LIBERATAS: FOLIO

P. 0447335661

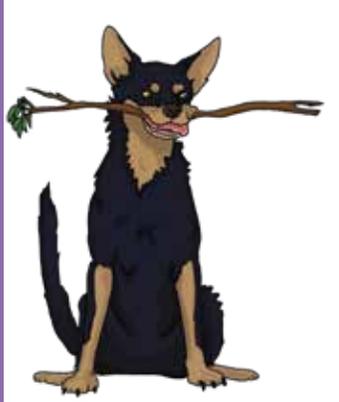E. LIBERATAS@LIBERATAS.NET

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SHOW REEL

CONTENTS

Check out Liberata's show-reel by clicking here.

Liberatas is a creative technologist based in Victoria, Australia. Liberatas has had work published and recognized interstate and overseas and is currently working in an Education Support role in Victoria. Lib's creative practice involves a combination of fine art techniques and practices, such as drawing or woodwork and combining them modern technology, to create animations, interactive maps and other fun but functional designs. Liberatas hopes to evoke positive change in the world through creativity, story telling, philosophical research and technical innovation.
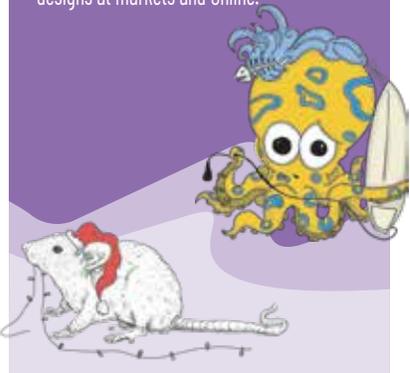
CHARACTER DESIGN

Stickers, Magnets and Merchandise

Liberatas has designed and created a myriad of different character designs to sell as an independent artist. She has sold her designs at markets and Online.

Children's Book illustrations

Liberatas has written and self published a number of personalised children's books, for family and friends.

Film Crew Kids - Educational Posters

Created as part of an induction video/slide show for high school students to encourage safe and correct behaviour around AV equipment. Using School colours (Maroon, Light and Dark Blue) to create characters relatable to the students.

Virtual Footprints & Augmented Reality projects.

Whilst working with the Orcha Collective on "Virtual Footprints:" - an app designed to teach people about native Australian plant life Liberatas created a series of 2D Graphics and animations.

"Piper the Peculiar Platypus" - Childrens' book illustration.

Piper is the only Platypus in her sanctuary. The Koala's think she is too much of a Duck, while the Ducks think she is too much like a Koala. Piper struggles to fit in as she learns that it's her differences that make her unique and valuable to the team.

Liberatas has also designed and created 'puppets' of this character to be animated using adobe character animator.

Virtual Footprints

AR Mobile Game Created by the Orcha
Collective 2020 – 2022.
Project Director & Game Design

Virtual Footprints - Victoria is a location based, augmented reality based mobile experience designed to unveil the wonders of Victorian flora and fauna by allowing you to sow, grow and nurture your own seeds in a collaborative, virtual community garden! Discover and unlock up to 20 plants native to your region!

Using a combination of GPS tracking, state of the art AR core, an online data base and put together using the Unity platform Virtual footprints is an example of programming pioneering as this game featured multi-player functionality, in Augmented Reality – a feat yet to be perfected in the world of Augmented Reality based gaming.

Receiving funding from Creative Victoria and CurioCity Brisbane the Orcha Collective was able to launch the game in Brisbane in march 2021 and again later that year as part of Playable City "We are where now?" in Melbourne over the summer of 2021 – 2022.

Follow These Links:

o [Virtual Footprints Melbourne: Project Trailer](#)

o [Playable City Melbourne: We are where now? Summer 2021 – 2022 Melbourne](#)

o [Melbourne Launch Trailer 2021](#)
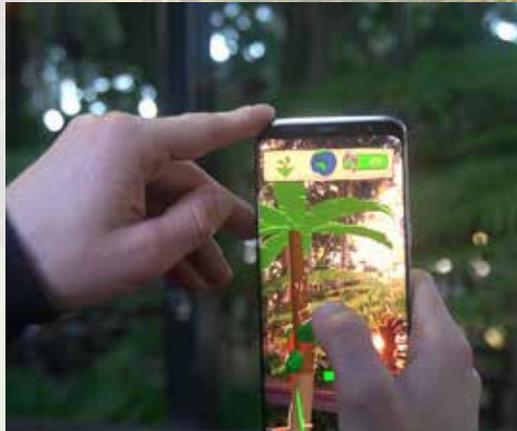
Skill Set Utilised

o Writing, creating and submitting project proposals to acquire funding and grants.

o Motivating, Managing and working with a group of creatives from Idea conception to final production.

o Liaising with governing and funding bodies. Excellent Communication skills, via email, text, phone calls and in person.

o Strategic Production Planning. Creating, providing and over-seeing production schedules and outcomes.

o Negotiating and overseeing project budget, delegating, and distributing funds.

o Idea and project Development

o Programming basic UI for gameplay using Unity. (C++ and Java Script)

o Content and Concept Creation, Media production using adobe creative suite (Photoshop, Illustrator, Premiere Pro, After Effects, Acrobat)

o Social Media content creation, providing social media updates and post schedules. Creating and maintaining a basic website design.

ORCHA

PLAYABLE CITY MELBOURNE

CURIO CITY BRISBANE

CREATIVE VICTORIA

COLAC MAKERS SPACE -
WORKSHOPS

Working with young people between 9 and 15 to create digital animations for the Colac-Otway Arts trail in 2023, Liberatas ran workshops introducing participants to the basics of animation and augmented reality as they created graffiti inspired artworks which were then bought to life using their smart phones.

(Click the image to view the students work).

SKILLS UTILISED:

- Creating engaging and informative PowerPoint presentations
- Mentoring and guiding young people
- Conducting background research to create an up-tp-date project utlising mordern technology and traditional art methods.
- Organising and creating a 'lesson plan' to allow students to learn skills whilst building towards a final project.
- Liaising with various stake holders such as the Colac Otway Shire Governing Council, Colac Makers Space Executives, Colac Otway Arts Trail Producers, Local Youth Workers, and Schools.
- Acquiring funding for the project and creating and adhering to a budget and deadlines.

Colac Otway
SHIRE

Draw and explore was a community-based art project supported by Creative Victoria and was held as part of the NGV's Design Week in march 2021. As part of my research into 'playable cartography' and the effects of the COVID-19 pandemic on how individuals traverse and experience their landscape the concept for "Draw and Explore" emerged. In order to encourage people to play and explore during their limited time outside during lockdown; and in an attempt increase a sense of community through play-full exploration of space and content sharing online.

Participants were invited to create their own 'map drawing' by walking a path with their fitness tracker on (as to record a line on the map) in such a way that illustrates a picture when complete. The results were diverse, and some were down-right amazing!

HOW IT WORKS

1. Download the app or go to a URL. Weblink (available via QR code) to participate in the Collaborative Cartographies Drawing.

*Enable Location data and tracking on your phone

2. Explore the Map before you go! When you are in a starting position you perfer, press/-click/tap 'Start Drawing'

You can select which colour you would like to drawing by taping the icons above.

3. Walk! Explore your neighbourhood, find streets you've never used. Get creative. You can watch your drawing progress on your phone screen. But be sure to always remain aware of your surroundings.

4. Once you are happy with/ have finished your walk drawing press/click/tap "Finish"

5. A record of your walk drawing will be recorded on the public map along side other partcipants walks. You can participate as many times as you like throughout the duration of the exhibition. The final product will be a collaborative walk drawing.

Check out the project video here!

Sigraph Asia 2020
360° Animation " Edgars Escapade" 2020
Creator, Illustrator and Animator

Edgars Escapade is a 360, immersive animation that featured as part of Sigraph Asia's 360 Theatre in South Korea in 2020. Edgars Escapade explores concepts of space and time from the perspective of an epileptic, as the viewer is thrust between Edgar's life at ages 7, 17 and 27. Epilepsy is known to course 'black outs' or missing chunks of time in a persons memory, which can be an incredibly, frustrating and confusing experience which is why the use of 360/immersive animation was such an effective choice for this production.

Skill Set Utilised

o   Working Independently to learn new software (During the COVID-19 Lockdowns) to achieve 360 animation using the Adobe Creative Suite (analysing and solving problems)

o   Writing, Drafting, Scripting, Story Boarding and Planning of production.

o   Animating and Drawing using a Wacom Intus Pro & Adobe

Follow these links:

OfficalTrailer – Sigraph Asia 2020 – Edgars Escapde 360°

ArteFacto – International Conference on Digital Creation in Arts and Communication.

Conference Paper "Playable Cartagraphy" 2020
Author & Content Creator

[To read the full paper follow this link. Pg 78 - 84](#)

My research on "Playable Cartography" was published and presented as part of Artefacto's International conference on digital creation in arts and communications in late 2020. My research was focused on working with artists in rural, regional Victoria in order to explore the use of mobile technologies, specifically interactive mapping interfaces, to document, express and share 'experiential data' in an interactive, engaging and creative way.

My Research was explored through three key Creative Projects:
Henry the Chicken: The true story of a Police evading chicken who lived in the CBD of Geelong. (2018)

Epilepsy Mans Misadventure: A location based 'easter egg hunt' style game with intentional glitches built in, to allow the player to experience the frustration and confusion of the memory loss experienced when one has an epileptic fit. – In order to raise awareness and understanding of the disorder. (2018-19)

The Bells Beach Project: A Location based 'geo caching' inspired experience that utlises the use of audio over augmented reality to enhance the users experience of the real-world space. (2019-2020)

ARTECH INTERNATIONAL

RMIT UNIVERSITY

ARTeFACTO 2020
INTERNATIONAL CONFERENCE ON DIGITAL CREATION IN ARTS AND COMMUNICATION
FARO, PORTUGAL
26-27 NOVEMBER 2020

OTWAY FLY
GRAPHIC DESIGN & VIDEOGRAPHY

During my time working at the Otway Fly I was tasked with re-creating/modernizing the facilities map. As such I employed a cute, cartoonish style to appeal to younger audiences and families. The creation of this map also involved extensive research into the environment and the animals that call it home, this enabled the in-cooperation of fun facts on the map, making the walk more engaging for younger walkers.

In addition to this I was also tasked with updating and improving the training documents given to new Zipline Guides, below is one example of the illustrations I created for these documents, using colour only to highlight key aspects of the image.

YARRA STREET WINDOW GALLERY -
360 ANIMATION

From March - May in 2025 my 360 animation featured as part of Yarra Street Window Gallery. This was a 360 animation created based of locations in and around Geelong and the Surf Coast and was intended to create a medative, reflective space of existing places. Allowing viewers to connect their own lived experiences of these spaces, with these places.

Click on the images to view the animations!

SKILLS UTILISED:

- Liaising with public officials and stake holders
- Adobe Suite, Premiere pro, Photoshop, illustrator and aftereffects.
- Specilised knowledge of the creation of 360 degree images and drawings.

EDUCATIONAL DESIGN
GRAPHIC DESIGN & VIDEOGRAPHY

During my time working at Manor Lakes p-12 College I have created a number of Educational posters to be displayed in classrooms as well as capturing and creating videos of events taking place at the school, such as athletics day, the cultural dance evening and graduation ceremonies.
(I cannot share these here due to child privacy & safety policies).

Here are some examples of the graphic design work I have completed in my time working with the school. To the right is the Positive Behavior Matrix, for which I created the characters to represent the schools behaviour expectations. I utilized the schools colour palette while 'removing race' from the characters by representing the people in diverse 'non human' type colours. This image has been printed and displayed around the school inside and out.

Dream Believe Achieve

MANOR LAKES P-12 COLLEGE
POSITIVE BEHAVIOUR EXPECTATIONS

AIMS HIGH
WE ALWAYS TRY OUR BEST WITH OUR LEARNING.
WE USE A GROWTH MINDSET.
WE ACTIVELY PARTICIPATE.
WE SUPPORT OUR AND OTHERS' LEARNING. WE ENCOURAGE OTHERS TO DO THEIR BEST.
WE TAKE RESPONSIBILITY FOR OUR BELONGINGS.

SHOWS RESPECT
WE ASK FOR CONSENT.
WE ARE ACTIVE LISTENERS.
WE COMMUNICATE WITH KINDNESS.
WE FOLLOW INSTRUCTIONS.
WE USE EQUIPMENT AND SPACES APPROPRIATELY.
WE VALUE OTHERS' DIFFERENCES.

IS RESPONSIBLE
WE ASK FOR HELP WHEN WE NEED IT.
WE USE STRATEGIES TO HELP US WITH OUR FEELINGS.
WE MOVE AROUND THE SCHOOL RESPECTFULLY.
WE ARRIVE TO CLASS ON TIME, PREPARED FOR LEARNING.
WE USE LEARNING TIME TO LEARN.
WE KEEP OURSELVES AND OTHERS SAFE.

VALUES COMMUNITY
WE EMBRACE DIVERSITY.
WE CARE FOR OUR LEARNING SPACES.
WE WELCOME ALL VISITORS TO THE COLLEGE.
WE WEAR OUR UNIFORM WITH PRIDE. WE REPRESENT OUR COLLEGE WITH PRIDE.
WE CARE FOR OUR SCHOOL ENVIRONMENT.
WE ACKNOWLEDGE THE TRADITIONAL LAND WE ARE ON.

FASHION DESIGN

As a creative practicer I have engaged in designing and selling merchandise for my own brand as well as the Orcha Collective. I have utlised fashion design as a means of brand promotion and awareness for projects such as "Virtual footprints" - utlising the graphic designs created for the app.

This experience has helped me improve my skills and knowledge in terms of fashion design and trends, specially for casual, outdoor type clothing.

Please feel free to visit my store on redbubble, Here.