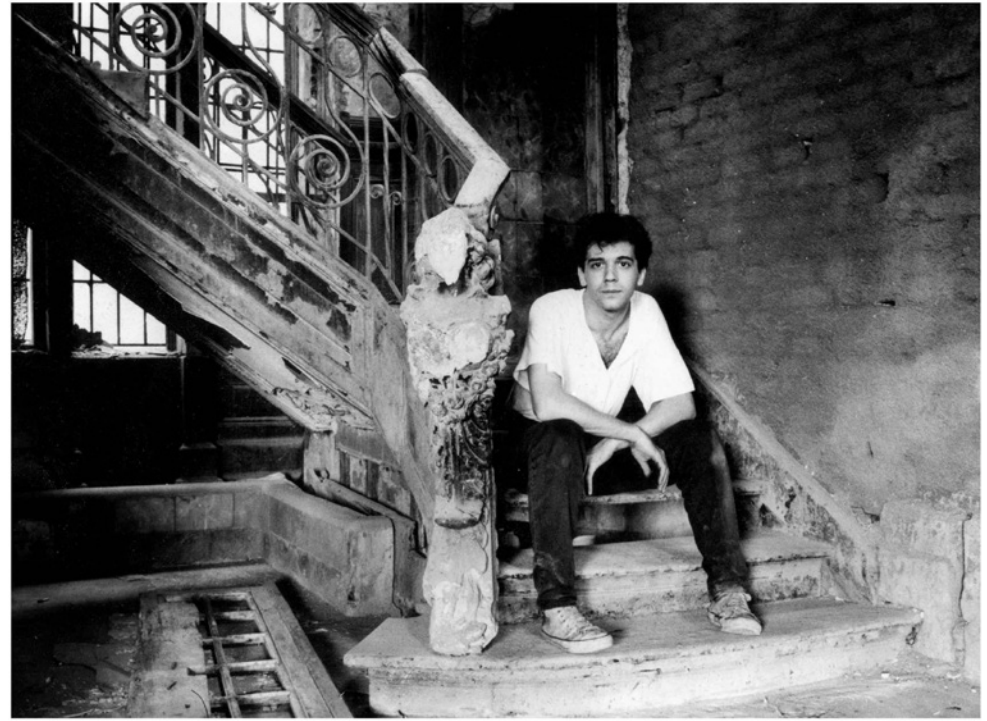




PEDRO RODRIGO COSTA

PORTFOLIO



SELF PORTRAIT IN AN ABANDONED CASTLE - Analogic photography , 1989

My name is Pedro and I have always been, in some way, involved with arts. My father was a professional painter and my mother used to paint china, so I have had contact with the world of drawing and painting since I was a child.

For a long time, I have embraced Analogic (Film) Photography, developing and enlarging my own negatives, and my work in Paraty was presented in 3 individual exhibitions in “Casa da Cultura”.

Later, I made the transition to Digital Photography and kept working my images in Photoshop.



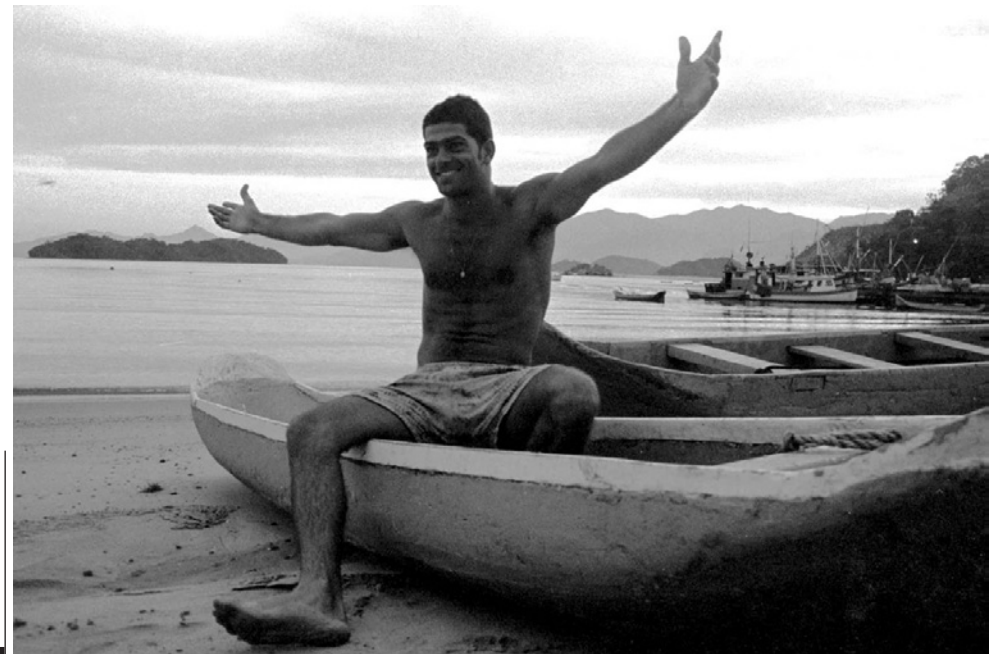
CHILDREN GAMES - Analogic photography - Paraty, 1992



ADRIANO IN SAPECA ISLAND - Analogic photography - Paraty, 1994



FESTA DO DIVINO - Analogic photography - Paraty, 1994



DU MOSKOVIS IN THE RECORDINGS OF MULHERES DE AREIA
Analogic photography - Tarituba, 1993



WINE BARRELS - Analogic photography
Rua de São Paulo - Lisboa, 1989

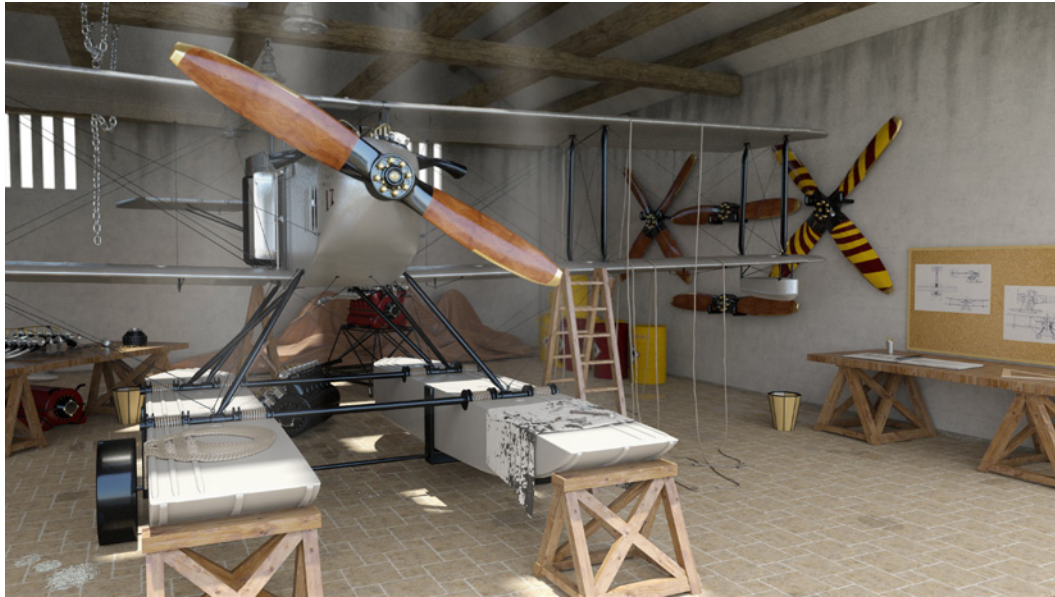


OLD TAXI IN ROSSIO
Analogic photography - Lisboa, 1989

From 2013, I started to study and work with 3D modeling and animation, mainly in 3D Studio Max software. I participated in some large projects, as a team, and I also developed several personal projects.



FIRST SOUTH ATLANTIC CROSS - 3D Modeling, 2014



FIRST SOUTH ATLANTIC CROSS - 3D Modeling, 2014



FUTURISTIC BELEM - 3D Modeling, 2014



TEMPLE IN RUINS - 3D Modeling, 2014



TRAIN STATION - 3D Modeling, 2014

NO NAME - 3D Modeling, 2014



SACADURA CABRAL - 3D Modeling, 2014





GRAF ZEPPELIN OVER BOTAFOGO
3D Modeling, 2016



BIG BEN BELLS - 3D Modeling, 2016

From 2014, I started to work as a trainer in the areas of 3D and multimedia, developing a serie of projects.

I teach several softwares, and the most important are 3D Studio Max, SketchUp, Photoshop and After Effects.

As a freelancer in the production companies 3D Helps and Illusive Studios, where I collaborate since 2014, I completed numerous visualization projects of architecture and animation.

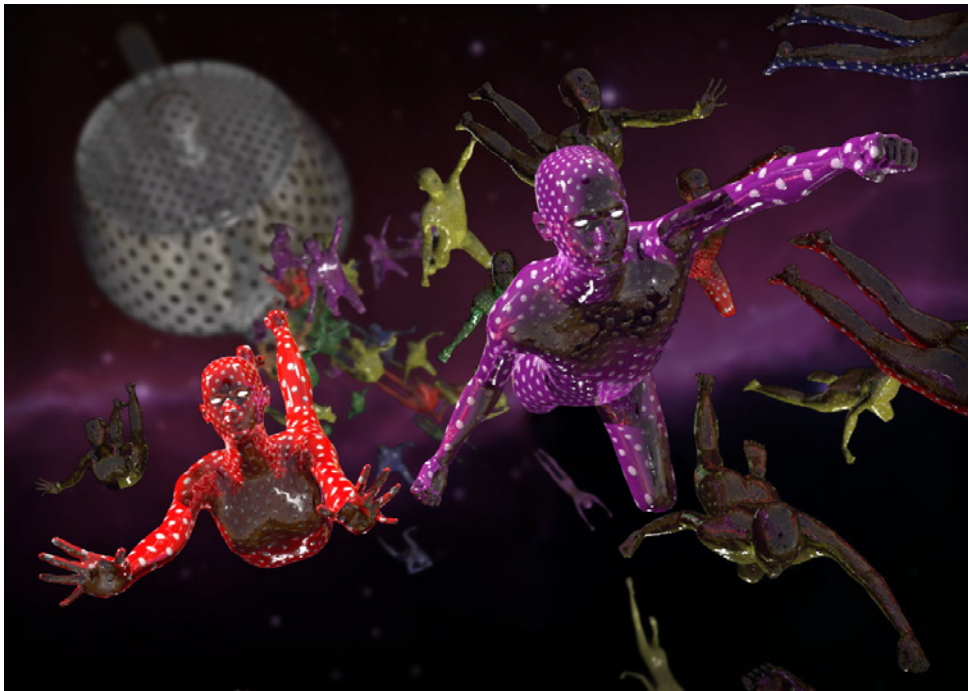
In parallel, I continued with my personal projects also in photography.



NO NAME - 3D Max and Photoshop, 2016



MATE PAINTING OVER ERICEIRA LANDSCAPE - Photoshop, 2016



NO NAME - 3D Max and Photoshop, 2018

MODELING FOR ARCHITECTURE - 3D Max, 2018





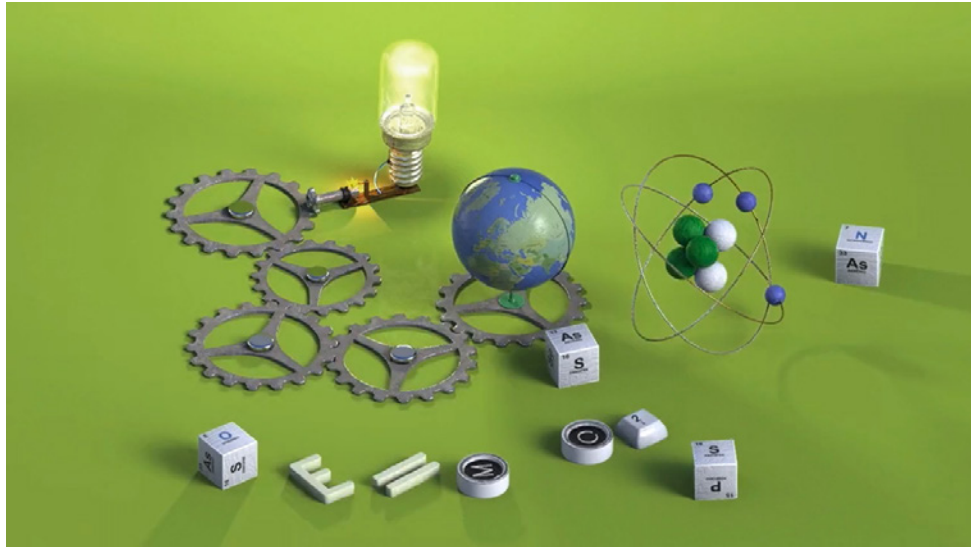
Illusive Studios - SHREK'S ADVENTURE - Stereoscopic 3D, 2016



3D Helps - MODELING FOR ARCHITECTURE - 3D Max, 2017



3D Helps - MODELING FOR ARCHITECTURE - 3D Max, 2017



Illusive Studios - VIDEO FOR DELOITTE, 2017



Illusive Studios - VIDEO FOR BANCO DE PORTUGAL, 2017



Illusive Studios - POLICE VEHICLE - 3D Max, 2017



PERSONAL PROJECT
APRIL 25TH - NOW AND THEN
Edited images on Photoshop over the
originals of Alfredo Cunha, 2015



In 2017, I joined the Faculty of Fine Arts from the University of Lisbon (FBAUL), in Multimedia Art, where I was able to develop several individual and group projects.

In 2018, I was admitted to the Erasmus program at the Accademia di Belle Arti di Venezia, in partnership with FBAUL. It was a very productive experience in terms of work done and contact with different artistic and academic realities, and I had the chance to work on the reconstruction of the original façade of Ca d'Oro Museum and Palace.

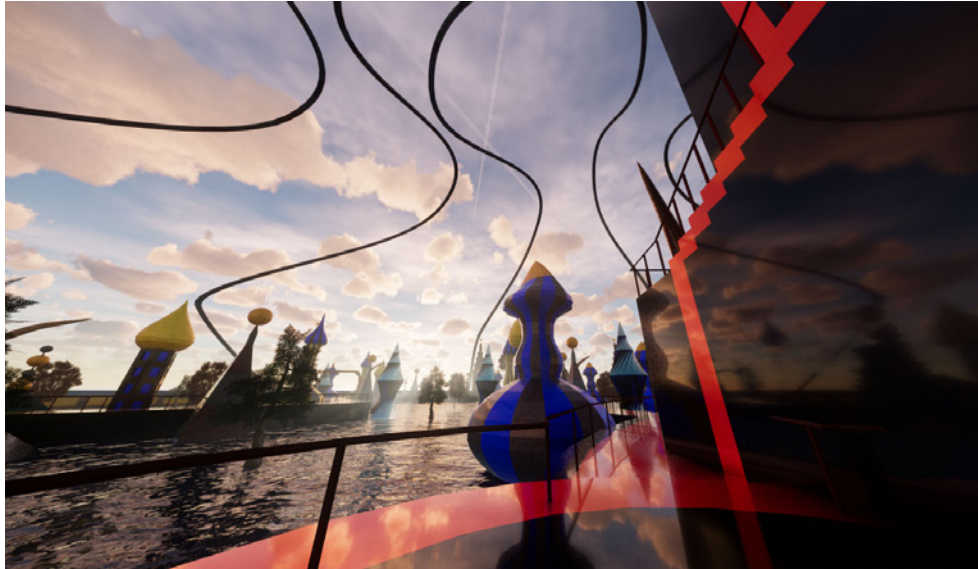
In 2021, despite the pandemic, I was admitted to the Erasmus program at the Accademia di Belle Arti di Roma, again in partnership with FBAUL. It was quite an experience, because it was a completely different approach, once it was a Master Erasmus and also because even with the pandemic, I had the chance to experience the city.



SAINT JERÓNIMO'S HAND
Analogic photography, 2018



IN ABSENTIA - 3D modeling, 2017



GAME CONCEPT, 3D modeling, 2019

COVA DA MOURA LEGEND - 3D modeling and animation, 2019/20



CAMPANILE DI SAN MARCO
Venezia
3D modeling, 2018

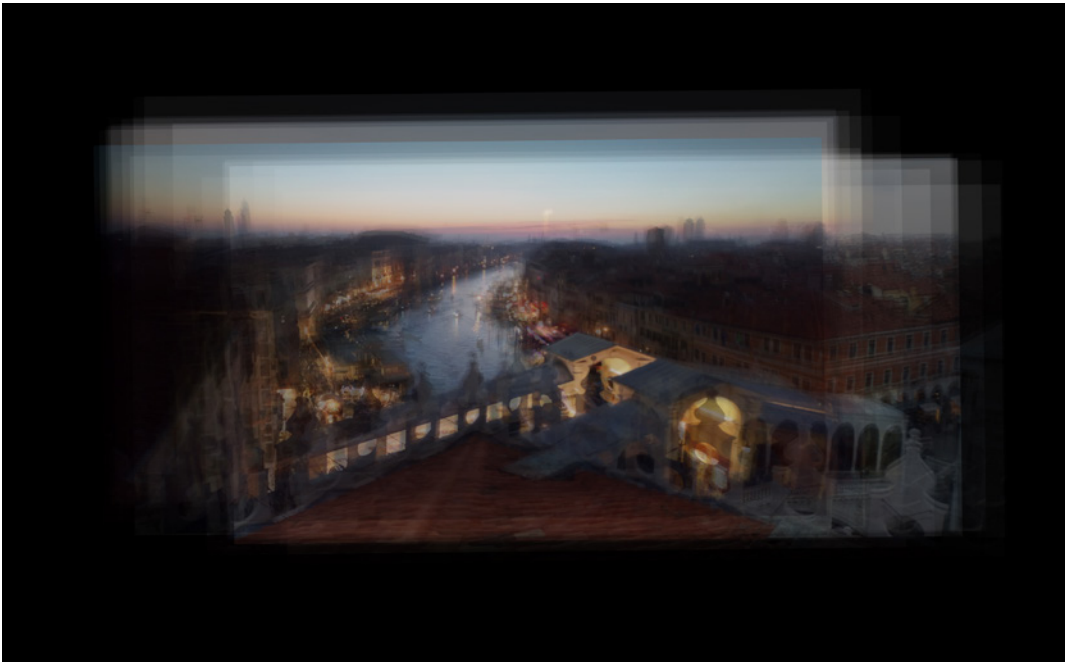


PALAZZO CA D'ORO 1500S FAÇADE
Venezia - 3D modeling, 2019



PALAZZO CA D'ORO . Venezia - 3D modeling, 2019

FONDACO DEI TEDESCHI . Venezia - digital photography, 2019



PONTE DEI SUSPIRI . Venezia - digital photography, 2019





SELF PORTRAITS - digital photography, 2019



IL MOSTRO IN AGGUATO. Roma - 3D modeling, 2021



IL CAPUCETTO ROSSO. Roma - 3D modeling, 2021

THE LEGEND OF THE COMET OF 1910. Lisboa - 3D modeling, 2021



THE LEGEND OF THE CONQUEST OF ALJEZUR. Lisboa - 3D modeling, 2021





THE LEGEND OF THE MOURISH SALUQUIA. Lisboa - 3D modeling, 2021



THE LEGEND OF THE ALMOND TREES. Lisboa - 3D modeling, 2021



THE LEGEND OF PEDRO AND INÊS. Lisboa - 3D modeling, 2022



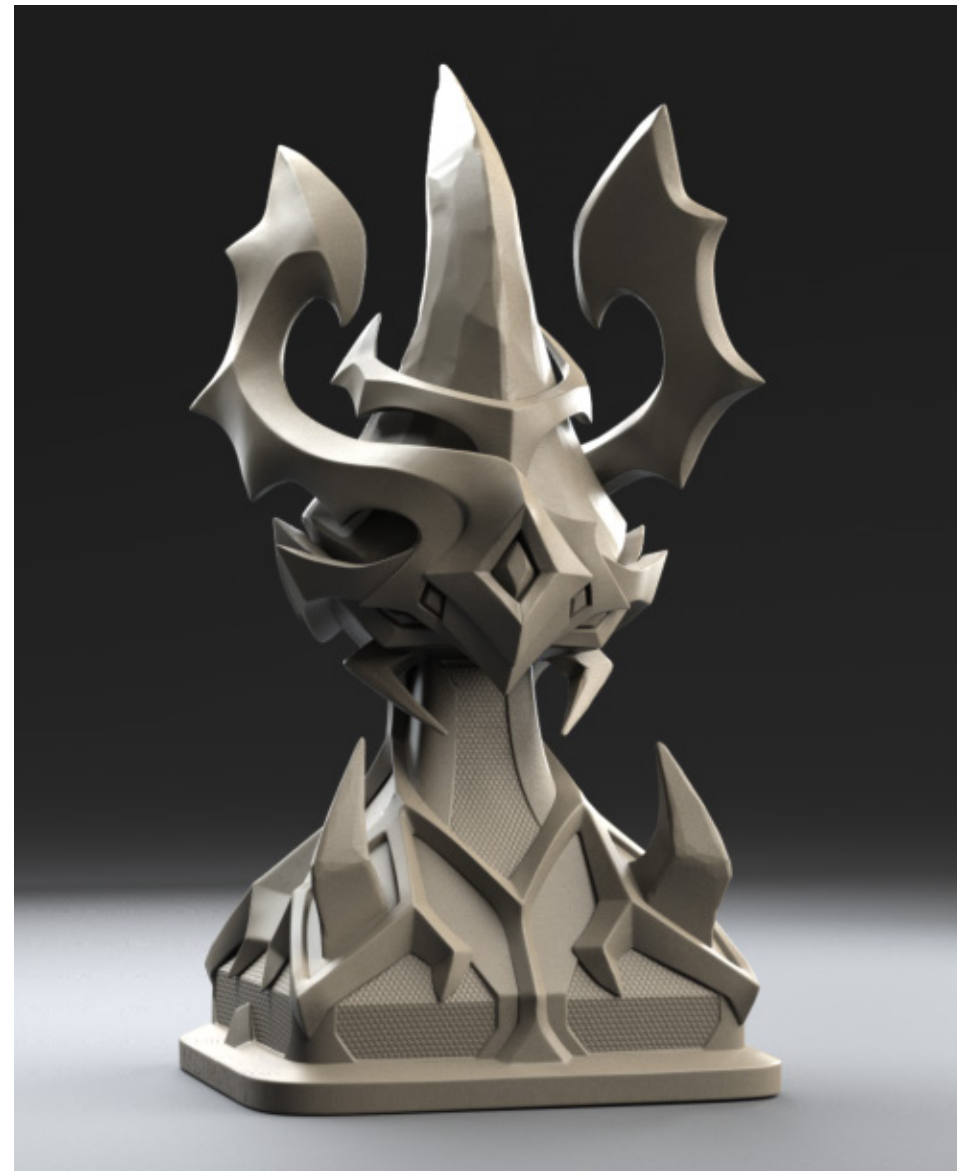
THE LEGEND OF THE GALO DE BARCELOS. Lisboa - 3D modeling, 2022

In 2021, I started to work in IADE - Universidade Europeia, where I had the chance to be the tutor of different projects, some of which I was also part of the creative team. It was a great pleasure doing some of them, as new technological features started to do part of my life in a daily base.

2022 was the year when I started my PhD in Game Design, making part of a very creative group of people. Several projects were developed due to this and 2023 was the year that I was invited to model the trophies for the tournament of the League of Legends game.



MOTELX HORROR ISLAND - VR EXPERIENCE
Lisboa - 3D modeling, 2022



TROPHY FOR LEAGUE OF LEGENDS - SPRING EDITION
Lisboa - 3D modeling, 2023

LINKS FOR VIDEO WORKS



PEDRO RODRIGO COSTA

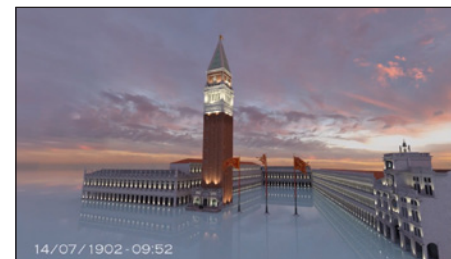
Personal Reel
[Link for Vimeo](#)



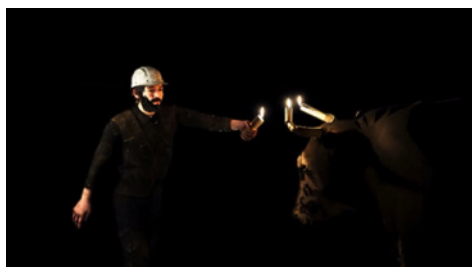
Rain
Audiovisuals - 2018
[Link for Vimeo](#)



Stretched Time
Instalation - 2019
[Link for Vimeo](#)



Il Campanille di San Marco
Audio Visuals - 2018
[Link for Vimeo](#)



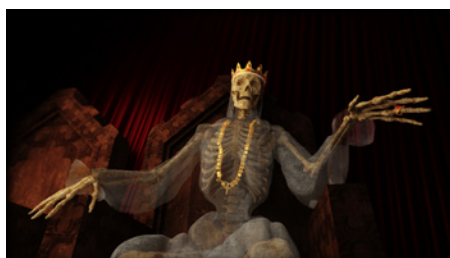
Cova da Moura Legend
Project III and IV - 2020
[Link para Vimeo](#)



100 Anni di Gianni Agnelli - 2021
[Link for Vimeo](#)



Villa Raul - 2021
[Link for Vimeo](#)



Legend of Pedro and Inês
[Link for Vimeo](#)