ABOUT ME

My name is Olivera Lazović. I'm from Serbia. I finished bachelor degree in Graphic Design in Belgrade.
Currently I am finishing my masters study at the Faculty of Applied Arts, in Creative photography.

INTERESTS

My interests are drawing, design, web design, video editing, photography, creative photo manipulation and anything related to creativity.

PROGRAMMES

Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Adobe Premiere, Adobe After Effects, Blender, Zbrush, Pixlar, Wordpress, Blender.

Game & character design

Character for Kleginman

(character from blender)

Kleginman game, produced for bachelor and masters project. Sequence of the main character design for the game. Made in Blender and textureplated in UVlay. The game is 2d and character animation is in transparent png form.

Game menu

(menu design)

White typography was chosen to contrast the dark background, and the font is a serifs one to emphasize the sinister atmosphere.

Characters for a 360 video Mastera project

(made in blender with rig)

Master project in creative photography that is composed of 5 videos and each of them represents a different emotion. The video incorporates 3d figures with a stitched 360 panoram for an interactive experience.

Corporate Design

Cover & spreds for a work magazine

(design)

Concept for Linkedin cover for M-ONE

(design)

Delivering firm based in Belgrade, delivering via van anything anywhere, with a click of a button

Linear pictograms for a logistic company

(design)

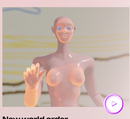
Cover concept for MILSPED

(design)

Personal Projects

A nice fall 101

(video sample of a fall)



New world order

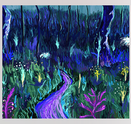
(short video)

Gladne

(short animation)

VII sense

(digital painting)



VII sense 2

(digital painting)

Dream diary

(hand made, hard cover)

Dream diary 2

(hand made, soft cover)

Thank you for your time

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