



# Federico Niccolai

[www.federiconiccolai.net](http://www.federiconiccolai.net)



## EUROPEAN CV

Livorno - Firenze  
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He studies the digitization and the development of 3D representation systems for the preservation and communication of tangible and intangible cultural heritage.  
He works in the field of Machine Generated Reality, with a focus on real-time visualization systems.  
Cofounder of the multimedia project Teogonia.

### - EDUCATION -

- a. a. 2022 - 2025** **PhD** in Cultural Heritage Science at the University of Rome Tor Vergata and Academy of Fine Arts of Florence, curriculum New Media for Communication and Enhancement of Artistic Heritage. (Grant) (in corso)
- a.a. 2020 - 2021** **Master degree** 110/110 with honor in NLE - New Expressive Languages at Academy of Fine Arts of Florence.
- 2018** **Specialization course** "From Coding to Virtual Reality" by FST and Department of Computer Science, University of Pisa. Specialization course of 6 months. (Grant)
- a.a. 2017 - 2018** **Degree** in VFX - Visual Effect at Academy of Digital Arts NEMO, Florence, specialization course of 2 years.
- a.a. 2016 - 2017** **Bachelor degree** 110/110 with honor at Academy of Fine Arts of Florence.
- a.a. 2010 - 2011** **High school diploma** in Classical studies specializing in Archaeology at Liceo Niccolini-Palli, Livorno.

### - LICENCES -

- Car license** B (European)
- Speleology** 1<sup>st</sup> level technical-scientific course of the ISS - Italian Speleological Society by Gruppo Speleologico Archeologico Livornese of the Museo di Storia Naturale del Mediterraneo
- Diving license** ARA (30m-99ft) Advanced Open Water Diver by FIAS certified EUF

### - TECHNICAL SKILLS -

- 3D** Autodesk Maya, Pixologic Zbrush, MandleBulb3D, Blender
- Engine - Code** Unity3D (Android, Windows, WebGL, VR and AR), Spline3D - Visual Studio C#
- 2D** Gimp, Adobe Photoshop, Adobe Indesign, Adobe Substance
- Photogrammetry - 3D scan** RealityCapture - RevoScan
- Audio - Video** FLS Studio, Audacity - Adobe After Effects, Adobe Premier
- Languages** Italian, English

### - WORK EXPERIENCES -

- a. a. 2025-2026** **Adjunct professor of Rendering 3D (ABTEC41 - Modellazione 3D)**  
Academy of Fine Arts of Bologna (Italy) 60 hr, 6 CFU. Prot. n.
- a. a. 2025-2026** **Adjunct professor of Audiovisual Techniques for Web environment (AFAM097 - Sistemi Interattivi)**  
Academy of Fine Arts of Ravenna (Italy) 80 hr, 8 CFU. Prot. n. 4132C02
- a. a. 2025-2026** **Adjunct professor of Interactive Systems (AFAM097 - Sistemi Interattivi)**  
Academy of Fine Arts of Ravenna (Italy) 80 hr, 8 CFU. Prot. n. 4131C02
- December 2024 & March 2025** **WORKSHOP AR | for Animator Designer in augmented reality**  
Santa Croce di Magliano (Italy) 3D Teacher and artist in the workshop by BEPART for MAUA (Museum of Augmented Urban Art)  
& Farm Cultural Park, Favara (Italy)
- October 2024** **WORKSHOP DIALOGUE WITH ART, CITIZEN AND VIRTUAL REALITY**  
Art Academy of Szczecin (Poland) 3D Teacher in the workshop by BEPART for MAUA (Museum of Augmented Urban Art)
- Luglio - Settembre 2024** **Adjunct professor of Multimedia languages (ABTEC 40 - Progettazione multimediale)**  
Academy of Fine Arts of Florence (Italy) Abroad program - Summer school 2024, International college CAFA - Central Academy of Fine Arts at the Accademia di Belle Arti di Firenze, 16 hr. Prot. n.
- 2020 - 2023** **Research center: CfGC (Center for Generative Communication)**  
Department of Political and Social Science, University of Florence Dic 2022 - Feb 2023: research on new communication technologies, Augmented Reality and Virtual Reality.  
Nov-Dic 2020, Nov 2021 - Feb 2022: research in the field of audiovisual language and co-design of multimedia content.
- 2018 - 2019** **PENTA SPACE**  
Penta Space, Florence (Italy) Curator and cofounder of Penta Space, Contemporary Art Test Exhibition Space in collaboration with Valeria D'Ambrosio

## - RESEARCH EXPERIENCES -

**November – December 2024**  
Faculty of Fine Arts  
of the University of Lisbon (Portugal)

### **Training visit at CIEBA (Centro de Investigação e de Estudos em Belas-Artes)**

Teacher of the workshop "Reality and virtualisation. 3D Data Acquisition and Visualisation Systems for Documentation and Exhibition".

**2023 – 2026**  
Academy of Fine Arts of Florence (Italy)

### **EAR – Enacting Artistic Research**

PNRR 2023, Missione 4, Istruzione e ricerca, head of project Academy of Fine Arts of Roma.  
Member of the research group of ABAFI

**August – September 2023**  
Ashkelon Archaeological Park (IS)

### **International workshop AskGate**

AskGate, Archaeological Italian Mission to the ancient roman city of Ascalon. Directed by Prof. Luschi, Department of Architecture, University of Florence

**2022 – 2025**  
Department of Architecture,  
University of Florence (Italy)

### **MoM – Museo oltre il Museo**

PRIN 2022, Missione 4, Istruzione e ricerca, project curated by DIDA and ABAFI.  
Member of the research group of ABAFI

**November 2019**  
University of Florence Museum System (Italy)

### **MUSEOMIX 2019**

New media for cultural heritage jam at the Florence Museum of Anthropology and Ethnology.  
Selected as coder for creation of museal path with NFC sensors.

## - CONFERENCES & CONGRESSES -

**6 October 2025**  
EXPO 2025 Osaka, Italian Pavillion, (Japan)

### **EXPO 2025: WOW – We One Wave, Art and Design for Future Lives**

Speech "New media per la comunicazione e valorizzazione del patrimonio artistico"

**11 September 2025**  
University of Siena (Italy)

### **Digital Heritage 2025**

- Presentation of the poster "Grimaudo G., Niccolai F., Vaccari G., Ciani J. (2025) *The Multimedia Archive of the Academy of Fine Arts of Florence as a tool for the enhancement, promotion, and preservation of artistic heritage*"  
- Presentation of the poster "Luschi, C. M. R., Vezzi, A., Niccolai, F. (2025) *App AskGate – Four Steps in Ascalon*"

**4 June 2025**  
Academy of Fine Arts of Florence (Italy)

### **Report Dottorato di Ricerca**

Speech "MGR e ambienti 3D come strumenti di narrazione del patrimonio culturale"

**11 April 2025**  
Academy of Fine Arts of Florence (Italy)

### **"Revelant se artes ad invicem" European project EAR – Enacting Artistic Research**

Speech "AMABAFI: Post produzione e sviluppo. Presentazione del lavoro di ottimizzazione dei modelli 3D e di sviluppo della piattaforma e del sistema di visualizzazione."

**8 March 2025**  
Akademie der Blindenden Kunste,  
Wien (Austria)

### **Arse Elektronika 2025 (Talk)**

Glowing Biome, Johannes Grenzfurthner interviews Italia Bruno & Federico Niccolai

**31 May 2024**  
Academy of Fine Arts of Florence (Italy)

### **Horizon Europe CAPHE (Communities and Artistic Participation in Hybrid Environment Project)**

Speech "Extended reality and 3D data visualization systems applied to cultural heritage"

## - GRANTS & PRIZES -

**2024**  
selected

### **AiR – Awareness campaign on Idiopathic Pulmonary Fibrosis sponsored by Boehringer Ingelheim Group (Italy)**

Selected AR work "Altalena" curated by Bepart

**2021**  
selected

### **I ART Madonie, Palermo (Italy)**

Selected AR work "The Melancholy of Demetra"

**2018**  
grant

### **Arts, Nature and Memory at Casa Giubileo, Siena (Italy)**

Artistic residence "Arte Natura e Memoria" curated by Irene Lupi

**2018**  
grant

### **IF Internet festival 2018 "Forme di futuro", Pisa (Italy)**

Residence in the course "From Coding to Virtual Reality" by UNIPI and FST

**2017**  
grant

### **Florenart3: rinascimento digitale per la sostenibilità del contemporaneo, Florence (Italy)**

Residence project of SART – Siena Art Institute and SIAE curated by Valeria d'Ambrosio and Irene Lupi

## → **PORTFOLIO**

**2026**  
Academy of Fine Arts of Florence (Italy)

### **MOM Firenze – Condivisione della memoria, Interpretazione della memoria & MOM Armenia – Conservazione della memoria**

Mostra itinerante PRIN "MOM Museo Oltre il Museo"

**2025-2026**  
Florence (Italy)

### **"Teogonia" in the "Electric Bunny" pavillion at the 7° edition of The Wrong Biennale**

Performance live: music and videomapping. In collaboration with Davide Martiello and Mariglen Halilaj.  
Curated by DFTM Don't Feed The Monster.

**2025**  
Department of Architecture,  
University of Florence (Italy)

### **MOM Firenze – Interpretazione della memoria & MOM Armenia – Conservazione della memoria**

Mostra itinerante PRIN "MOM Museo Oltre il Museo"

**2025**  
Manifattura Tabacchi (Italy)

### **MOM Firenze – Condivisione della memoria**

Mostra itinerante PRIN "MOM Museo Oltre il Museo"

|                                                                                      |                                                                                                                                                                                                                   |
|--------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2025                                                                                 | <b>"Glowing Biome" in the exhibitions "Passage"</b>                                                                                                                                                               |
| Openartlink, Athen (Greece)                                                          | Videogame. In collaboration with Italia Bruno. Curated by Lars* Kollros.                                                                                                                                          |
| 2025                                                                                 | <b>"Teogonia" at Festival "Erbacce Fest"</b>                                                                                                                                                                      |
| Casotto aTipico, Prato (Italy)                                                       | Performance live: music and videomapping. In collaboration with Davide Martiello and Mariglen Halilaj.                                                                                                            |
| 2025                                                                                 | <b>"Glowing Biome" and talk in the exhibitions "Arse Elektronika 2025"</b>                                                                                                                                        |
| Akademie der Blindenden Kunste, Wien (Austria)                                       | Videogame. In collaboration with Italia Bruno.                                                                                                                                                                    |
| 2024 - 2025                                                                          | <b>"Glowing Biome" in the exhibitions "Kaugummi in Motherboard 2.0"</b>                                                                                                                                           |
| Erratum Gallery, Berlin (Germany)                                                    | Videogame. In collaboration with Italia Bruno. Curated by Katya Quel.                                                                                                                                             |
| 2024                                                                                 | <b>"Teogonia" in the exhibitions "7 Bello"</b>                                                                                                                                                                    |
| Florence Dance Center, Florence (Italy)                                              | Performance live: music and videomapping. In collaboration with Davide Martiello and Mariglen Halilaj. Curated by DFTM Don't Feed The Monster.                                                                    |
| 2024                                                                                 | <b>"Glowing Biome" in the exhibitions "MFA_Mostra di Fine Anno 2024"</b>                                                                                                                                          |
| Academy of Fine Arts of Florence (Italy)                                             | Videogame. In collaboration with Italia Bruno.                                                                                                                                                                    |
| 2024                                                                                 | <b>"Teogonia" in the exhibitions "XR Festival Florence 2024"</b>                                                                                                                                                  |
| Cattedrale dell'Immagine, Florence (Italy)                                           | Videomapping in collaboration with Davide Martiello.                                                                                                                                                              |
| 2024                                                                                 | <b>"Bios" hosted at The Gallery by Real Media</b>                                                                                                                                                                 |
| The Gallery by Real Media, Florence (Italy)                                          | Video on gallery LED wall.                                                                                                                                                                                        |
| 2023                                                                                 | <b>"Teogonia" in the "Metatopia" pavillion at the 6° edition of The Wrong Biennale</b>                                                                                                                            |
| Metatopia pavilion, Sao Paulo (Brazil)                                               | Online videogame. In collaboration with Davide Martiello.                                                                                                                                                         |
| 2023                                                                                 | <b>"Arno4Commons" in the "One-Off Moving Image Festival" pavillion at the 6° edition of The Wrong Biennale</b>                                                                                                    |
| One-Off MIF, Copenhagen (Danimarca)                                                  | Video from the work Arno4Comons.                                                                                                                                                                                  |
| 2023                                                                                 | <b>"Biosphere – the island" in the exhibition "MFA_Mostra di Fine Anno 2023"</b>                                                                                                                                  |
| Academy of Fine Arts of Florence (Italy)                                             | Videogioco and VR app. In collaboration with Biodiversità Records.                                                                                                                                                |
| 2023                                                                                 | <b>"Beyond captivity" in the exhibition "Nel segno della libertà"</b>                                                                                                                                             |
| MAD Murate Art District, Florence (Italy)                                            | Videogame. Curated by Dispositivi comunicanti and Mind the Gap.                                                                                                                                                   |
| 2023                                                                                 | <b>"Arno4Commons" in the exhibition "Sentipensare l'Arno"</b>                                                                                                                                                     |
| MAD Murate Art District, Florence (Italy)                                            | Android app. Curated by Rosa Jijion and Francesco Martone.                                                                                                                                                        |
| 2023                                                                                 | <b>"Dancing with ghosts in the EU cave" in the exhibition "In varietate concordia"</b>                                                                                                                            |
| European University Institute, Florence (Italy)                                      | XR app for Oculus Quest2. Curated by DFTM Don't Feed The Monster.                                                                                                                                                 |
| 2022                                                                                 | <b>"the Murales di San Jacopino"</b>                                                                                                                                                                              |
| Giardino Samb e Diop, Florence (Italy)                                               | Mural painting and VR app. In collaboration with Lorenzo Tonda. Sponsored by the City of Florence and Florence District 1, co-financed by the Department of Youth Policy and the Department of Equal Opportunity. |
| 2022                                                                                 | <b>"Biosphere – the island" in the exhibition "What are you looking for?"</b>                                                                                                                                     |
| ARTiglieria, Florence (Italy)                                                        | Videogame and VR app. In collaboration with Biodiversità Records. Curated by DFTM Don't Feed The Monster                                                                                                          |
| 2022                                                                                 | <b>"Teogonia" in the European Project AURA (Aurlisation of acoustic heritage sites using Augmented and Virtual Reality)</b>                                                                                       |
| Church of Santa Verdiana, Department of Architecture, University of Florence (Italy) | Performance live: music and VJ. In collaboration with Davide Martiello and Mariglen Halilaj.                                                                                                                      |
| 2022                                                                                 | <b>"Biosphere – the island" on the Fango Radio's site</b>                                                                                                                                                         |
| fangoradio.com                                                                       | Online videogame. In collaboration with Biodiversità Records.                                                                                                                                                     |
| 2021                                                                                 | <b>"Biosphere – the island" in the exhibition "Hyper Art Festival"</b>                                                                                                                                            |
| Fabbrica Europa, PARC, Florence (Italy)                                              | Videogame and VR app. In collaboration with Biodiversità Records.                                                                                                                                                 |
| 2021                                                                                 | <b>"ACE World" in the exhibition "Small things matter"</b>                                                                                                                                                        |
| Fondamenta Gallery, Rome (Italy)                                                     | VR app. Curated by ACE Micro Museum Experience.                                                                                                                                                                   |
| 2021                                                                                 | <b>"Thauma" on the Slowth Records's site</b>                                                                                                                                                                      |
| Slowthrecords.com                                                                    | Online videogame. In collaboration with Lorenzo Tonda. Music by Daniele 'Abo' Carcassi.                                                                                                                           |
| 2021                                                                                 | <b>"Isolotto, Google search" in the exhibition "Alone in the Desert"</b>                                                                                                                                          |
| Manifattura Tabacchi, Florence (Italy)                                               | Digital mosaic and poster. Curated by Robert Pettena.                                                                                                                                                             |
| 2019                                                                                 | <b>"Dancing Mario" in the exhibition "Penta Space N°9"</b>                                                                                                                                                        |
| Penta Space, Florence (Italy)                                                        | AR app. Curated by Valeria D'Ambrosio.                                                                                                                                                                            |

## - ONGOING PROJECTS -

**2022 – ongoing**  
Suite Ohm Studio, Florence (Italy)

1<sup>st</sup> album – TEOGONIA (2022)  
2<sup>nd</sup> album – PRIMORDIAL (2024)  
3<sup>rd</sup> album – *coming soon* (2026)

→ **TEOGONIA** - Music and videomapping with real time interactions between 3D visuals e sound.  
App development and VJ – Federico Niccolai;  
Composition, electronics and guitar – Davide Martiello;  
Drums – Mariglen Halilaj.

Exhibited at:  
2025 – Casotto aTipico: "Erbacce Fest", Prato (Italy) – LIVE MUSIC & VIDEOMAPPING;  
2024 – W.I.P. - Work In Progress, Arezzo (Italy) – LIVE MUSIC & VIDEO;

2024 – OraLab, Prato (Italy) – LIVE MUSIC & VJ;  
 2024 – Florence Dance Center: "7Bello", Florence (Italy) – LIVE MUSIC & VJ;  
 2024 – "XR Festival Florence 2024", Cattedrale dell'Immagine, Florence (Italy) – VIDEOMAPPING;  
 2024 – Argoom Thatre, Milan (Italy) – LIVE MUSIC & VJ & VR APP;  
 2023 – The Wrong Biennale 6, "Metatopia" pavilion, Sao Paulo (Brazil) – ONLINE VIDEOGAME  
 2023 – Il Progresso, Firenze (Italy) – LIVE MUSIC & VIDEOMAPPING & VR APP;  
 2023 – Arsenale di Venezia, Leone del Pireo: "Viral Human. Arte pubblica e metaverso", Venice (Italy) – AR VIDEO;  
 2023 – Circolo Aurora, Florence (Italy) – LIVE MUSIC & VIDEO;  
 2023 – Freak Out Club, Bologna (Italy) – LIVE MUSIC & VJ;  
 2022 – Progetto "Aura", Santa Verdiana Church, University of Florence (Italy) – LIVE MUSIC & VJ & VR APP;

#### - PUBLICATIONS -

- 2026 **Niccolai, F., Vaccari, G., Onofrietti, S., and Ciani, J. (2026):** *The VR visualization of Giovanni da San Giovanni's Chapel*, Int. Arch. Photogramm. Remote Sens. Spatial Inf. Sci., XLVIII-2/W12-2026, 327–334, <https://doi.org/10.5194/isprs-archives-XLVIII-2-W12-2026-327-2026>
- 2026 **Niccolai F. (2025).** *La Basilica di Santa Croce e la Realtà Aumentata*. In *MOM - Museo Oltre il Museo*, Volume 3. Firenze: Altralinea Edizioni. (in press)
- 2026 **Niccolai F. (2025).** *Realtà aumentata come strumento di narrazione del patrimonio storico artistico*. In *MOM - Museo Oltre il Museo*, Volume 2. Firenze: Altralinea Edizioni. (in press)
- 2025 **Grimaudo G., Niccolai F., Vaccari G., Ciani J. (2025).** *The Multimedia Archive of the Academy of Fine Arts of Florence as a tool for the enhancement, promotion, and preservation of artistic heritage*, DH25 - Digital Heritage International Congress 2025, The Eurographics Association. <https://doi.org/10.2312/dh.20253138> - DOI: 10.2312/dh.20253138
- 2025 **Luschi C. M. R., Vezzi A., Niccolai F. (2025).** *App AskGate - Four Steps in Ascalon*, DH25 - Digital Heritage International Congress 2025, The Eurographics Association. <https://doi.org/10.2312/dh.20253078> - DOI: 10.2312/dh.20253078
- 2025 **Vaccari G., Grimaudo G., Niccolai F., Ciani J. (2025).** *Digitisation of the Plaster Casts of Lia and Rachele from the Tomb of Julius II by Michelangelo: Methodological Workflow for Data Collection and Photogrammetric Acquisition Processes*. DH25 - Digital Heritage International Congress 2025, The Eurographics Association. <https://doi.org/10.2312/dh.20253156> - DOI: 10.2312/dh.20253156
- 2025 **Luschi C. M. R., Vezzi A., Niccolai F. (2025).** *3D COLLECTING DATA, THE INTERDISCIPLINARY PLATFORM*. in *SCIRES-IT - Scientific REsearch and Information Technology journal*, 15(1), 177–192. e-ISSN 2239–4303  
 DOI: <http://dx.doi.org/10.2423/i22394303v15n1p177>
- 2025 **Vezzi A., Niccolai F. (2025).** *Il disegno della creatività, tra didattica e fantasia*. In *Ekphrasis*, 4215–4230, 46° Convegno Internazionale dei Docenti delle Discipline della Rappresentazione. Congresso della Unione Italiana per il Disegno. ISBN 9788835182412 - DOI 10.3280/oa-1430-c975
- 2025 **Niccolai F., Vezzi A. (2025).** *Le tre nature della rappresentazione*. In *GRAF. La rappresentazione per la narrazione della cultura Immateriale*, 36–37. Dipartimento di Architettura, Urbanistica e Design Università degli Studi di Sassari: PUBLICA. ISBN 9788899586539
- 2025 **Niccolai F. (2025).** *Sistemi di rappresentazione digitale*. In *MOM - Museo Oltre il Museo*, 1, 265–268. Firenze: Altralinea Edizioni. ISBN 9791256760145

#### - CATALOGUES -

- 2025 **Niccolai F., Bruno I. (2025)** *Glowing Biome*. In *Under My Skin*, 154, Olanda: Osservatoriomaree. ISBN:9791298568600
- 2024 **Niccolai F., Martiello D. (2024).** *Teogonia*. In *XR Festival*. Polish Society for Aesthetics & Opera Network, 2024, ISBN 9788397188112
- 2024 **Niccolai F. (2024).** *Arno4Commons*. In *A4C Arts for the Commons*. Milano: Postmedia books. ISBN 9788874903948
- 2023 **Niccolai F. (2023).** *Beyond Captivity*. In *Nel segno della libertà*. Milano: Postmedia books. ISBN 9788874903733
- 2021 **Niccolai F., Tonda L. (2021).** *L'angoscia di Demetra*. In *I ART MADONIE un viaggio tra arte urbana e patrimonio culturale immateriale*. Palermo: Edizioni Arianna. ISBN 9791280528193

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