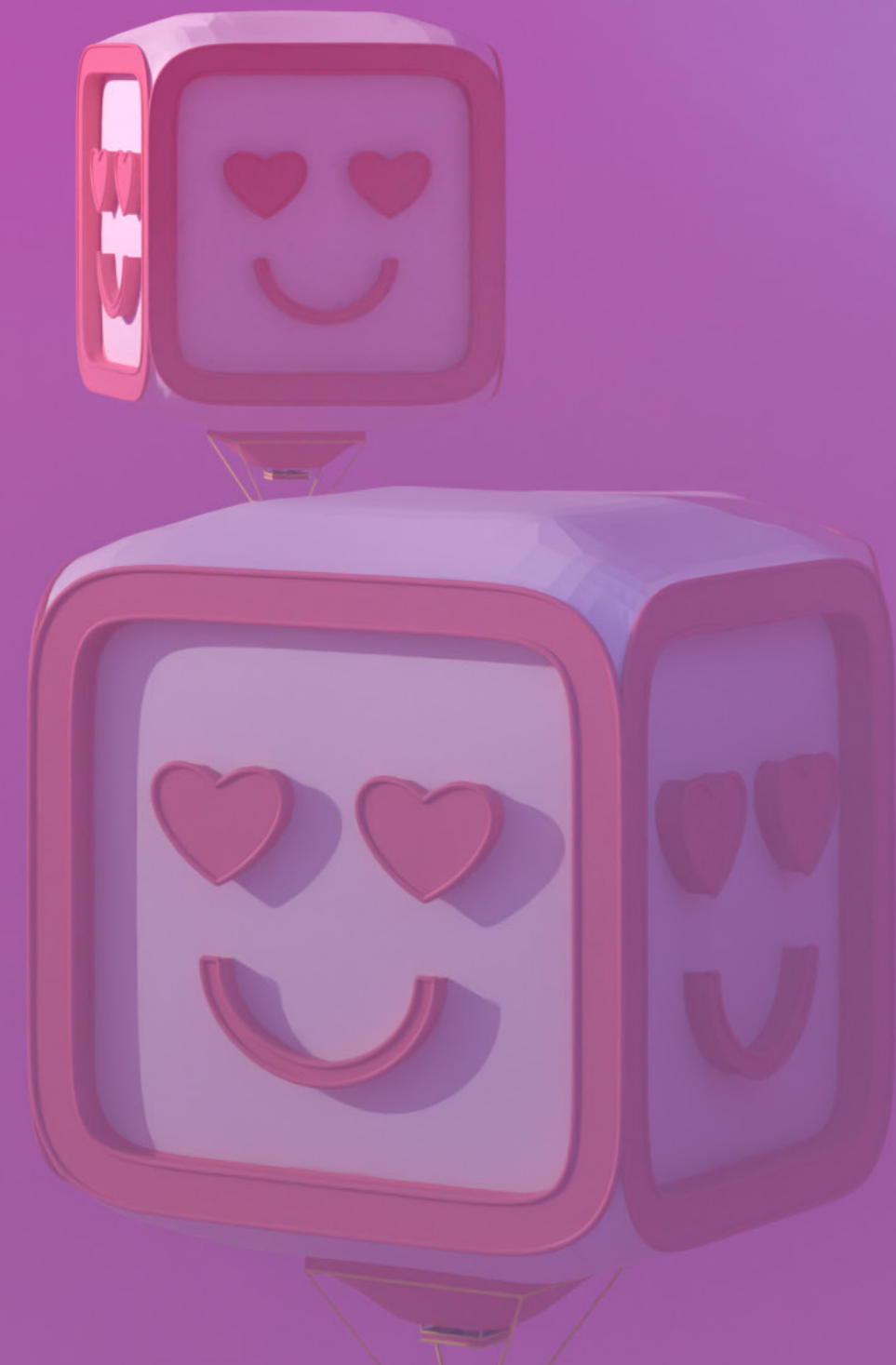
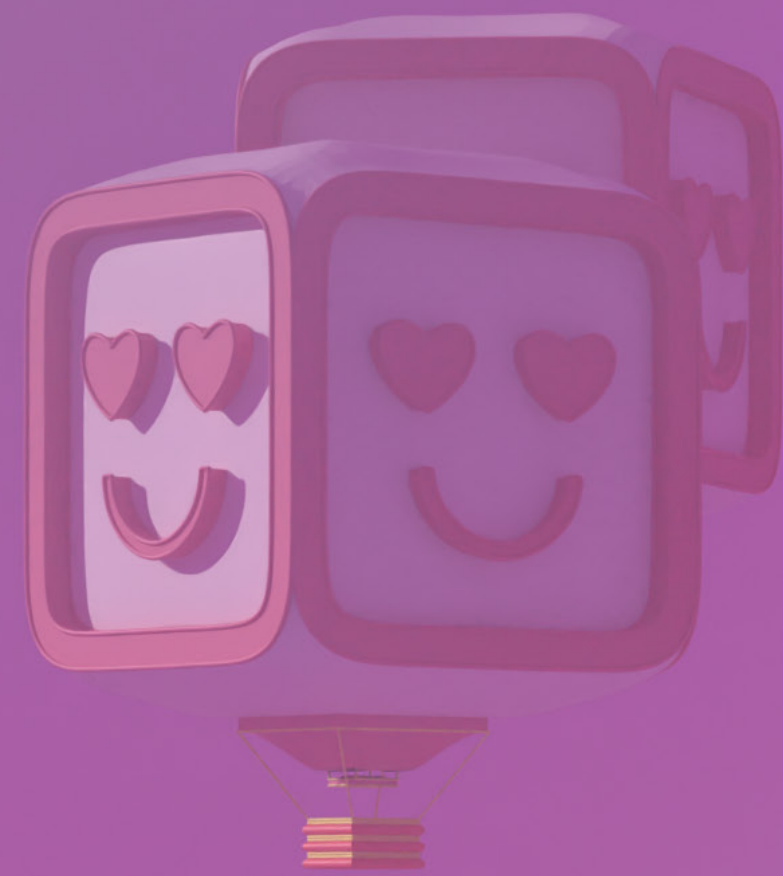


ROSA SIABI

WORLD BUILDER



I AM A DIGITAL ARTIST SPECIALISING IN CINEMATIC AND VIDEO GAME ARCHITECTURE, SHAPING IMMERSIVE WORLDS THROUGH MY EXPERTISE IN 3D MODELLING, AR, ANIMATION, AND SET DESIGN.



O.G.E.R. Themepark

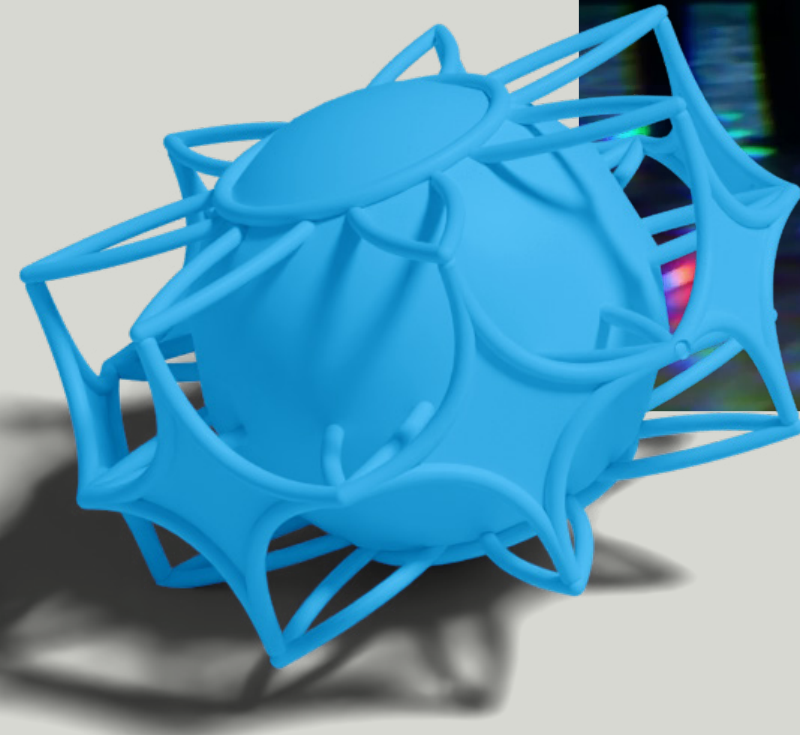
ROSA SIABI

A group of people are dancing in a tent at a party. The scene is filled with colorful confetti and streamers. A large cutout of a unicorn is visible in the background. The overall atmosphere is festive and celebratory.

DIGITAL PRODUCTION

Cold Heart Music Video

CLIENT: DUA LIPA AND ELTON JOHN
ROLE: 3D BUILD ARTIST AT BLINKINK



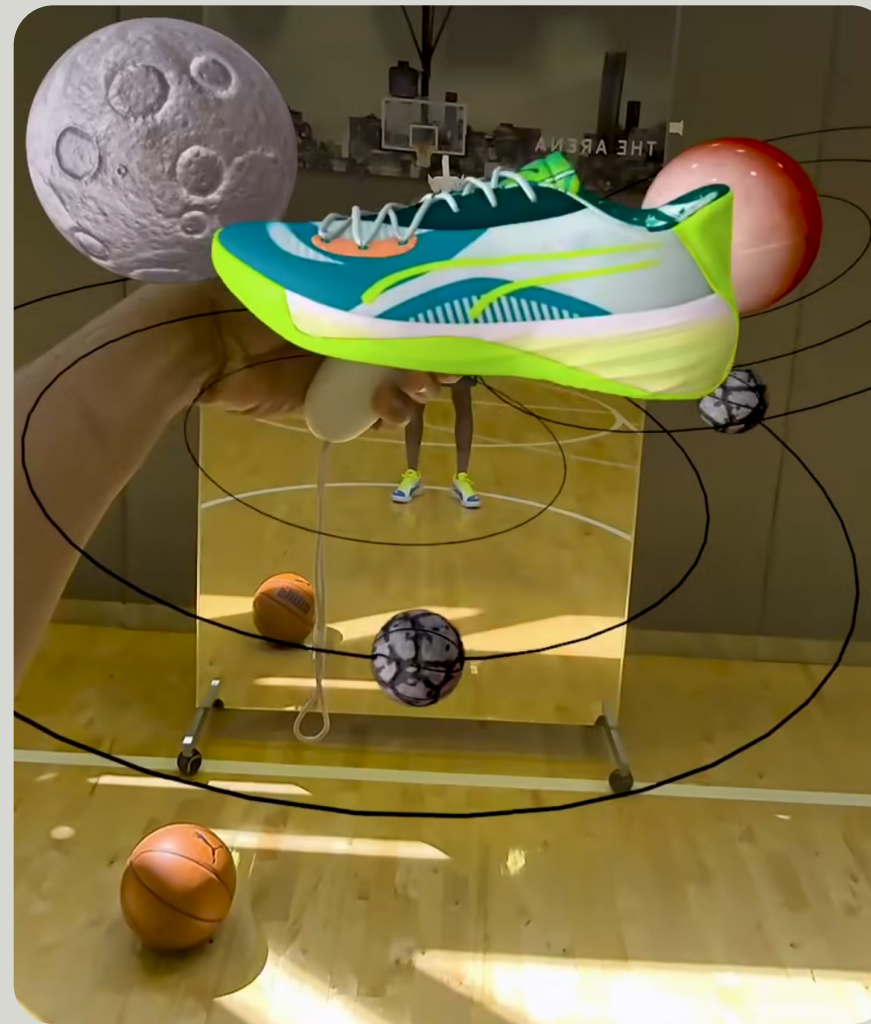
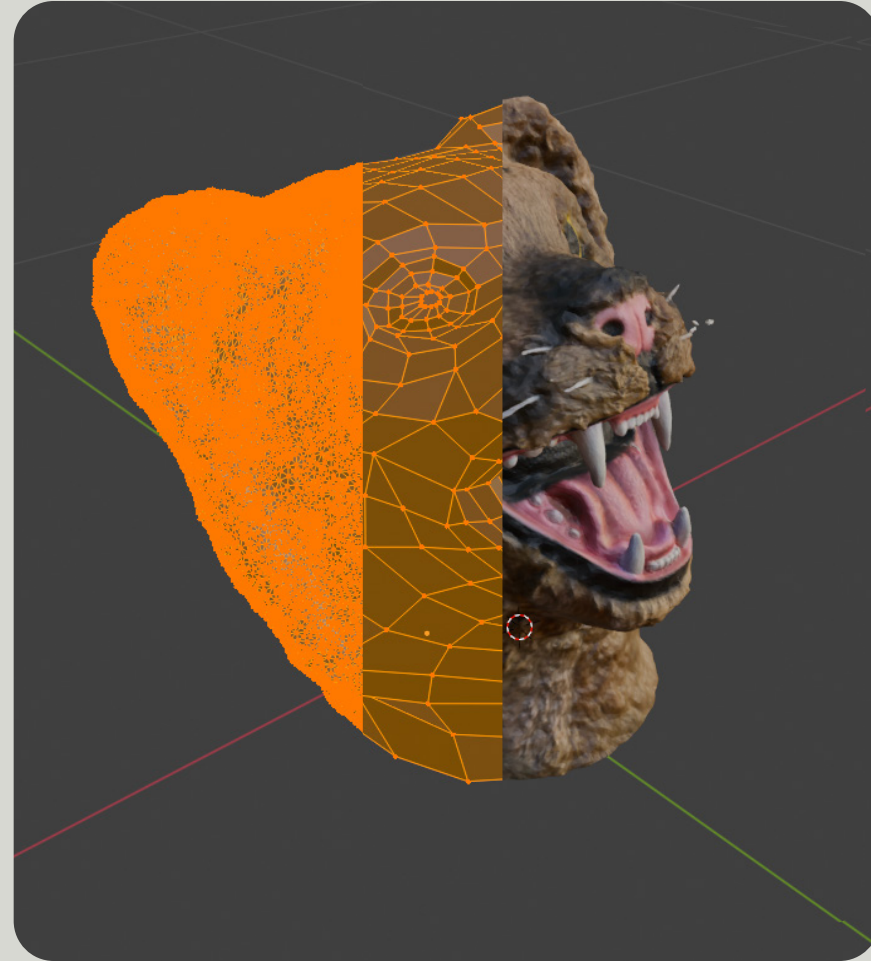
I SPEARHEADED THE DESIGN AND CREATION OF ATMOSPHERIC PROPS THAT SHAPED THE DISCO DANCE FLOORS IN COLD HEART, DRAWING INSPIRATION FROM HILMA AF KLINT'S PAINTINGS TO ACHIEVE A DISTINCTIVE AESTHETIC.

ROSA SIABI

Puma x Meta All-Pro Nitro

CLIENT: FTR WORLDS

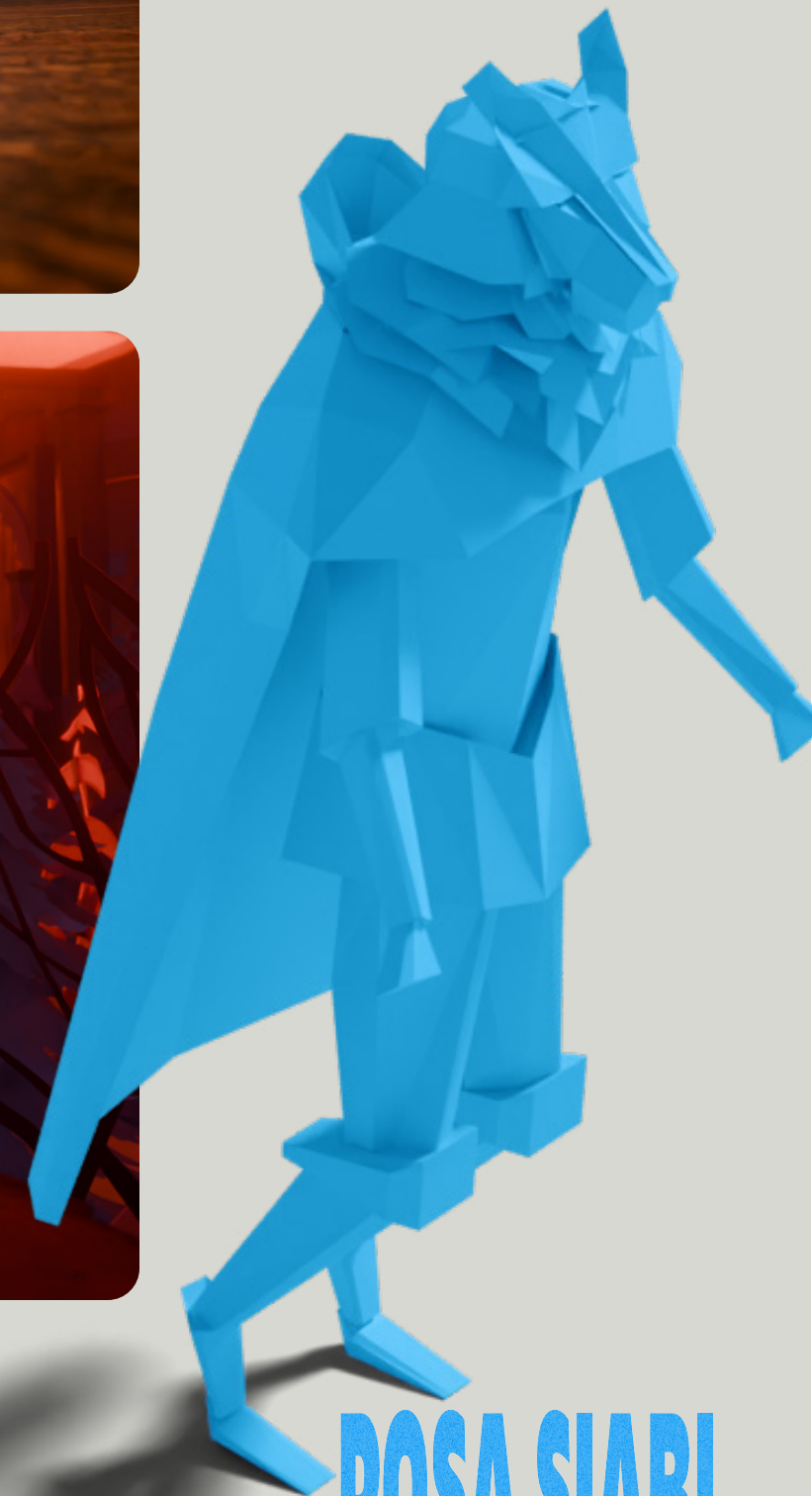
ROLE: 3D ANIMATION + OPTIMISATION FOR WEB



Dragon Masters Intro Sequence

CLIENT: BLINKINK

ROLE: 3D GENERALIST



ROSA SIABI



DRAGON MASTERS 2026

Don't Hug Me I'm Scared

CLIENT: CHANNEL 4

ROLE: CGI PRODUCTION ASSISTANT AT BLINK INDUSTRIES



Return of Volvy

CLIENT: DEVOLVER DIRECT

ROLE: 3D BUILD ARTIST AND AI PROMPT WRITER AT BLINK INDUSTRIES



Digital Art Residency

CLIENT: SPECIALE

ROLE: SOCIAL MEDIA CONTENT CREATION



SUPERCLOSE DEMOS

CLIENT: SUPERCLOSE

ROLE: CHIEF PRODUCT OFFICER



SET + STAGE



Die Frau Ohne Schatten

CLIENT: MICHAEL LEVINE

ROLE: CUSTOM 3D PRINTED FIGURES FOR THEATRE SCALE MODELS



**THE FOLLOWING PROJECTS WERE COMPLETED AT ES
DEVLIN STUDIO, AND INVOLVED SUPPORTING THE TEAM AT
VARIOUS STAGES BETWEEN IDEATION AND EXECUTION. MY
RESPONSIBILITIES INCLUDED 3D MODELLING, PROP SOURCING,
PHOTOSHOP, RENDERING, AND MODEL MAKING.**



THE WEEKND: AFTER HOURS TIL' DAWN TOUR

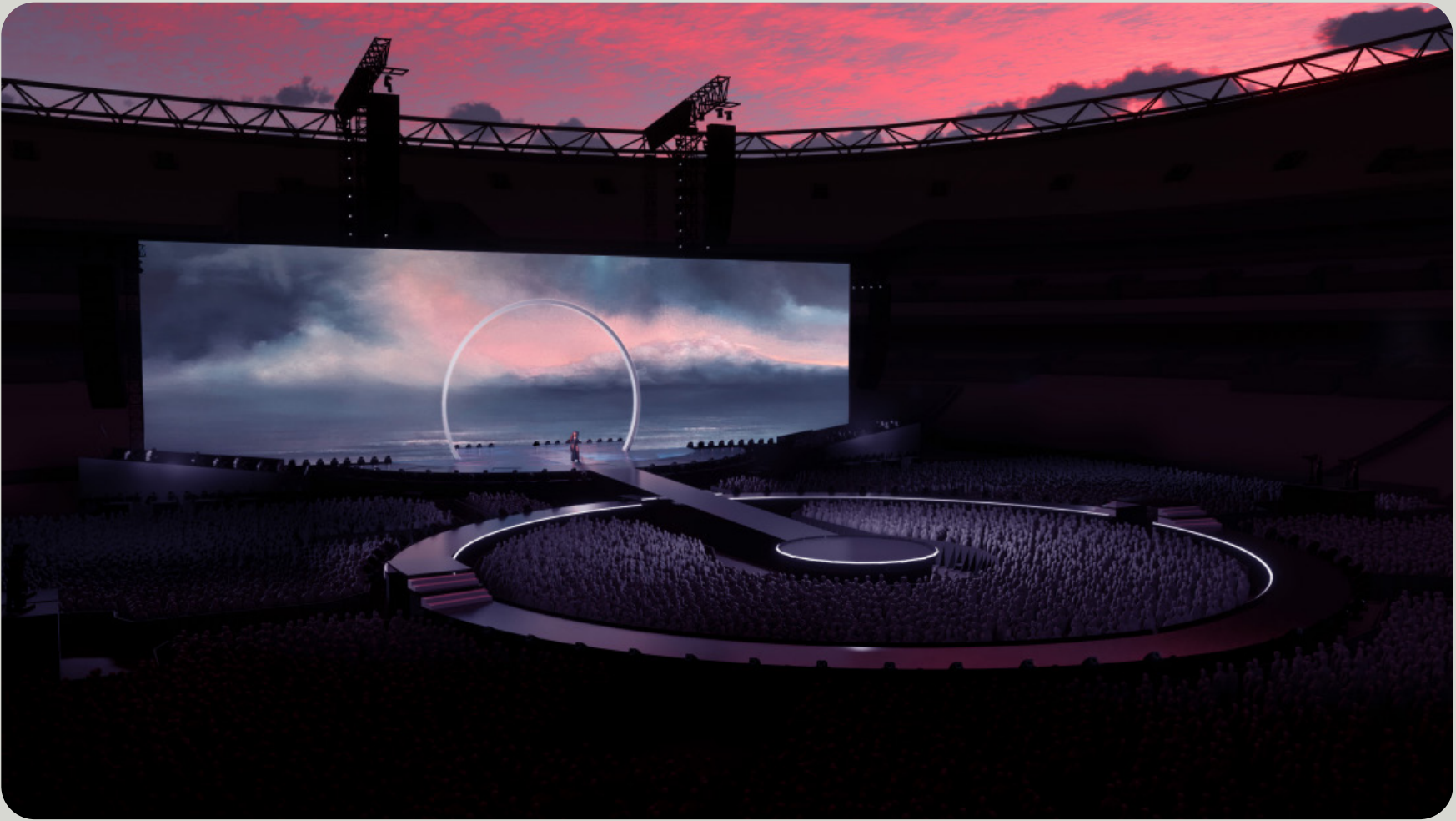
After Hours 'Til Dawn Tour

CLIENT: THE WEEKND



Renaissance World Tour

CLIENT: BEYONCE



Most Wanted Tour

CLIENT: BAD BUNNY



The Motive & The Cue

CLIENT: THE NATIONAL THEATRE



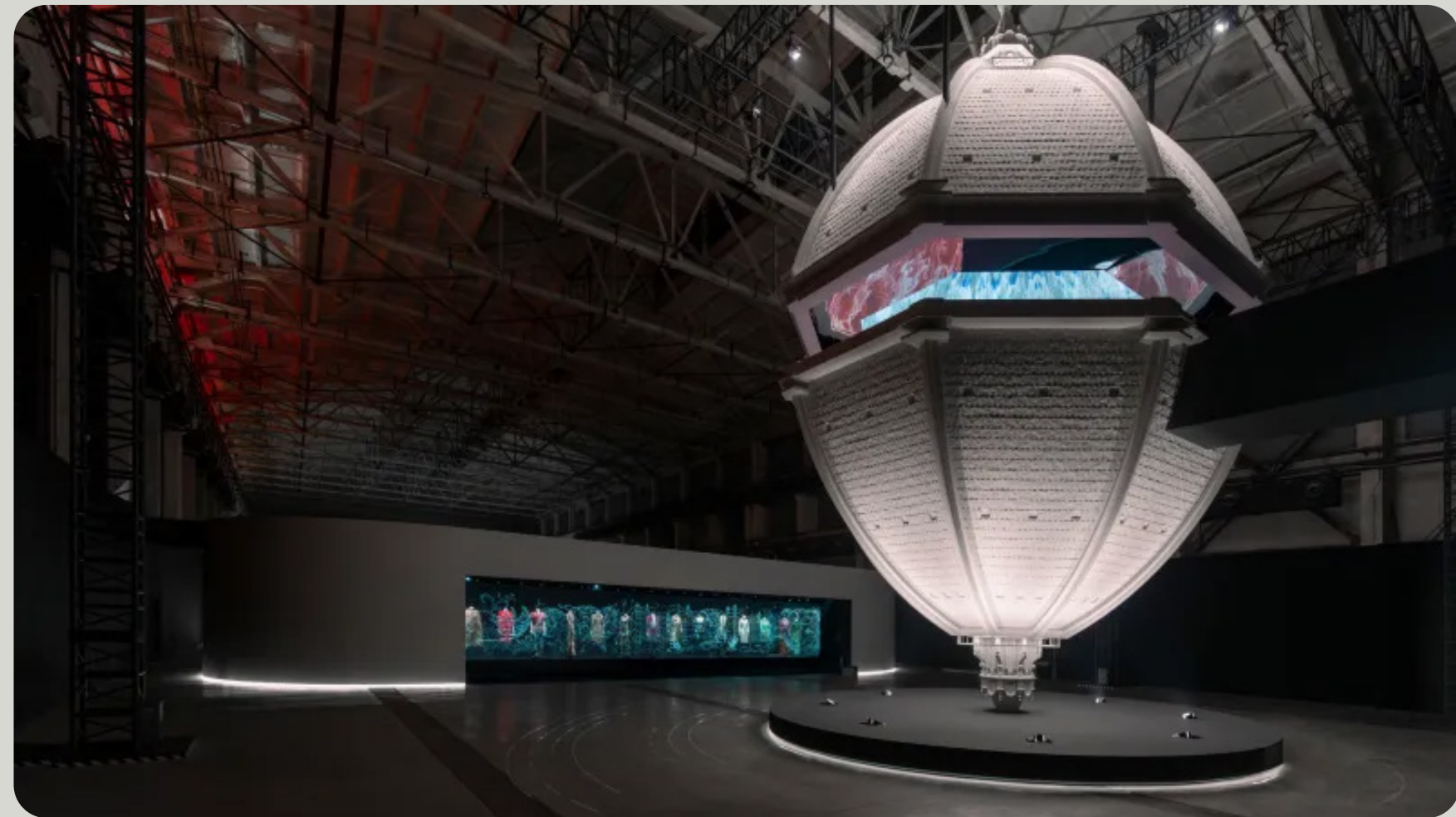
Gucci Cosmos Shanghai

CLIENT: GUCCI



Gucci Cosmos at 180

CLIENT: GUCCI AND 180 STUDIOS



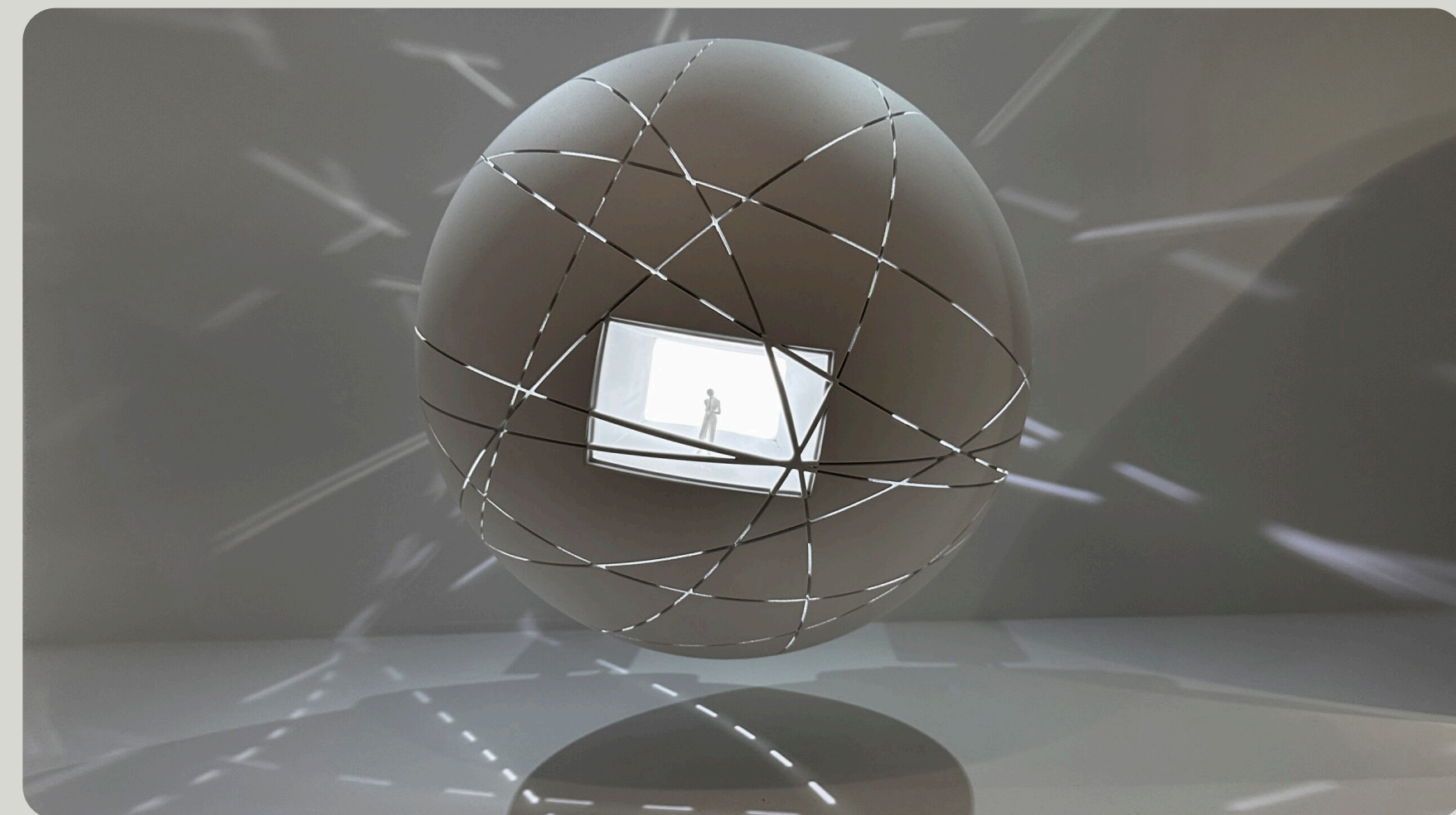
UAE 52nd Union Day

Client: UAE



An Atlas of Es Devlin

CLIENT: ES DEVLIN AND COOPER HEWITT





PERSONAL WORK

Alien Invasion

CINEMATIC AND VIDEO GAME ARCHITECTURE

MARCH, 2024

DESIGN PROJECT, DISTINCTION

Highly documented alien species

Aliens, beings from beyond Earth, have captivated our imaginations in all forms of media, ranging from science fiction to religious texts and highest hopes they may reflect on our place in the universe.

BIOLOGICAL ISOLATION GARMENT

All of the commonly documented alien species are humanoid. The anthropomorphic nature of these species allows creators to tap into the audience's desire for a common, more accessible and relatable design. This lack of diversity among aliens underscores their difference from humans, who are highly diverse (pun intended) and mystery, making them seem more inscrutable.

Alien Tropes

Perhaps the most common trope in the "War of the Worlds," where they see humans as inferior or as machines, like the Xenomorphs in the "Alien" franchise.

The lack of diversity among aliens underscores their difference from humans, who are highly diverse (pun intended) and mystery, making them seem more inscrutable.

reflect our aerodynamic influenced by our own mechanical and...

ORIGIN STORY

The same way that science fiction introduced us to aliens, it also later introduced us to artificial intelligence. In the 1950s, computer scientists pursued the challenge of replicating human brain functions through recent models, to many exploratory research, it's discovered that the similarities between alien and artificial intelligence extend well beyond their human-inspired origins.

NUCLEAR POWER PLANT

TOUCH DOWN

LONDON

ORIGIN STORY

The scientists evolved the aliens to be an appropriate size for the planet and convert it to methane and convert it to...

The aliens are then released. I will initially avoid the use of a "god" as a common trope. However, by using a "god" as a deity, we can explore how it is used to explain the unknown and highlight issues that we face.

POWER

INTERACTS WITH HUMANS

POTENTIAL TO TRANSFORM HUMAN LIFE

POTENTIAL THREAT

OTHERNESS

IT WAS GIVEN ITS NAME BEFORE IT EXISTED

IMPERFECT

SUBJECT OF INTENSIVE



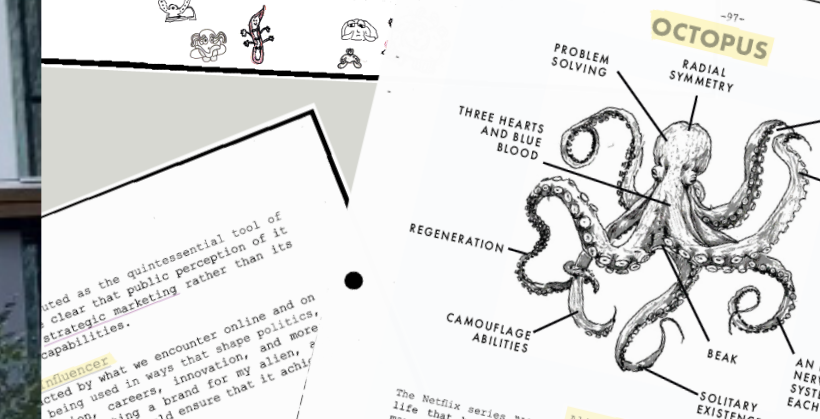
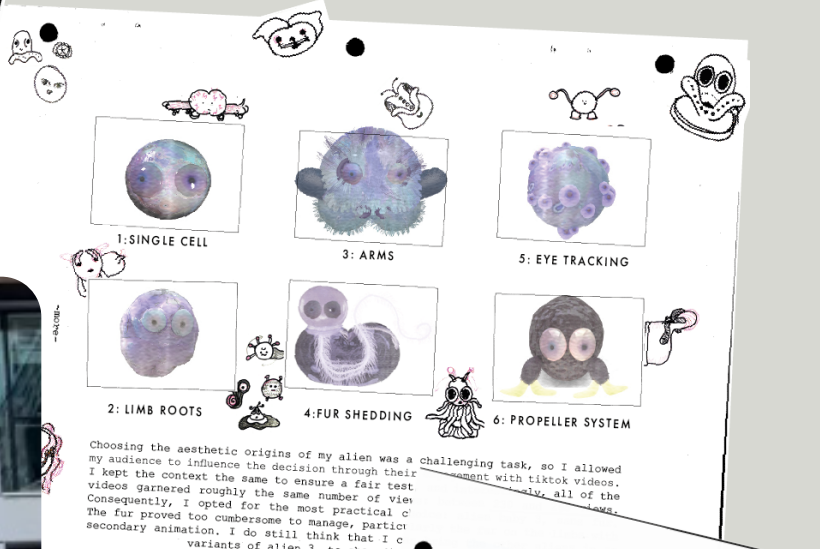
Power Highlights the stakes and drama of the narrative, while the alien's capabilities to overcome their own limitations and vulnerabilities.

Mystery Deliberately withholding details in storytelling invites the audience to fill in the gaps, actively engaging them in the narrative and deepening their investment in the unfolding story.

Showing examples Further emphasizes both the challenges and opportunities of encountering and understanding the "Other".

Reading A consistent and recognizable identity that he and familiarity with the character or concept.

Language Using literary devices, such as labeling the unique name, etc. See it from earthly animals.



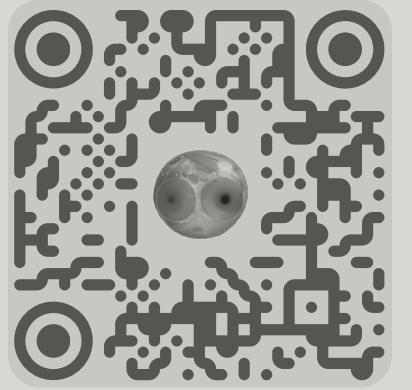
As the quintessential tool of strategic marketing rather than its clear the public perception of it.

being used in ways that range from political, social, and economic, and more so, creating a brand for an alien, a measure of how compelling or interestingly would ensure that it only is with the audience.

This term refers to the total number of people who have seen your post. Only those who include multiple views can indicate the spread of your content.

expressions: the total number of times a post is displayed, regardless of whether it is displayed multiple times by the same user. Impressions can be higher than reach as content is seen multiple times by the same user.

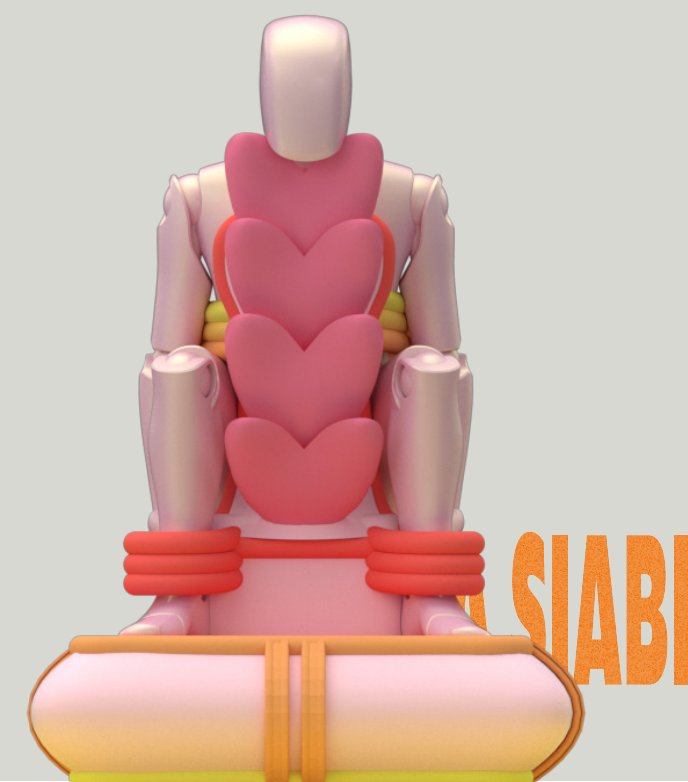
times judge a post's potential to go viral by analyzing its content. It can promote content in order to start conversations that engage and new public identities. I keep people online, and ultimately shape the identity of my post, in a gradually turn an alien into an influencer by a legion of followers that engage with it and change it along its journey.



ROSA SIABI

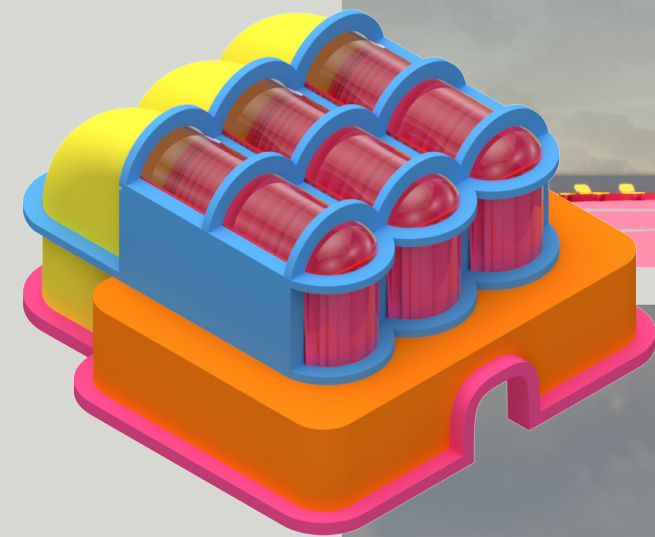
O.G.E.R. Theme park

ENGINEERING AND ARCHITECTURAL DESIGN MENG,
YEAR 3 DESIGN PROJECT, FIRST CLASS HONOURS

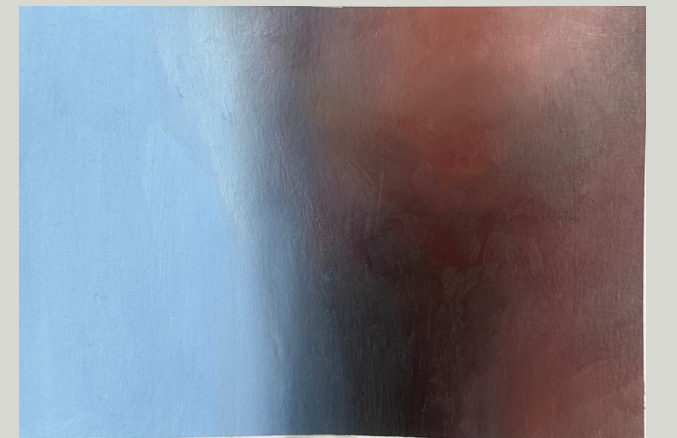
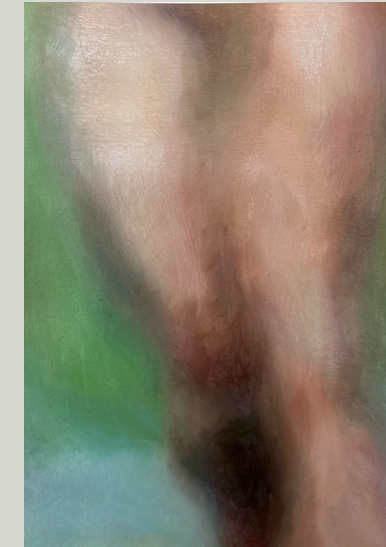
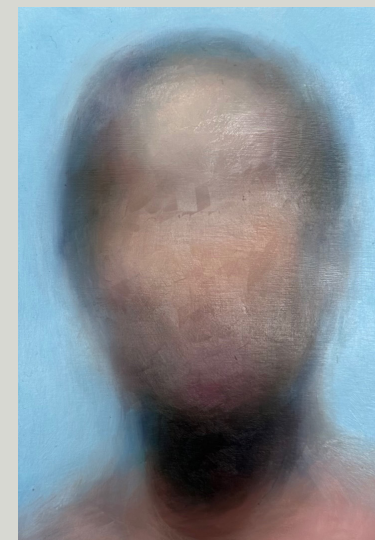
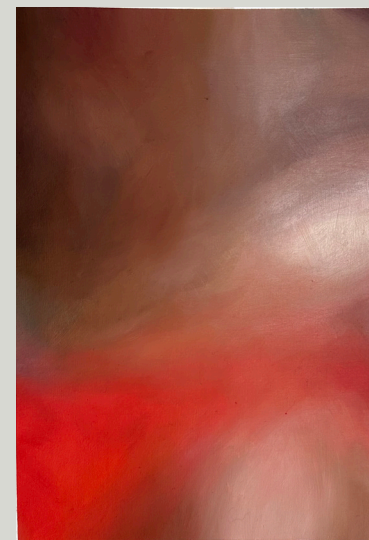
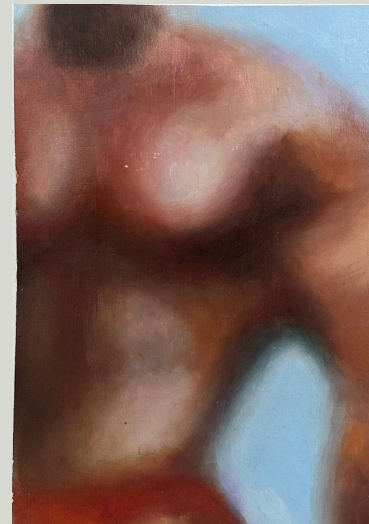
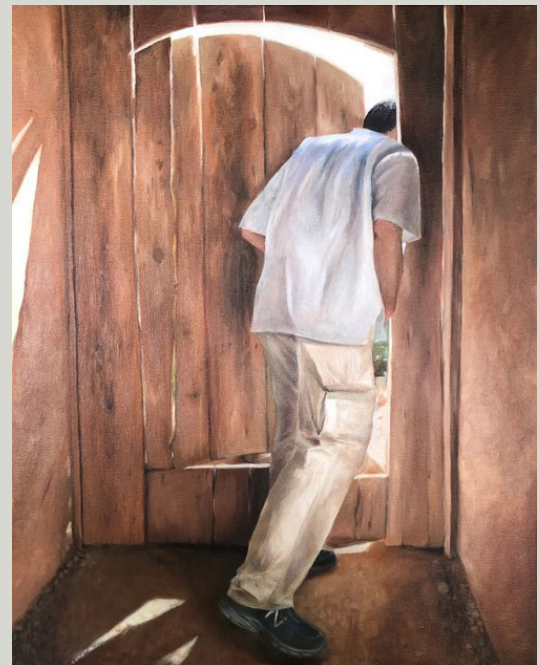
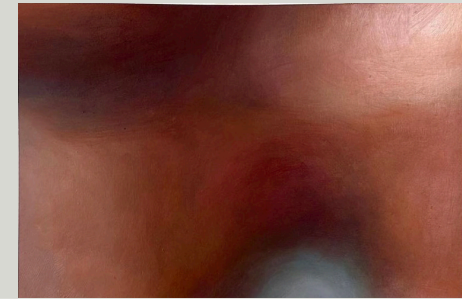
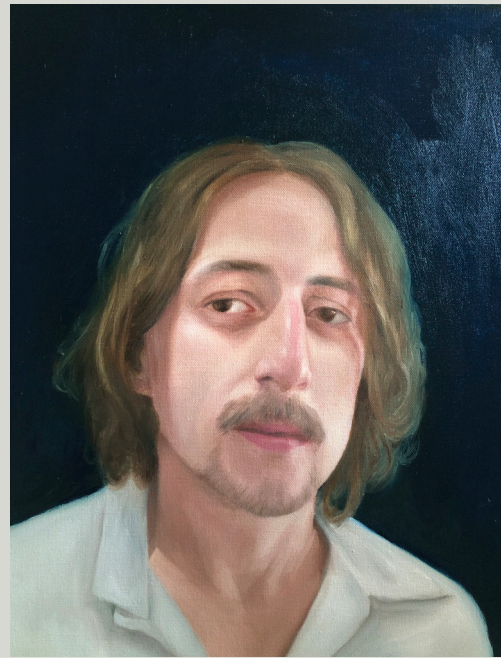


Nuclear Happiness

ENGINEERING AND ARCHITECTURAL DESIGN MENG,
YEAR 4 DESIGN PROJECT, FIRST CLASS HONOURS



Oil Painting



CONTACT

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