





iloš Radulović is an architect, designer and illustrator based in Belgrade, Serbia, born in January of 1981. Yes that's me. Originally I was educated as an architect (bachelor and a master's degree in architecture from the University of Belgrade). Right now I work as, full time architect, in private architecture studio with offices in Belgrade and Los Angeles.

Beside architecture, as long as I have known myself, drawing and painting were my great passions. My life as a freelance professional, in this industry, started, at age of 18, and for the past 15 years I have been creating print designs, corporate identities, illustrations and architectural visualizations; always believing in the power of effective visual art.

Even though I'm proficient in 2D and 3D technques, I heavily rely on traditional techniques of drawing and painting, I strongly believe that they are, still, best way to create unique pieces of art.

So far, my list of clients includes companies and individuals from the US, Canada, the Netherlands, Germany, UK and of course, my native country Serbia.

MMOW JALYNOSTA



## ARCHITECTURE

orks shown in this section present visualizations of the projects, I have majorly contributed on, as a member of a team of architects of my current and most important employer - USA Architecture studio Hetzel Design. I've been member of their, main production, office in Belgrade since fall of 2010. In terms of computer generated imagery, these visualizations are purely my work.

Since then I've worked on projects, ranging from personal residences on the outskirts of LA, casinos on the Las Vegas Strip to large hospitality and entertainment projects in China.

This gave me the opportunity to see the inner workings of one architectural project: from initial negotiations with the client, to first research into form and function and at the end, detail design of the confirmed construction.

In order to achieve all that, in the modern technological environment, I have used the chance to learn to work with applications such as Autodesk AutoCad, 3D Studio Max and Revit. Also, some details were done by using applications such as Cinema 4D and Pixologic ZBrush.



Solution for the lobby for the office space of architecture firm in Shanghai, China.

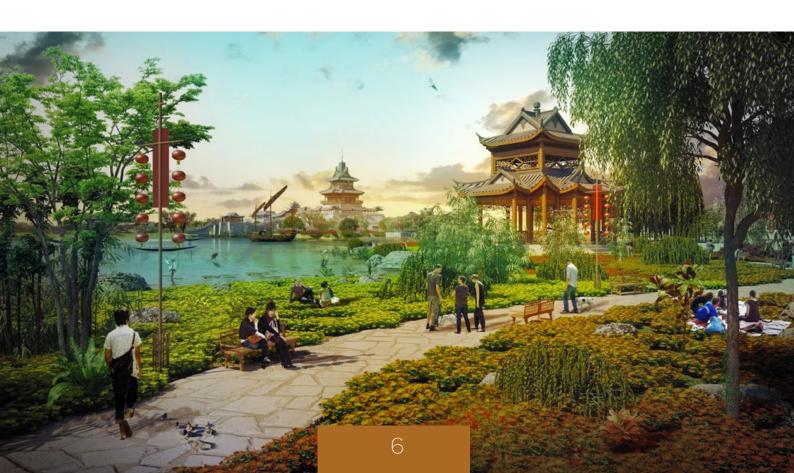








▲ Design of the facade for the horse race track to be built in Doha, Qatar. It was inspired by the shape of arabic letters and their intricate calligraphy







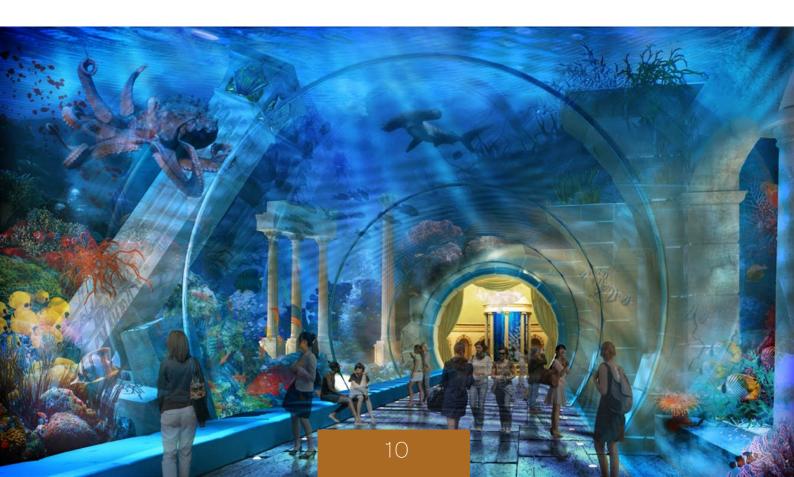










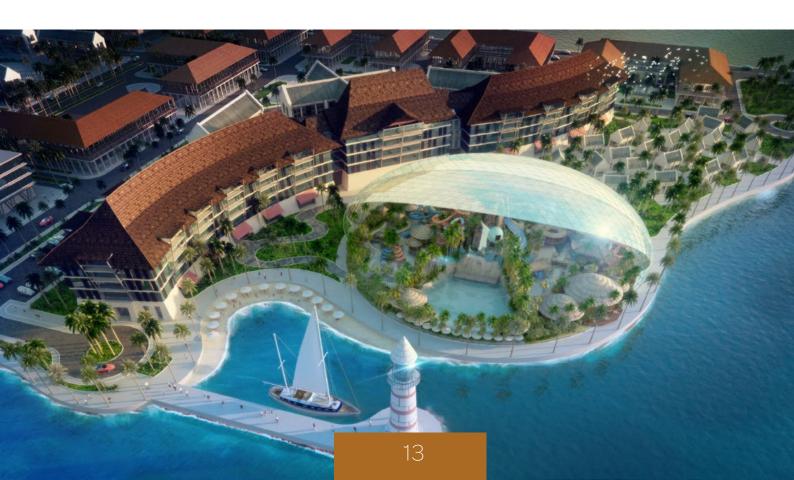


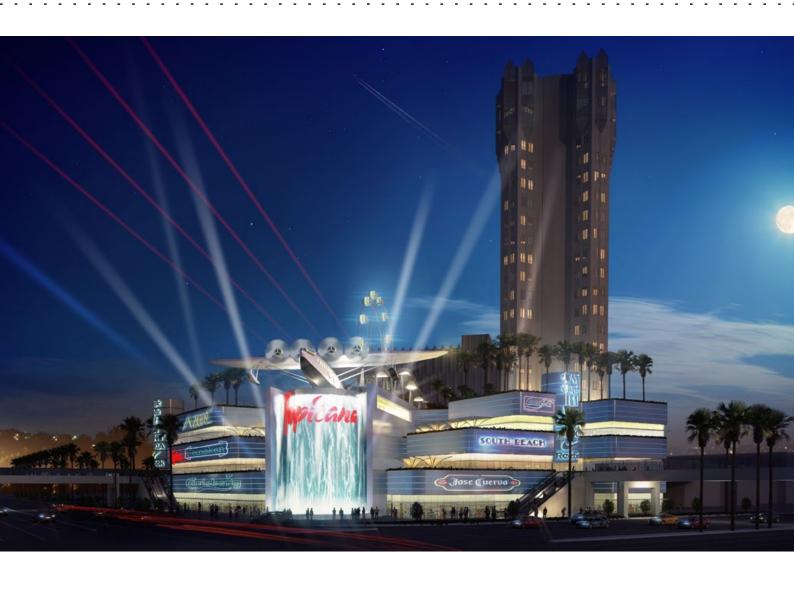






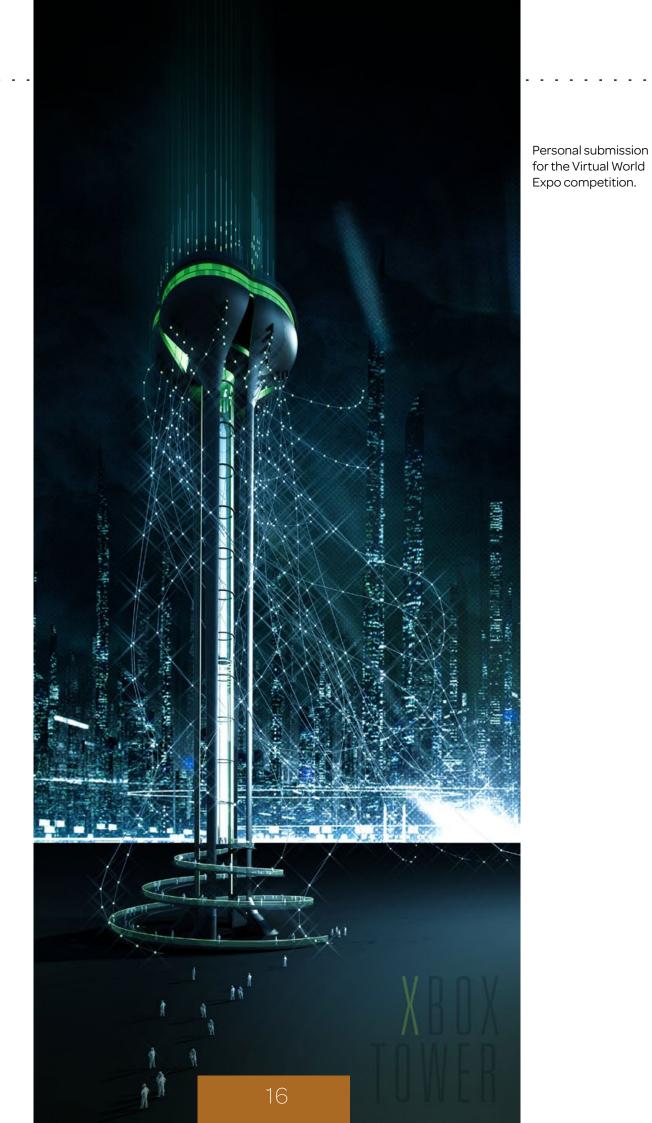


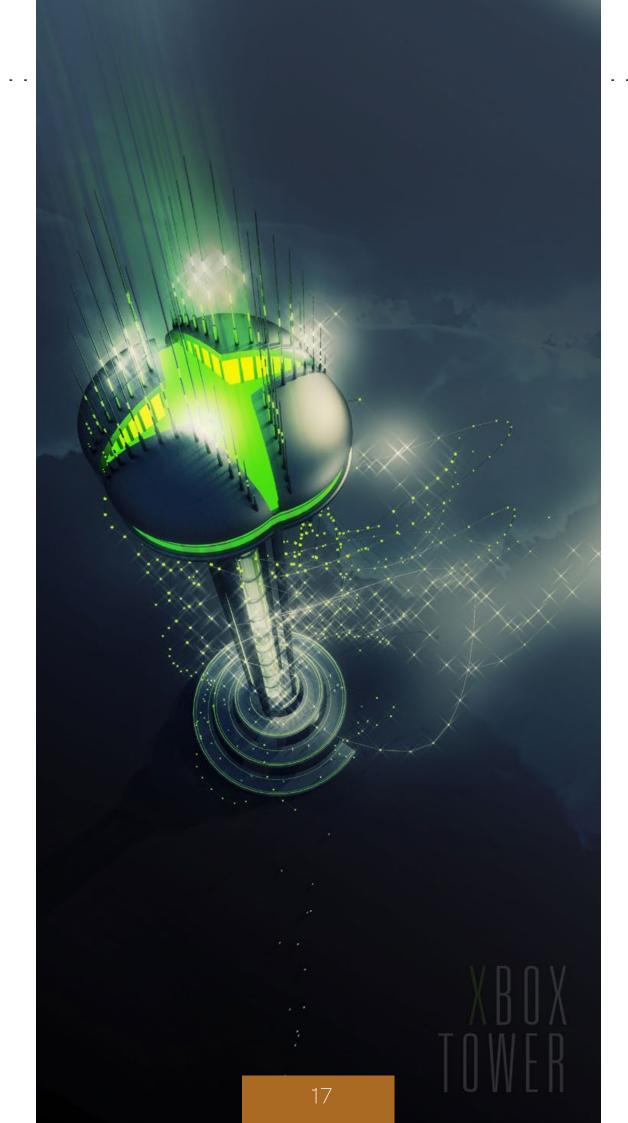












## GRAPHIC DESIGN





hat exactly is graphic design to me? Well frankly, in the first place it is a profitable way of using my graphical talents and computer skills.

But on a less pragmatical side I like graphical design because I see the design process as a challenge to achieve the reaction with graphical elements within a - very often serious - set of parameters and constraints.

This is especially true with my work on logo design. I believe in maxima, that the best logo is the one that can be drawn with a finger in a sand. The same goes for posters and brochures. But I was always sure not to mistake scarcity of visual cues with simplicity.

All of these images were created with the combination of applications such as Adobe Illustrator, Photoshop and Indesign, which I have been using for more than ten years.

**VARIOUS LOGOS** 

























**VARIOUS LOGOS** 

























**VARIOUS LOGOS** 



















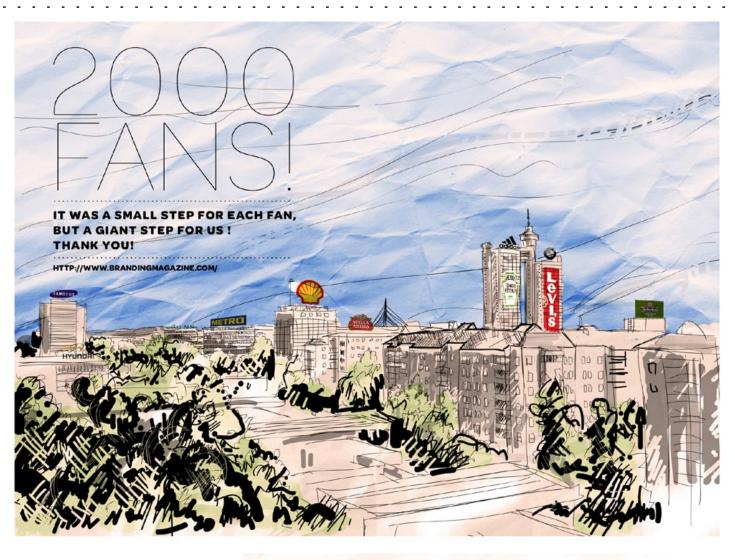








DALLAS DOWNTOWN MARCH - JUNE, 2012



ILLUSTRATIONS FOR THE WEBSITE BRANDINGMAGAZINE.COM

### FOR THE BEST BRANDING NEWS CATCHES OF THE DAY Branding Magazine



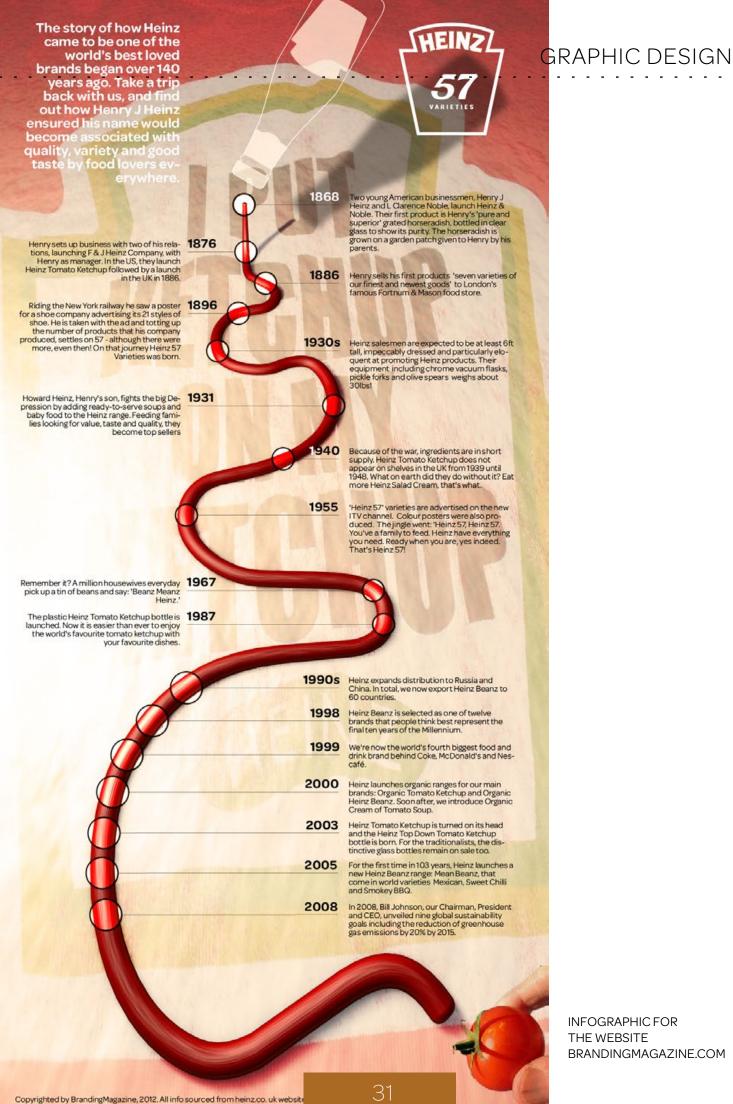
3000 Facebook fans! THANKS VERY MUCH, TO EACH AND EVERY ONE OF YOU!



# DOM: BLOCE







**INFOGRAPHIC FOR** THE WEBSITE **BRANDINGMAGAZINE.COM** 



#### PHASES AND VERSIONS



FIRST VERSION, WITHOUT SKEWING AND TOO MANY DETAILS



SIMPLIFIED VERSION
WITH DECREASED NUMBER OF COLORS



BLACK AND WHITE VERSION OF THE ABOVE CONCEPT

### **OTHER PROPOSALS**











INSPIRATION

INSPIRED BY THE NEWEST OF BELGRADE'S LANDWARKS, ADA BRIDGE. IT CROSSES RIVER SAVA, AND CAN BE SEEN FROM ALMOST VERY WANTAGE PRINT IN THE CITY, DUE TO THE HEIGHT OF IT'S PYLOM, THAT BEACHES 200M













BELGRADE'S PHONE AREA CODE IS 011, AND I COMBINED IT WITH MOTTY OF DIGITALIZATION, BINARY CODE AND PROGRAMMING (STRETCH, I KNOW)

INSPIRED BY THE THREE MOST RECOGNIZABLE BRIDGES IN BEL-GRADE, WHICH CROSS THE RIVER SAUR, ONE BEHIND ANDTHER THIS IS THE VIEW FROM DOWNTOWN AREA (FORTRESS)







SUPLIFIED OUTLINE OF THE LANDMARK TY TOWER IN BEL-GAME, AVELA TOWER IT WAS BULL IN 1965, DESTRIPED BY MATO IN 1999 AND THEN REBUILT IN 2006, IT'S HEIGHT STANDS AT 204 m.















LOGO PROPOSAL FOR THE APP DEVELOPMENT TEAM FROM BELGRADE, SERBIA. SPARROW IS THE ANIMAL SYMBOL OF BELGRADE.







## ILLUSTRATION / PAINTING

y oldest passion has been painting. The following group of images represents my favorite paintings and illustrations from the past 10 to 12 years. I will let the paintings do the rest of talking instead of me. I hope you'll enjoy them.

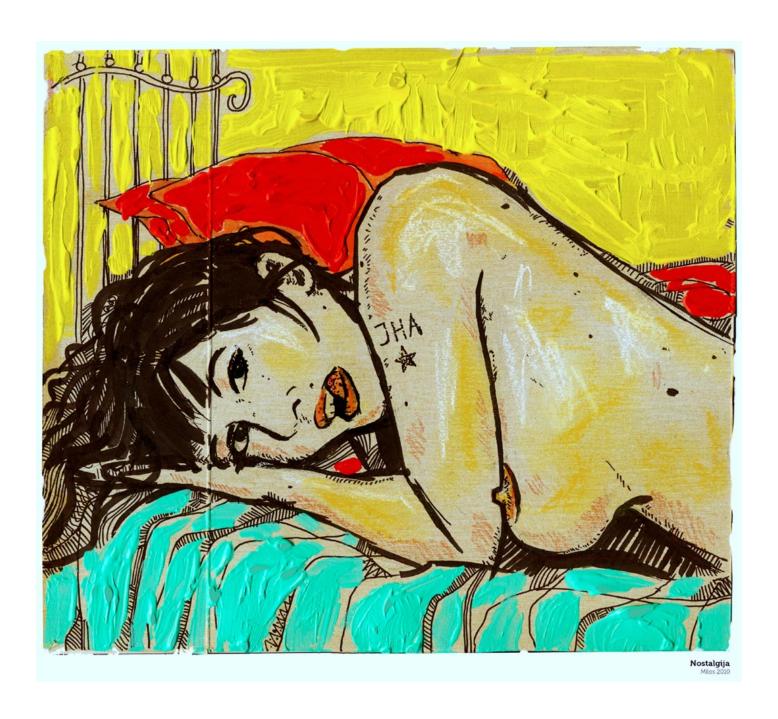


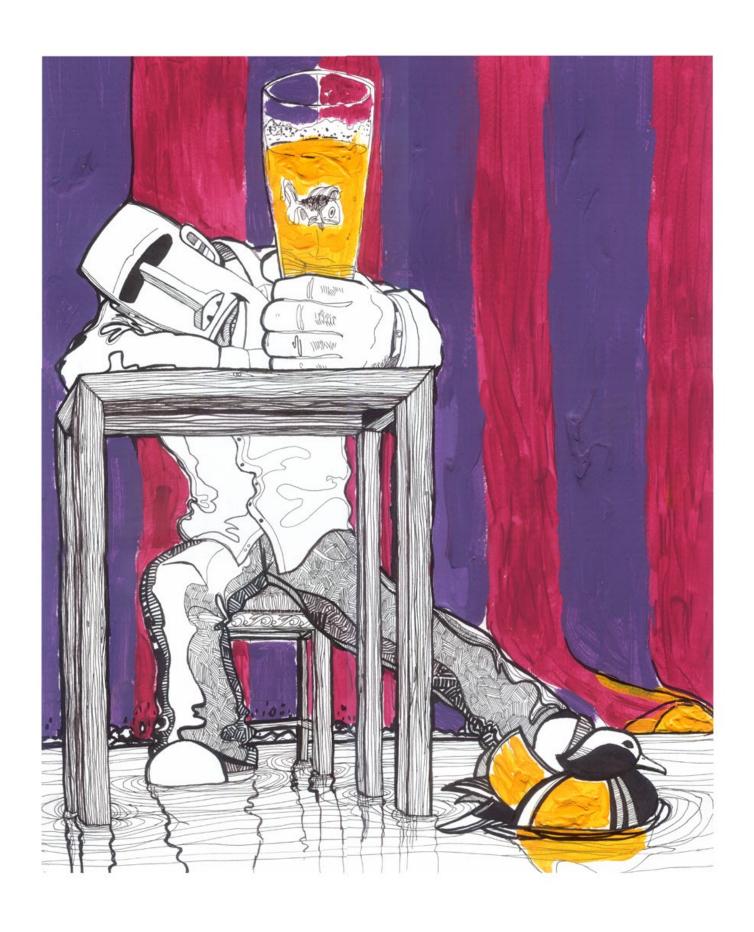






LADY JANE





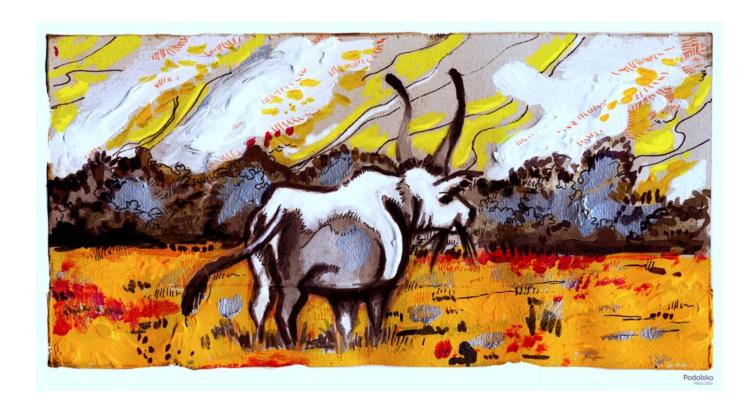




LOLIPOP MILOS 2006

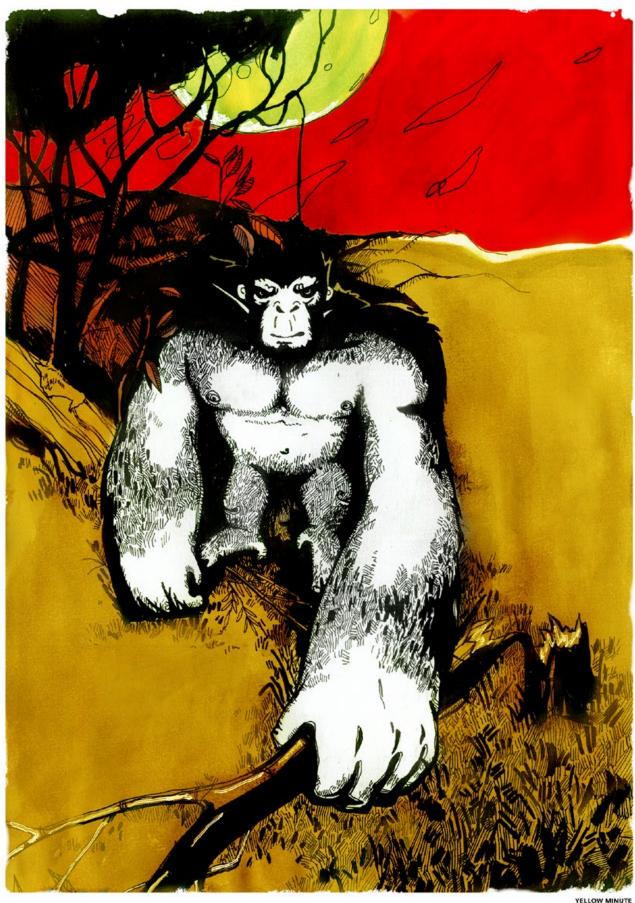










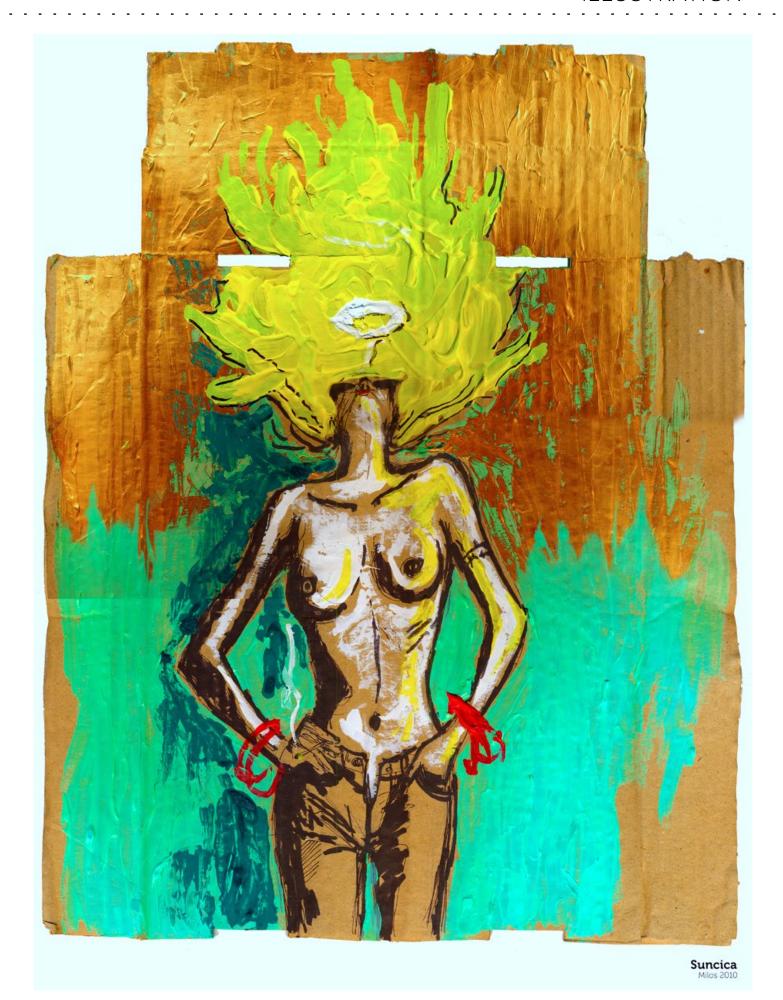




AWAITING MILOS 2007

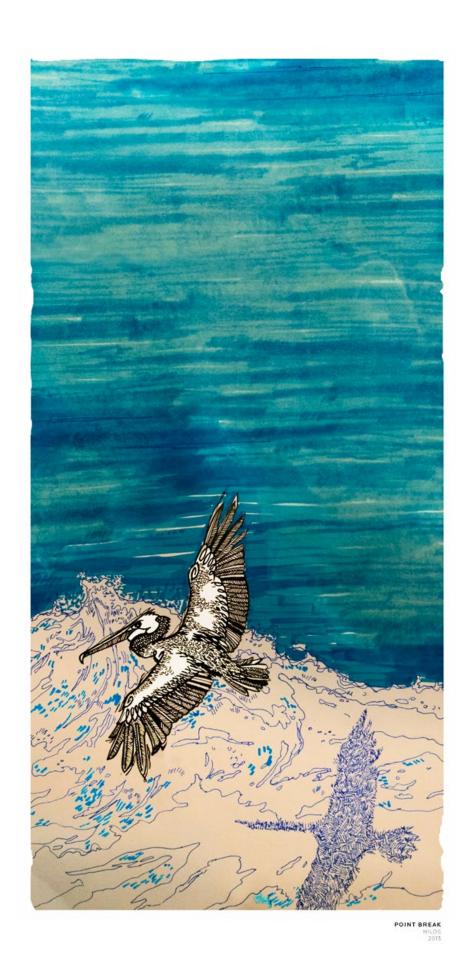






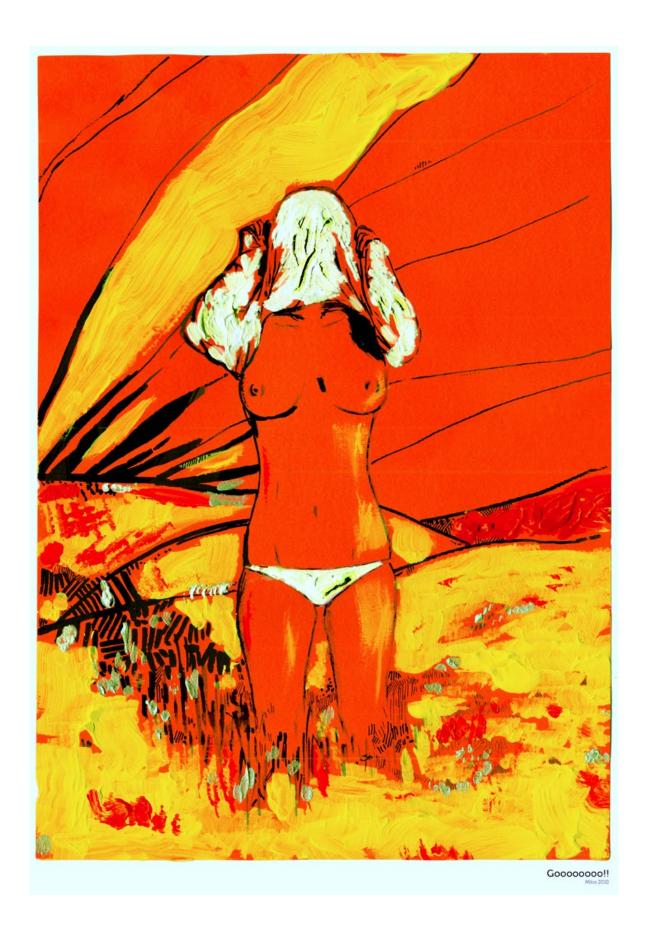


MOAI MILOS 2007















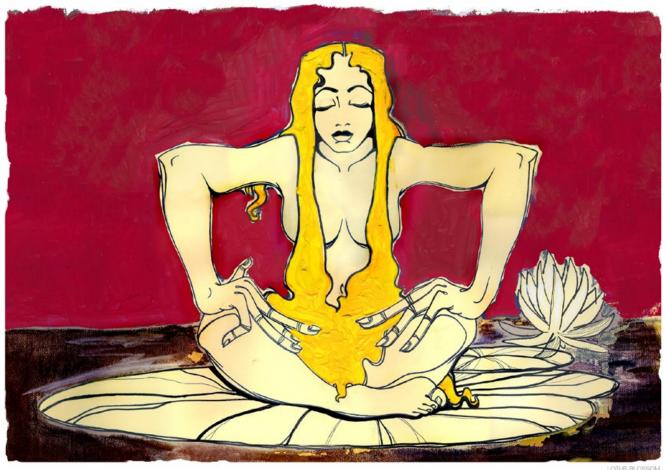


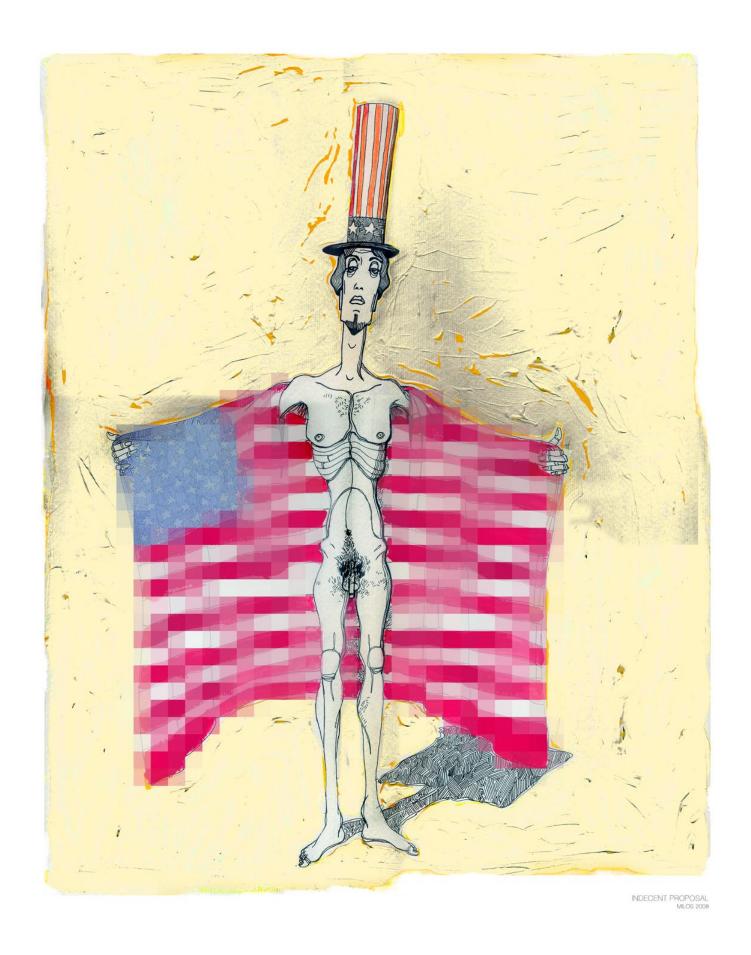




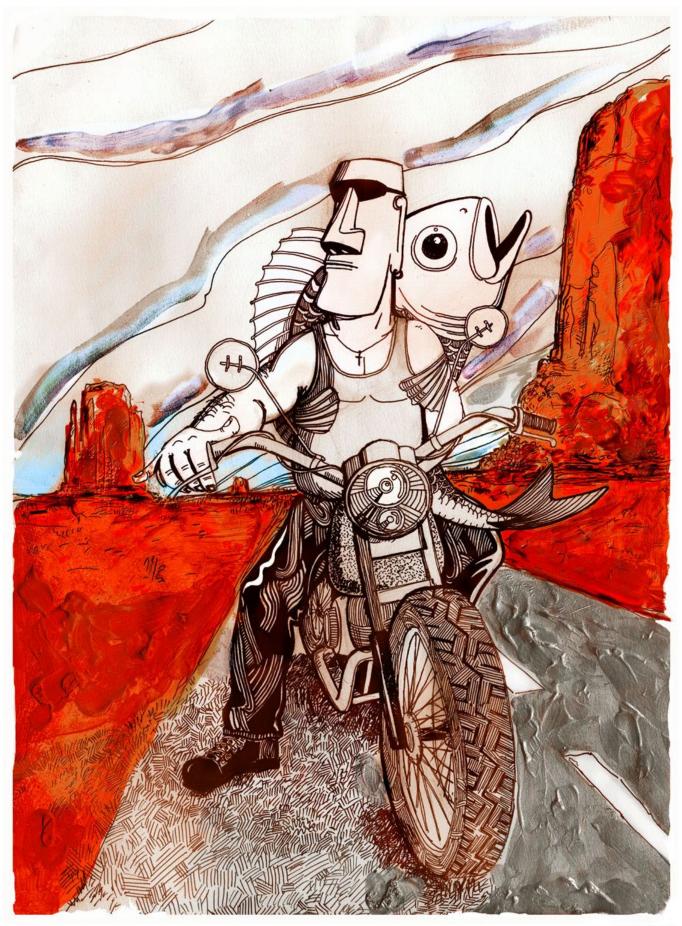






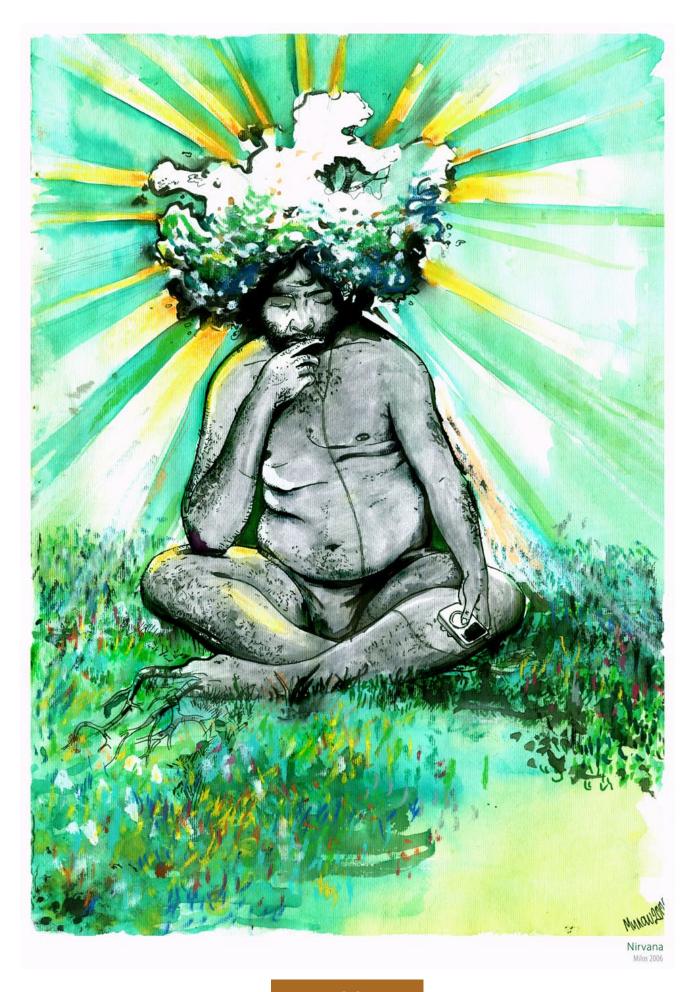


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ROADTRIP MILOS 2008







PENZOS MILOŠ 2004.



FEEDING THE BIRDS MILOŠ 2005









WARRIOR MOON MILOŠ 2004.



CUBA 08

