

IMAGINARIUM

CREATIVE STUDIO
PORTFOLIO / 2026

Sculpture Portfolio

SCULPTURE · VISUAL ART ·
IMMERSIVE ENVIRONMENTS

From image to object.

From object to space.

VIAREGGIO · ITALY



An imaginary world translated into physical form.

The sculptural research of Imaginarium moves through hybrid creatures, marine imagery, play, memory and transformation. Drawings and visual fragments become three-dimensional forms — intimate objects, collectible pieces and monumental presences conceived for galleries, cultural spaces and immersive environments.

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Imaginarium Creative Studio

Davide Giannoni & Francesca Pasquinucci VIAREGGIO · ITALY

Uniting narrative and visual expression — across stage, screen and space.



Francesca Pasquinucci & Davide Giannoni

THE STUDIO

Their shared need to unite storytelling and visual expression has led them to create scenographies, coordinated identities, video games and multimedia installations for some of Italy's most important opera houses and festivals, and for classical and pop musicians (Universal Music Italia, Virgin Music). They collaborate with Italian Embassies and Cultural Institutes worldwide, exporting material and digital visual art; in 2022 they were the visual artists in residence at PAAX Festival—the first classical-music and art festival on Mexico's Riviera Maya—directed by Maestra Alondra de la Parra.

DAVIDE GIANNONI

MUSIC & CREATIVE TECHNOLOGY

Orchestra musician, with a double-bass diploma from the Conservatorio Luigi Boccherini in Lucca. A scholar of animation technologies, he specialises in developing creative, artistic content for live performance and multimedia installations.

FRANCESCA PASQUINUCCI

ILLUSTRATION & SCENOGRAPHY

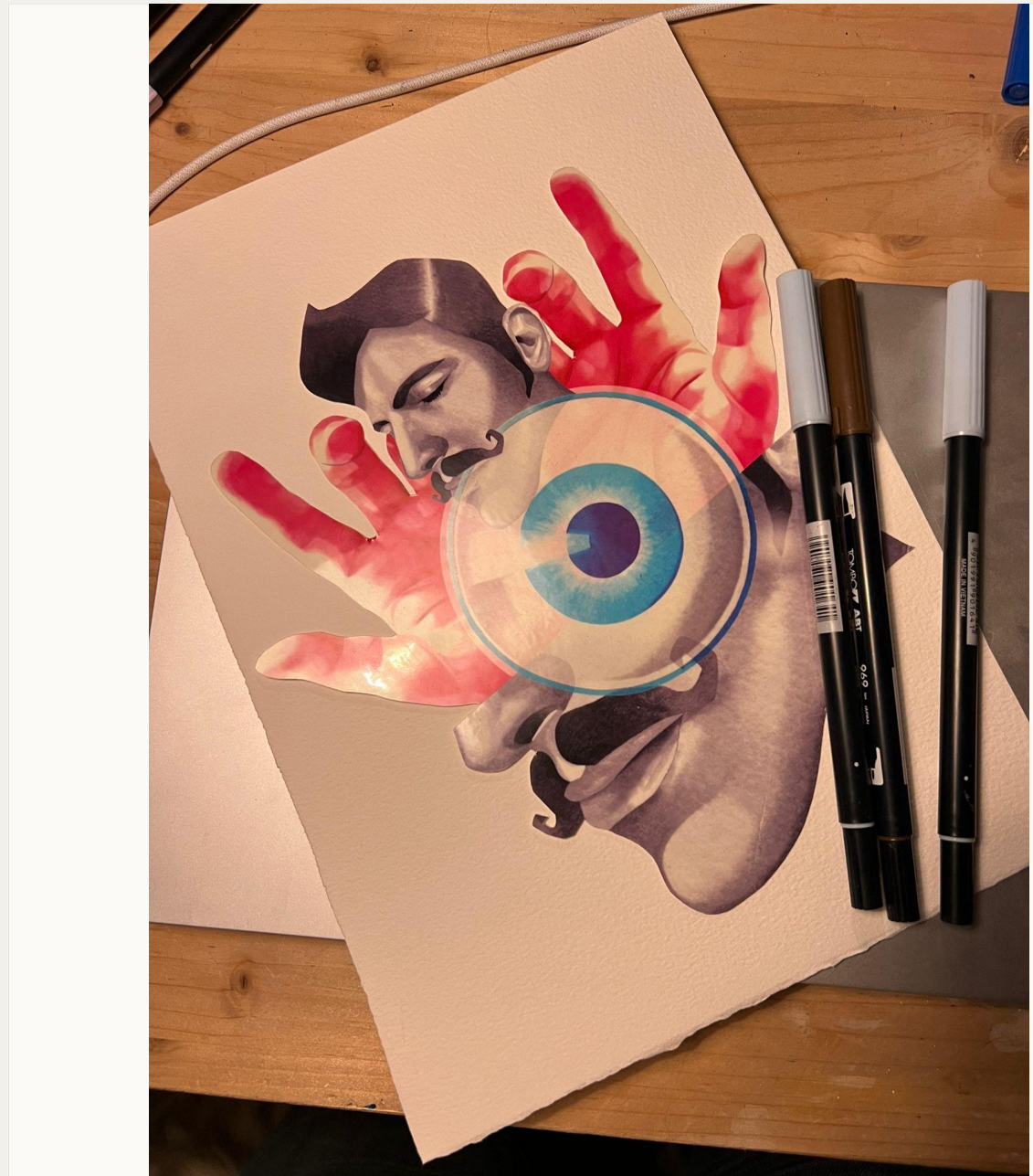
Illustrator, with a degree in History of Theatre from the University of Pisa and a specialisation in theatricality and the history of show design in pop-rock music. Her research extends to opera and to the history and techniques of digital scenography, which she fuses with traditional drawing and material set design.

SELECTED COLLABORATIONS Italian opera houses & festivals · Universal Music Italia · Virgin Music · Italian Embassies & Cultural Institutes · PAAX Festival 2022

• SECTION 01

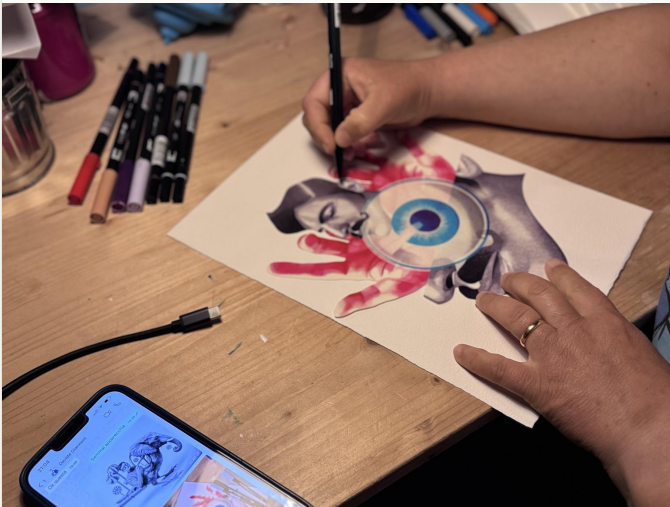
From Drawing to Form

The work begins with drawing: collage, illustration and visual association become a vocabulary of bodies, objects and impossible anatomies.



01 From Drawing to Form

PROCESS



Drawing process



Drawing process



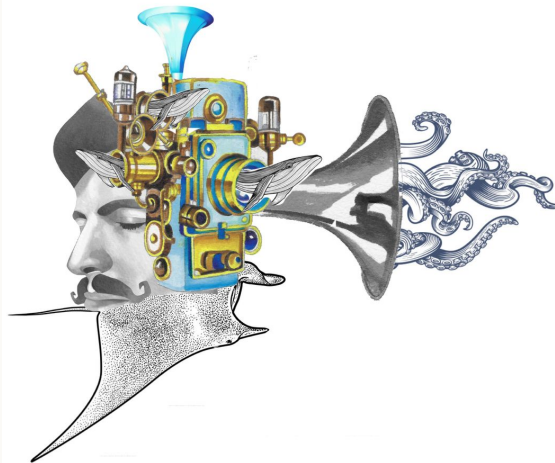
Drawing process

01 From Drawing to Form

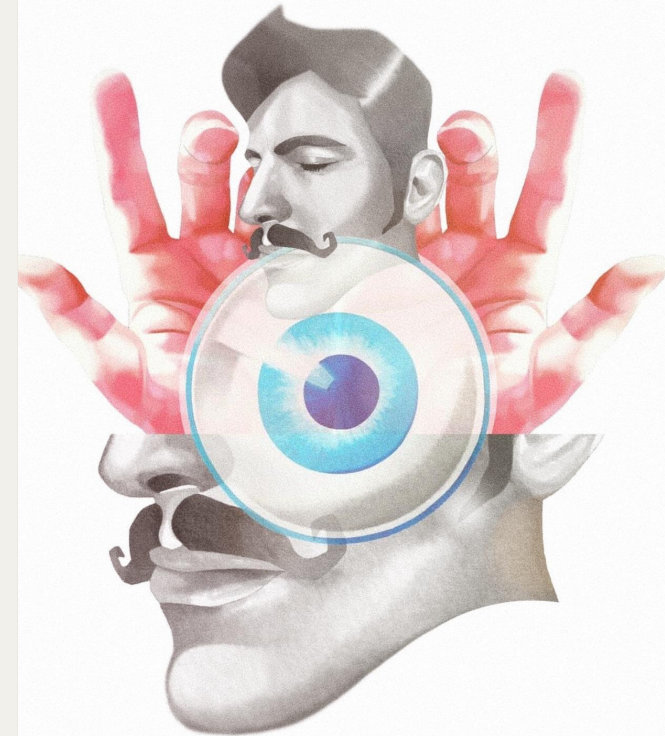
ORIGINAL WORKS ON PAPER



Original drawing



Original composition



Original drawing

01 From Drawing to Form

SCULPTURAL STUDIES



Sculptural study



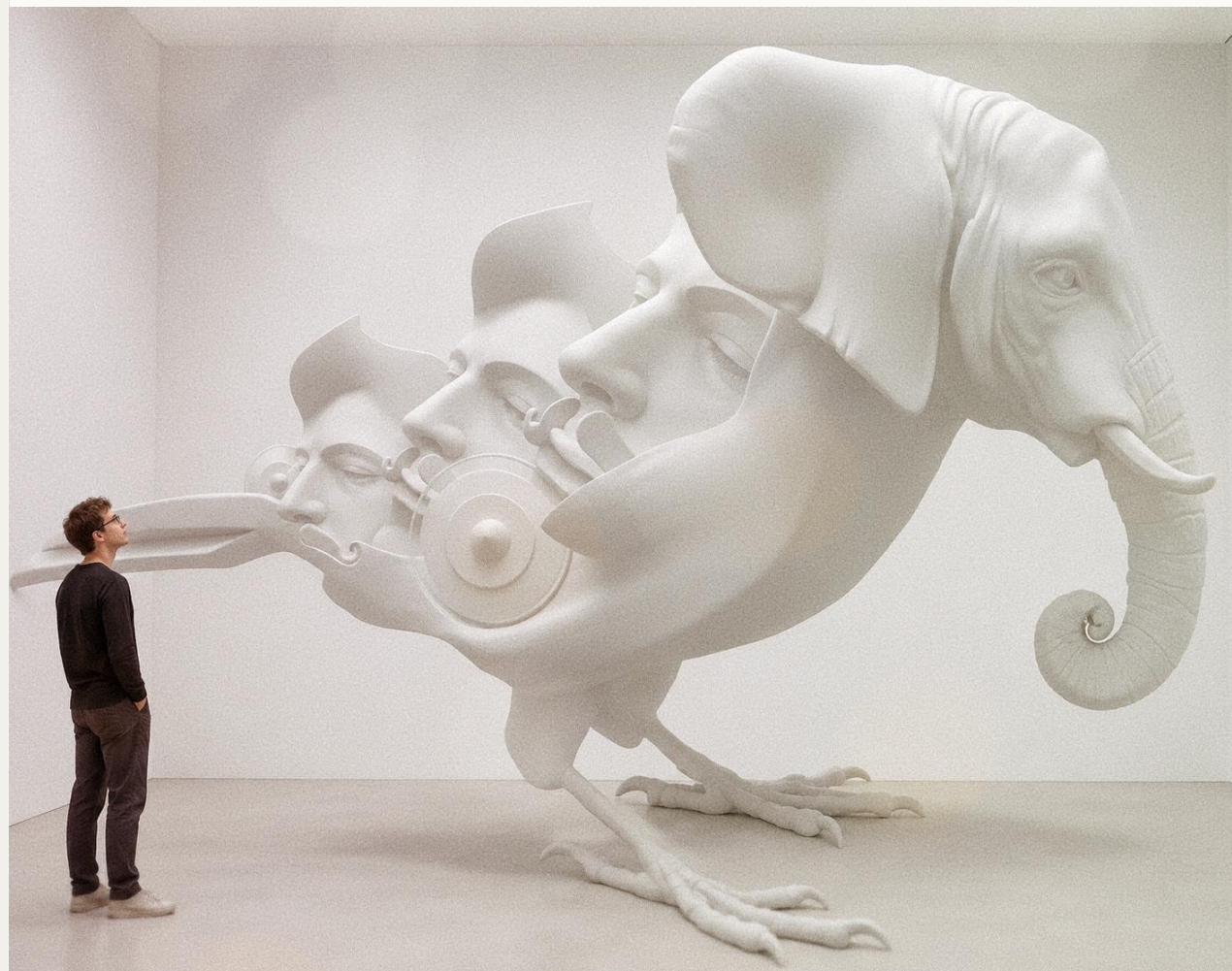
Sculptural study

• SECTION 02

Studi sul Tempo

Studies on Time

Animal and human anatomies merge into new organisms.
The elephant-bird becomes a carrier of faces, eyes,
gestures and fragments of identity.





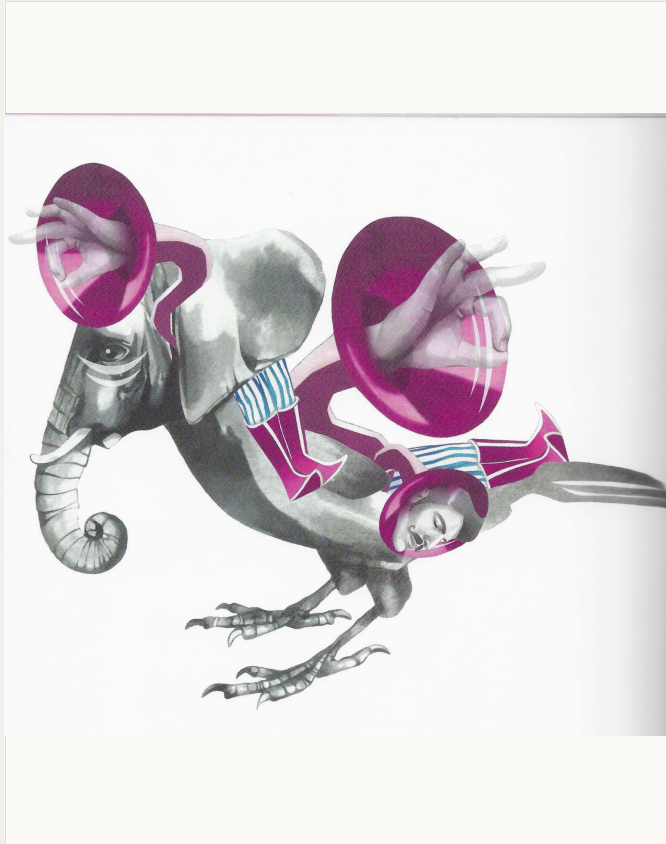
Monumental hybrid creature



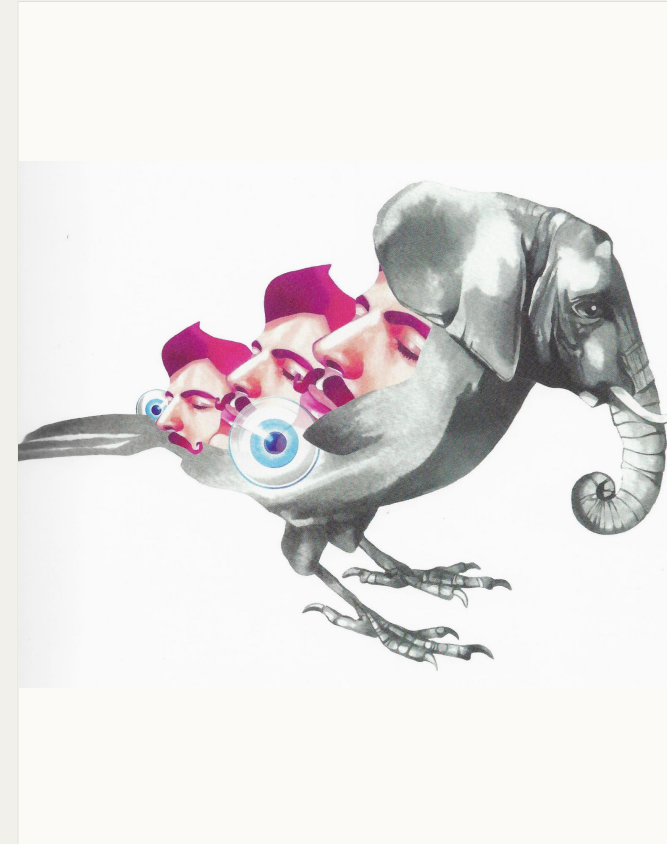
Monumental hybrid creature



Original study



Original study



Original study

• SECTION 03

Il gioco del tempo

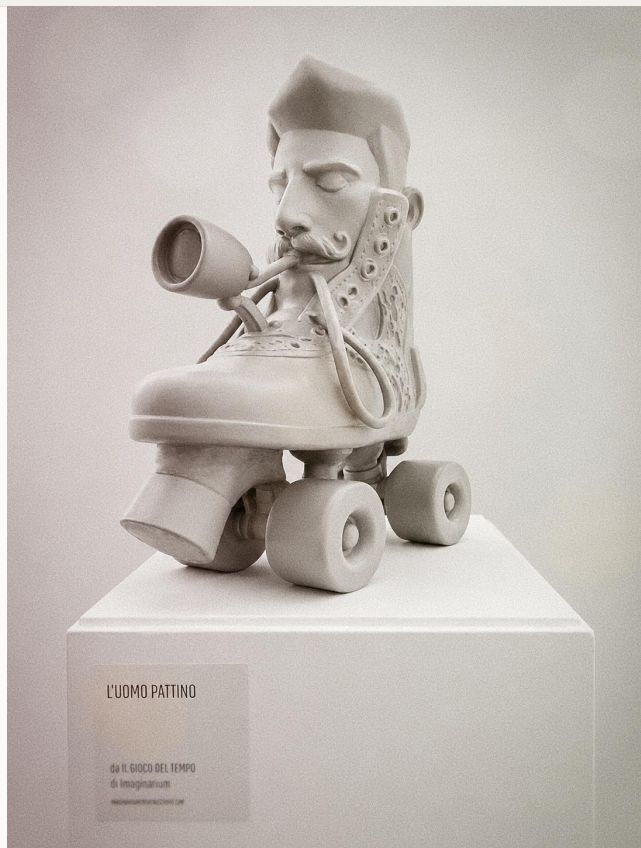
The Game of Time

A body of work conceived for the Cittadella. Play becomes a poetic mechanism: rocking forms, roller skates, celestial bodies and marine creatures hold an unstable balance between childhood memory and surreal invention.



03 Il gioco del tempo

WORKS FOR THE CITTADELLA



L'Uomo Pattino



Balena a Dondolo



Detail

● SECTION 04

Il Sogno dell'Acqua

The Dream of Water

Monumental works conceived for the Terme. Hybrid figures expand into architectural scale: the spectator no longer looks at an object, but enters into a physical relationship with an imagined creature.





Sculpture study



Mechanical portrait study



Sculptural study



Sculptural study

• SECTION 05

Making

The studio process connects drawing, digital development and hand finishing. Surfaces are built, refined, painted and tested as physical objects.





Digital models are printed, assembled and finished entirely by hand. Each surface is sanded, primed and painted until the object holds its own physical presence.

Studio process

Hand finishing & priming

!MAGINARIUM

From image to object.

From object to space.