





01 **ABOUT US**
GET TO KNOW US!

02 **CASE STUDY: GALANACCI**
CREATIVE DIRECTION & EXECUTION

03 **FASHION ILLUSTRATIONS**
FEATURING COS X YEBOAH

04 **FINE ART**
EXAMPLES

05 **GRAPHIC DESIGN**
EXAMPLES

06 **ARCHITECTURE**
EXAMPLES

07 **CONTACT US**
FIND OUR EMAIL HERE!



G/VERSE™ is a creative powerhouse focused on delivering impactful and purposeful creative solutions.

G/VERSE™ is a multi-disciplinary creative studio founded by the duo Francis and Marybeth. With over eight years of collaboration, both personally and professionally, they bring together diverse expertise across architecture, fashion, fine arts, and performing arts.



G/VERSE™ WORK EXAMPLES

OUR MISSION

We believe in creating solutions that make a significant impact within established businesses. Our mission is to collaborate with forward-thinking clients, providing innovative strategies that set brands apart and lead to transformative results.

OUR APPROACH

We solve creative challenges by connecting the unseen dots. By exploring a wide range of analogies across different fields, we can quickly find innovative solutions. Our broad skillset in architecture, fashion, and art allows us to approach every project from multiple angles, resulting in unique, impactful outcomes.

WHY CHOOSE US?

At G/VERSE, our combined expertise across architecture, fashion, and fine arts gives us a competitive edge. We blend creative vision with technical precision to push boundaries and deliver results that transform brands. We're the ideal partner for clients looking to innovate and stand out.

01: ABOUT US | MEET THE DUO



FRANCIS *Founder / BSc in Architecture*

An artist-designer-entrepreneur with a background in architecture, Francis has transitioned from the architectural field to the luxury streetwear industry, where he has developed a holistic approach to design that merges creativity with technical precision. He founded G/VERSE before bringing in Marybeth and he brings a broad range of skills to the studio, from fine arts to fashion design, using his diverse expertise to connect ideas and solve creative challenges in new and innovative ways.



MARYBETH *Co-Founder / BSc & MArch in Architecture*

A creative polymath with a MArch in Architecture, Marybeth is not only an architectural designer at one of the world's leading firms but also a singer, dancer, and actor transitioning into the film industry. Her diverse talents and experience bring a unique and valuable perspective to G/VERSE, helping to shape the studio's innovative approach to design. Like Francis, Marybeth excels at using cross-disciplinary analogies to find creative solutions that push the boundaries of traditional design.

02

CASE STUDY

THE GALANACCI® CASE STUDY DEMONSTRATES G/VERSE'S BROAD CREATIVE CAPABILITIES—FROM POETRY TO TECHNICAL DESIGN—WHILE EMPHASIZING OUR LIMITLESS POTENTIAL, WHICH EXPANDS EVEN FURTHER THROUGH UNIQUE COLLABORATIONS AND INNOVATIVE PROJECTS.



A CHILD DESTINED FOR GREATNESS. A FEELING AND A KNOWING FROM DEEP WITHIN. HOW WILL THE INNOCENT CHILD EXPRESS IT TO THE WORLD?

AS THE COURSE OF LIFE SET SAIL, THE CHILD DISCOVERS WAYS TO SET ABLAZE TO ITS FLAME AND PREVAIL.

BUT AS TIME GOES BY, THE CHILD GETS ABSORBED IN THE TURMOIL OF LIFE. THE CHAOS PIERCED THROUGH THE CHILD'S INNER WORLD LIKE A KNIFE.

WHAT WAS ONCE A ROARING FLAME HAS NOW REDUCED TO A FAINT GLOW. THE CHILD REACHED DEEP

DOWN AND CONFRONTED ITS DARKENED SOUL WITH THE HOPES TO REIGNITE ITS GLOW.

REALISING GREATNESS LIES WITHIN THE SOUL. BE BRAVE AND BE BOLD. FIGHT FOR YOUR LIGHT TO SHINE THROUGH LIKE THE STARRY NIGHT AND LET IT INSPIRE THOSE WHO HAVE FALLEN IN THE DARK AND LOST THEIR SIGHT.

FOR YOU ARE THAT CHILD' CONTINUE TO FAN YOUR FLAME UNTIL YOUR DYING DAY AND BURN BRIGHT LIKE THE SUN IN MID-JULY. NO MATTER HOW HARD LIFE GETS, GREATNESS AWAITS WITHIN YOU AND I.



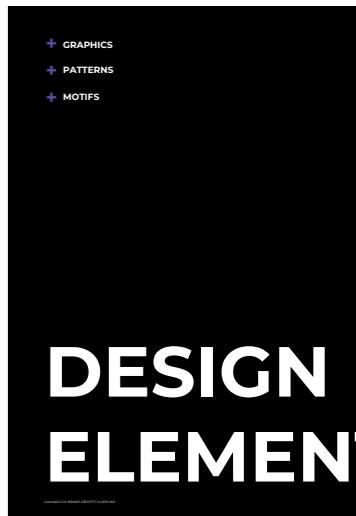
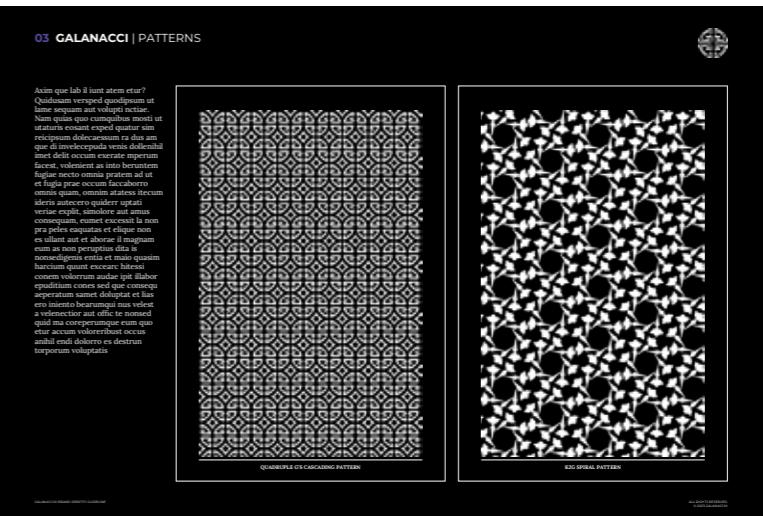
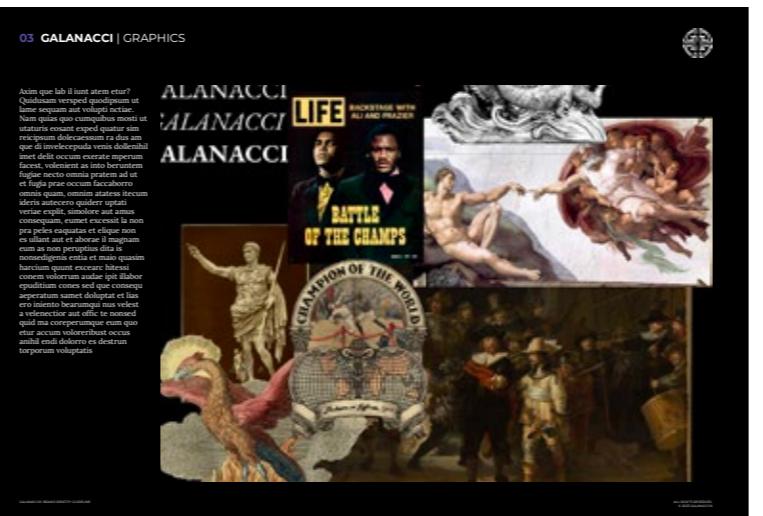
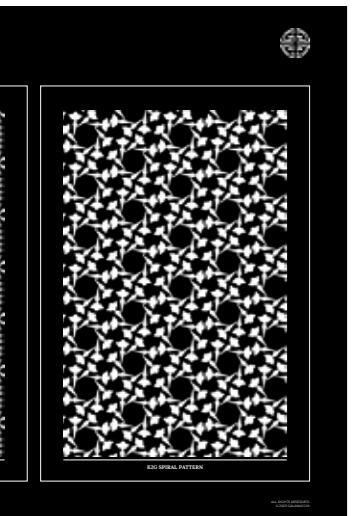
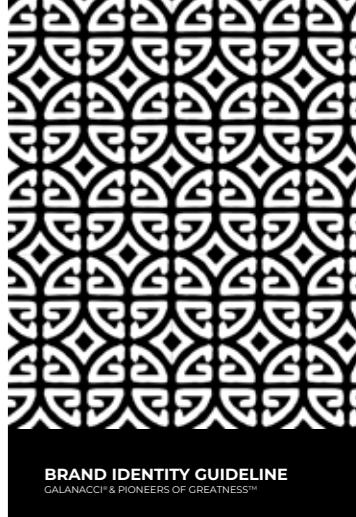
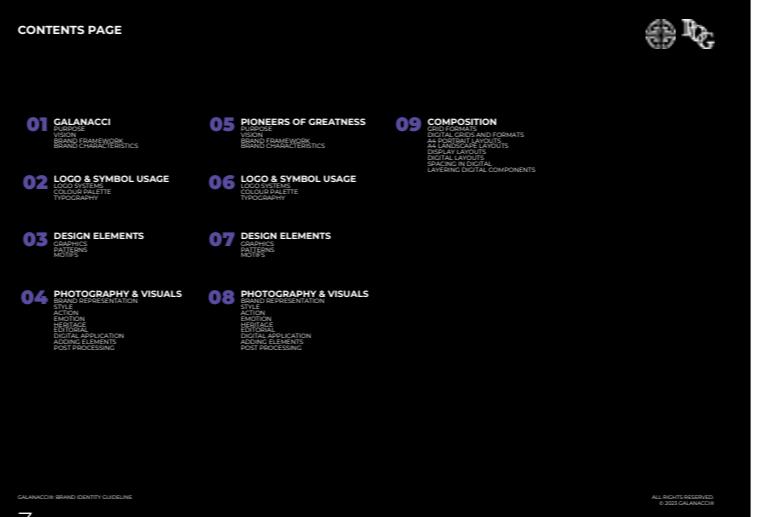
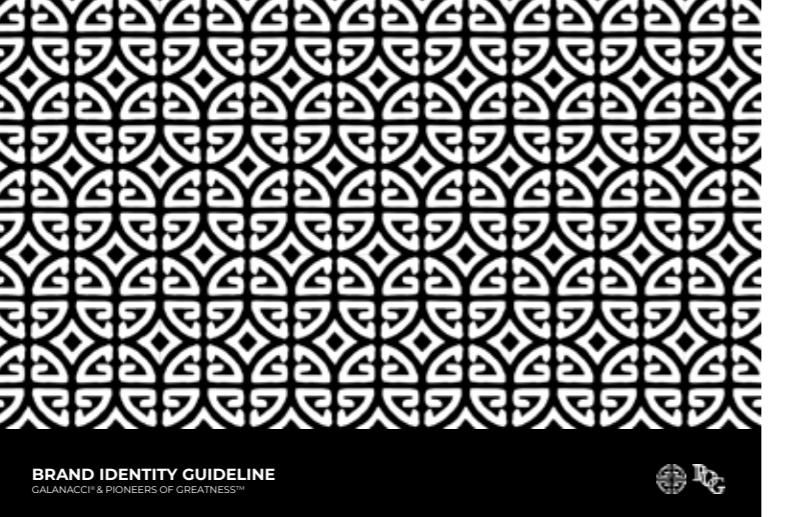
"Greatness" Poem
A manifesto written by Francis for the brand with an intention to make the reader think of their own greatness.

02: GALANACCI | BRAND IDENTITY

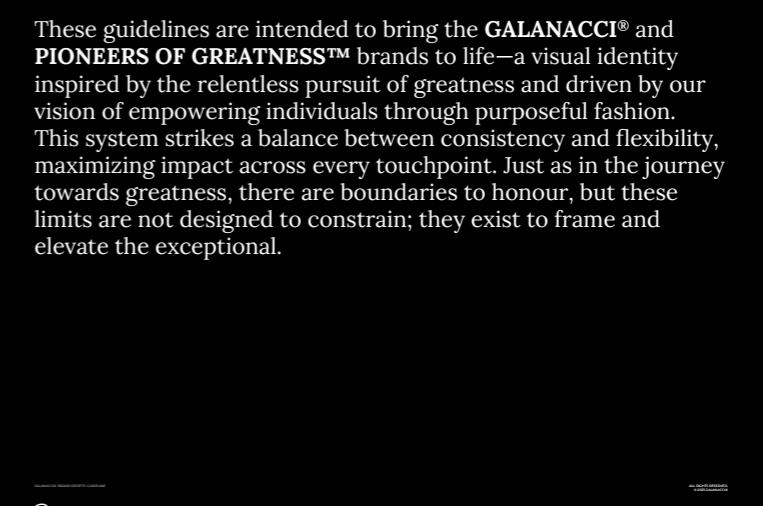
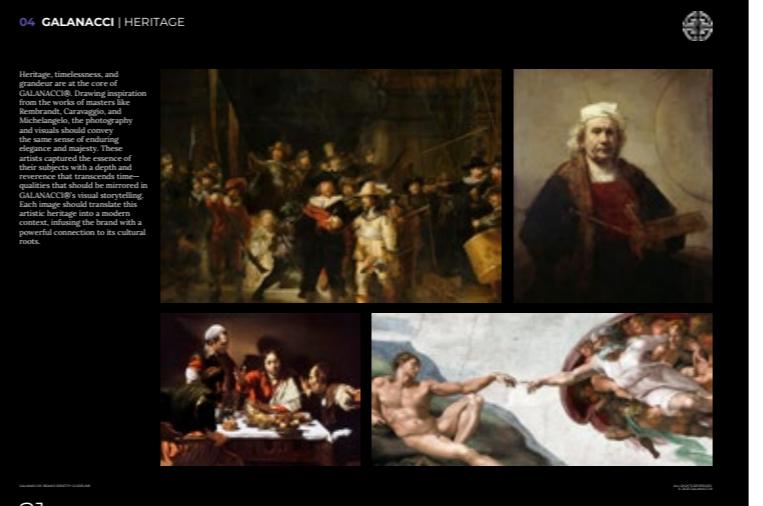
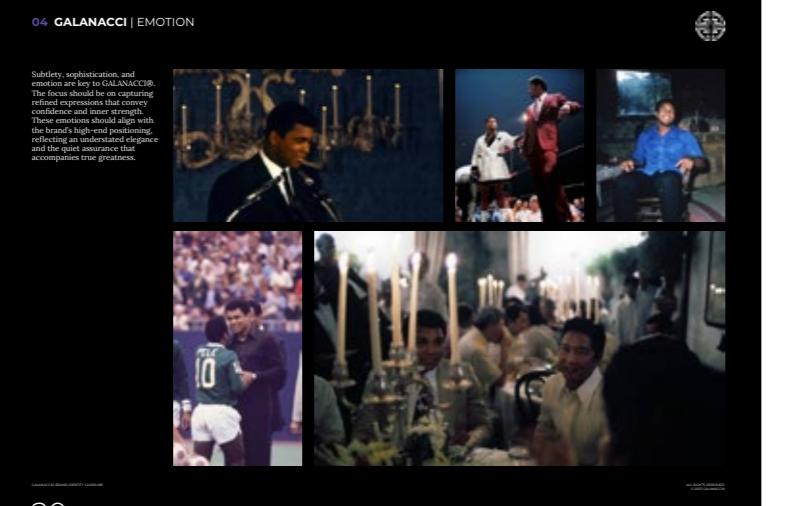


PDF Document

via InDesign



ing the **GALANACCI®** and
s to life—a visual identity
greatness and driven by our
ough purposeful fashion.
en consistency and flexibility,
chpoint. Just as in the journey
ries to honour, but these
they exist to frame and



02: GALANACCI | 365 SERIES MARKETING CAMPAIGN

Reels & Videos
via Premiere Pro

The 365 Series from **GALANACCI®** features daily fashion designs for 365 days, showcasing innovation and brand values while significantly growing our community via social media.

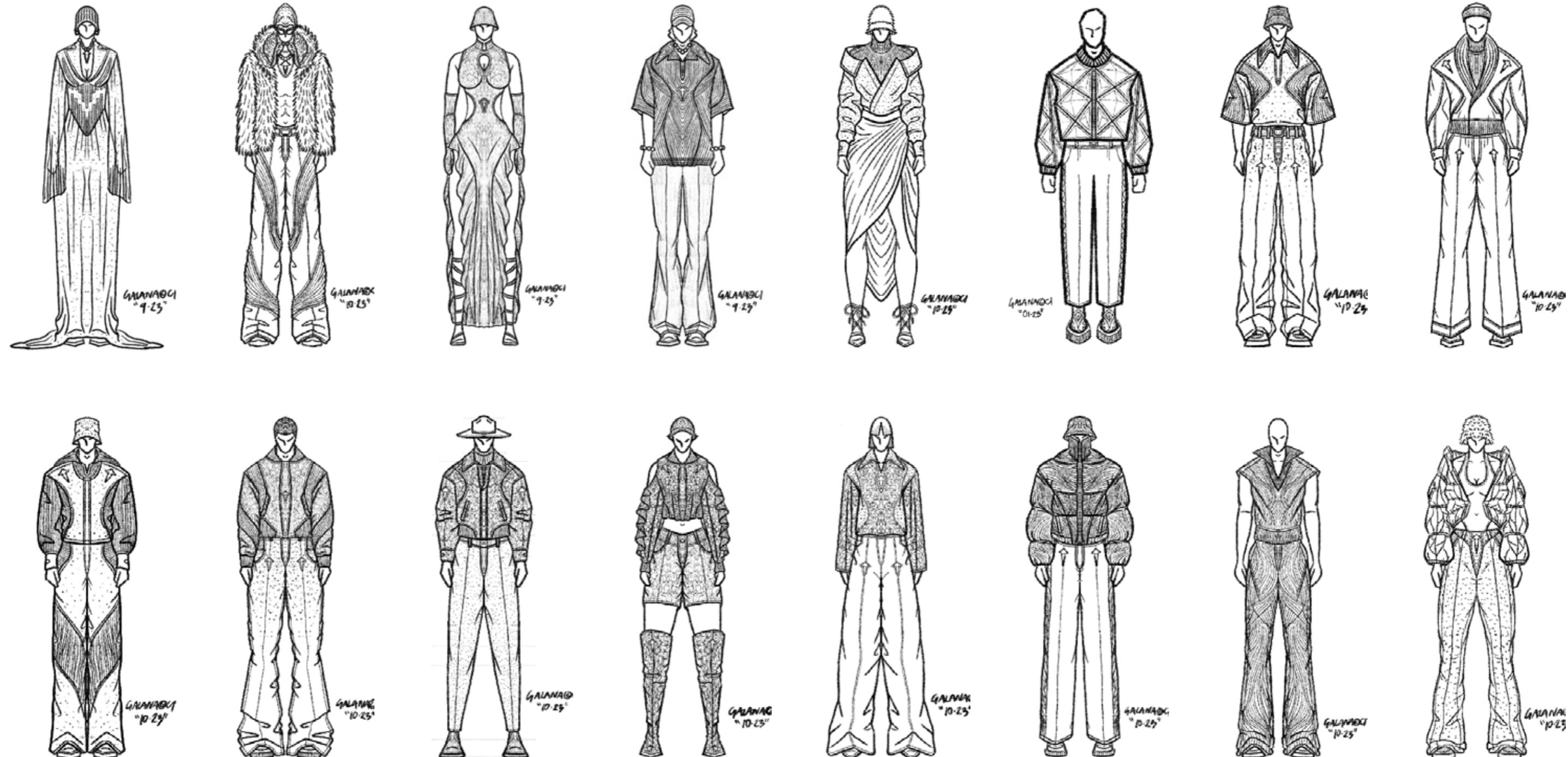
G/VERSE™ WORK EXAMPLES



02: GALANACCI | 365 SERIES DESIGNS



Fashion Sketches
via ProCreate

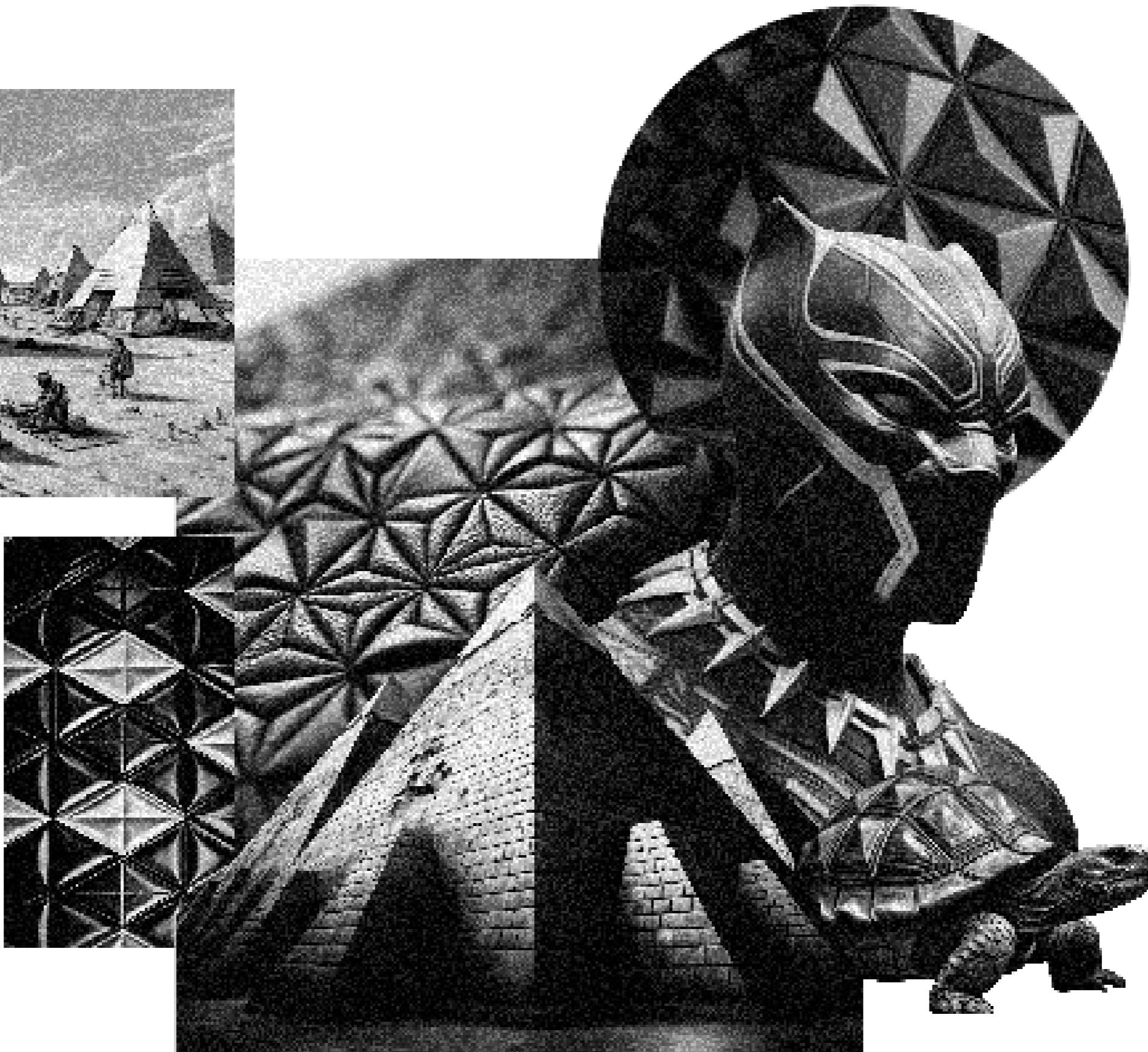


02: GALANACCI | 365 SERIES - PYRAMID JACKET: CONCEPT + MOODBOARD



Moodboard

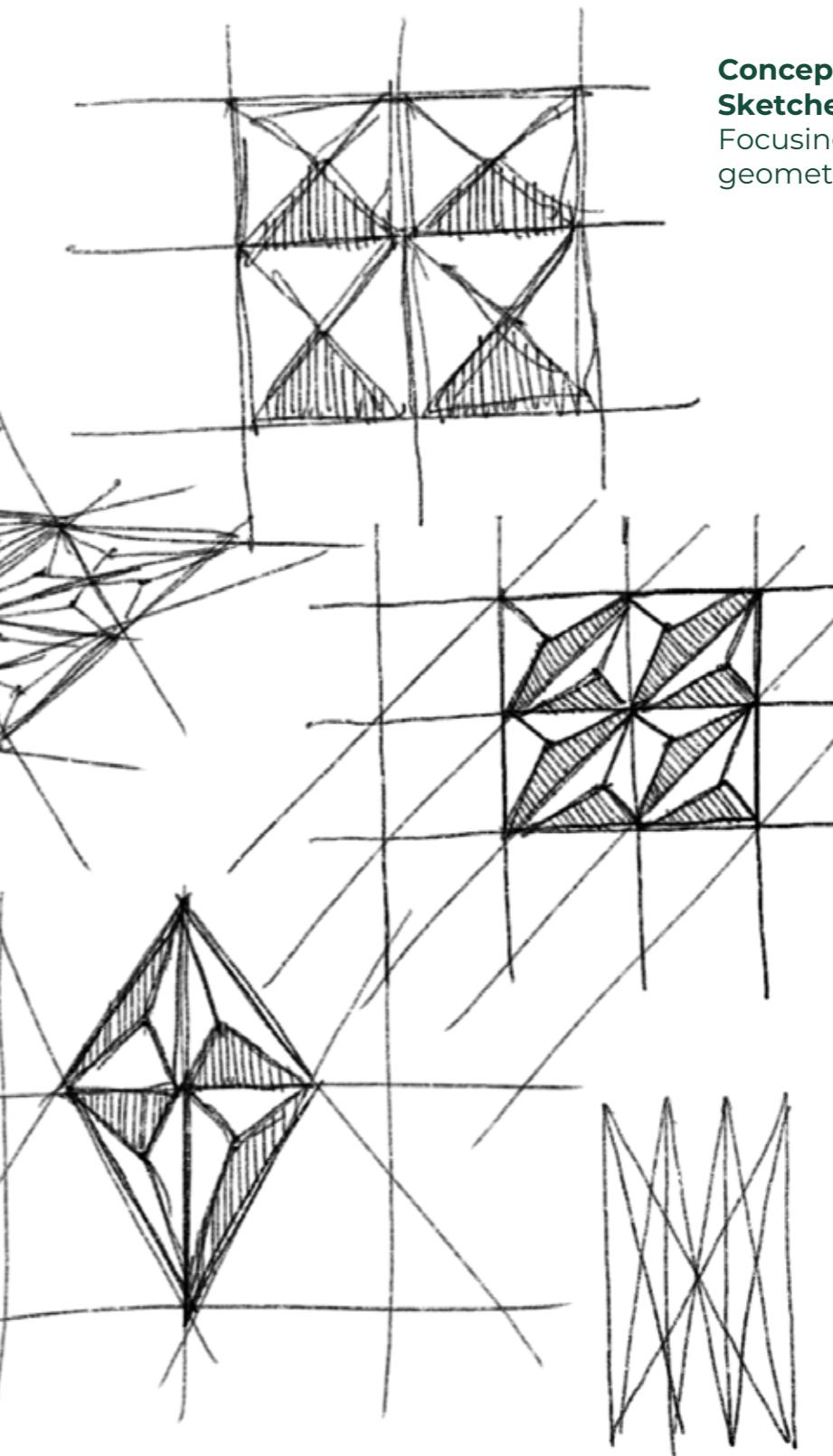
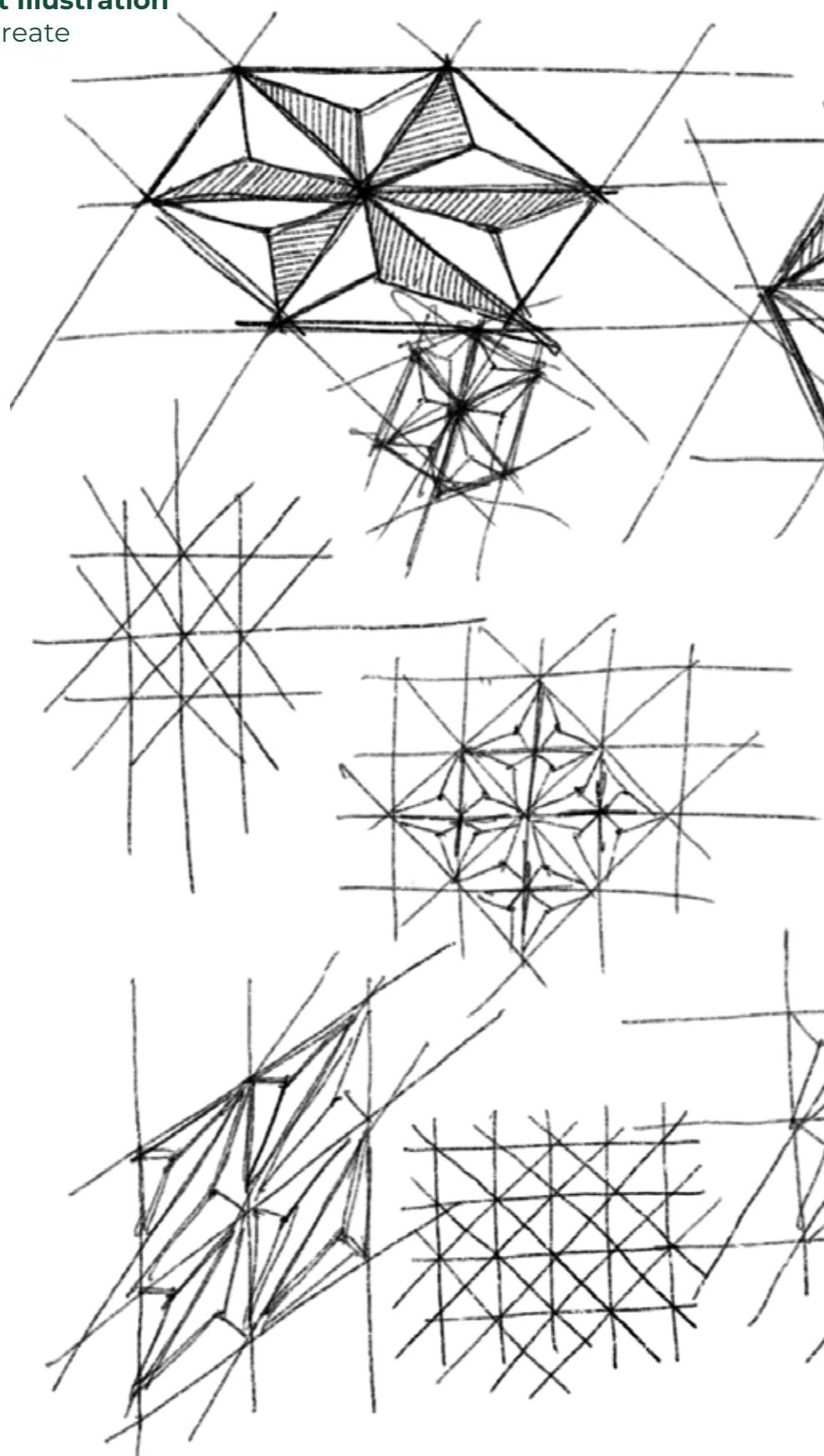
via MidJourney & ProCreate



02: GALANACCI | 365 SERIES - PYRAMID JACKET: INITIAL SKETCH + CONCEPT DEVELOPMENT



Concept Illustration
via ProCreate

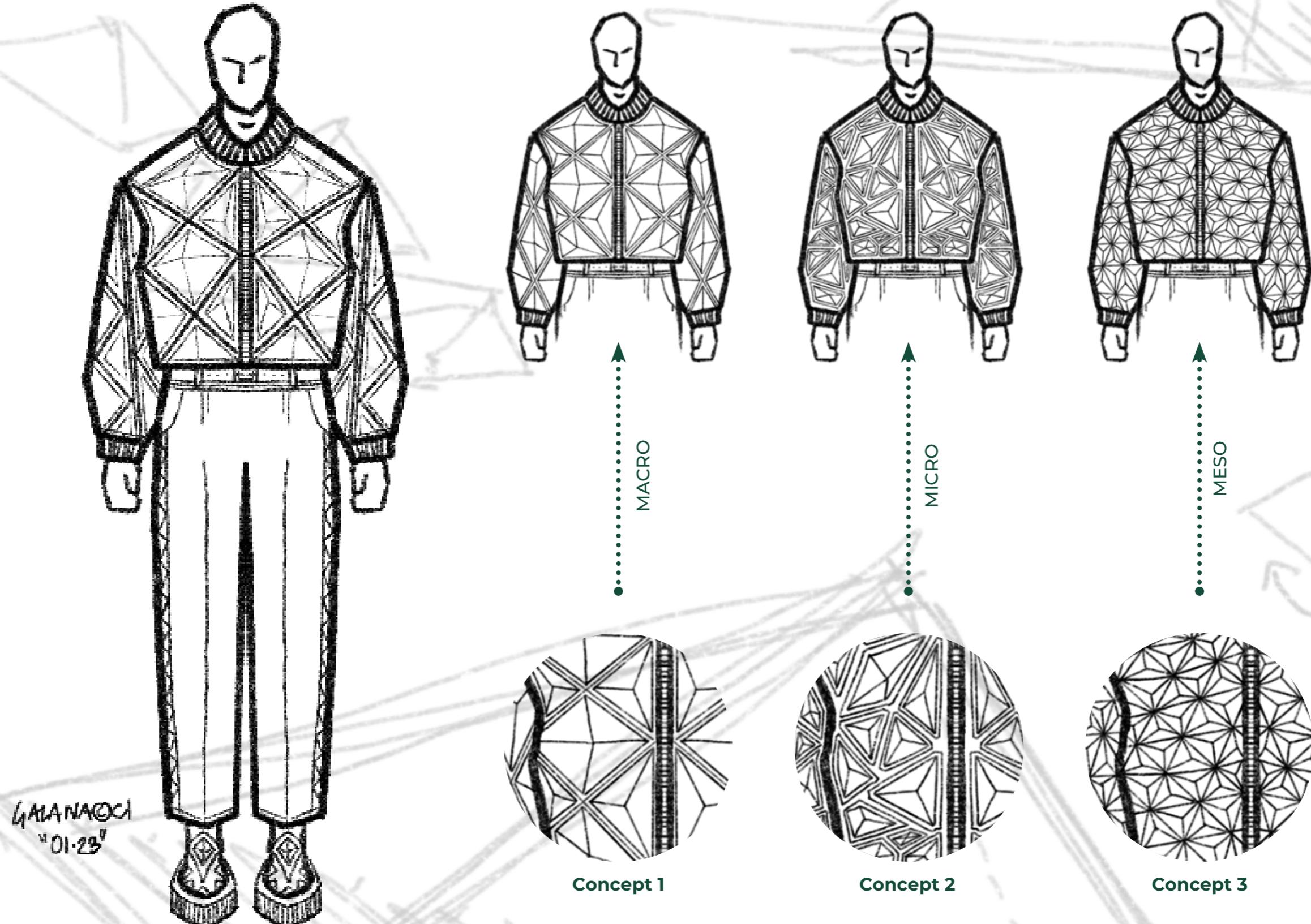


Conceptual Sketches
Focusing on geometrical shapes.

02: GALANACCI | 365 SERIES - PYRAMID JACKET: INITIAL SKETCH + CONCEPT DEVELOPMENT

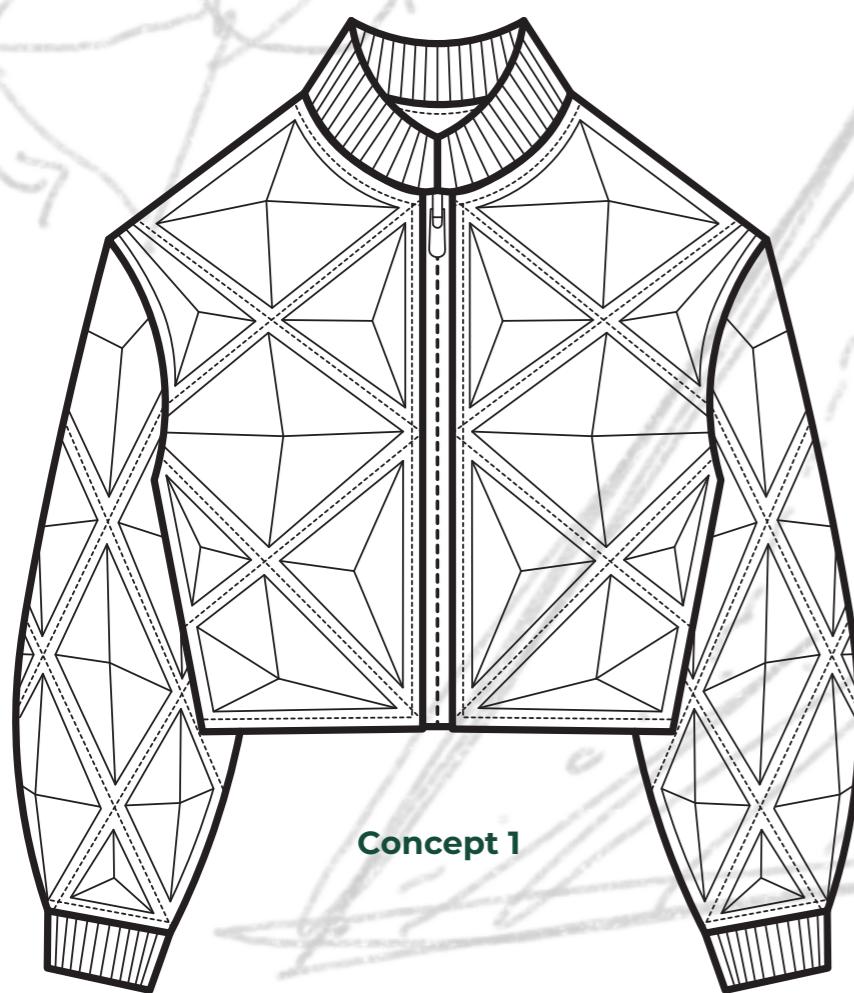


Clothing Illustration
via ProCreate

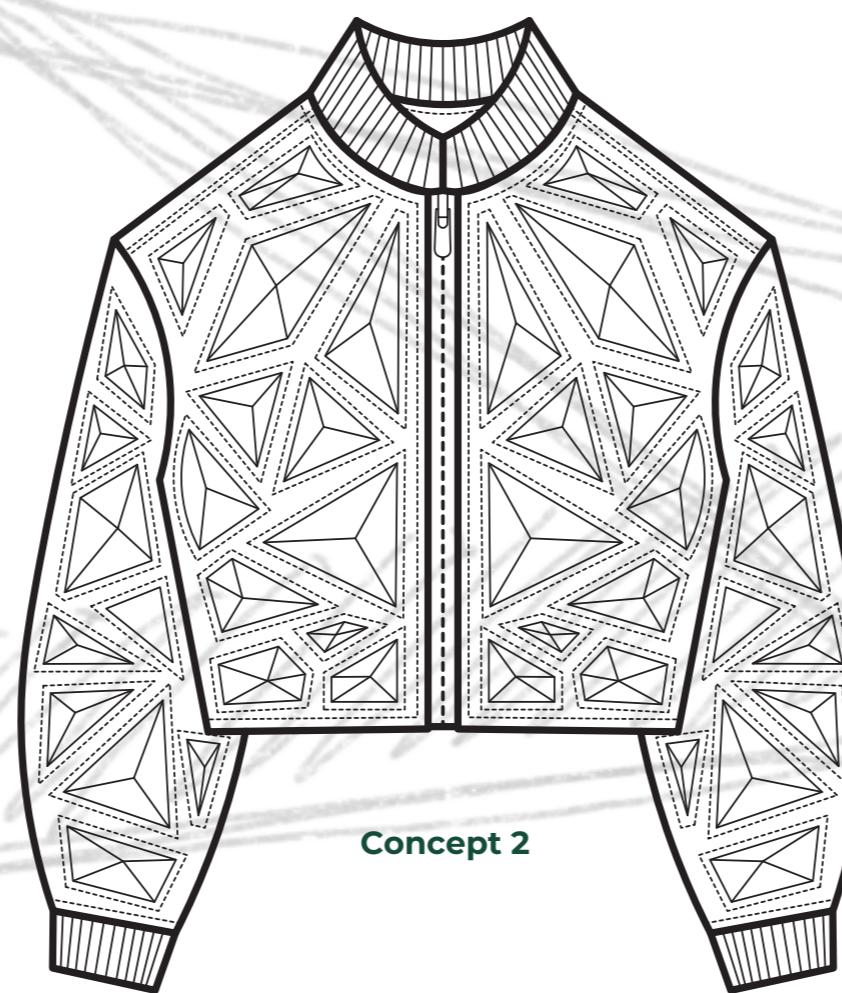


02: GALANACCI | 365 SERIES - PYRAMID JACKET: TECHNICAL DESIGN

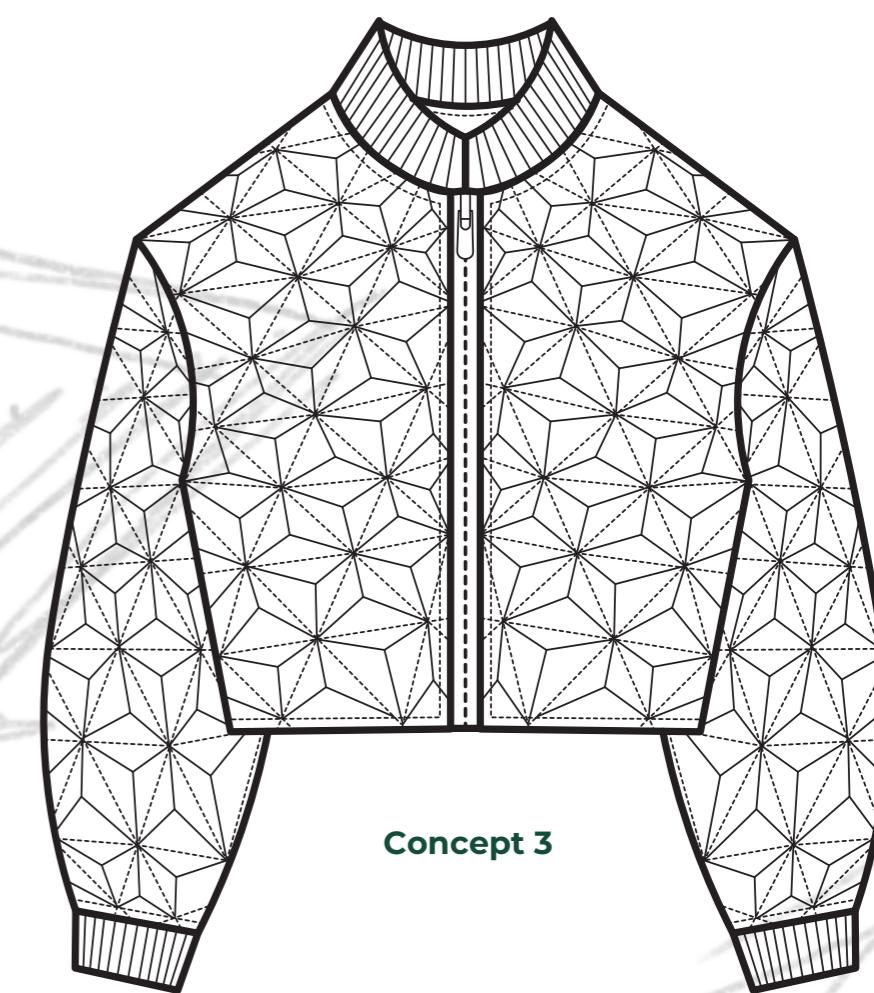
Clothing Illustration
via Illustrator



Concept 1



Concept 2

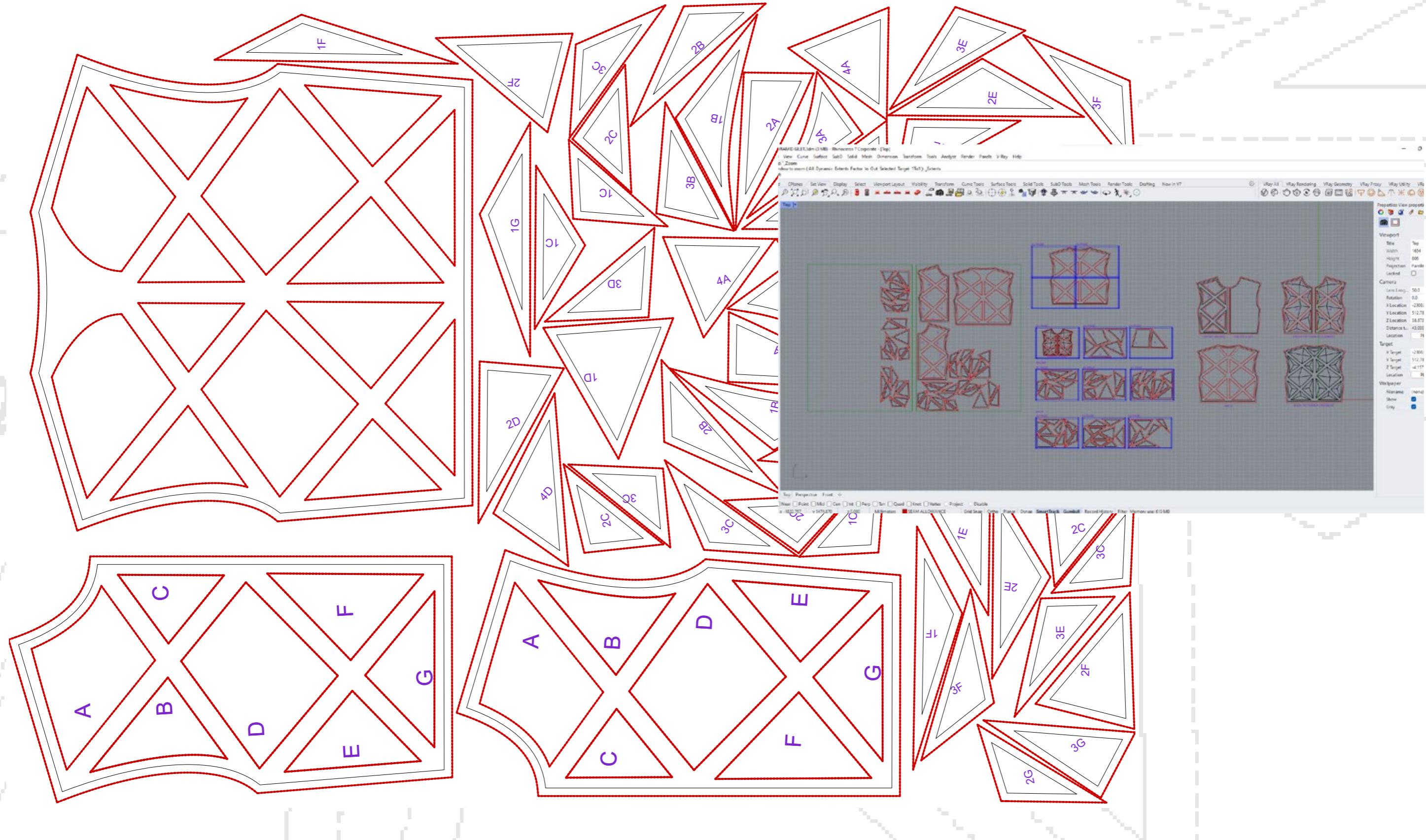


Concept 3

02: GALANACCI | 365 SERIES: PYRAMID JACKET PATTERN MAKING



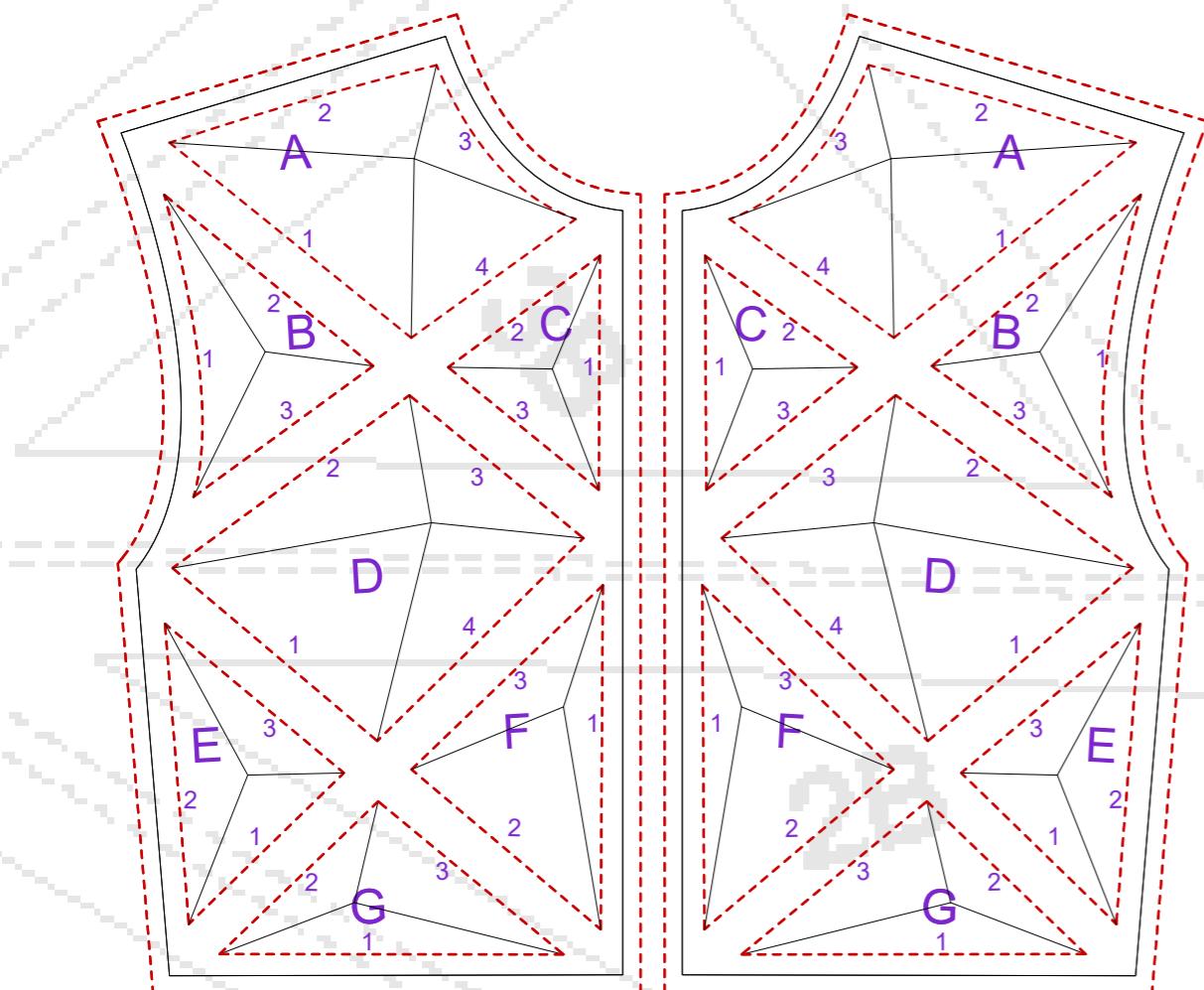
Pattern Making
via Rhino 3D



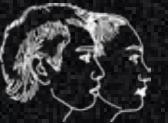
02: GALANACCI | 365 SERIES: PYRAMID JACKET DESIGN DEVELOPMENT

Pattern Making & Sewing

via Rhino 3D and Sewing Machine



02: GALANACCI | LOOKBOOK



AI Generated Lookbook

Prompting using Midjourney



02: GALANACCI | SCREENPRINTING & VINTAGE UPCYCLING



Clothing Screenprint

via Single Screen Screenprinter



02: GALANACCI | STYLING

Images
via ProCreate & Photoshop



02: GALANACCI | DESIGN MOCK-UPS



Mock-ups

via ProCreate & Photoshop



02: GALANACCI | WEB DESIGN



Web Design

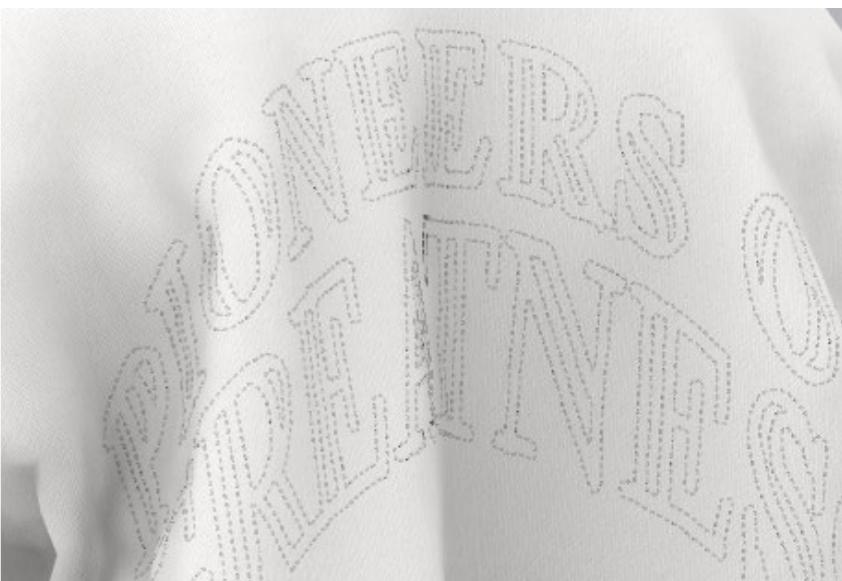
via Claude & Visual Code Studio

The image displays six screenshots of a web-based storefront for 'GALANACCI'. The website features a dark background with product images in the foreground. The products shown are various styles of leather jackets, each with a unique and intricate design on the back. One jacket has a caduceus-like emblem, another has a wavy pattern, and others have abstract or text-based designs. Each product page includes a title, price (e.g., 'K2G CROPPED LEATHER JACKET' at £2,500.00), color selection, size dropdown, and purchase buttons ('ADD TO CART' and 'BUY NOW'). Below the main product image, there is a detailed description of the item, mentioning it is a '1 of 1 piece' and its design inspiration. Navigation links like 'DETAILS', 'SHIPPING POLICY', and 'SHARE' are also visible.

02: GALANACCI | 3D MODELLING (CLOTHING)

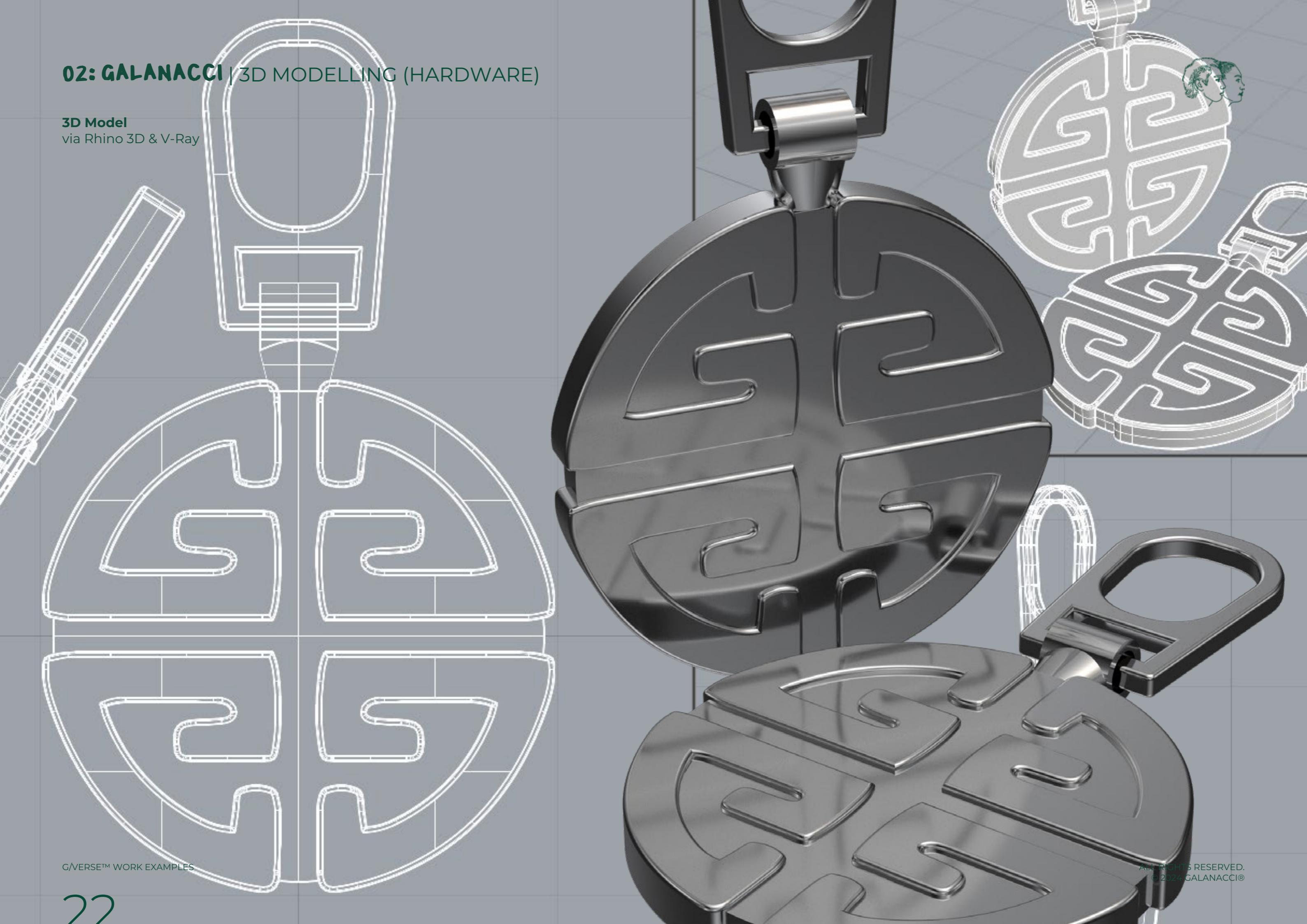


3D Model
via Clo3D



02: GALANACCI | 3D MODELLING (HARDWARE)

3D Model
via Rhino 3D & V-Ray



02: GALANACCI | YOUTUBE THUMBNAILS

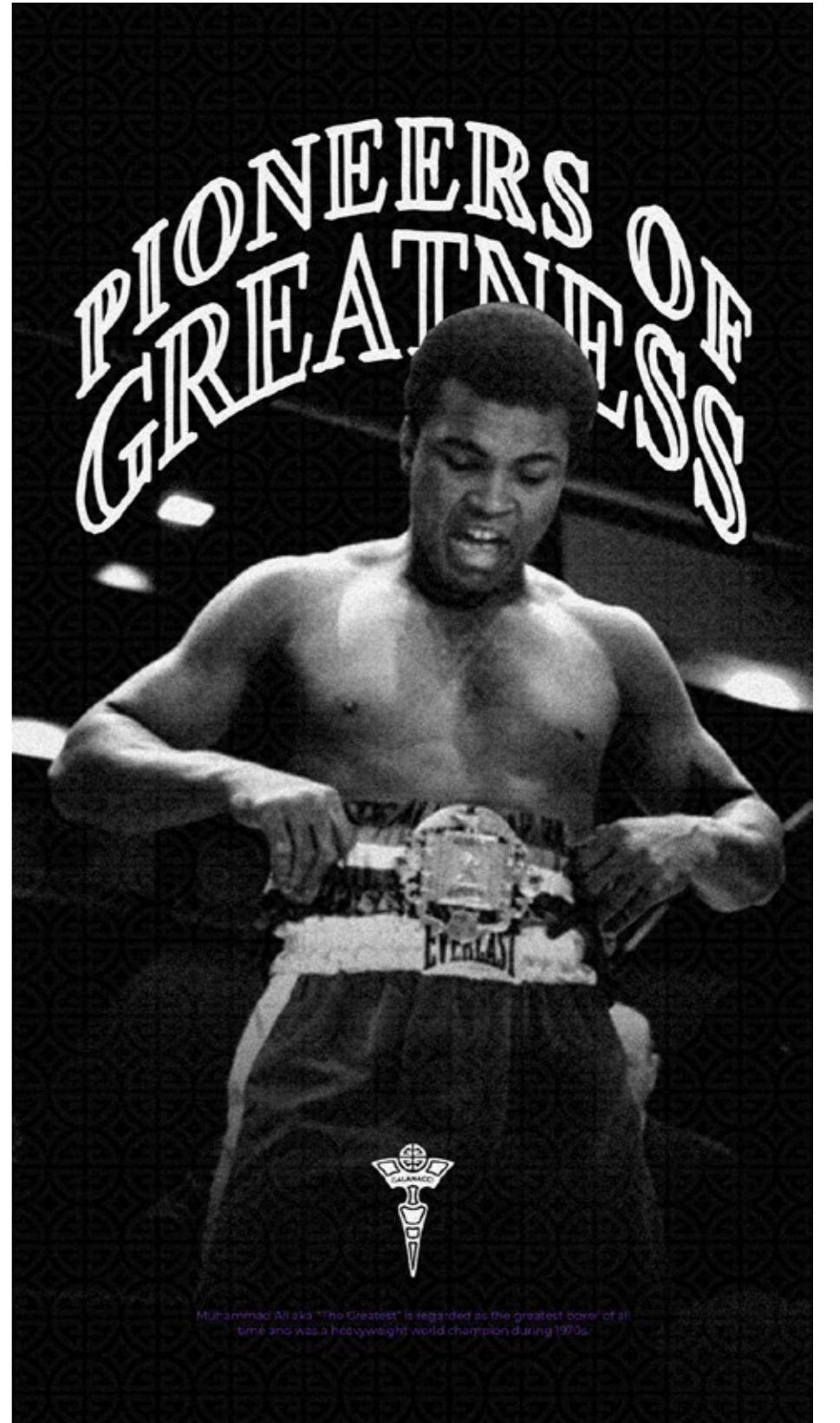
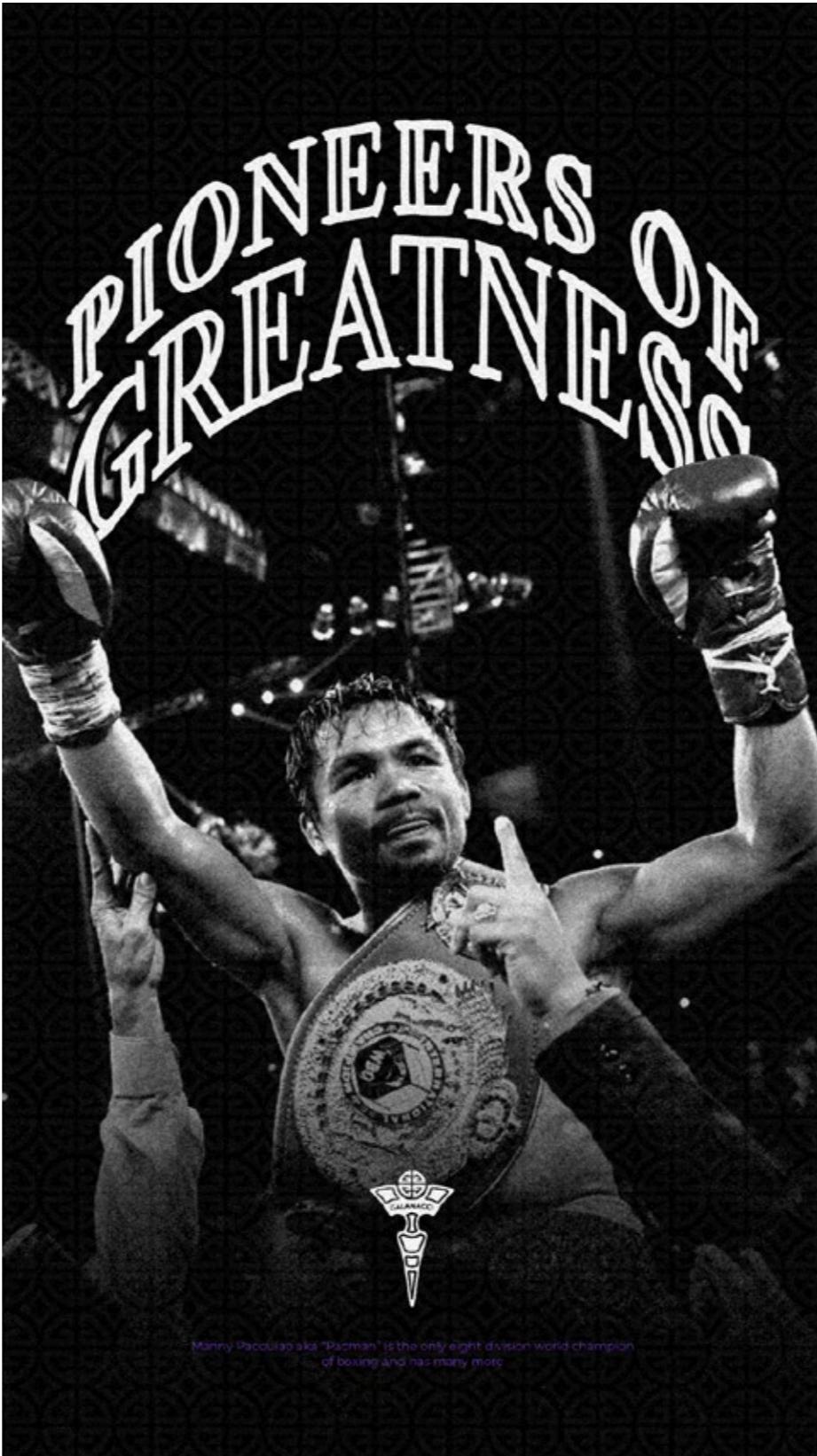
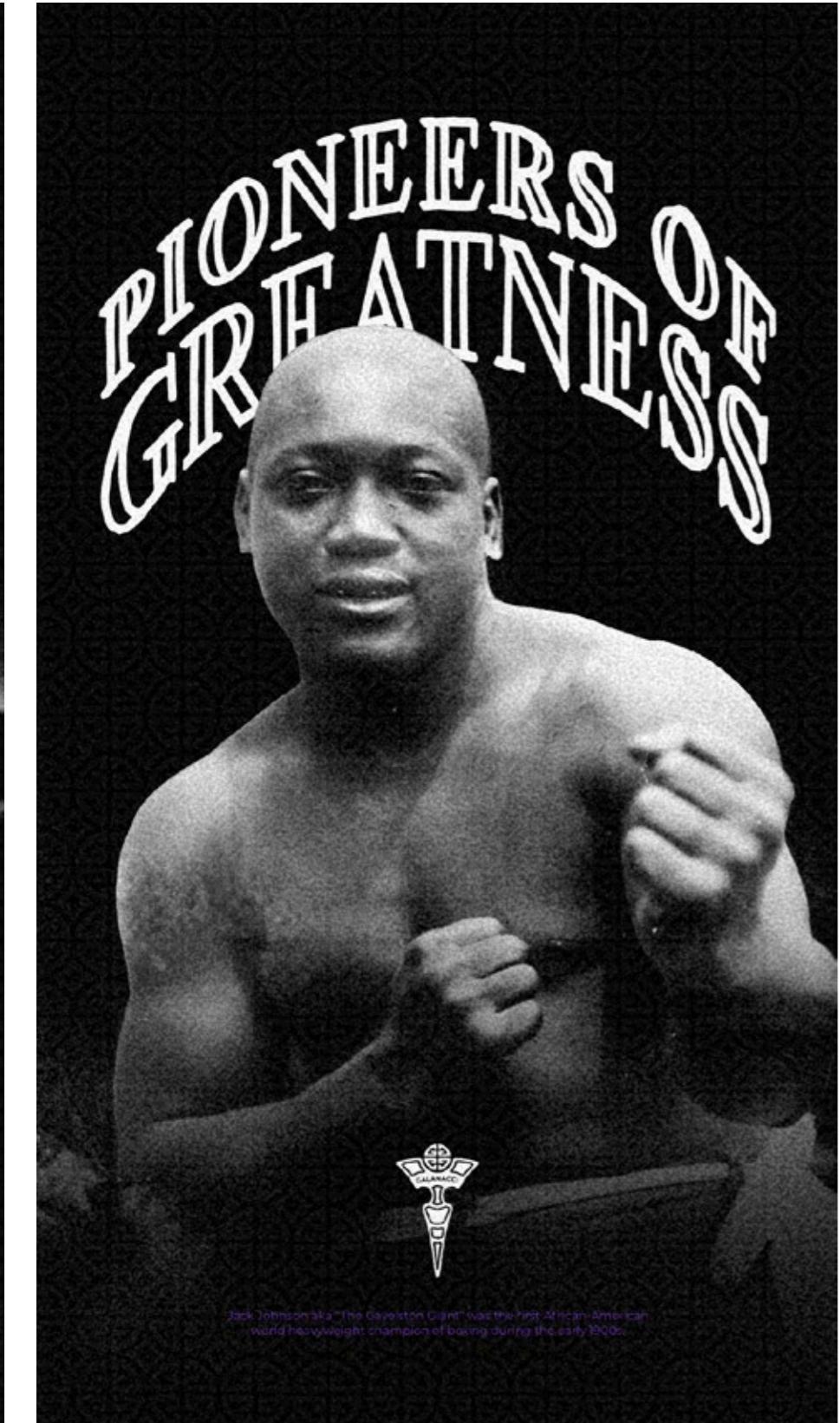


YouTube Thumbnails
via ProCreate & Photoshop





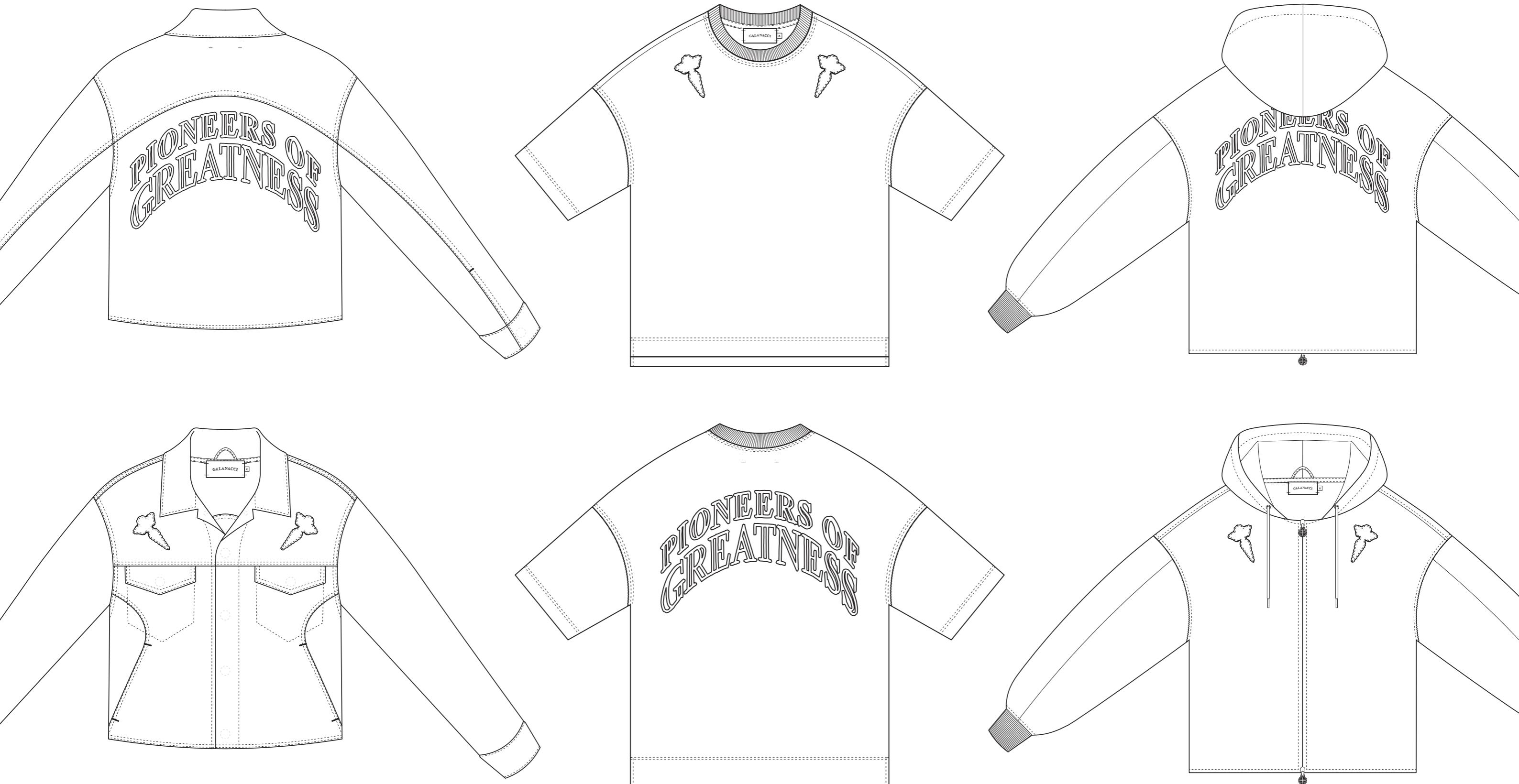
Instagram Story Images
via Photoshop



02: GALANACCI | FLAT DRAWINGS



Technical Illustrations
via Illustrator



02: GALANACCI | TECHNICAL PACKAGE



PDF Documents

via InDesign & Illustrator

03

FASHION ILLUSTRATION



Developed initial illustrations for the COS X YEBOAH collaboration, which were incorporated into the pitch deck and contributed to bringing the partnership to fruition.

Campaign Shoot Illustration
Illustrating on-site

03: COS X YEBOAH | A SELECTION OF INITIAL ILLUSTRATIONS



**Metamorphosis
Collection
Illustrations**
via ProCreate

03: COS X YEBOAH | A SELECTION OF INITIAL ILLUSTRATIONS



Metamorphosis
Collection
Illustrations
via ProCreate

03: COS X YEBOAH | A SELECTION OF FINAL GARMENTS



Lookbook Shots

Courtesy of COS



03: COS X YEBOAH | CAMPAIGN SHOOT

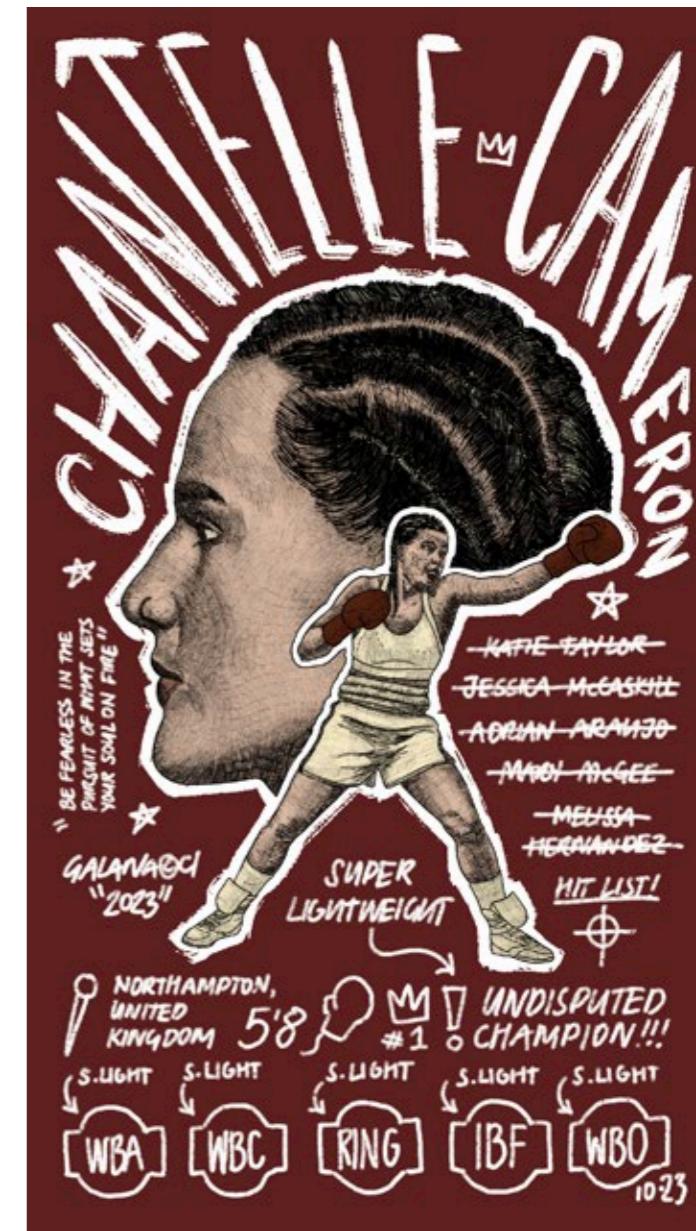
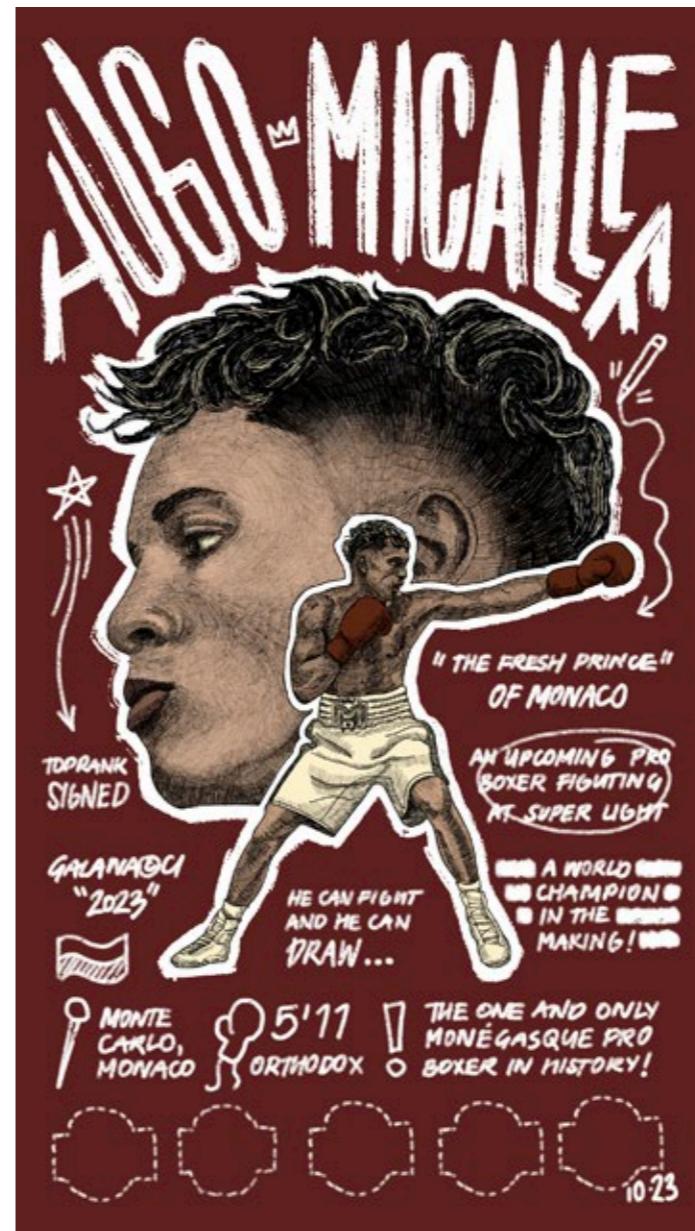
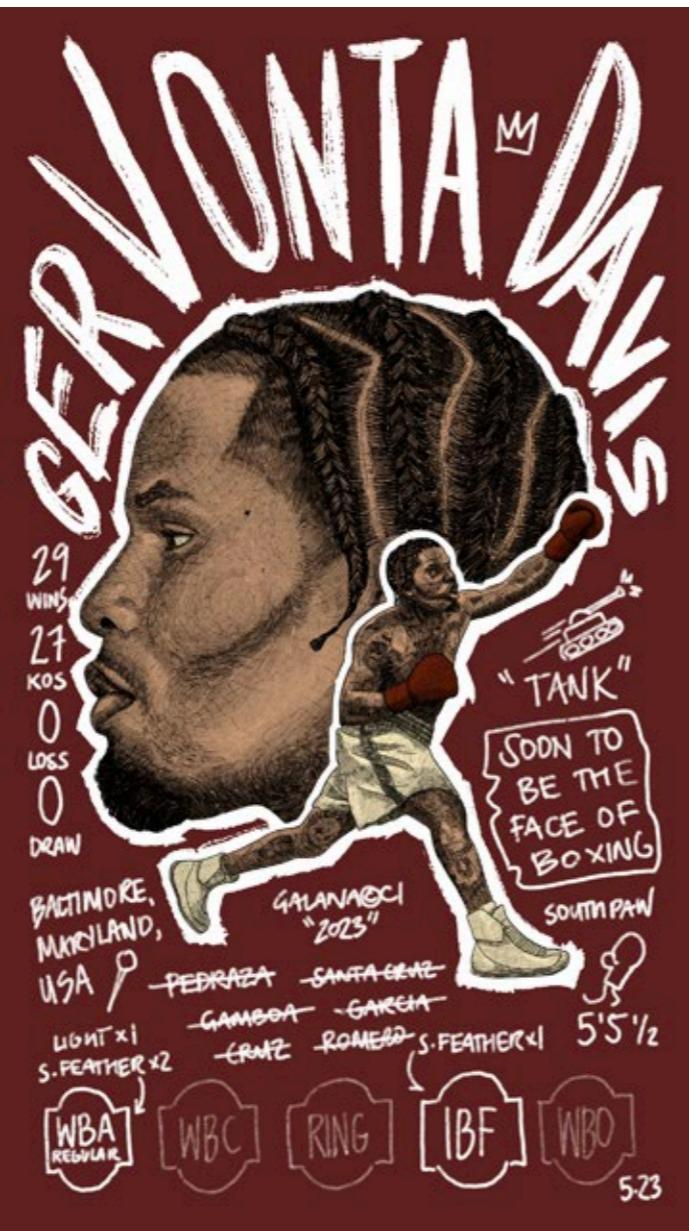
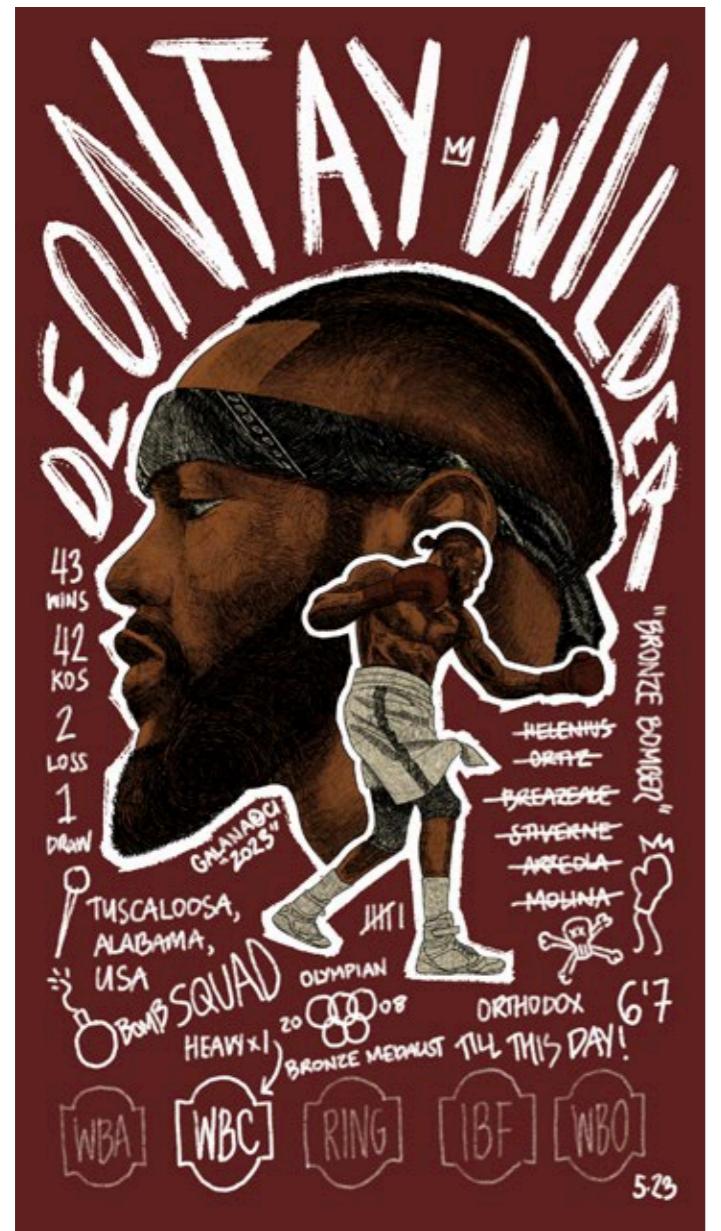
Campaign Shoot

Shot by Campbell Addy



04

FINE ART

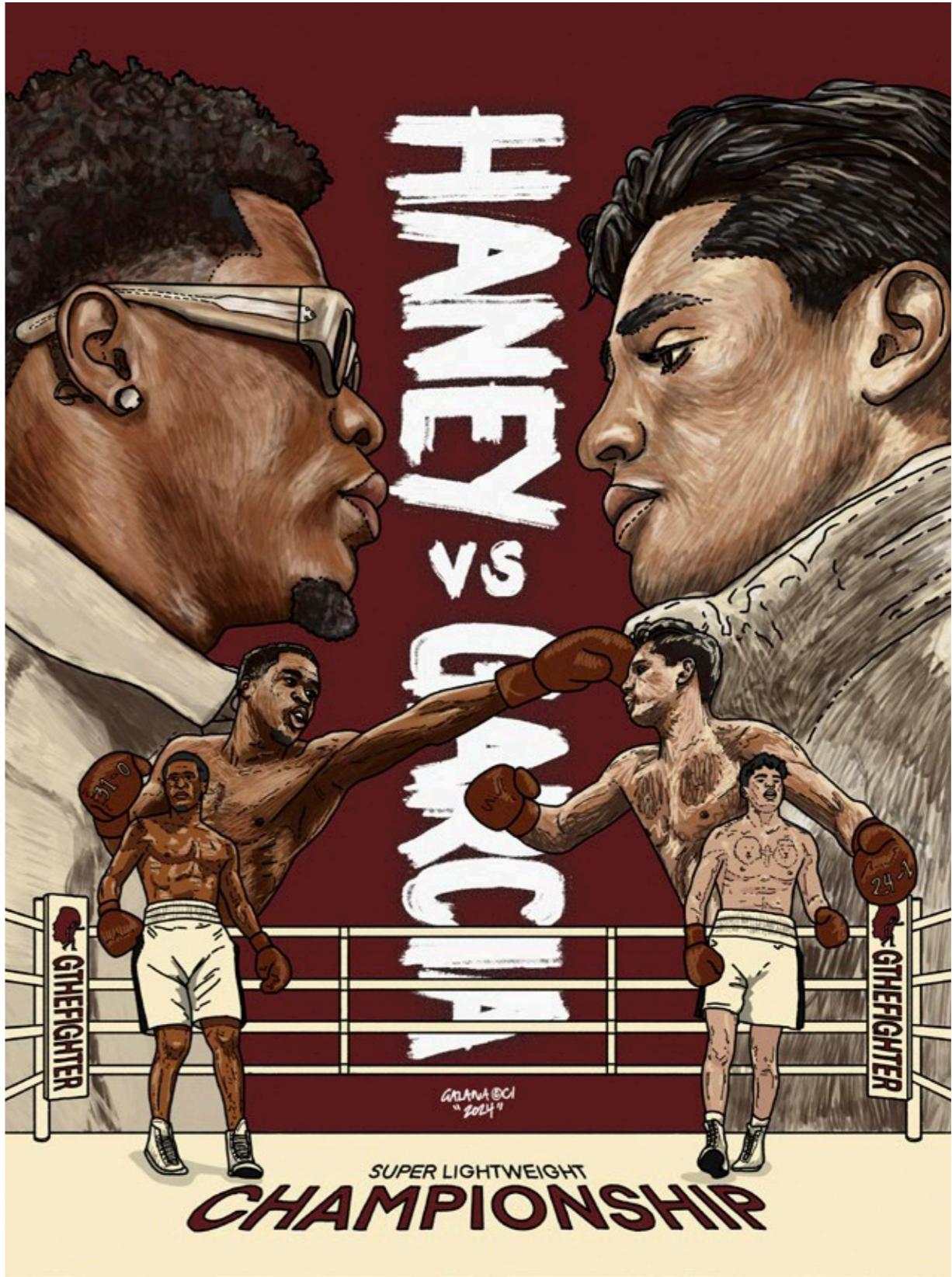


Executed branding and ongoing illustrations for GTHEFIGHTER an art collection exploring boxing's greats.

04: GTHEFIGHTER | FIGHT POSTER ARTWORKS



Digital Art
via ProCreate (iPad Pro)

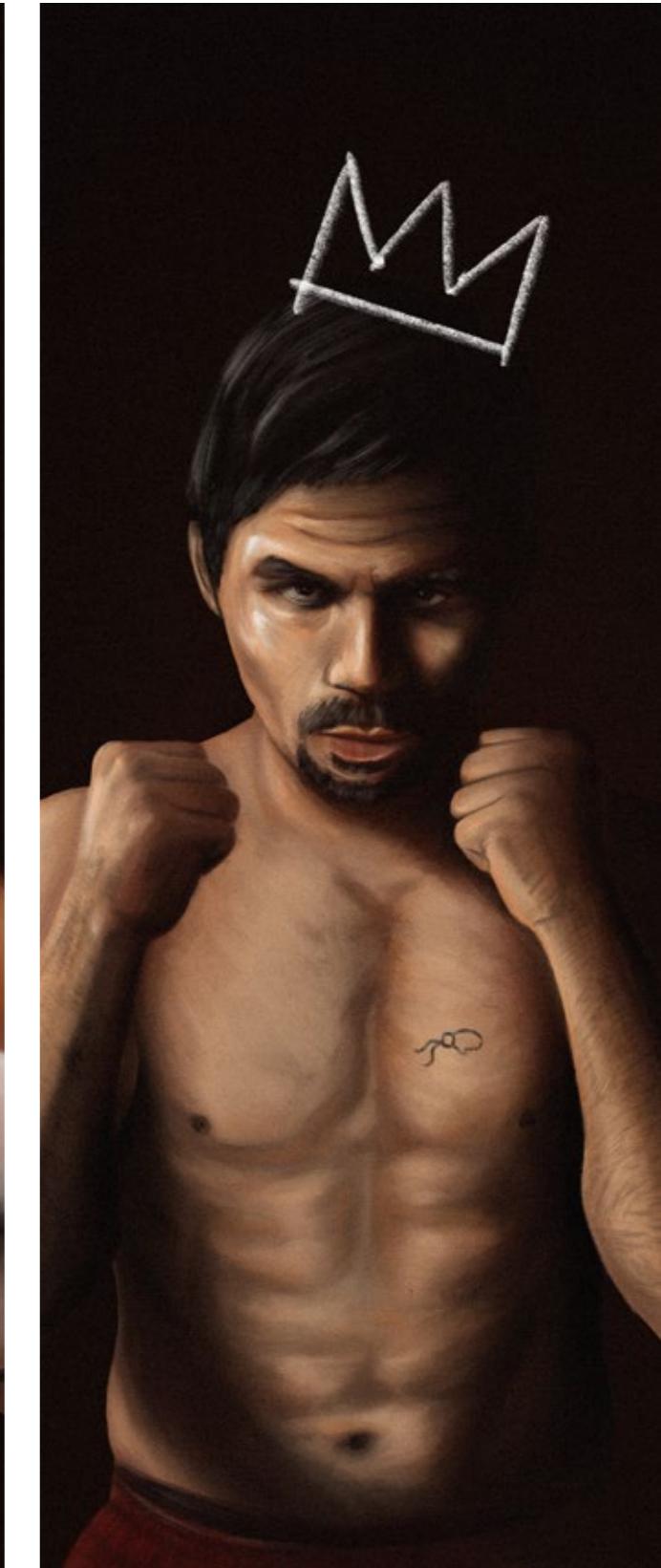


04: FINE ART | ARTWORKS



Digital Art

via ProCreate (iPad Pro)





Digital Art

via ProCreate (iPad Pro)

Graham Civic Auditorium in downtown as "The Baddest Man on Earth". Floyd Mayweather and Pacquiao first appeared in the same ring in 1984.

Tyson came to the attention of the world by knockout, 12 of them in the first four months, and 22 days old, Tyson had won his first heavyweight title. He was the youngest boxer to do so.

During this time, Tyson came to the attention of the world by knockout, 12 of them in the first four months, and 22 days old, Tyson had won his first heavyweight title. He was the youngest boxer to do so.

He was inducted into the International Boxing Hall of Fame in 1990.

On October 10, 2001, at the Bill Graham Civic Auditorium in San Francisco, California, Pacquiao defeated the WBC and IBF world champions, Mike Tyson and Evander Holyfield respectively, to become the first boxer to hold all three titles simultaneously. This was the last fight of his career.

Pacquiao's record stands at 50 wins, 10 losses, and 10 draws.

He has won 14 world titles.

05

GRAPHIC DESIGN

05: LOGO DESIGN | EXAMPLES



Logo Designs

via ProCreate (iPad Pro) & Illustrator



PIONEERS
OF
GREATNESS



POG



GREATNESS





TPWP

THE PORTERWAY PODCAST



Image
Courtesy of TPWP

05: LOGO DESIGN | RHOGER “KIDLAT” VILLANUEVA



Image
Courtesy of Rhoger Villanueva

05: MERCH DESIGN | RHOGER "KIDLAT" VILLANUEVA



Image
Courtesy of KIDLAT

GVERSE™ WORK EXAMPLES

42

ALL RIGHTS RESERVED.
© 2024 GALANACCI®

06

ARCHITECTURE



“The Hidden City” project reimagines Odhams Walk in Covent Garden by replacing skyscrapers with low-rise buildings to reduce crime and enhance livability, drawing on Oscar Newman’s “Defensible Space” for safer urban design strategies.

Renders
via Revit & Photoshop.



06: THE HIDDEN CITY | FURTHER RENDERS



Elevation Render

via Revit & Photoshop.



PLAY AREA

Play area will be provided outdoors for people living with their family in the area. There will be approximately 3 more small play areas for kids and young adults!



COMMUNITY GARDEN

Gardening and staying healthy are very popular in Peckham. Not just a good cause for the environment but this will also encourage the community to interact with one another.



GRAFFITI SPACES

Since Peckham is surrounded with Graffiti's I made an idea of having a graffiti area in parts of the building to let the artists visualize and enhance their skill!



CO-WORKING SPACES

One of the key elements that's needed in Peckham is a working space for the creatives, as we know Peckham is surrounded with talented people so providing them a space for collaborations etc. will be very beneficial since most of the users for my dwellings are students and business people.



SPORTS AREA

Sports areas are also provided around the building such as basketball courts, tennis court etc. this will give a friendly neighbourhood since everyone will have a chance to get to know each other on this setup.



ACTIVITIES FOR THE ELDERLY

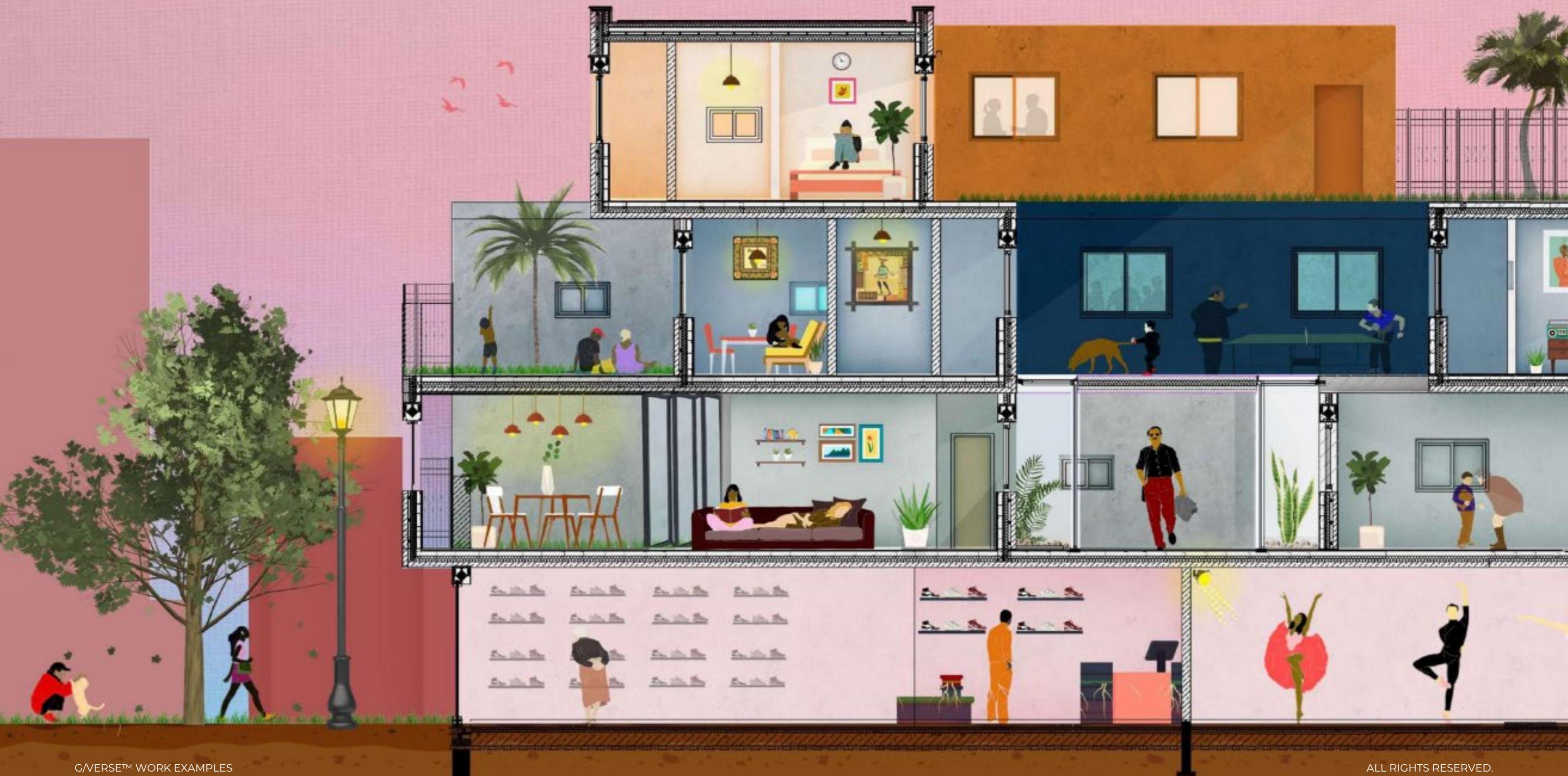
Activities for the elderly people are offered for outdoors since they also need fresh air an exercise. a fitness instructor will be coming in twice a week to keep them healthy and fit.

06: THE HIDDEN CITY | FURTHER RENDERS



Section Renders

via Revit & Photoshop.



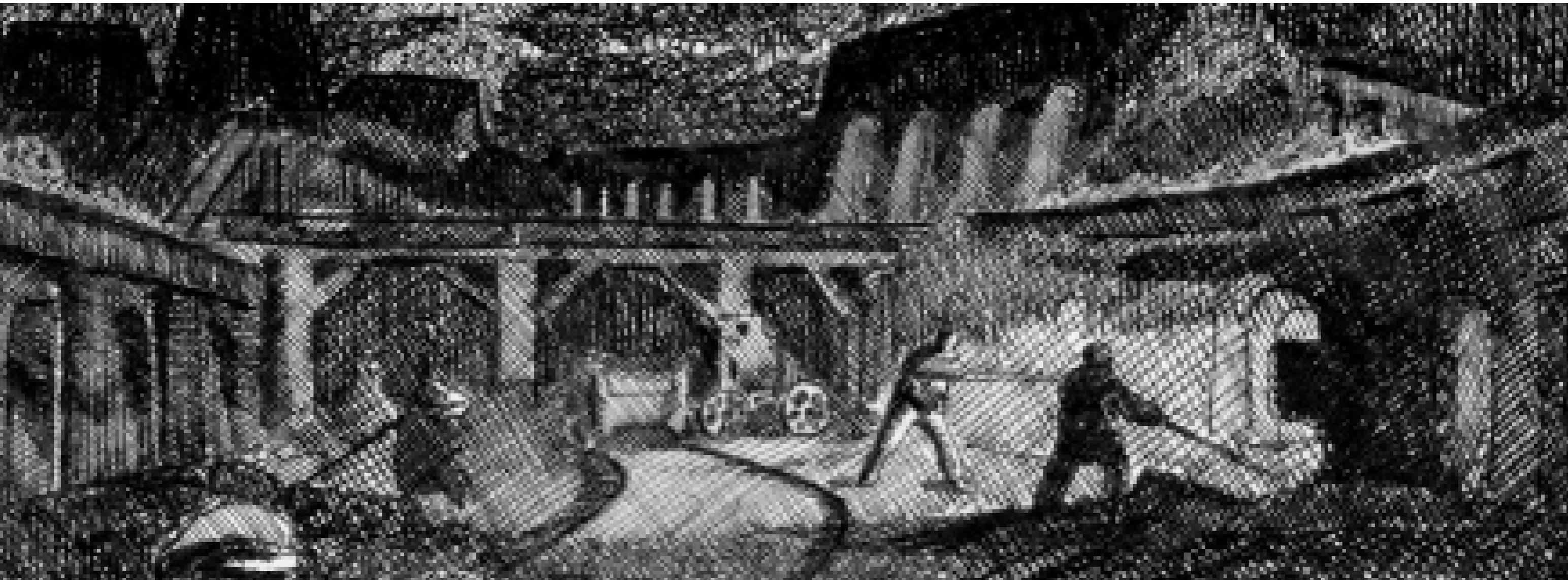
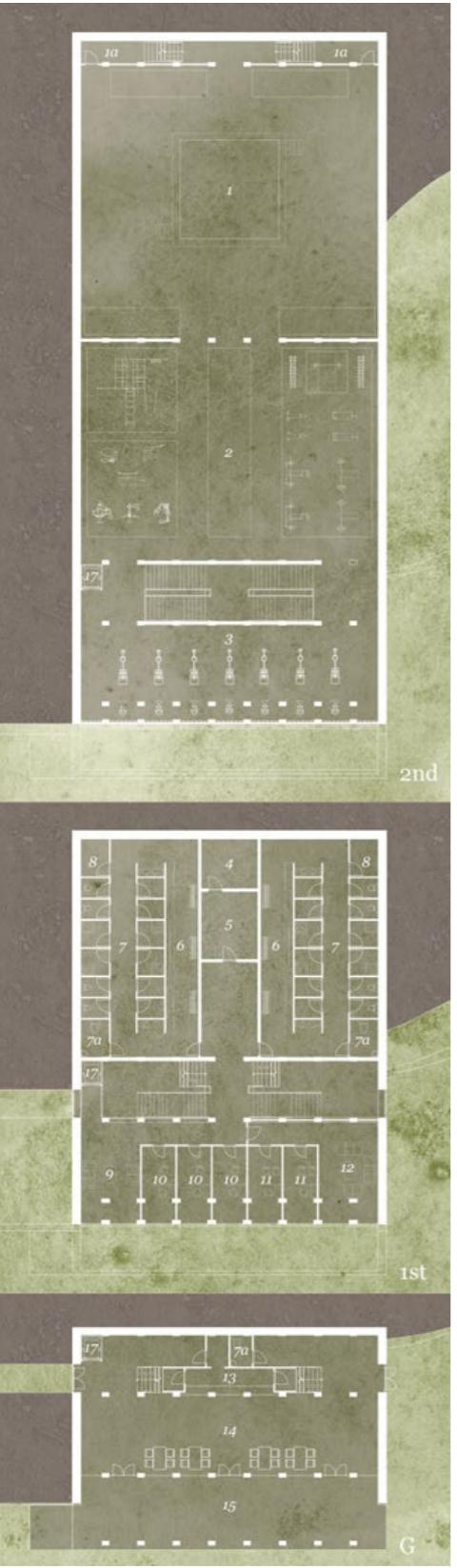


Illustration
via Ink and Paper

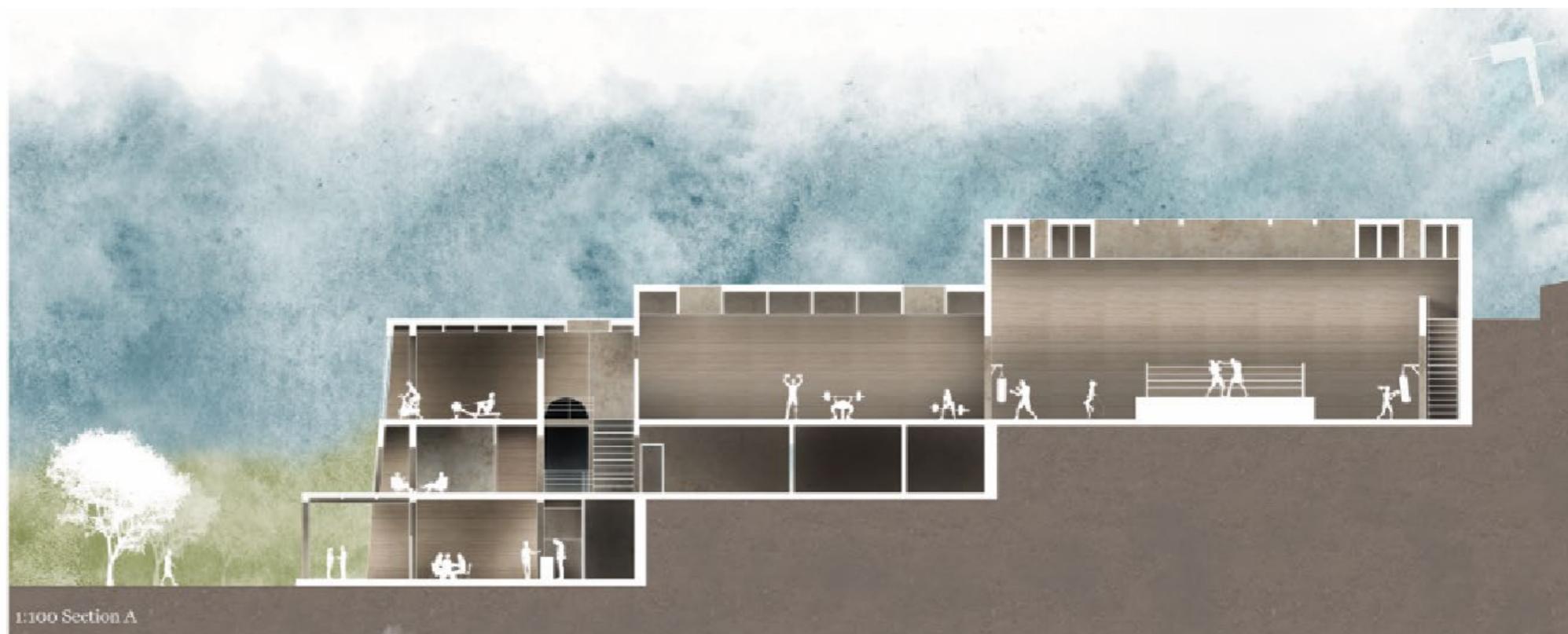
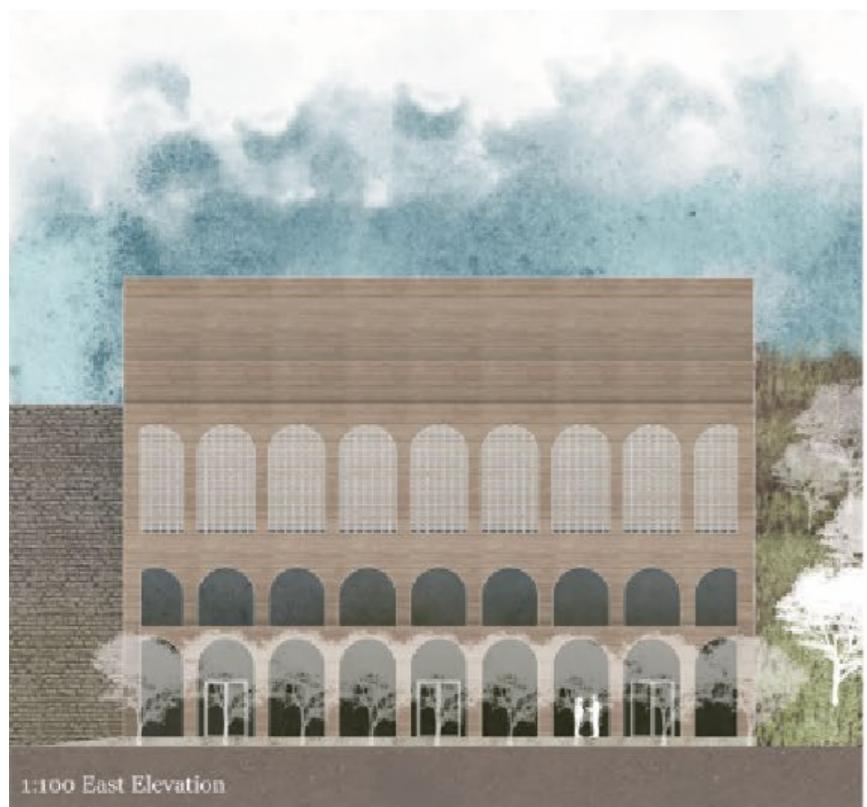
Using sport specifically boxing as therapy for mental health in Merthyr Tydfil, to leverage its historic boxing legacy. It advocates for prioritizing community well-being, learning from past industrial hardships, and utilizing the Cyfarthfa Ironworks location to create a successful social intervention.

06: THE CRAFT OF BOXING | MASTERPLAN



Masterplan and Close-up Renders
via Photoshop & Rhino3D

06: THE CRAFT OF BOXING | FRONT ELEVATION AND SECTION



Front and Section Graphics
via Photoshop & Rhino3D

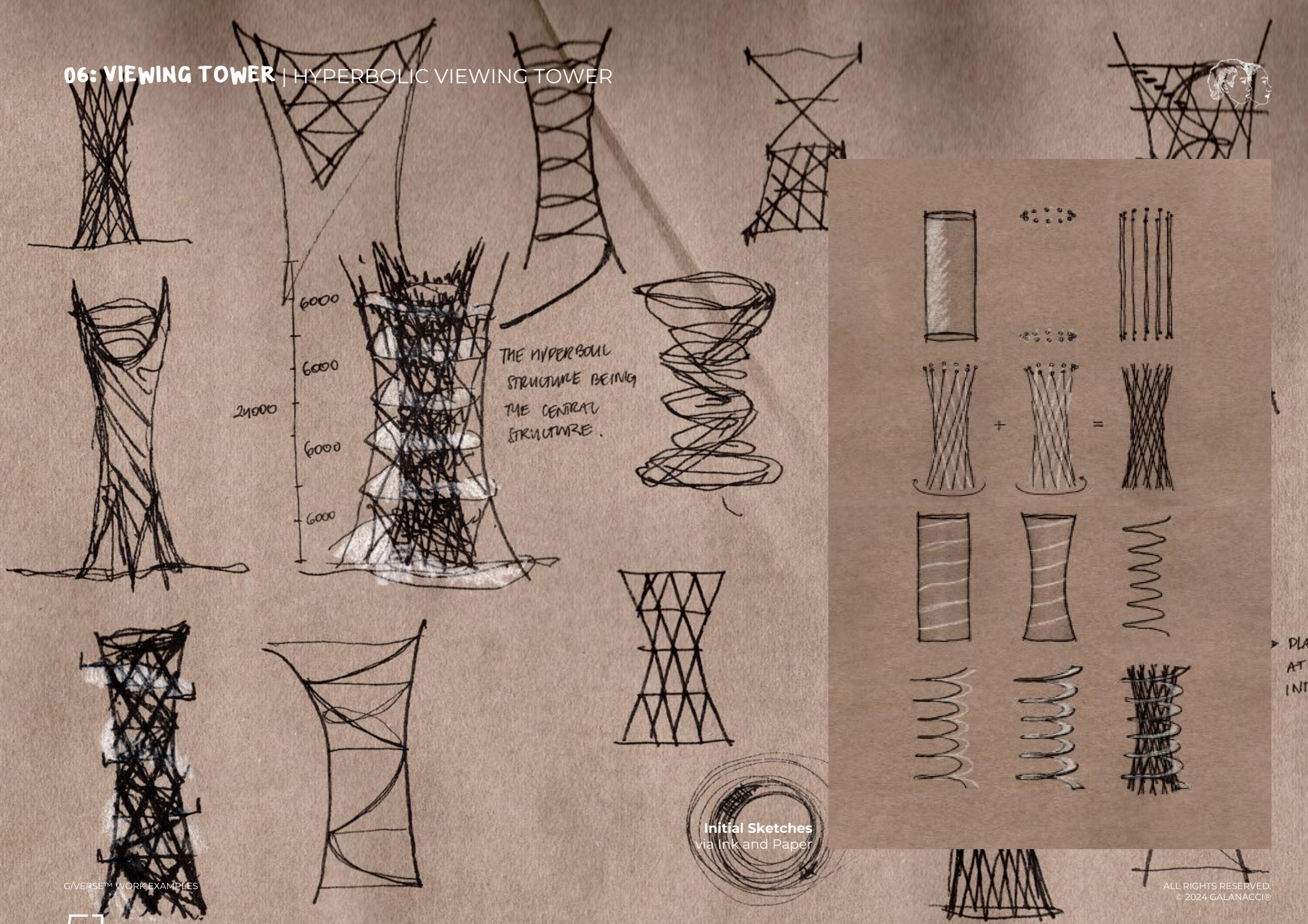
06: THE CRAFT OF BOXING | RENDERS



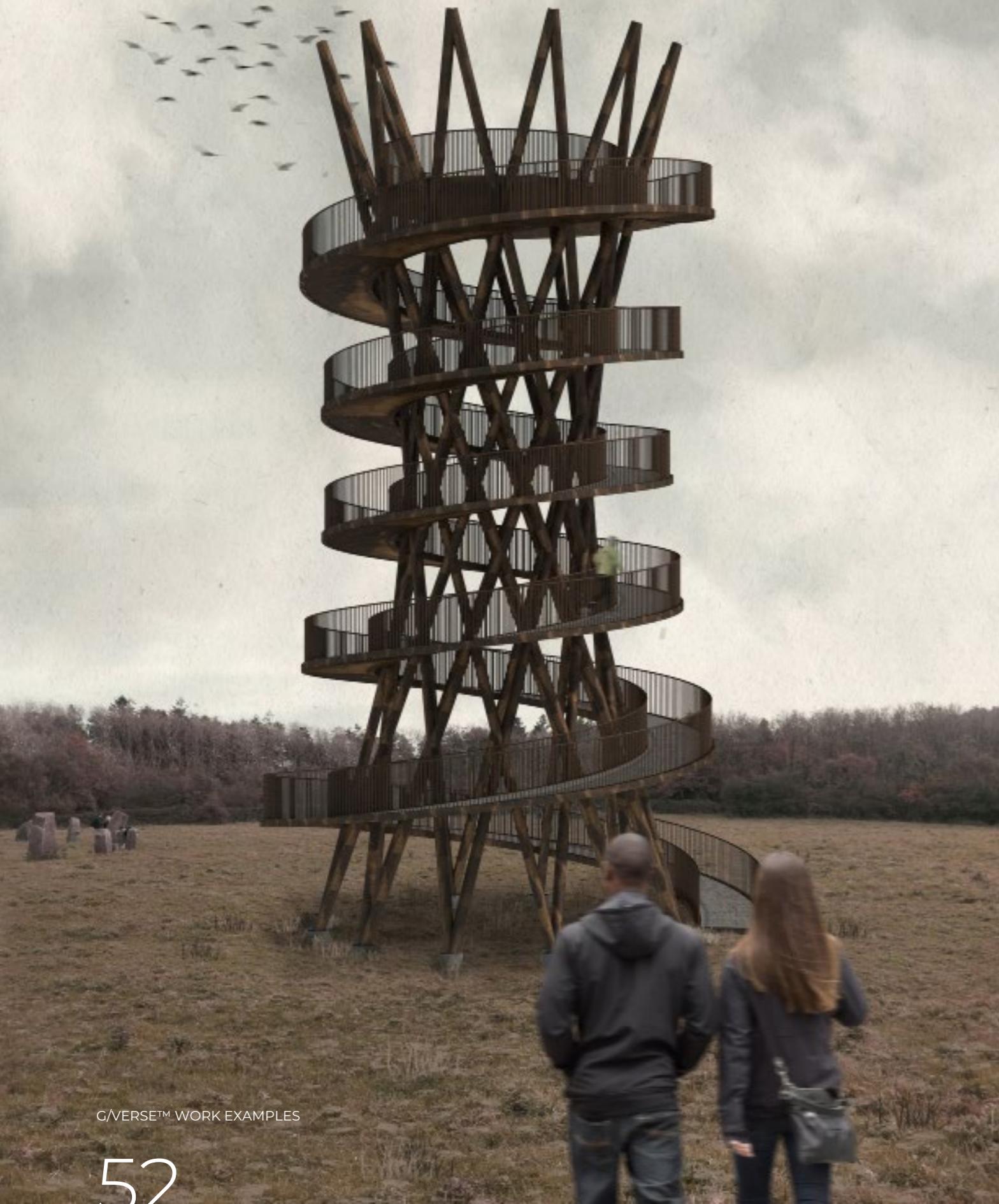
Renders
via Rhino3D, V-Ray &
Photoshop

ALL RIGHTS RESERVED.
© 2024 GALANACCI®

06: VIEWING TOWER | HYPERBOLIC VIEWING TOWER



06: VIEWING TOWER | RENDERS



Renders

via Rhino 3D, Grasshopper & Photoshop.

07: GET IN TOUCH | CONTACT US VIA EMAIL

ENQUIRIES@GALANACCI-VERSE.COM

TELL US ABOUT YOUR CREATIVE PROBLEM AND
WE'LL SEE HOW WE CAN HELP!