

PORTO FOLIO.

Creative Presentation

Presented By: Stefania Torchia

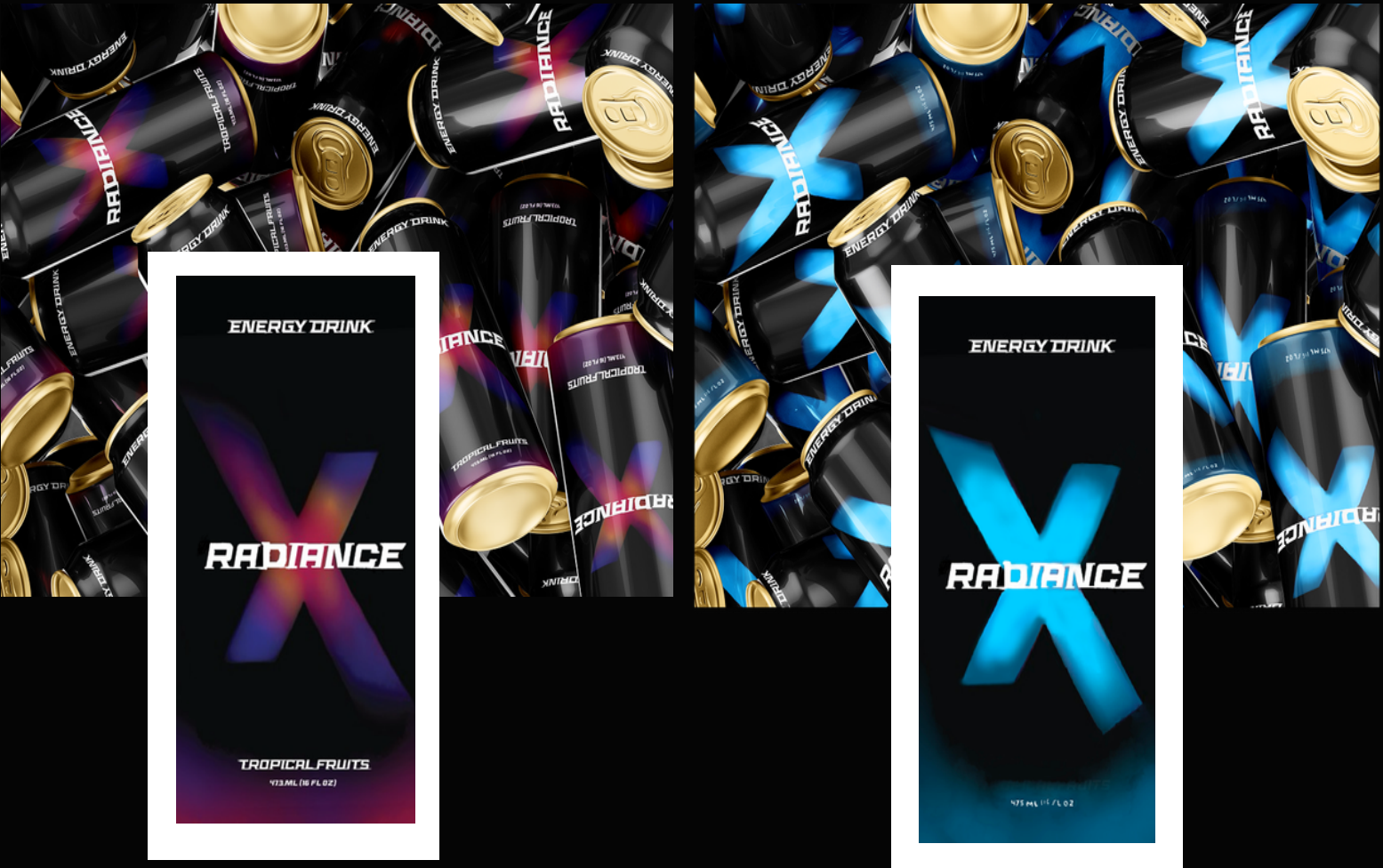




RADIANCE X

Radiance X is a digital project I created focused on modern aesthetics, clarity, and visual impact. The design emphasizes confidence, energy, and a polished user experience.

I designed this new energy drink logo to demonstrate my ability to reimagine a brand in a fresh and innovative way, creating something unique that stands out from what people have seen before.



Brand / concept style

The concept behind Radiant X is inspired by the idea of an aura. I wanted to capture the feeling of energy visually, creating a design that conveys the sense of radiating power and vitality. This led me to the name Radiant X, emphasizing the vibrant and energetic essence of the brand.

Creative Presentation

INFLUENCE LIVE

Logo

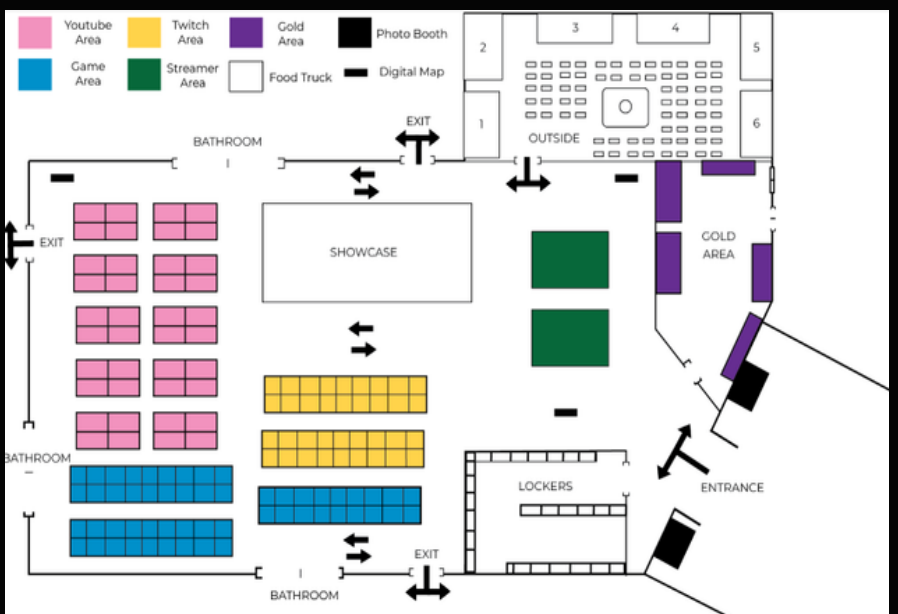


For this project, I designed for a “pick-in-the-hat” style conference focused on bringing influencers—like YouTubers, streamers, and gamers together.

The goal of the event is to network, collaborate, and learn from each other, and I contributed by creating the logo, planning all merchandise, designing the app, and developing the marketing strategy to ensure a cohesive and engaging experience for attendees.

Redesigned an existing bathroom, incorporating our signature logo to create a cohesive and branded look.

Design layout of map

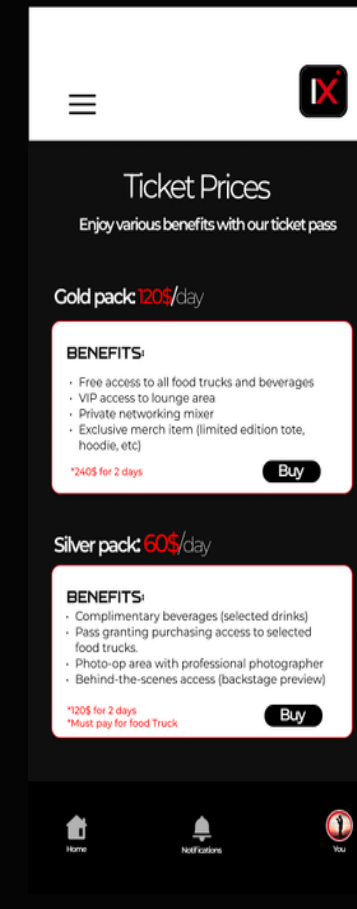
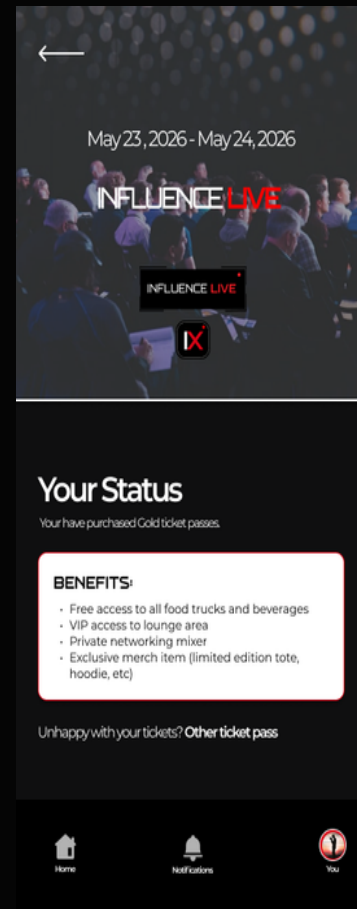
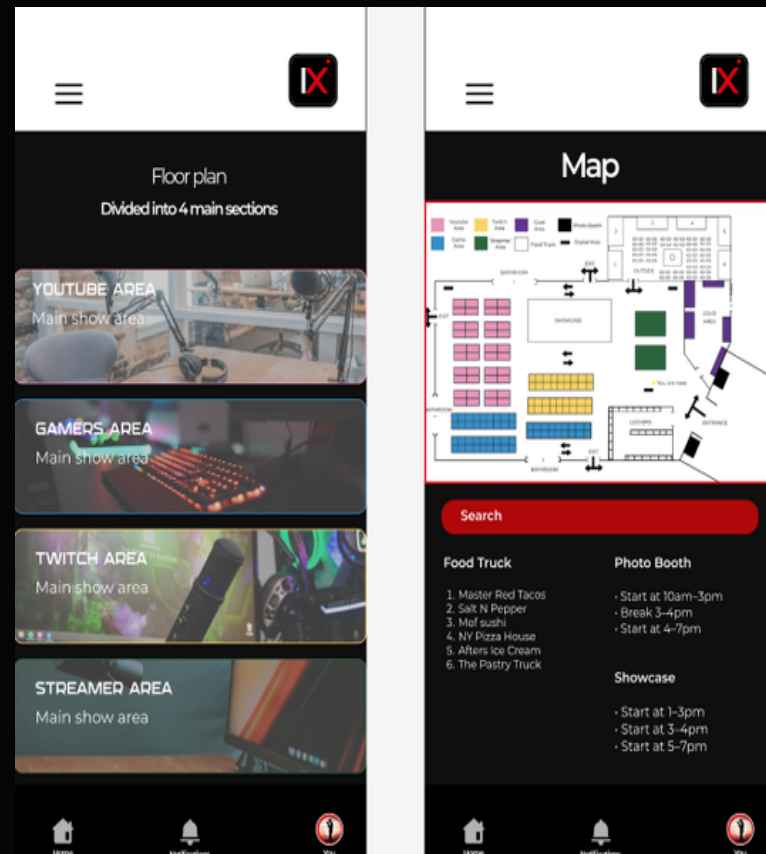


Badges





INFLUENCE LIVE PART 2 (APP)

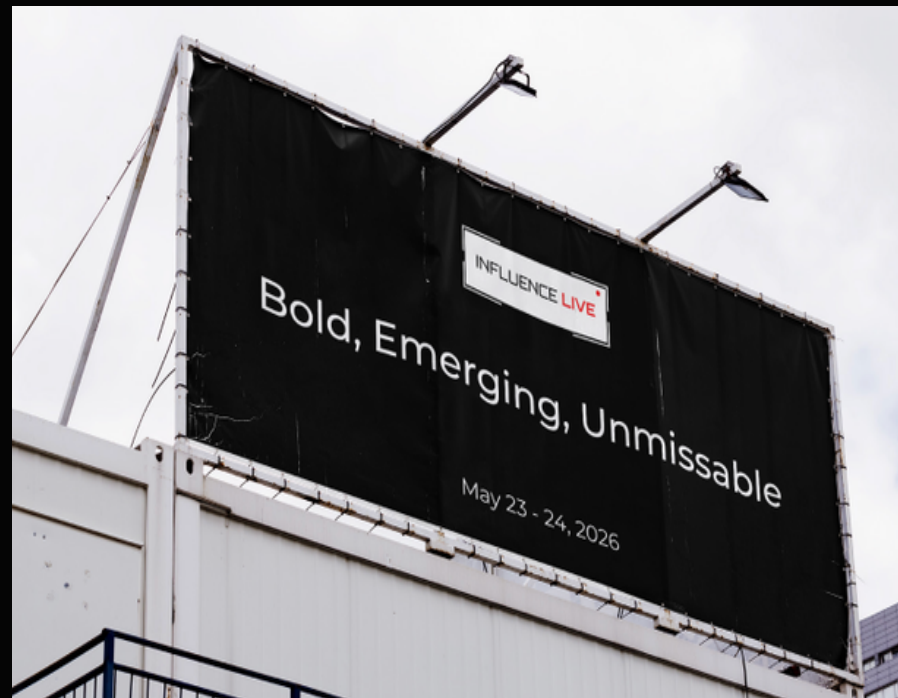


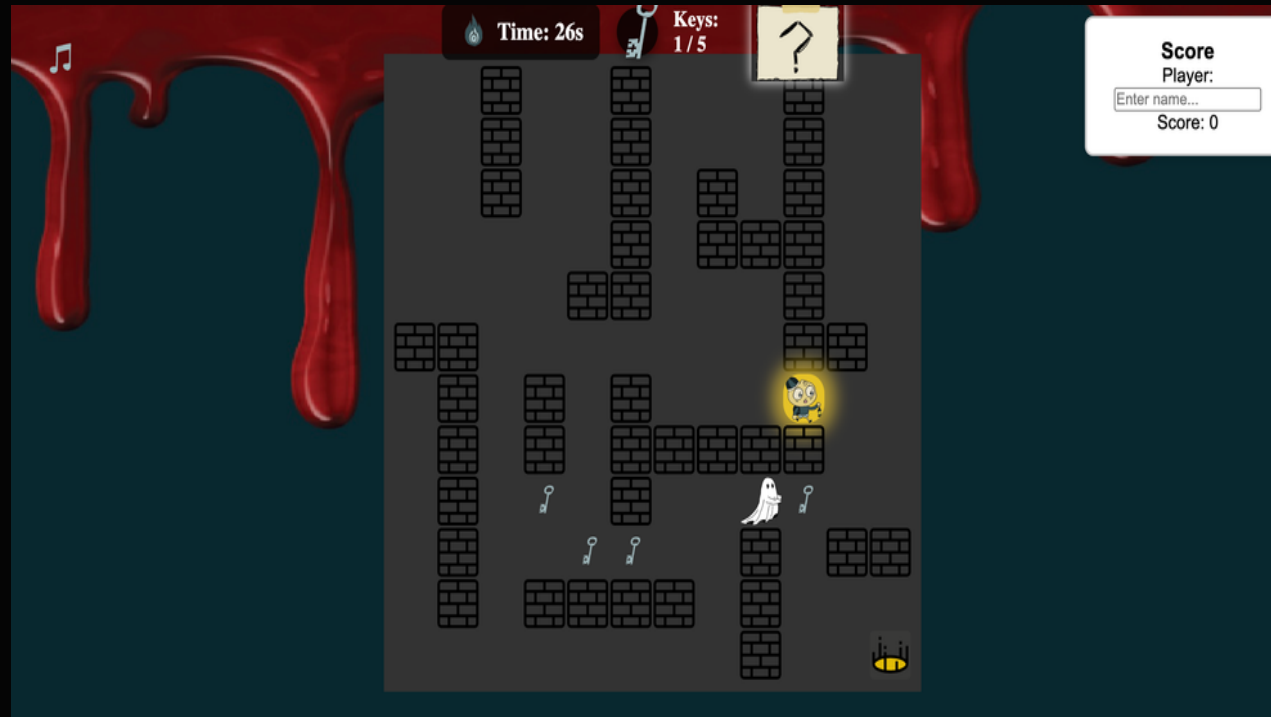
Promo

INFLUENCE LIVE PART 3 (PROMO)



Poster





TIMMY NOT HOME GAME

Timmy Not Home is a web-based game I created where players explore a spooky environment, solve puzzles, and navigate obstacles to help Timmy find his way home. The game was fully developed in VS Code, meaning I built every element animations to interactive mechanics directly with code, giving me complete control over the gameplay experience.



'Timmy is Not Home' was designed as a playful game to help children develop hand-eye coordination, particularly through navigating the maze.

Every character and ghost was custom-designed, giving the game a unique and engaging visual style for kids.



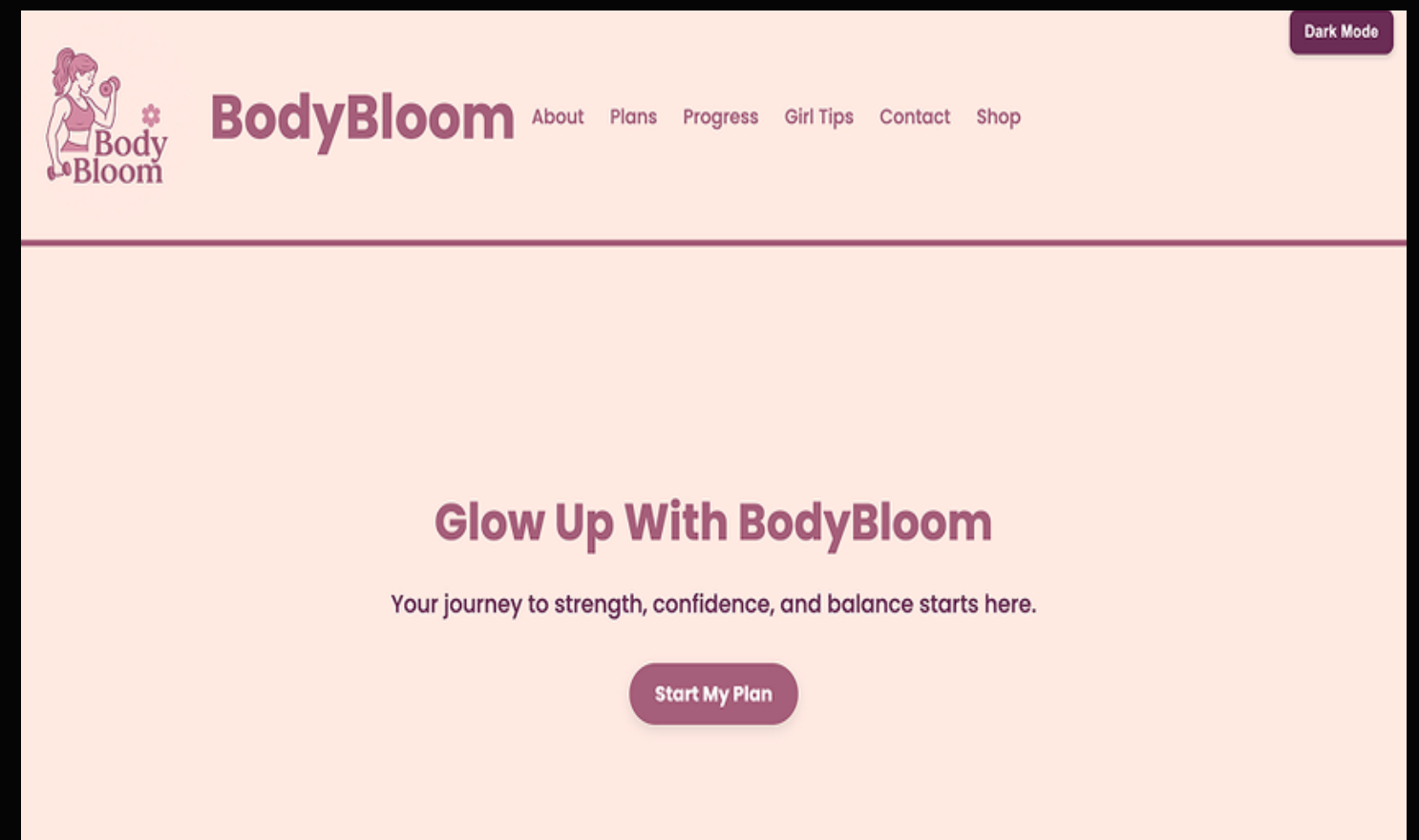
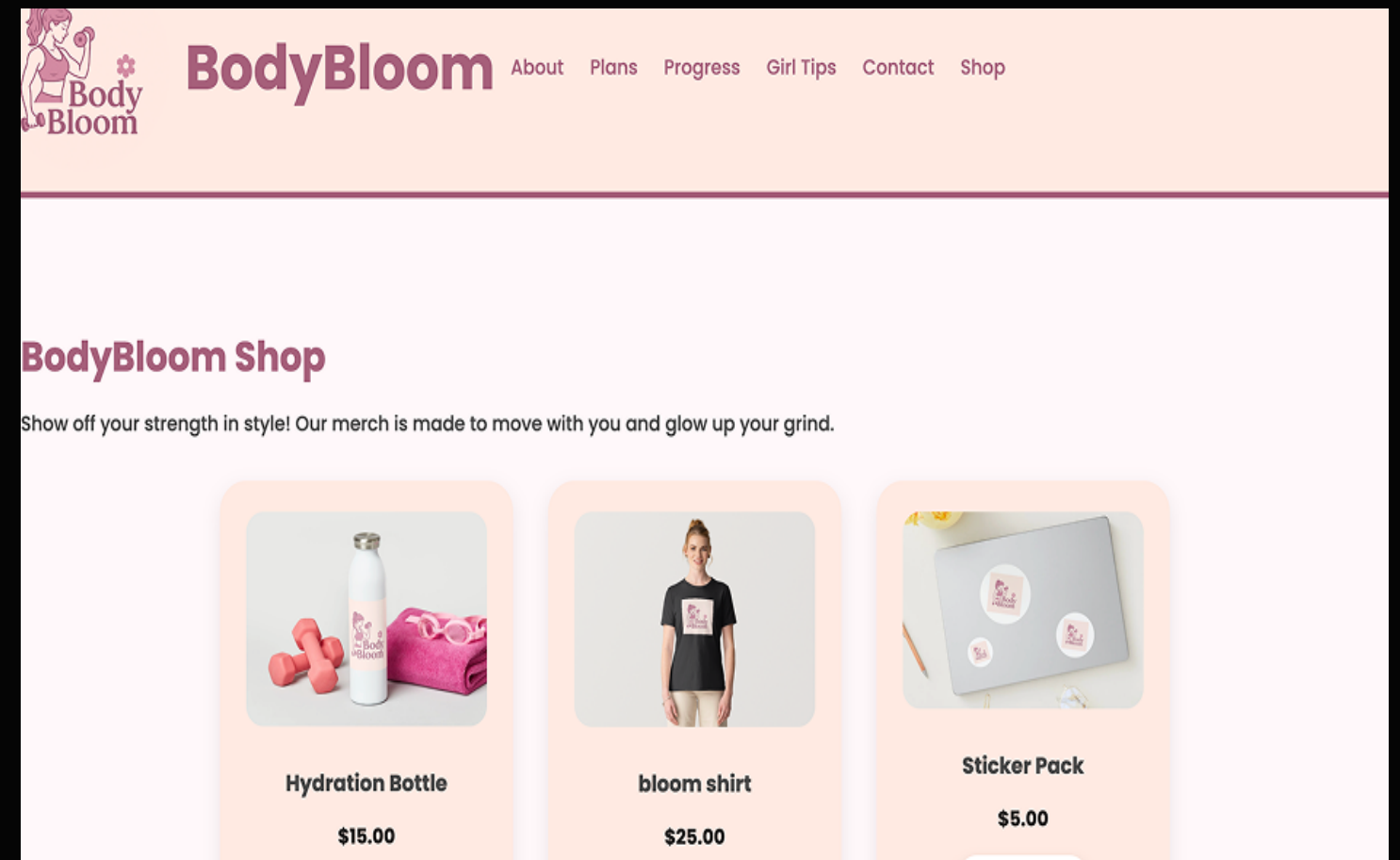
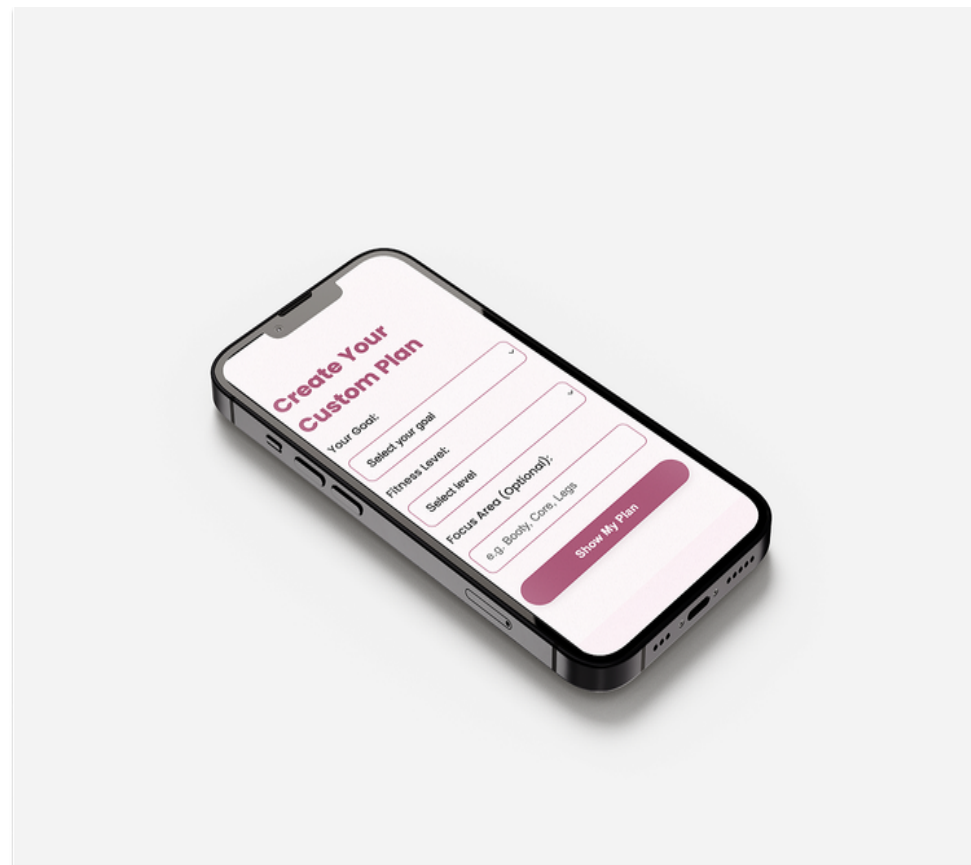
Game + design focused

Timmy Not Home is an interactive web game I designed that combines puzzle-solving, exploration, and a spooky yet playful atmosphere. The project focuses on storytelling, user interaction, and visual design to create an engaging player experience.

Each element has been carefully handcrafted, designed, and illustrated, giving the logo a unique, personal, and artistic touch.

BODYBLOOM

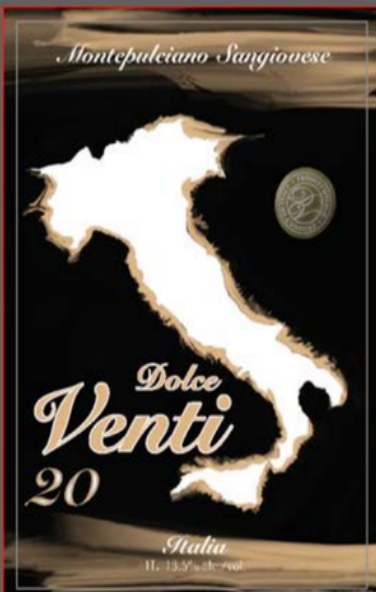
BodyBloom is a fitness and wellness website I designed to empower women through personalized workouts, mindful wellness tools, and body-positive design. The platform focuses on inclusivity, motivation, and user-friendly experiences.

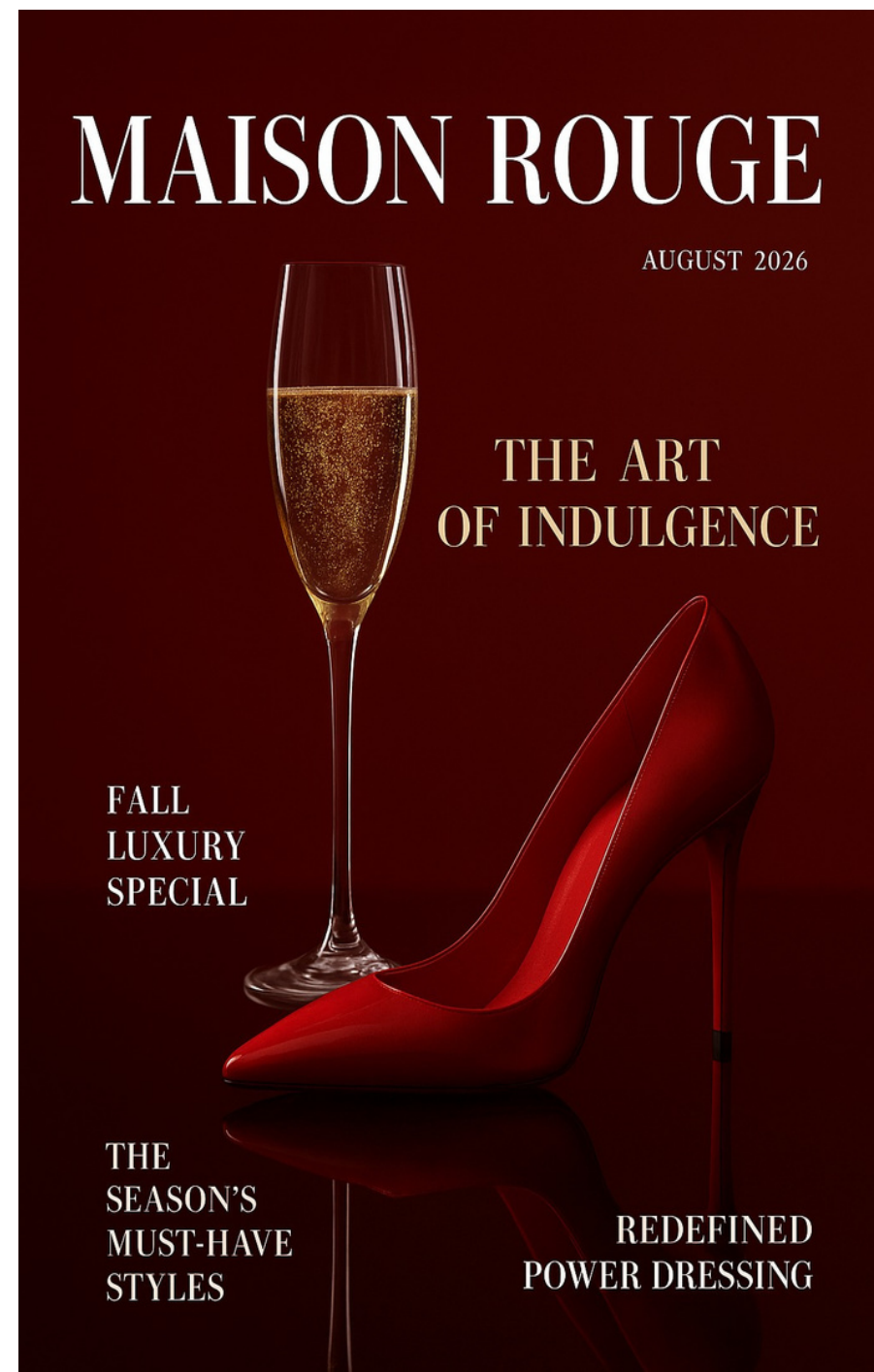




WINE LABEL

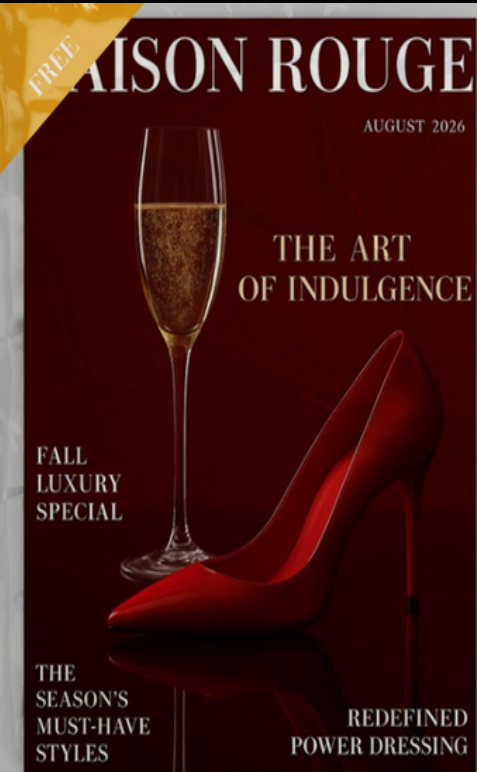
I designed this wine label in Adobe Illustrator, carefully handcrafting each background effect to create a unique and playful visual. I also explored transparency techniques to allow the design to interact seamlessly with the wine bottle, giving it a more dynamic and refined finish





MAGAZINE COVER

"This poster was recreated using two main elements: a shoe and a champagne glass, both designed in Blender. I then rendered them and brought them into Illustrator to develop a unique, chic magazine cover with a fresh, modern look."



Creative Presentation

Polished version

If you look closely at the logo, you'll see that I simplified it using just the signature "S."

Within that design, subtle details are hidden: the shape of a cookie and a smiley face, symbolizing our commitment to bringing joy and happiness to every customer.



SOFTIES

Softies were originally a product from another company, but I saw an opportunity to take the concept and make it my own. I reinvented Softies to be new, fresh, and unique, putting my own creative spin on the cookies to stand out in the market.

Brand / concept style

- **Flavor Innovation:** Introduced new flavor combinations that weren't offered before.
- **Texture Upgrade:** Made them extra soft, chewy, and satisfying with a perfect balance of crisp edges.
- **Design & Branding:** Gave the cookies a playful, modern look that attracts attention and feels fun to eat.
- **Customer Focus:** Created a version that appeals to more people, with options for customization and special occasions.



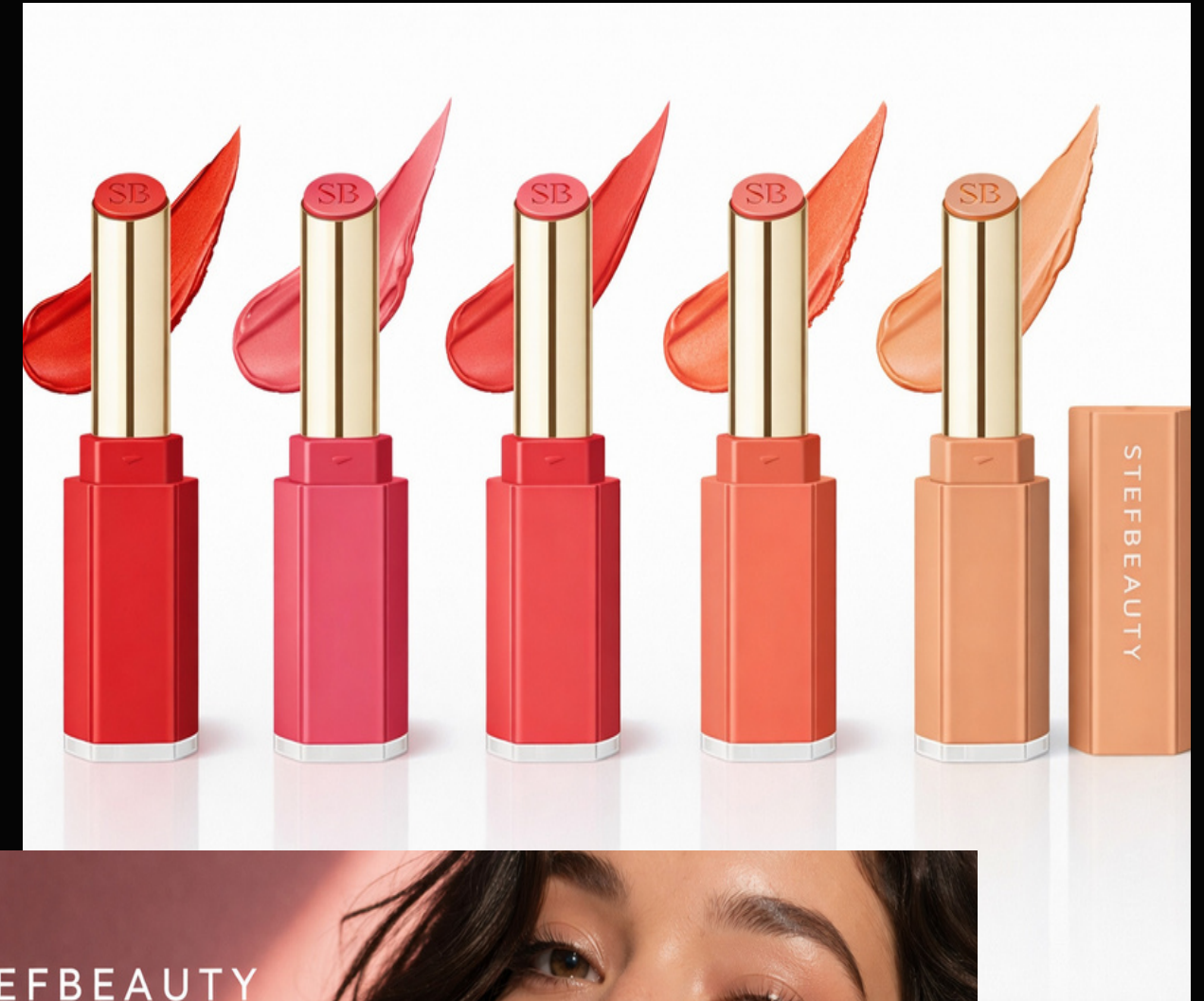
STEF BEAUTY

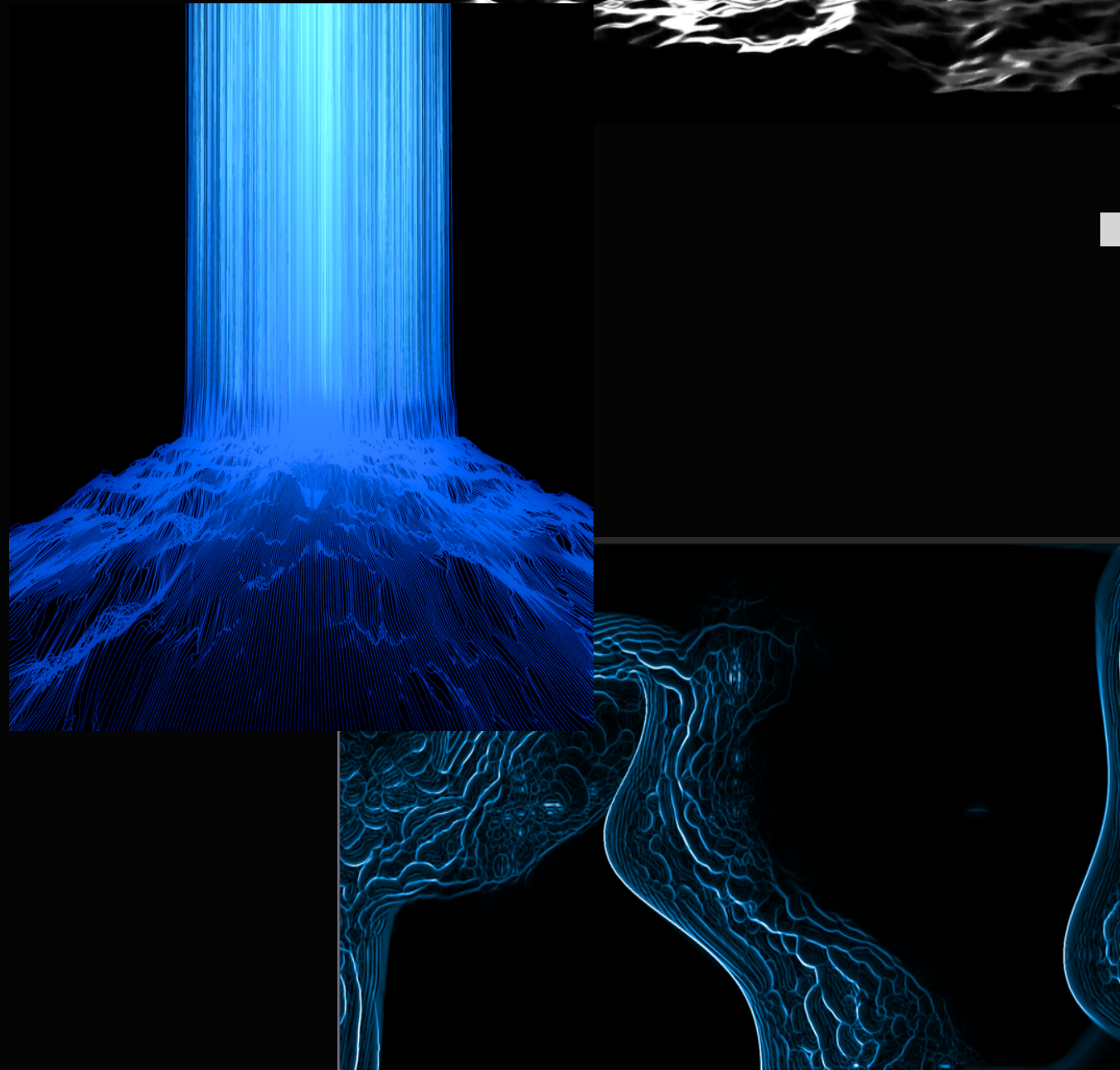
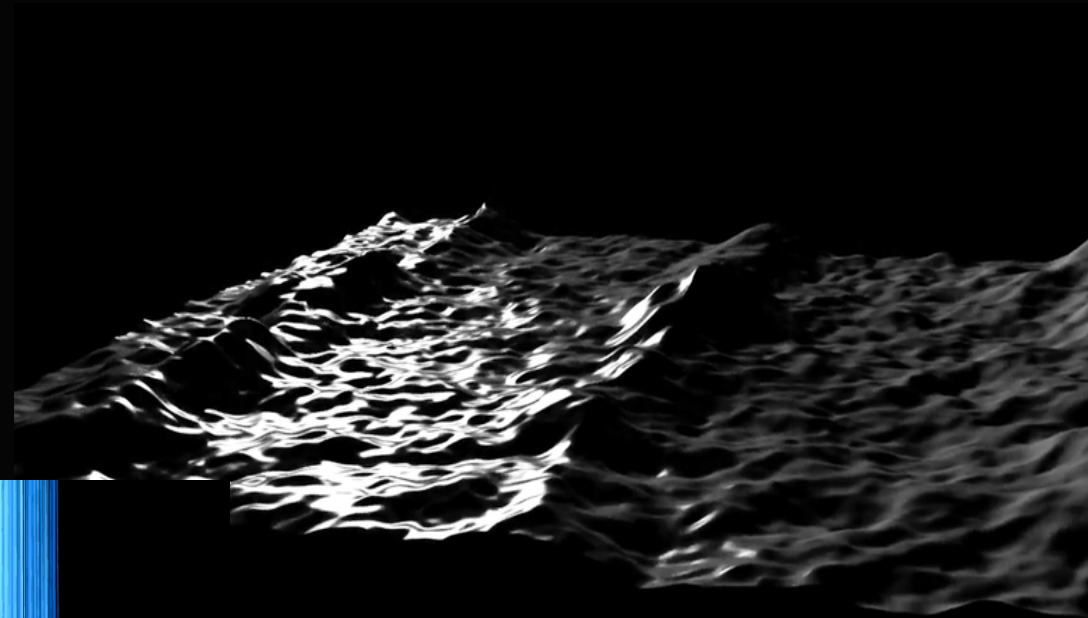
I created Stef Beauty to explore the balance between minimalism and complexity in design.

I wanted to demonstrate that I can create work that is both intricate and simple, depending on the brand's needs. This project also reflects my personal aesthetic, emphasizing elegance, clarity, and clean design.

This design was modeled entirely in Blender, with each form carefully crafted in a minimalist, simple style.

The result reflects a futuristic, timeless aesthetic that aligns with the company's long-lasting vision, making the design both modern and engaging.





TOUCHDESIGNER

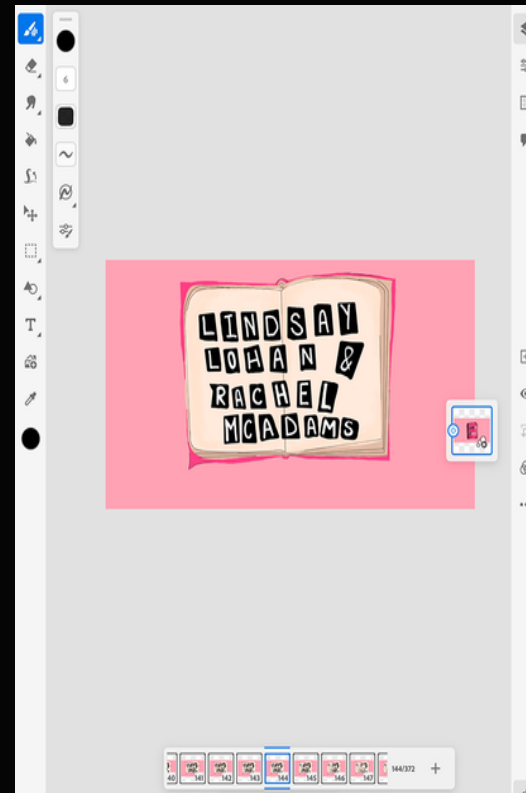
- TouchDesigner is a software used to create 3D effects for DJ events, art installations, and more. I made effects like water simulations, with all elements generated by combining noise and meshed shapes, giving full control over the visuals.
- I picked this design because the vibe felt right and matched the mood I wanted to show.
- This design gives a clean and aesthetic vibe that I really liked.



TOUCHDESIGNER

- TouchDesigner is a software used to create a personal project where I recreated a blended version of my current bedroom spaces.
- I carefully handcrafted each material to closely reflect how my room would realistically look.

Creative Presentation



MEAN GIRLS

I created an animated intro by designing each movement individually and developing a cohesive motion graphic sequence.



Resume / bullet version

- Designed and animated an intro sequence
- Created motion graphics with intentional movement and transitions
- Focused on timing, flow, and visual rhythm

I created a motion graphic intro for Mean Girls that highlights the director and cast. Every sequence was hand-drawn, allowing each element to come together in a cohesive, cinematic style that mirrors the feel of the movie.

THANK
YOU.

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