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# PORTFOLIO

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# Polychromy







● Deteriorated walls



Aged wood.







Reconstruction of the hand using epoxy putty and sanding and painting of various damaged parts

● Marvel restoration.



## ● Polychromy

Reproduction of plaster and polychrome imitating oxidized copper made with pigments and acrylics.



## ● Relief: Injured Lioness

Modeling done in clay and reproduction through lost-wax casting in epoxy resin with fiberglass. Polychrome with pigments and acrylics imitating stone





## ● Mural.

Mural for the electrical cabinets of the city of Avilés. Dimensions approximately 2.5 \* 2.5 meters.





# MOLDS



## ● Character design

Mold by casting with an epoxy and fiber-glass mother mold.







Human skull mold







● Smilodon skull



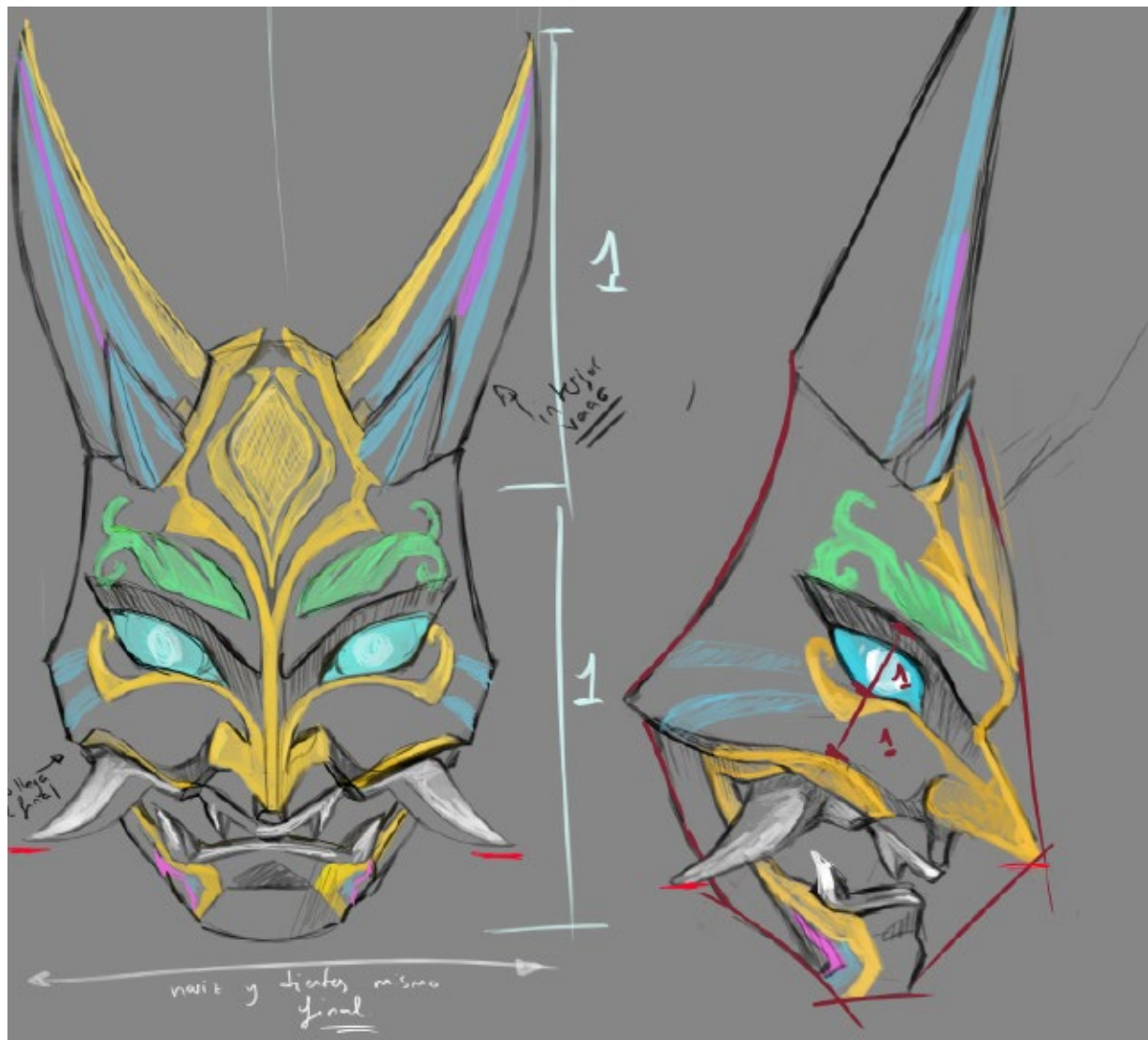
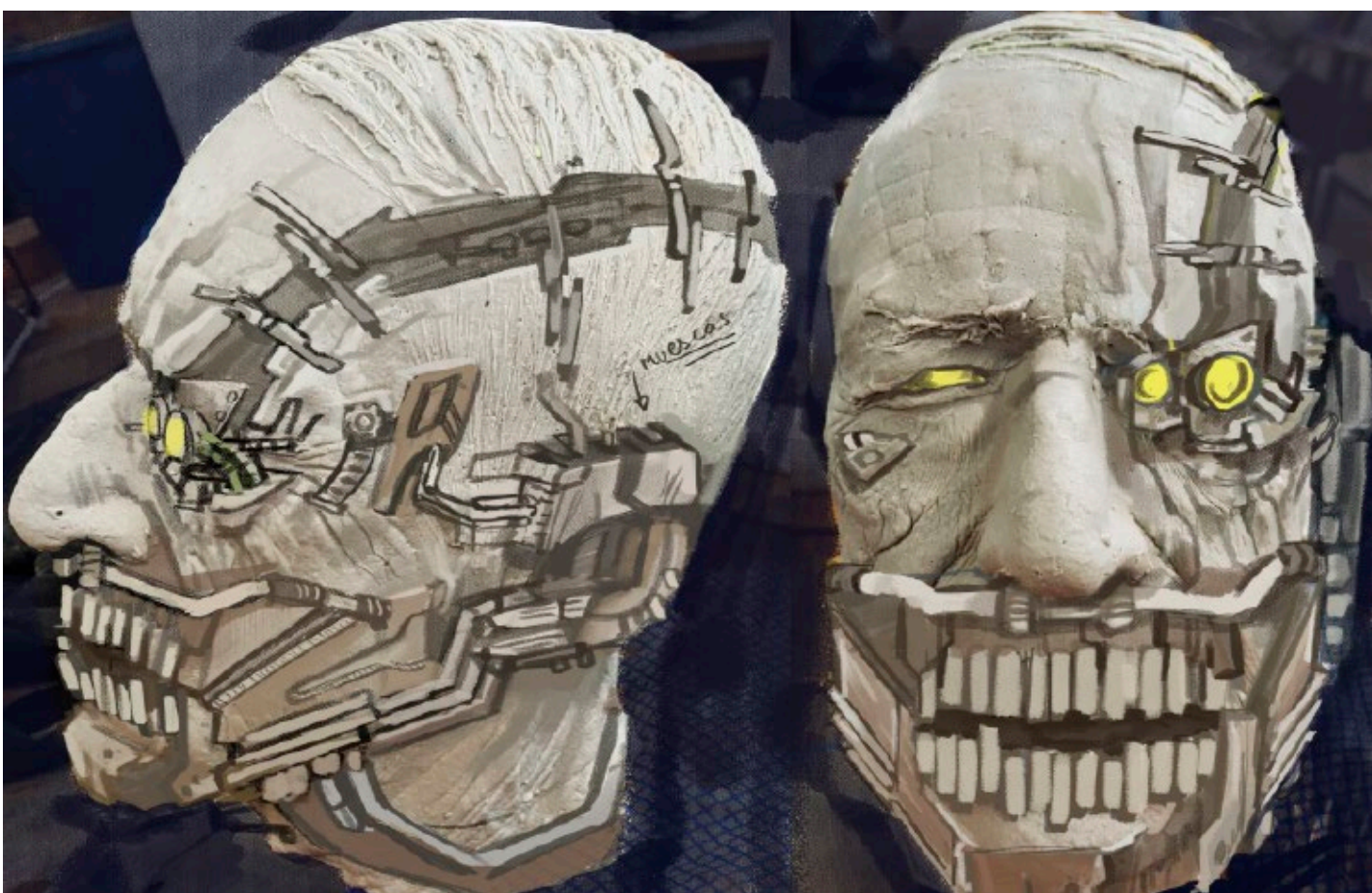


**Modeling.**





Sketches







Mask ●





# Sketches and final reproduction





# Professional projects







## Diorama

Diorama measuring 2\*2 meters made with extruded polystyrene base, textured with paper pulp, sawdust, and finished with pigments and various grass effects.





## Commercial stand for Armani.



Support for Armani and Smurfs glasses: original model in resin printing. From this original, I made several molds in parts with reproduction in polyurethane.

Subsequently, the team and I carried out sanding and painting.





# Smurfs.

Expanded polystyrene (Porexpan) with a structure of wood and metal, parts extracted from the CNC (Computer Numerical Control).







## ● Process

Smurfs ready for polyurethane coating with a metal structure made and integrated.





## ● Smurf houses.

Expanded polystyrene coated with polyurea. Hand-crafted roof and CNC-carved base.



## ● Paw Patrol

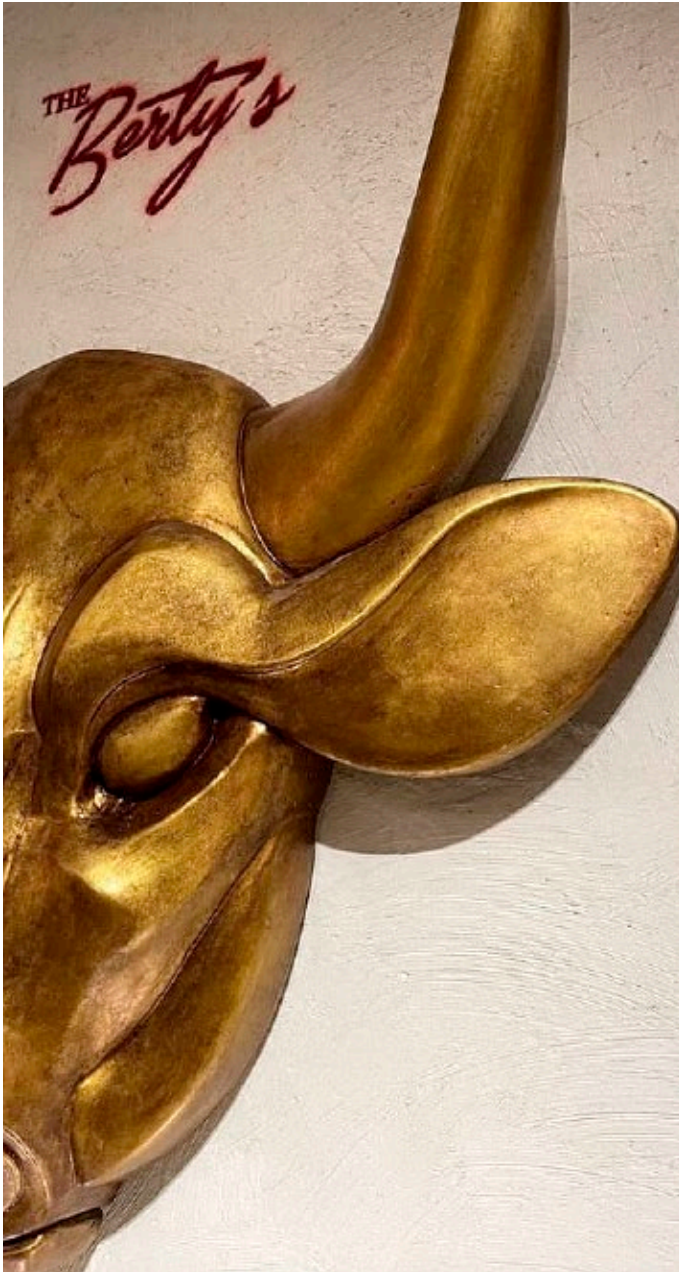
Exhibition cars for children.





## Advertising billboard

Handcrafted modeling in polystyrene based on a 3D reference. Poster for the inauguration of a restaurant.



## Advertising poster

Polychrome and texture in the creation of a poster for Bert's restaurant.





## Balerion.HBO

Hand-carving based on a 3D model and supervision of the painting process. Texturing of the bases and painting.