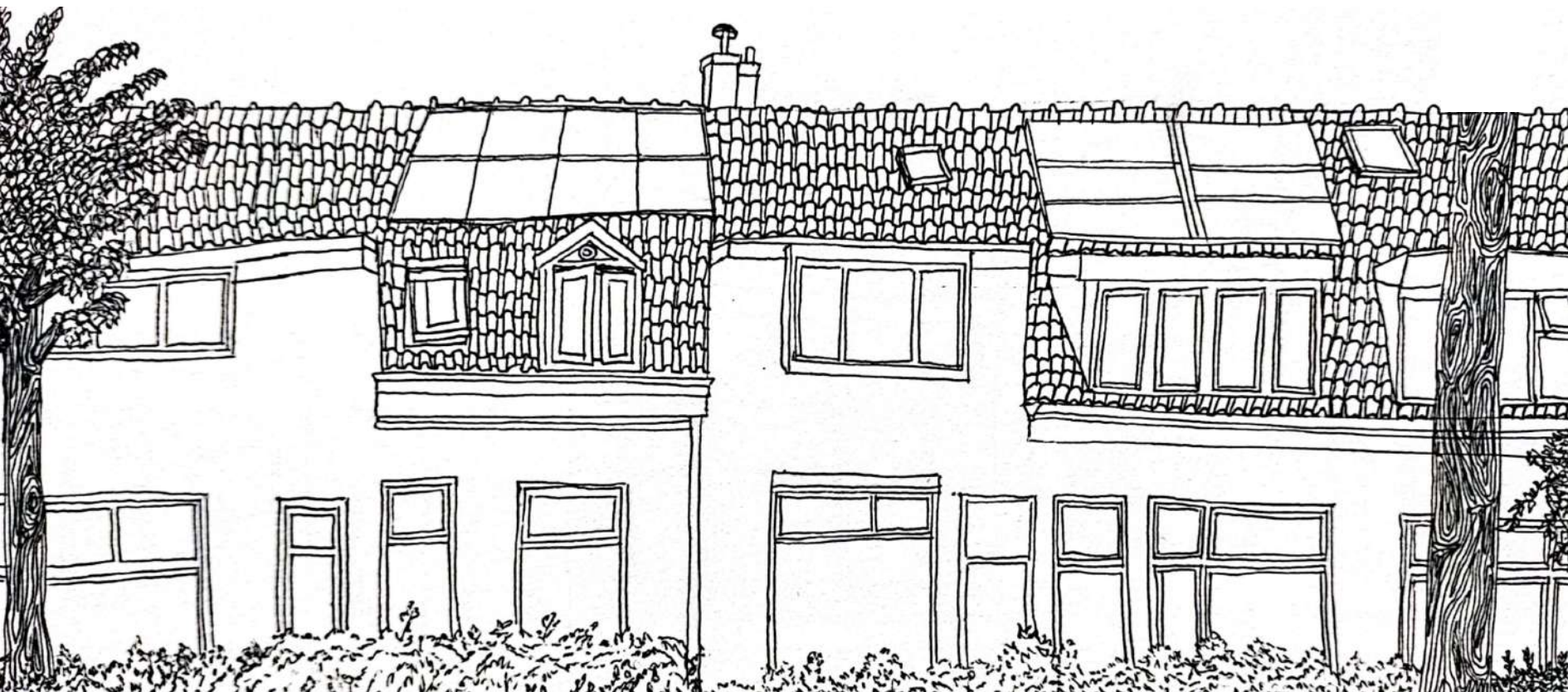




Portfolio

Anna Zorzi

Interior Design & Expanded Scenography



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Model making

Context

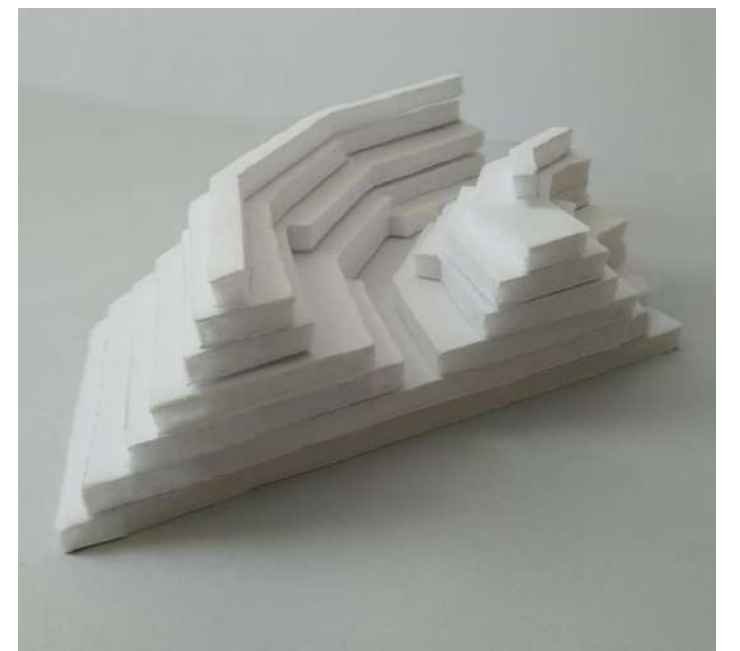
BA Interior design

Task

Prototypes and material experimentation

Year

2017-2020



Props making

**Project**

Nils, le merveilleux voyage

Context

Internship at Curious Space
(in collaboration with Nick Barnes Puppets)

Task

Puppets and props design

Location

Brighton (GB) - Lausanne CH)

Year

October - December 2019

In the winter of 2019-2020, the show *Nils, le merveilleux voyage* was performed by the theatre company Cie Pied de Biche at Le Petit Théâtre in Lausanne. As an intern, I worked for Curious Space and collaborated with Nick Barnes Puppets on the creation of puppets and props, as well as assisting with the scenographic setup. The puppets were meticulously designed with attention to detail, using various materials such as plastazote for head sculpts and body shapes, soft foam rubber, polyurethane foams, and wood, among others.



Exhibition design



Project
Le Mal du Voyage

Context
Internship at Curious Space

Task
2D/3D modelling, concept design, exhibition design and setup

Location
Neuchâtel (CH)

Year
October - December 2019

For the temporary exhibition *Le Mal du Voyage*, hosted at the Museum of Ethnography in Neuchâtel, I contributed to the project as part of my internship with Curious Space. I was involved in several stages of the exhibition design process, including developing conceptual and scaled models to explore and refine the design vision, and actively participating in the construction and installation of the exhibition on-site. This experience allowed me to integrate creative problem-solving with practical technical expertise, contributing to the realisation of the exhibition.



Set design

**Context**

Internship at Theater Kikker and Podium Hoge Woerd

Task

Lighting, sound, and stage setup

Location

Utrecht (NL)

Year

2024

As a theatre technician intern at Theatre Kikker and Podium Hoge Woerd, I contributed to the setup of several theatre productions, providing assistance with lighting, sound, and stage arrangements. Throughout this experience, I expanded my knowledge in various technical areas and gained a deeper understanding of the spatial qualities that I consider essential for my development as both a scenographer and experience maker. I particularly enjoyed studying the role of artificial lighting in theatre performances.

Top-left: *A Fist of Tongues* performed by Sunni Lamin Barrow.

Here, I had the opportunity to experiment with both direct and indirect light, and explore the contrasts and atmospheres created by lighting surfaces like paper.

Top-right: *CREOLE* by Illusionary Rockaz Company.

In this show, I found it inspiring to work with the contrast between top and bottom lighting on a reflective surface, to simulate the effect of water and sky depending on its placement.

Bottom-left: *All Watched Over by Machines of Loving Grace* by Ezra Veldhuis & Bosse Provoost.

The use of stroboscopic lights in this performance was particularly interesting, offering a unique dynamic to the space.

Bottom-right: *Facades* by Tall Tales Company.

The strategic use of lighting on the rope, supported by a five-metre-high aluminium structure, created the illusion of it floating in space.





2D/3D Modelling

Context

BA Interior design

Task

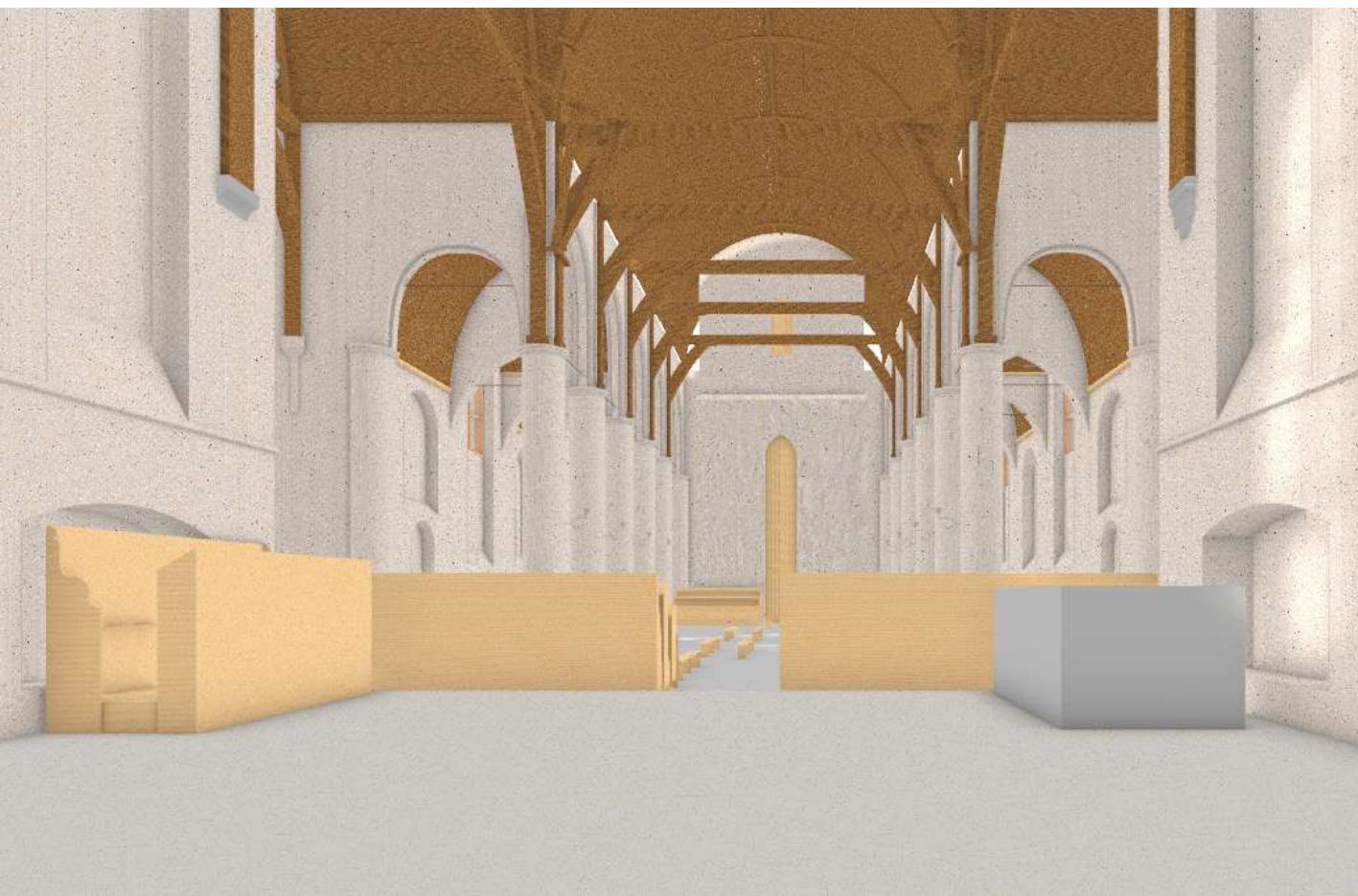
Spatial planning, visitor flow and navigation, experience and interaction design, visualisation and prototyping of spatial layouts

Software

AutoCAD
Rhinoceros
SketchUp
V-Ray

Year

2017-2020





Concept development

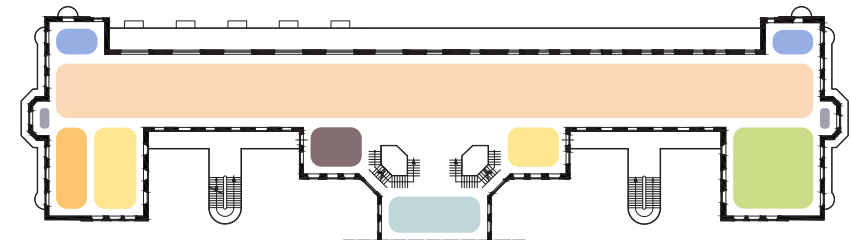
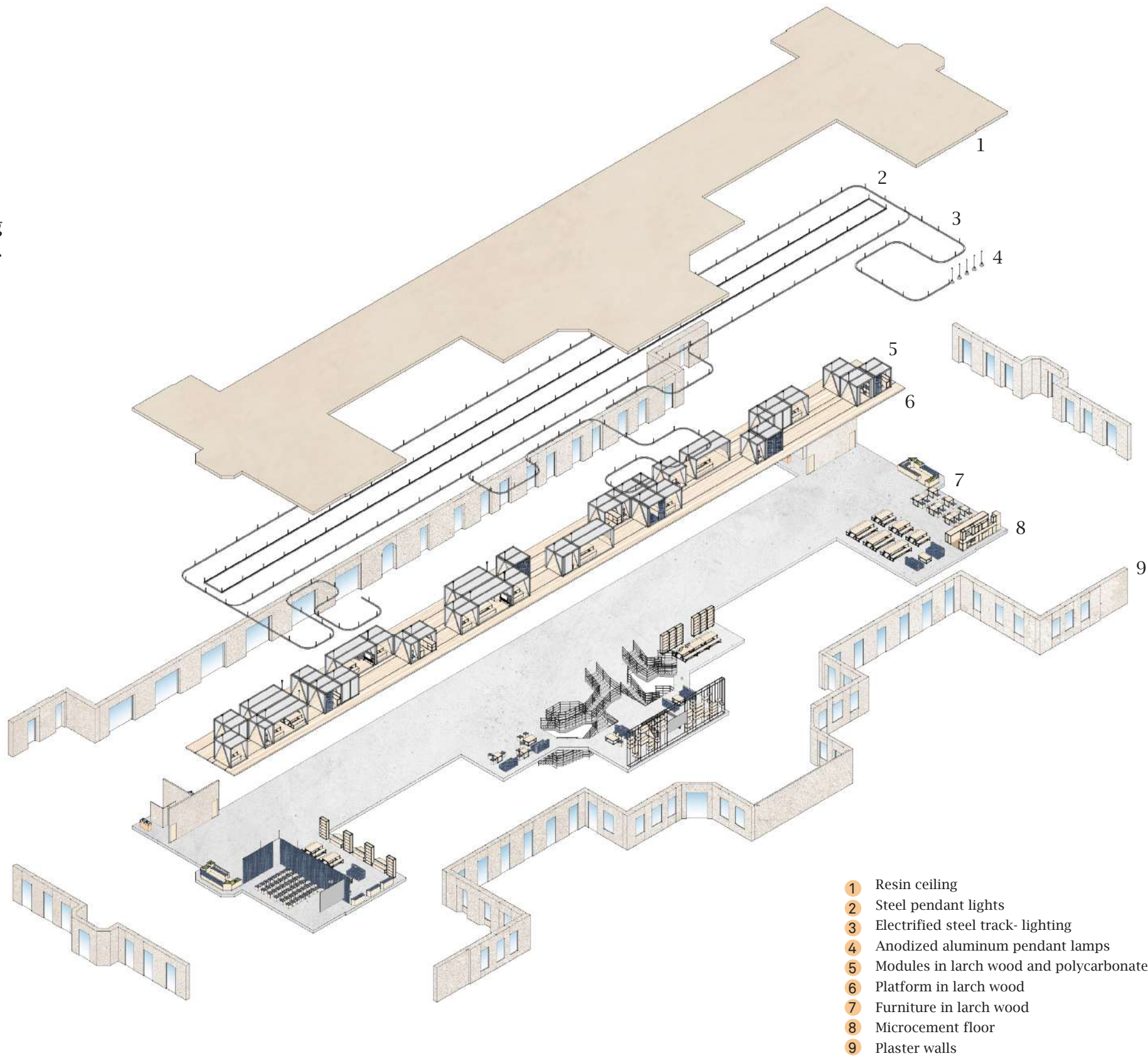
Project
Migrants on the move

Context
BA Interior design graduation project

Task
Research framing, space configuration, circulation and visitor journey, experience development, space layout and representation

Year
2020

Migrants on the Move aims to integrate young asylum seekers into society by creating a training space focused on software and app development. Through teamwork-oriented courses, participants develop communication and interaction skills, while events and workshops invite the local community to engage and support integration. Set in Lecce, the initiative aims to drive technological development in southern Italy by repurposing the disused “Antonio Galateo” sanatorium. The longitudinal layout is optimised through the use of modular elements travelling on electrified steel tracks. Each module hosts activities designed to facilitate teamwork and collaboration among participants.



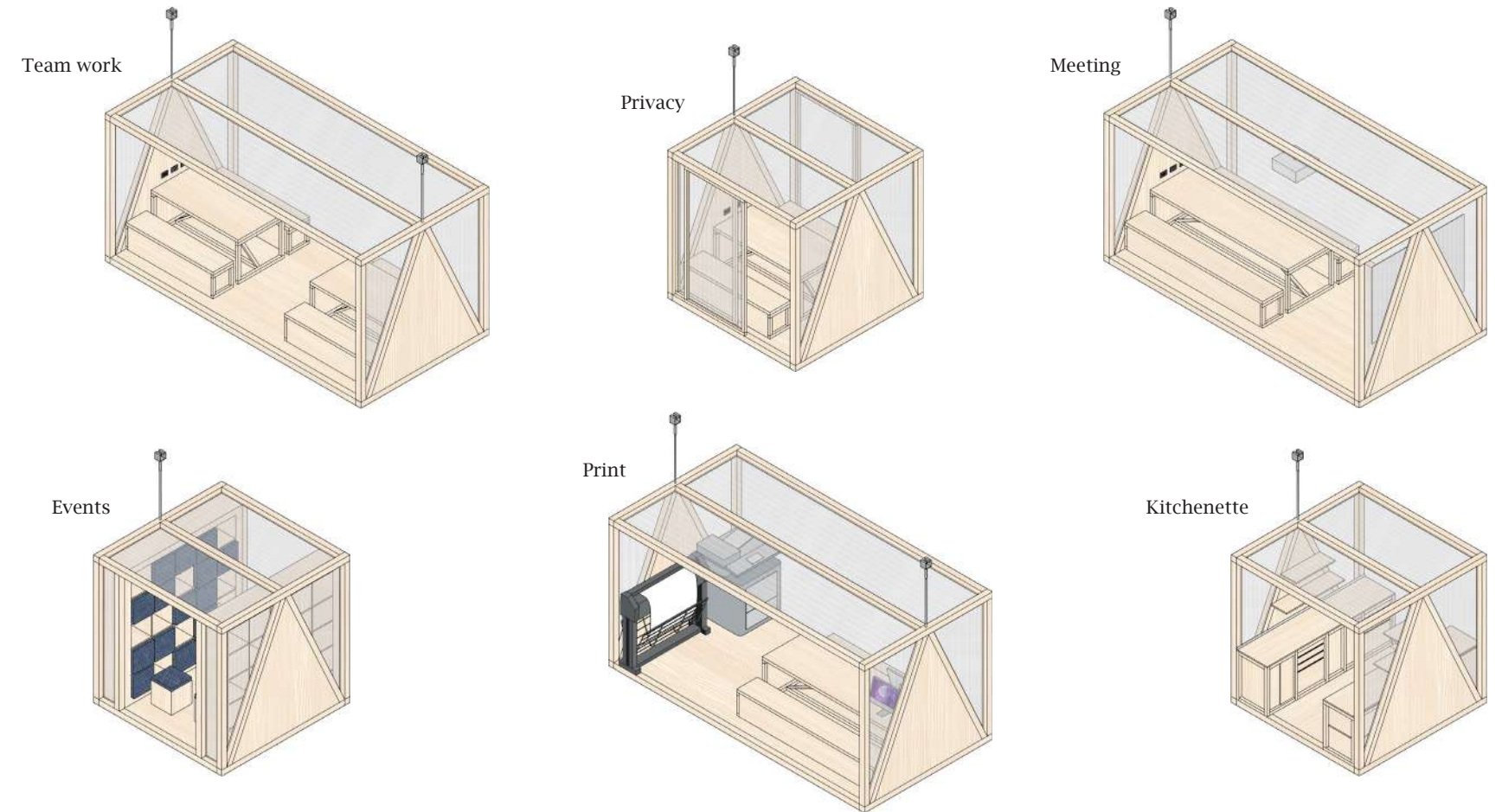
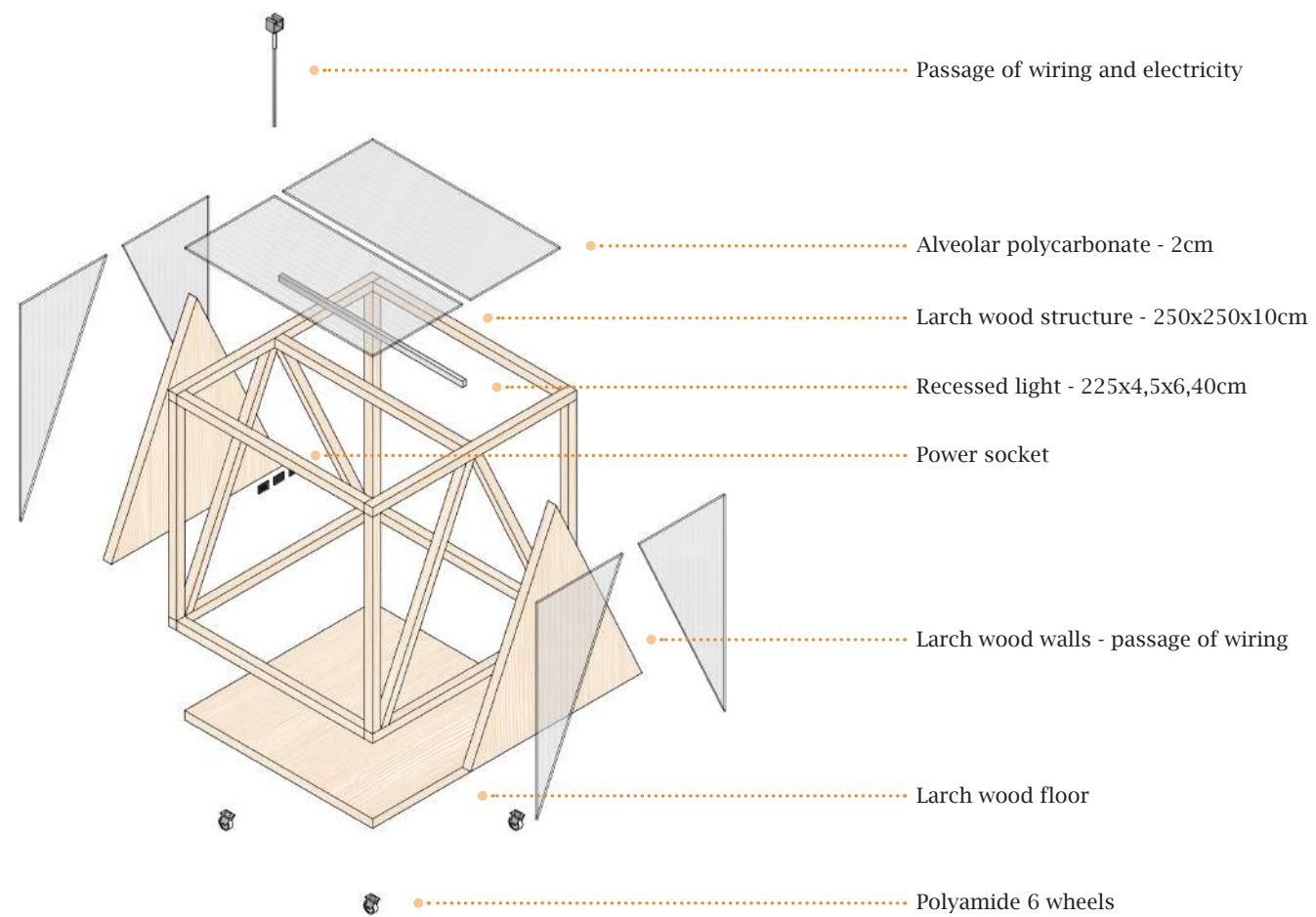
Areas

- | | | | |
|-----------|------------|--------------|------------|
| Work area | Projection | Waiting room | Relax area |
| Study | Canteen | Reception | WC |

Activities

- | | | | | | |
|--|--|--|--|--|--|
| | | | | | |
| | | | | | |



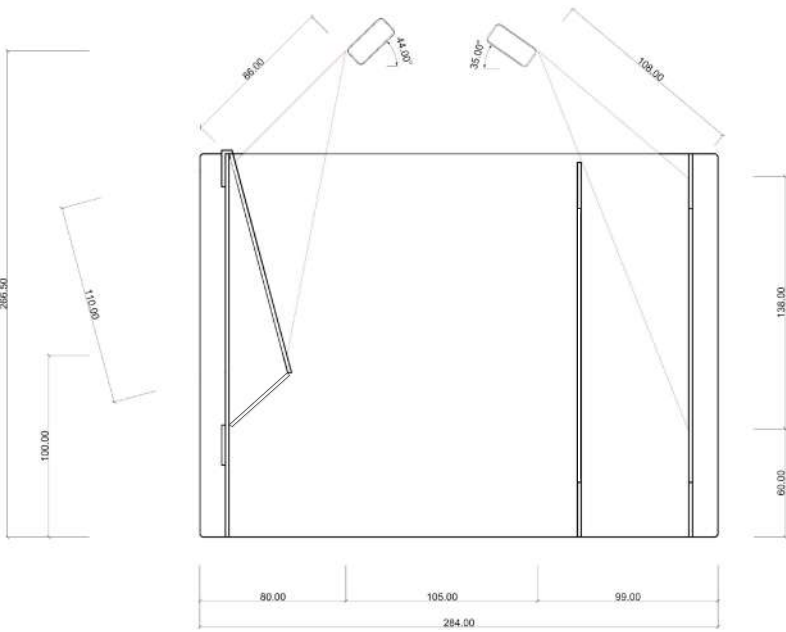
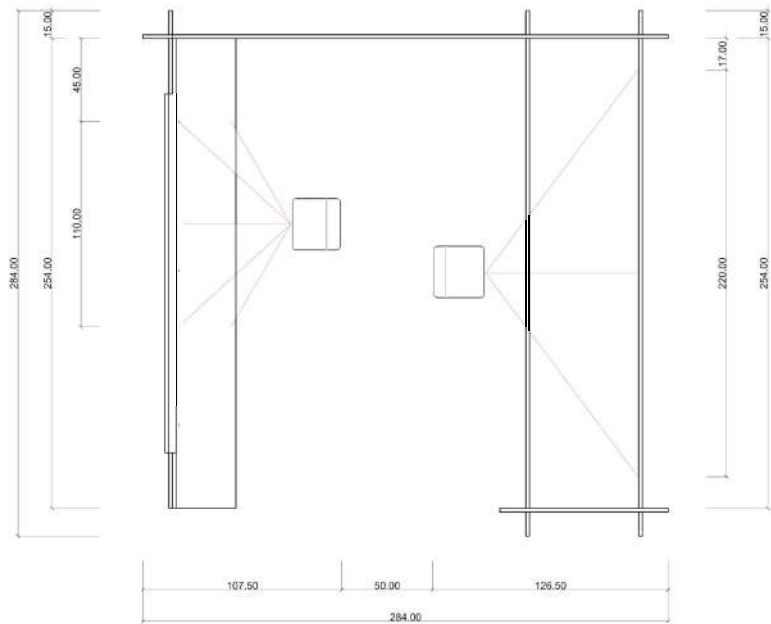
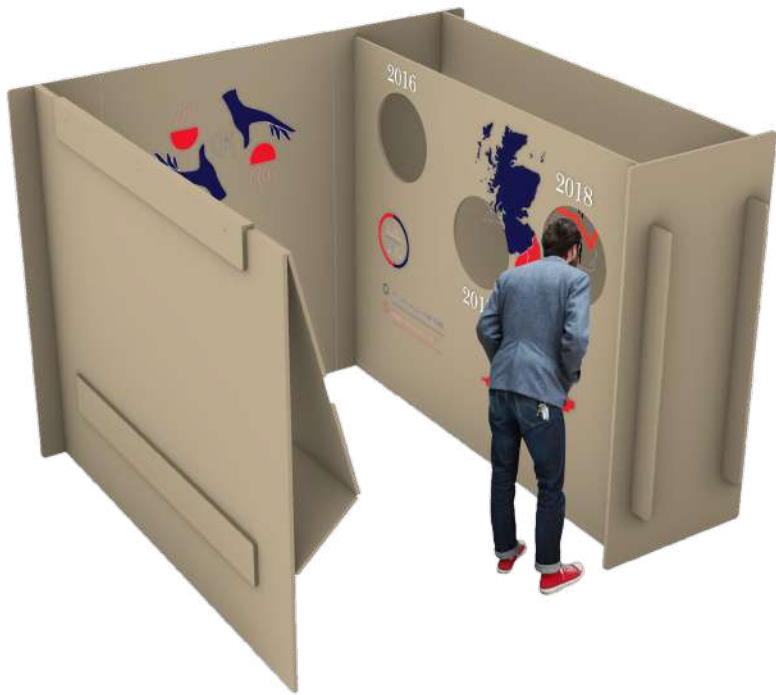


Interaction design

Context
BA Interior design

Task
In or Out is a portable interactive installation inviting users to reflect on the potential impact of Brexit on migration. Using an interface with conductive ink and projectors, visitors actively engage with the topic.

Tools
Arduino



Lighting design

Context
BA Interior design

Task
The lighting analysis of a school classroom evaluates various parameters to achieve optimal lighting quality. After reviewing the current lighting setup and considering different light scenarios, interventions are made, along with the integration of new devices, to enhance the overall lighting quality.

Software
DIALux



Natural light, clear sky

Artificial light, overcast sky



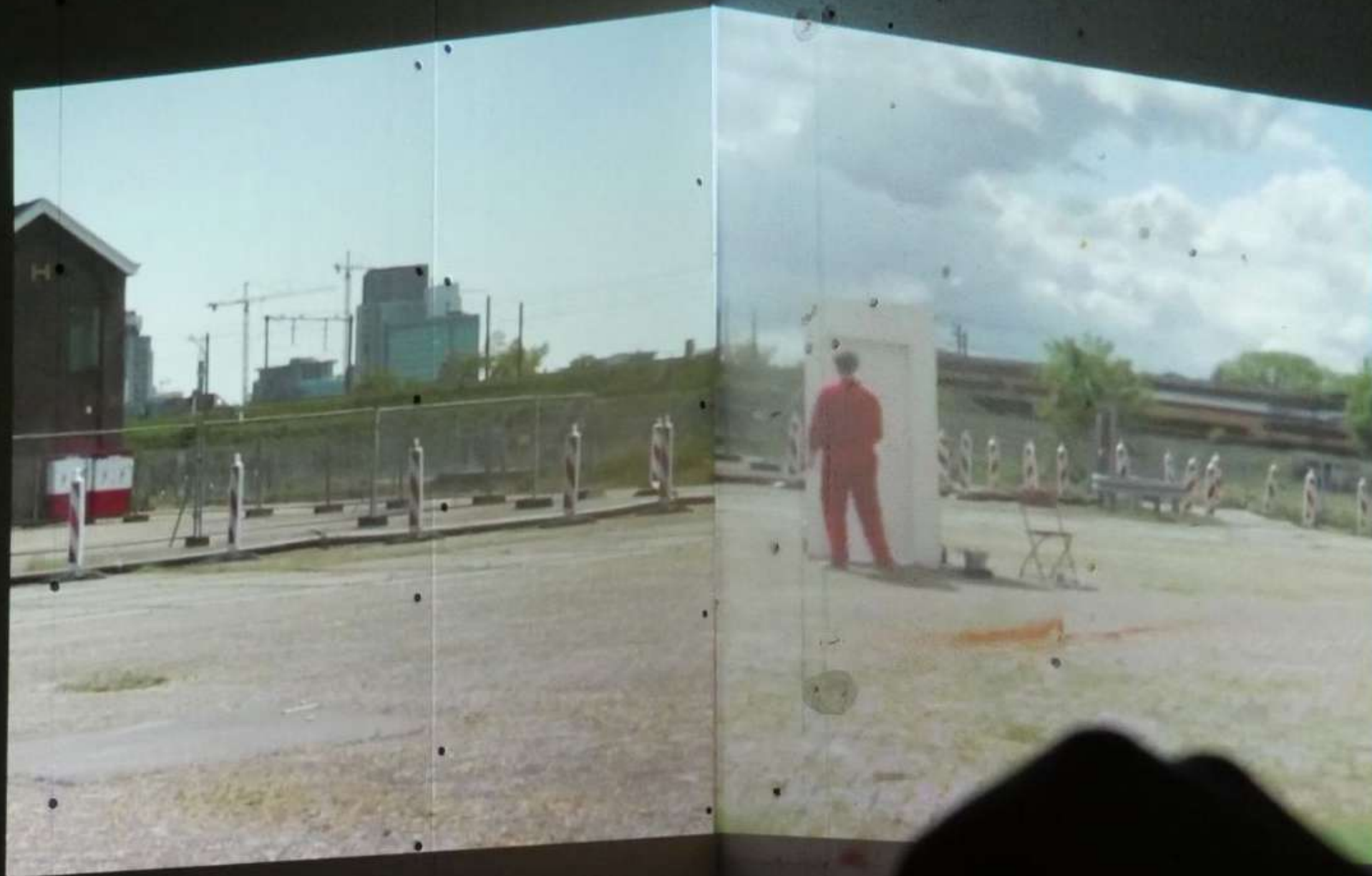
False color analysis



Task areas

Hand sketching





As a scenographer and designer of site-specific works, I search for alternative ways to actively engage the spectators to investigate and explore spaces. By studying the past history and pre-existing geographies, I highlight the physical qualities and characteristics of the environment using sounds, lights and visuals. I invite the visitors to explore these alternative narratives of the space by accompanying them through a physical and emotional journey.

"This research originates from a personal struggle of feeling of not belonging somewhere which leads me to investigate spaces and to search for their identities."

Artistic research



Project
Wensput

Context
Open Call '013XStadsforum'

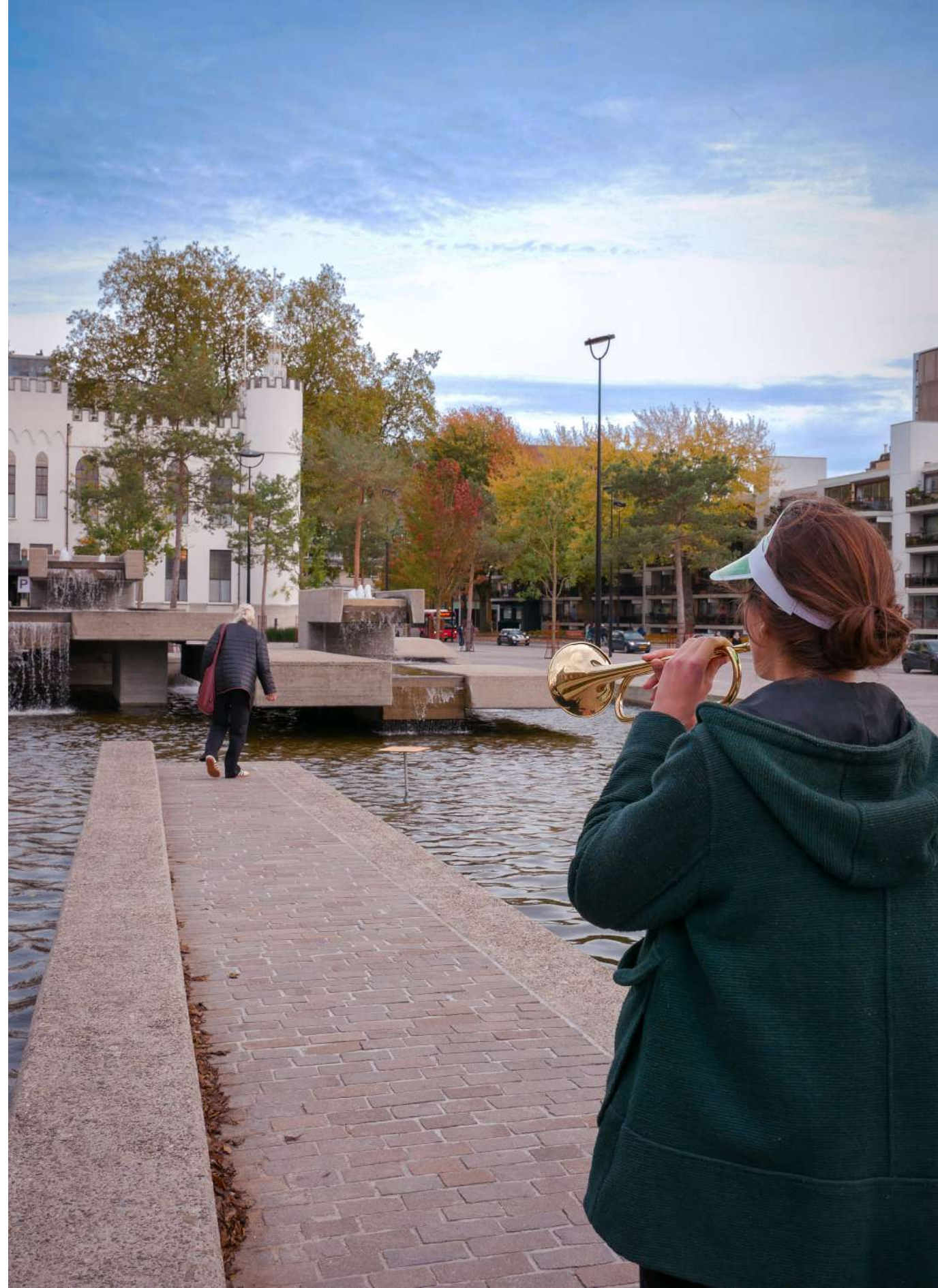
Type
Pop-up public intervention

In collaboration with
Thijs Baselmans

Location
Beljon Fountain, Stadsforum Tilburg

Year
October 2024

Wensput is a pop-up public intervention that invites individuals to share their hopes and wishes, building connections and encouraging a positive outlook on the future. Visitors are invited to engage in conversations about their desires and reflect on what truly matters to them. Through a playful and reflective experience, they are encouraged to express and celebrate their personal wishes. Each participant receives a coin to toss into the water, accompanied by a drumroll and trumpet fanfare, transforming the moment into a celebration. The wishes made at Wensput extend beyond the pop-up itself. Visitors receive a receipt as a lasting keepsake of their wish. Additionally, the wishes are collected in an online archive, allowing participants to share their hopes with both their own community and the broader Wensput network.





Project
An encounter with the shore

Context
Over het IJ Unboxed 2023

Type
Performative audio walk

In collaboration with
Thijs Baselmans

Location
NDSM-Werf, Amsterdam

Year
July 2023

For the 2023 Over het IJ theatre festival, as part of the Unboxed program, *An Encounter with the Shore* was developed, a performative audio walk through the narrow street of Neveritaweg, leading to a panoramic view of the IJ. On this journey, everyday details from the street, riverbank, and skyline transform into meaningful elements, linked to broader themes such as migration, military threats, the cultural sector, and technological progress. Guided by the performers and the audio, visitors are invited to explore the environment in a unique and playful way, with each person framing their own perspective through a provided “viewfinder.” In the second part of the experience, a spatial intervention leads visitors to rediscover the shore and the expansive Amsterdam skyline. Here, the soundscape gently guides the viewer’s gaze, leaving words behind to spark imagination and discovery.





Project
Wisselspoor. Subject to change.

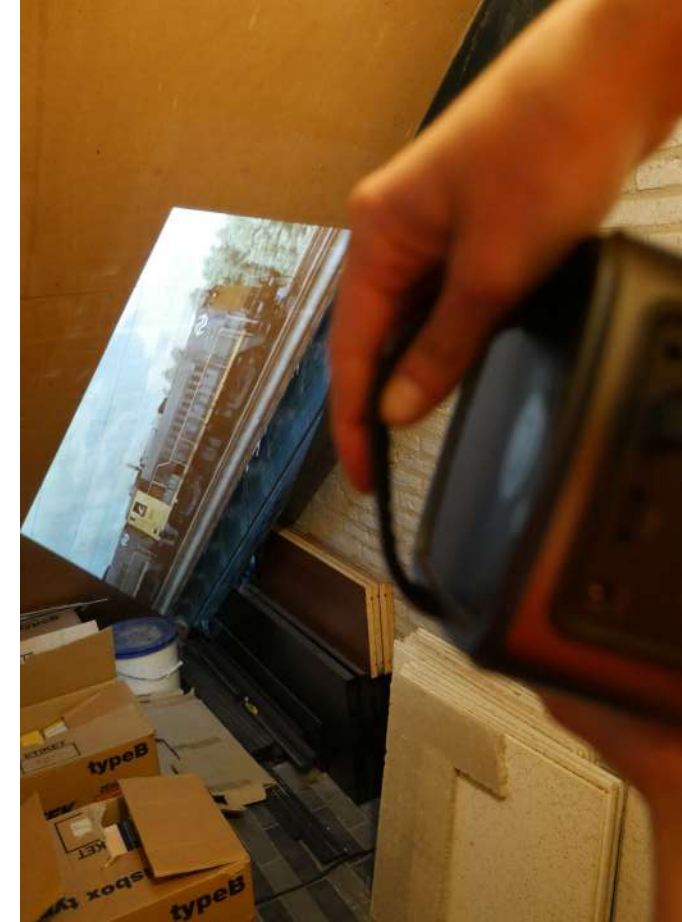
Context
MA Scenography graduation exhibition

Type
Multimedia installation

Location
2e Daalsedijk 8, Utrecht

Year
July 2023

The final exhibition of the HKU Master's program in Scenography took place in a former NS office building located in the Wisselspoor area, a district rich in history and currently undergoing redevelopment. For my graduation project, I designed a site-specific experience within the building at 2e Daalsedijk 8, inviting visitors to explore its hidden spaces through a guided journey. The tour unfolded in secondary, often overlooked spaces, such as storage rooms and closets, brought to life through immersive soundscapes and visual elements. These explorations uncovered the building's concealed narratives, encouraging participants to look beyond the surface and delve into its forgotten corners. This interaction offered a fresh perspective on the area's history and its potential future, transforming the experience into a reflection on time, memory, and transformation.





Project
Een hoofdstuk afsluiten / Closing Chapters

Context
Residency at Toon studio

Type
Multimedia installation

Location
Steenzicht 12, The Hague

Year
December 2022

During my three-week residency in the winter of 2022 at Toon Studio, I had the opportunity to develop a project in an area undergoing renovation, with the aim of engaging both the local community and a wider audience with art. My attention was drawn to several abandoned houses, soon to be demolished and replaced. The desire to enter one of them for the last time inspired the creation of this work. The project invites visitors to explore the home of Dirk De Waal, one of the first residents of Steenzicht. Through a moving tour based on Dirk's memories, participants are guided through his house, which is about to disappear. Forgotten spaces and intimate stories are revealed through soundscapes and films that evoke his past, while also drawing parallels to contemporary issues such as the housing crisis, overcrowding, and living conditions. The work moves between personal memories and broader societal themes, offering a universal perspective on the present moment.





Project
Follow me

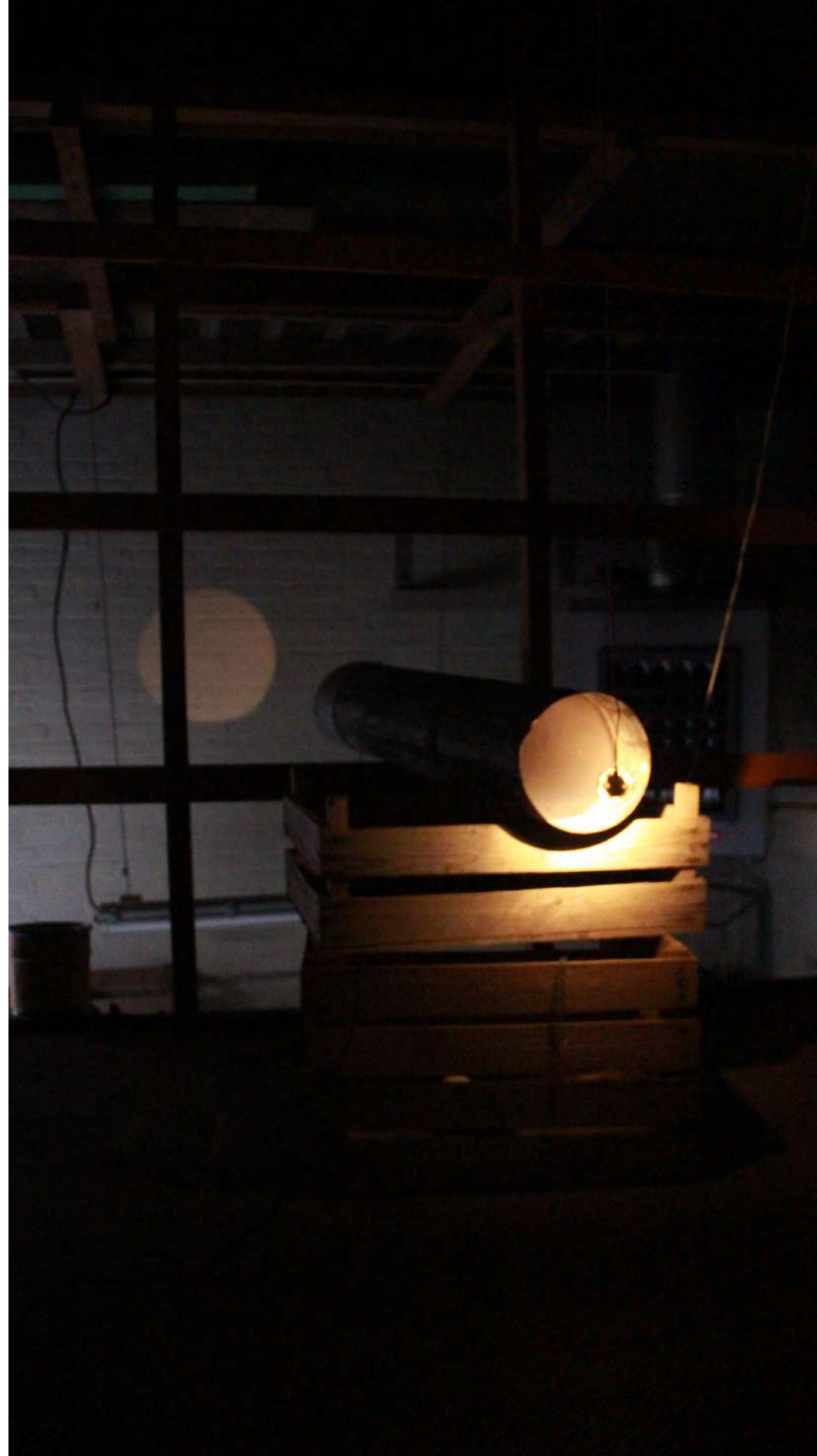
Context
MA Scenography exhibition

Type
Multimedia installation

Location
Gans Studio, Utrecht

Year
June 2022

As part of the MA Scenography program, our class curated the exhibition *In Limbo* at Gans Studio. This event marked the final use of the space before its demolition and served as a reflection on a shared theme: a temporal state suspended between places, between presence and absence, past and present, or future and the here-and-now. *In Limbo* explores the intersection of the known and the unknown. My work, *Follow Me*, is set in the attic of the building, a space chosen for the emotional resonance it evokes, drawing parallels to previous living experiences. The project highlights the building's history and current state, intertwining this with the personal perspective and presence of the artist within the space. Although the space initially appears empty, visitors gradually uncover its layers through various media, transitioning between automated and manual elements depending on the theme and the artist's intent.





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