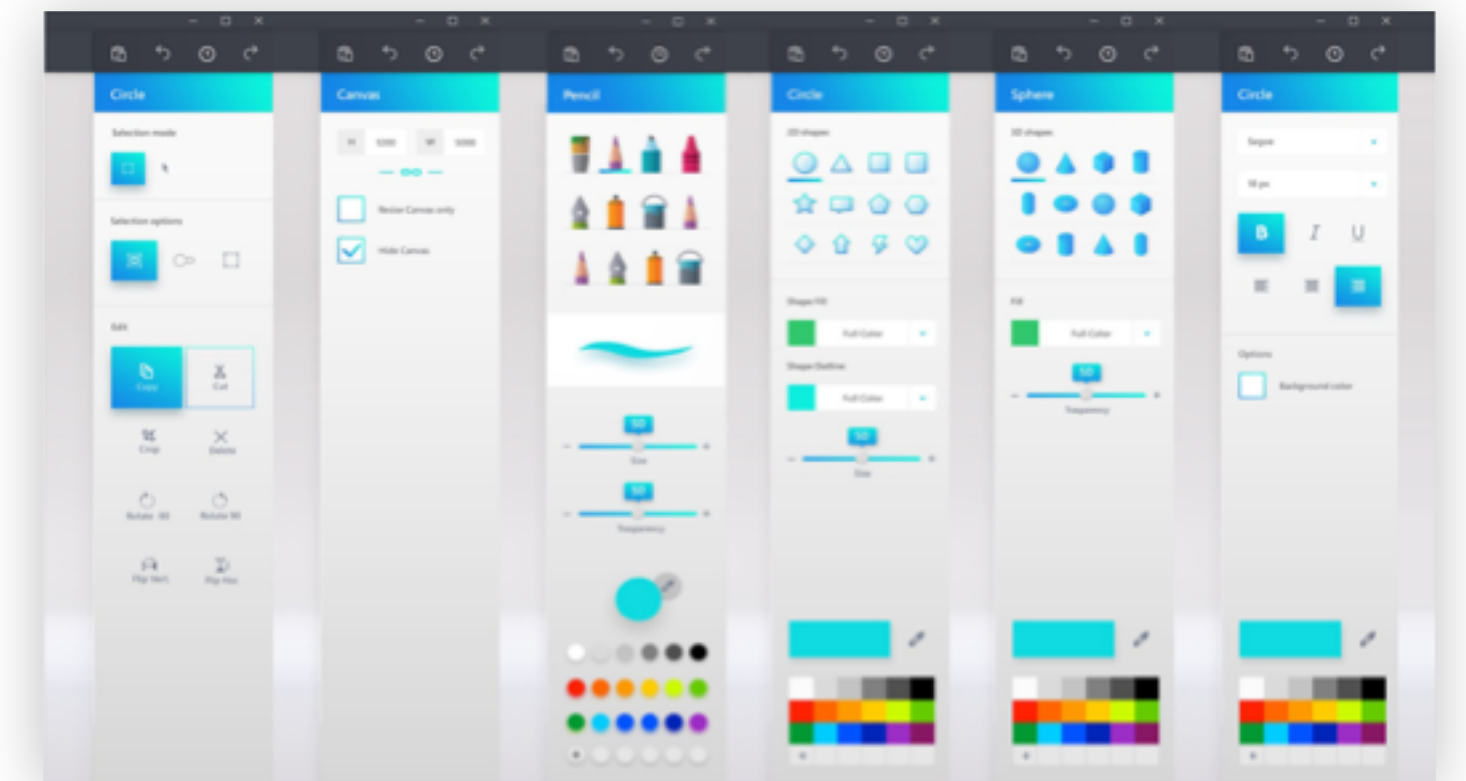
# Vision&Prototype



# UX



# UI\Motion



During my three years at Microsoft, I worked on Paint3D since the early stages. As Creative Lead of the product, I oversaw the visual development – both UI and motion – and successfully created a user interface that is meaningful and captivating. Thanks to my past experience in 3D, I collaborated with teams to determine personas and user journeys, leading to the definition of viable and intuitive UX patterns and practices on desktop, mobile and VR\AR.





Case Study #2

# Windows Mixed Reality

## The challenge

The MixedReality Viewer let the user view and interact in real time with any 3D model native in Windows 10 and it is agnostic from the package the 3D asset was originally authored. This notion by itself was the main obstacle to overcome.

## The Solution

Always keeping in consideration the multifaceted nature of each model, my approach was holistic and comprehensive. The goal of the rendering and general look&feel was to preserve the original author intention along with the objective of enhancing the 3D content to a new level.