

MY PROJECTS

YOU ARE LEO

MILAN

VR Tour - Project Development Manager

I coordinated the development of the contents and the executive production of a highly innovative project - You Are Leo: the first tour through the streets of Milan between real and virtual, a walk accompanied by an art historian who is enriched in five points with the virtual experience. Because the visitor will have the opportunity to wear oculus visors and see Leonardo's Milan, reconstructed in a 3D environment.

<https://www.wayexperience.it/youareleo>

CLIENT: WAY EXPERIENCE

I follow the conception, production and development of the projects of the Company that deals with carrying out cultural events and tours, projects and exhibitions with the use of augmented and virtual reality.



MY PROJECTS

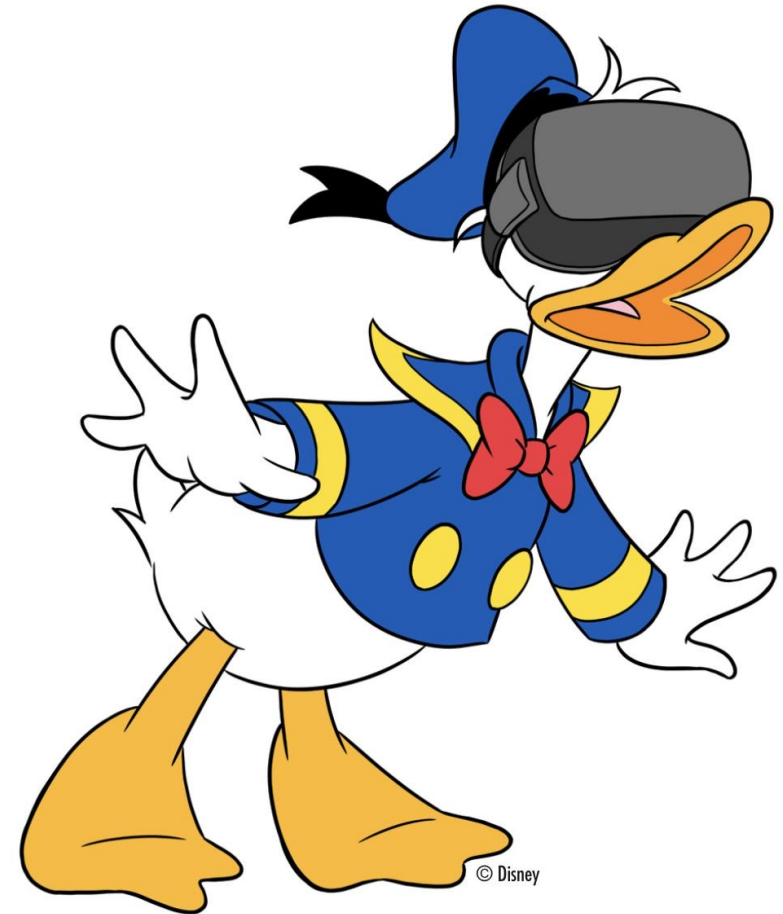
DONALD DUCK EXPERIENCE

Donald Duck Experience - Project management

Project management of the Donald Duck Experience, innovative escape room that, thanks to the technology of virtual reality and Oculus Quest viewers, will allow visitors to take on the role of Donald Duck, to explore his home and the underground shelter of Paperinik. The playful-interactive experience was made Oculus Quest, will have 8 minutes to solve the riddles present in the game and discover all the environments of Donald's house in an immersive and exciting virtual journey.

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MY PROJECTS

BONELLI STORY. 80 YEARS OF COMICS

MILAN

The exhibition is proposed as the richest and most relevant exhibition initiative ever dedicated to the publishing house: a special opportunity to meet some of the most famous characters and most loved sagas: Tex (which in 2018 won over visitors with the Tex. 70 years of a myth), Dylan Dog, pop icon on newsstands for 35 years, Martin Mystère, Mister No, Julia, Dampyr, Nathan Never, Zagor, but also the heroes who animated the newsstands of the forties and fifties, without forgetting the more recent successes such as Dragonero and the new productions of the Bonelli Cinematic Universe, such as the one dedicated to Dampyr, an international event by Bonelli Entertainment, in co-production with Brandon Box and Eagle Pictures.

CLIENT: COMICON

Consultant for the planning, creation and management of exhibitions, events and similar events (related to the world of comics, drawing and related sectors).



MY PROJECTS

MANGA HEROES SHOW FROM OSAMU TEZUKA TO POKEMON

MILAN

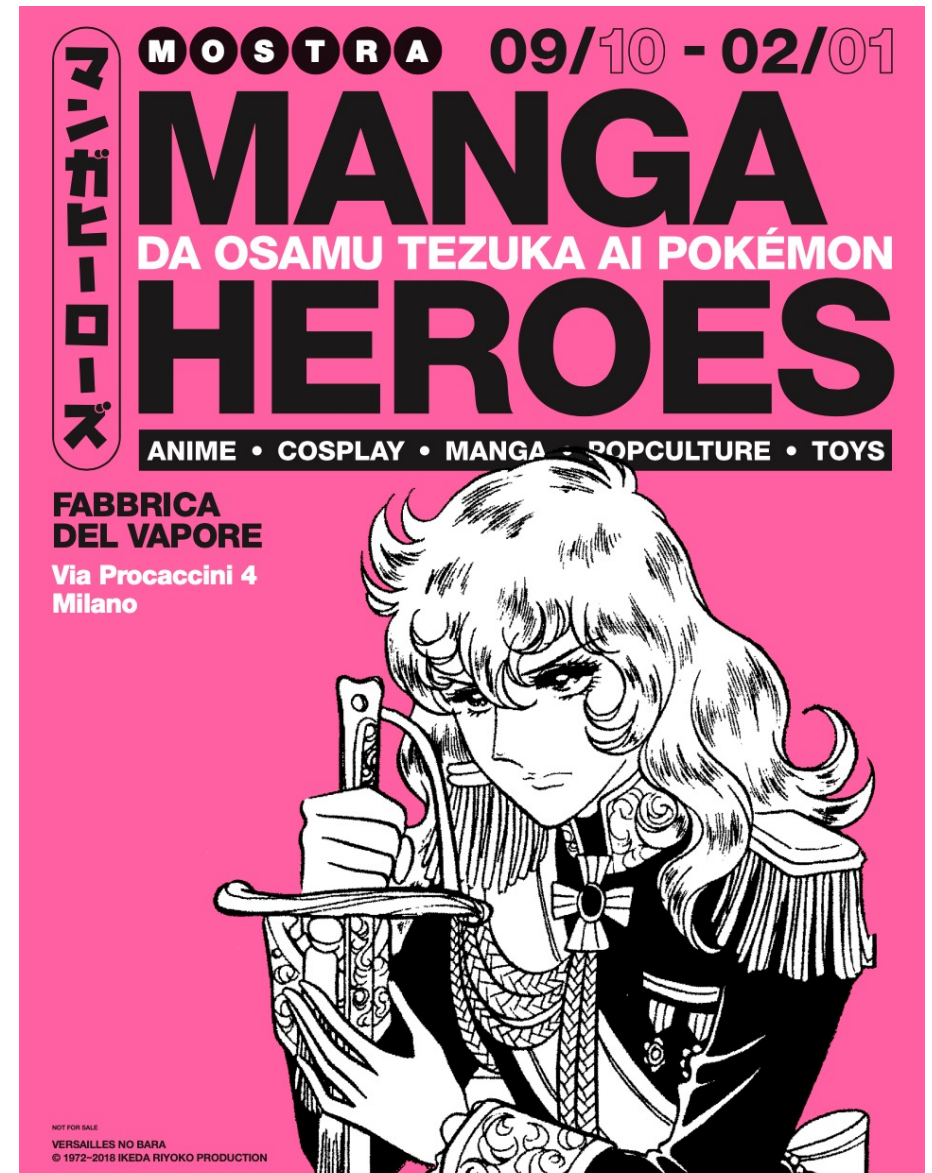
Production Manager

Project management and production of the above exhibitions. Milan Steam Factory, Ex Cisterne Area. I coordinated all aspects of the project, also taking care of the research and management of the relationship with the Municipality of Milan, owners of the spaces.

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CLIENT: COMICON

Consultant for the planning, creation and management of exhibitions, events and similar events (related to the world of comics, drawing and related sectors).



MY PROJECTS

MILO MANARA EXHIBITION. A JOURNEY TO DESIRE

GENOA

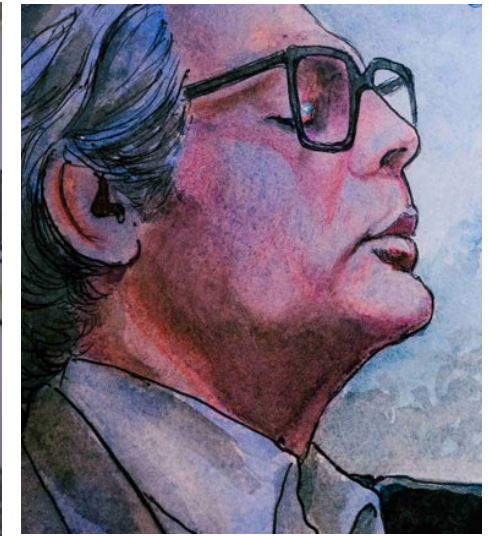
Production Manager

Project management and production of the Milo Manara exhibition. A journey into desire. Genoa Porta Siberia. I coordinated all aspects of the project, in collaboration with the Comicon team, also taking care of the research and management of the relationship with the company that owns the headquarters: Porto Antico S.p.A.

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CLIENT: COMICON

Consultant for the planning, creation and management of exhibitions, events and similar events (related to the world of comics, drawing and related sectors).



MY PROJECTS

GERONIMO STILTON HOME ADVENTURE

Project Manager

Design, development and production of the Geronimo Stilton Home Adventure, a new live digital experience. A fun and educational digital live entertainment adventure conceived and created during the lockdown. A new educational experience that you live from home, with your PC, accompanied by a scientific guide and invited by Geronimo to play Arcade Games, Augmented Reality Games and quizzes to proceed in the adventure. I also followed the development of the dedicated App, necessary to carry out some parts of the experience.

<https://www.wayexperience.it/geronimo-stilton-home-adventure>

CLIENT: ATLANTYCA ENTERTAINMENT SPA



MY PROJECTS

GERONIMO STILTON LIVE EXPERIENCE.

TIME JOURNEY

STEAM FACTORY, MILAN

Creative and production direction

Creative and production director of the live experience, an immersive, entertaining, fun and educational adventure where participants will be involved in an exciting journey through history with the special mission of saving Geronimo Stilton. A one-of-a-kind exhibition, a live exhibition that will also see the involvement of special guides, actors - defined - Time Rangers, who will accompany visitors along the exhibition path through exciting interactive games.

<https://www.geronimostiltonexperience.it/video-promo>

CLIENT: ATLANTYCA ENTERTAINMENT SPA



MY PROJECTS

GERONIMO STILTON BRESCIA MUSEI ADVENTURES.

BRESCIA MUSEUMS FOUNDATION

App Game Project Manager

I coordinated all phases of the design of the museum app-game dedicated to children aged 6 and over, entitled Geronimo Stilton. Brescia Musei Adventures, promoted by the Brescia Musei Foundation in collaboration with Atlantyca Entertainment and with the support of the Cariplo Foundation.

The project involved four locations: the Museum of Santa Giulia, the Tosio Martinengo Art Gallery, Brixia. Brescia Romana Archaeological Park and the "Luigi Marzoli" Museum, per which have been conceived and declined three unique and original paths, drawn up in collaboration between the Educational Services of the Foundation and Atlantyca Entertainment. Municipality of Brescia Cultura

CLIENT: FONDAZIONE BRESCIA MUSEI



MY PROJECTS

TEX WILLER EXHIBITION

70 YEARS OF A MYTH

Traveling exhibition:
MILAN MUSEO DELLA PERMANENTE
ROMA, MACRO
SIENA, MUSEO DI SANTA MARIA DELLA SCALA

Creative and Production Director

Creative and production director of the exhibition, I coordinated and followed all aspects of production, in collaboration with the staff of Sergio Bonelli Editore and the curator Gianni Bono.

CLIENT: SERGIO BONELLI EDITORE

Consultant for the planning, creation and management of exhibitions, events and similar events (related to the world of comics, drawing and related sectors).

