

communication design · creative direction · illustration

portfolio

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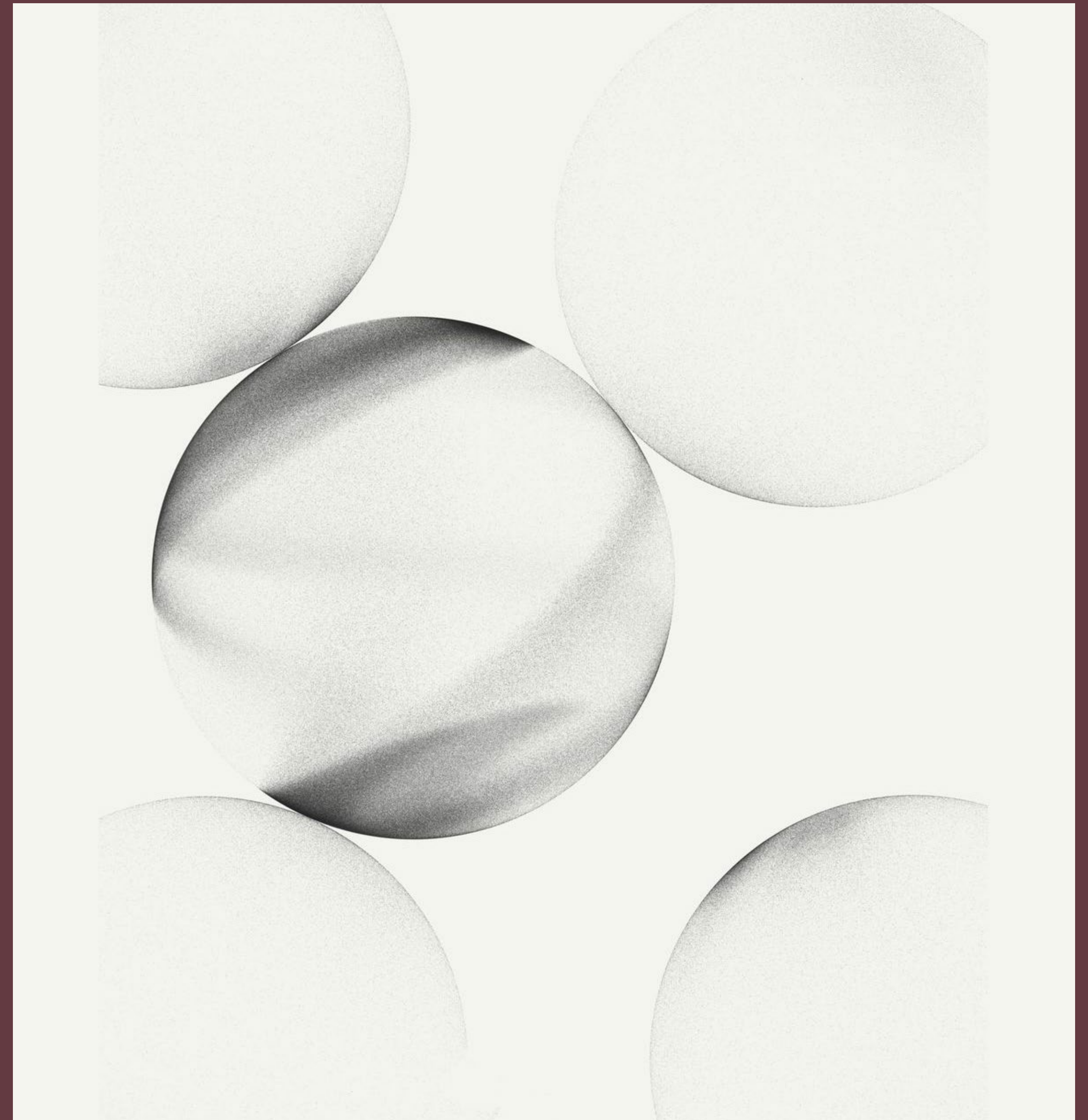
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01

Palácio Machadinho

- architectural communication
- visual narrative
- editorial system

development

- award submission presentation
- A1 summary panel
- graphic treatment of content



Site Plan



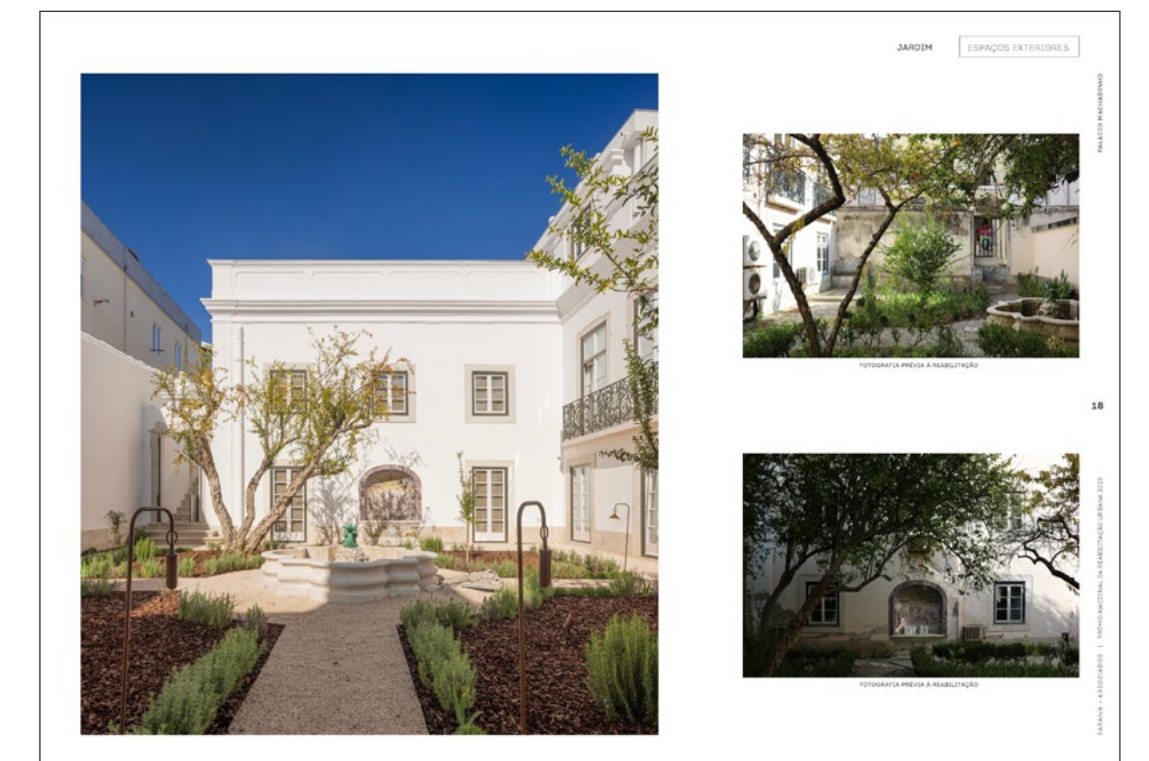
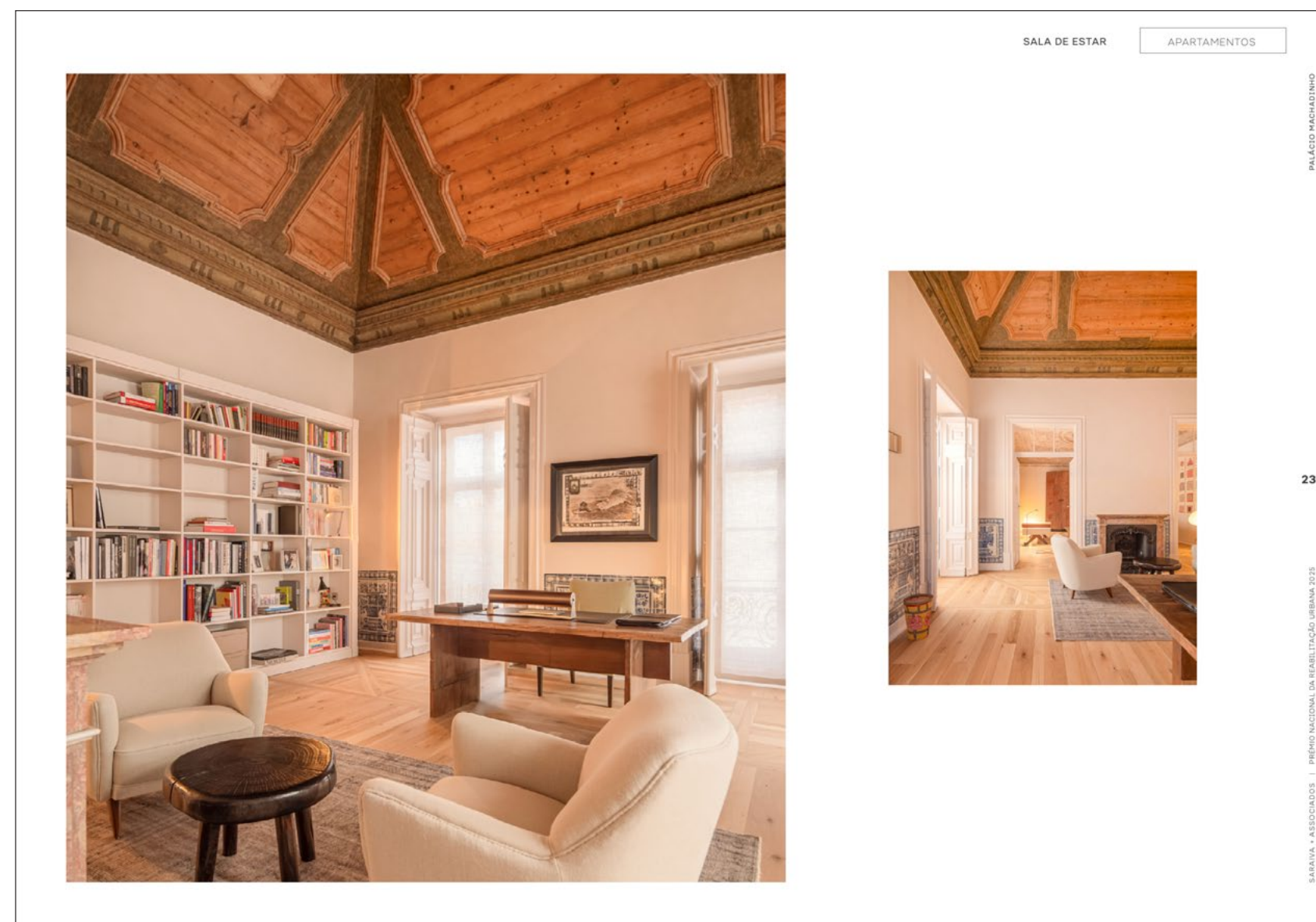
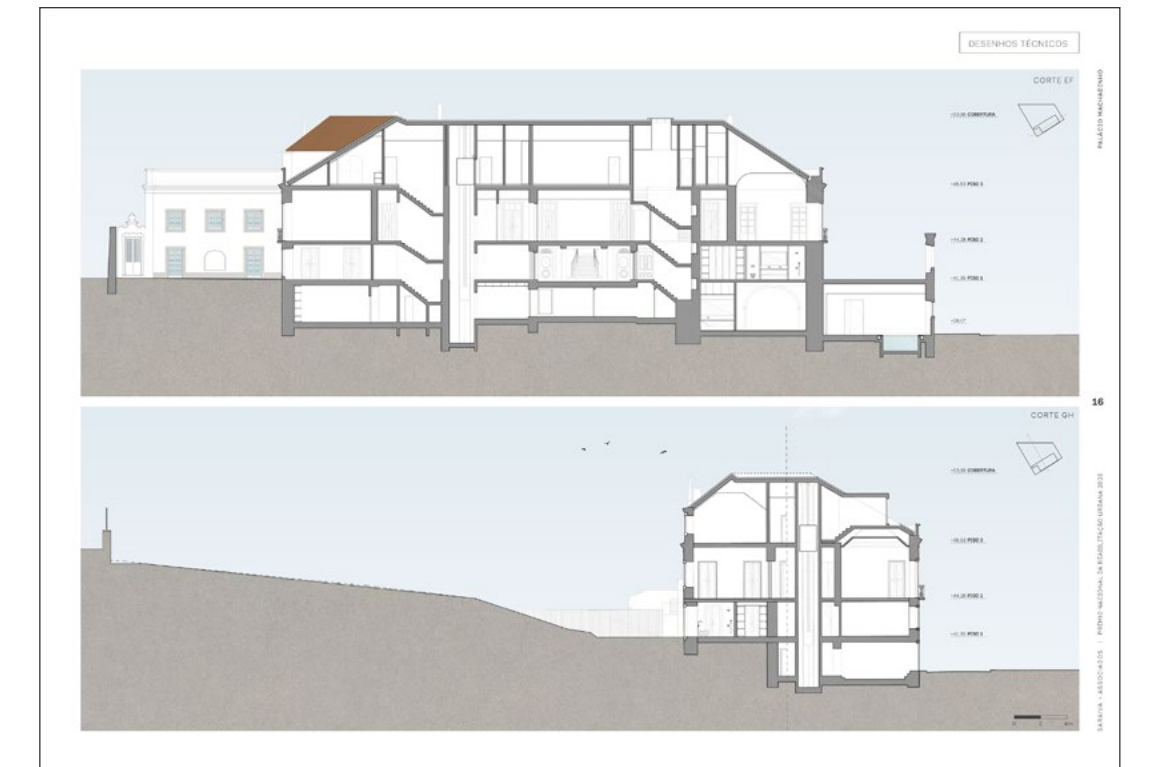
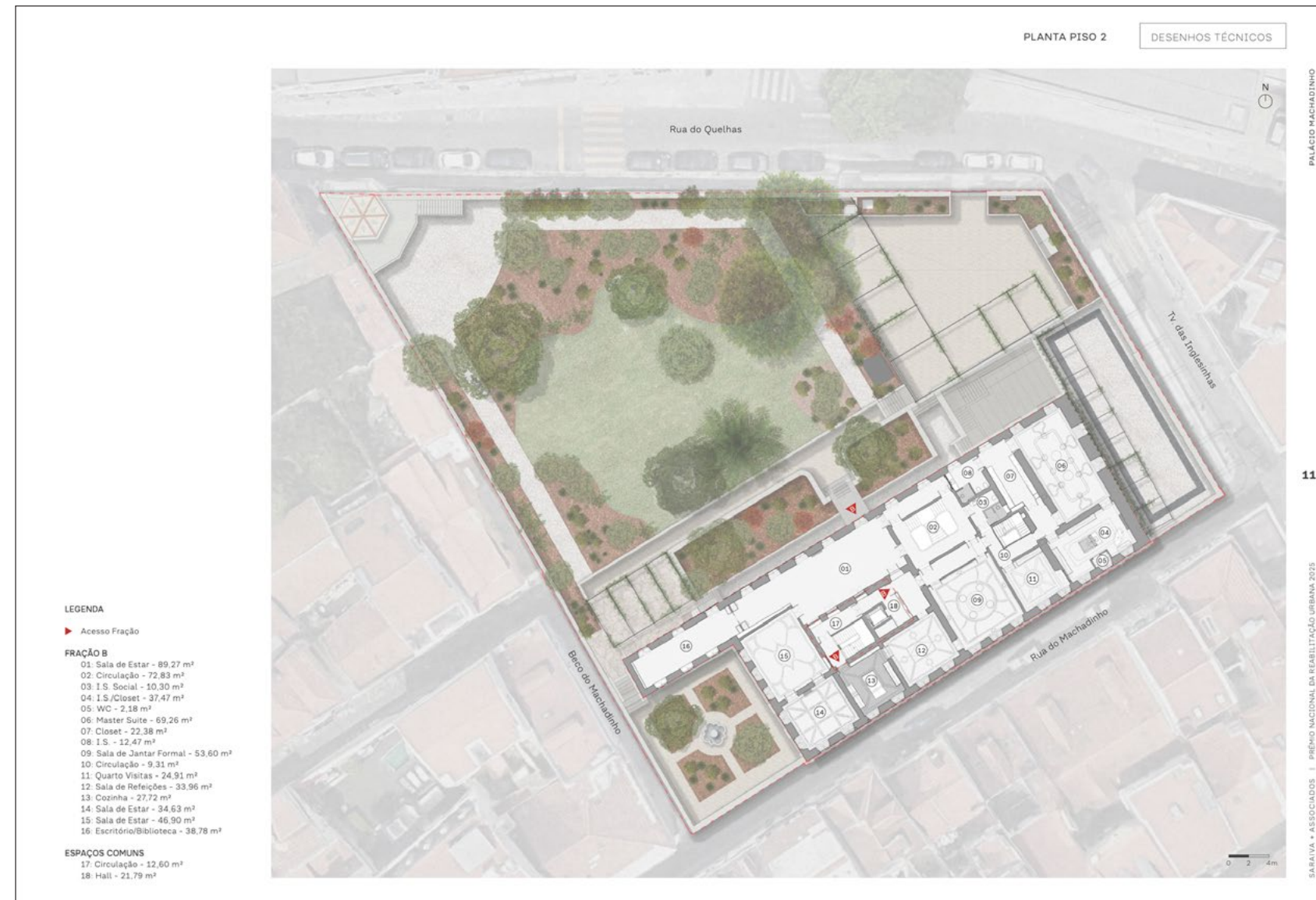
context

Development of presentation materials for Palácio Machadinho's submission to the **2025 National Urban Rehabilitation Award** and the **2026 Lisbon and Tagus Valley Regional Architecture Award** — Ruy d'Athouguia.

In this project, the graphic intervention organised technical, historical and contextual information into a clear, coherent and visually atmospheric system.

editorial narrative

The presentation was structured as a **visual narrative of the project**, articulating urban context, heritage, architectural intervention, final imagery and technical information into a fluid, rigorous reading, suited to a **specialised evaluation context**.





atmosphere and materiality

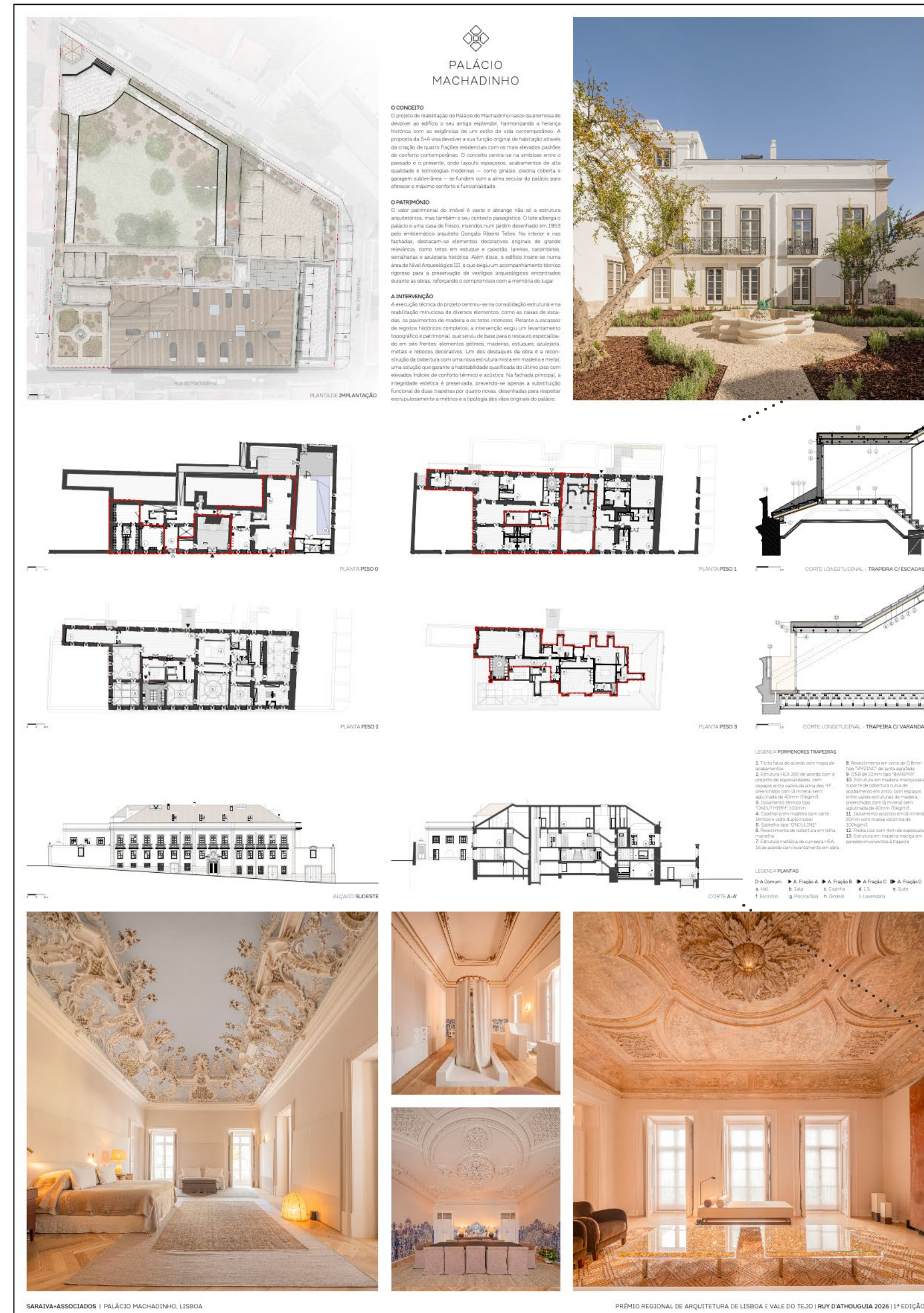


The selection and articulation of images sought to highlight the relationship between **heritage elements**, **natural light**, **domestic scale** and **contemporary comfort**.

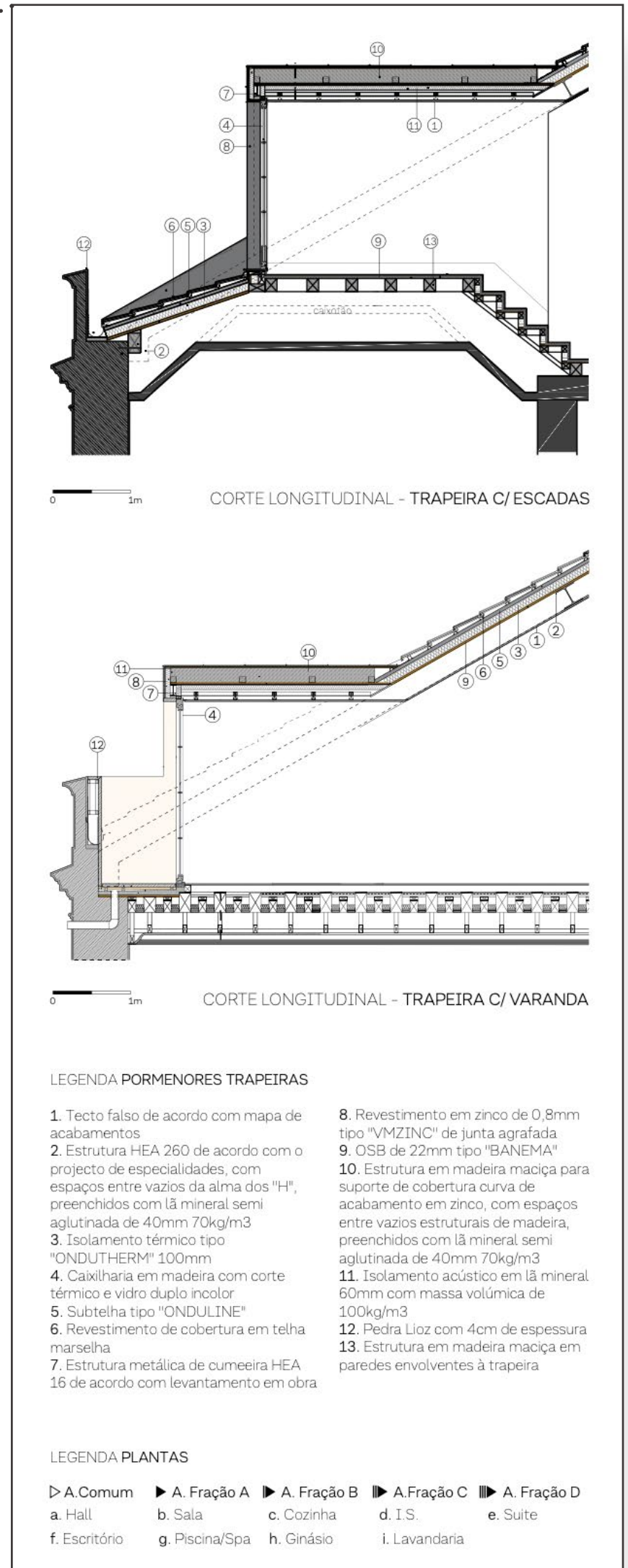
summary panel

A1 summary panel developed for the project's submission to the 2026 Lisbon and Tagus Valley Regional Architecture Award — Ruy d'Athouguia.

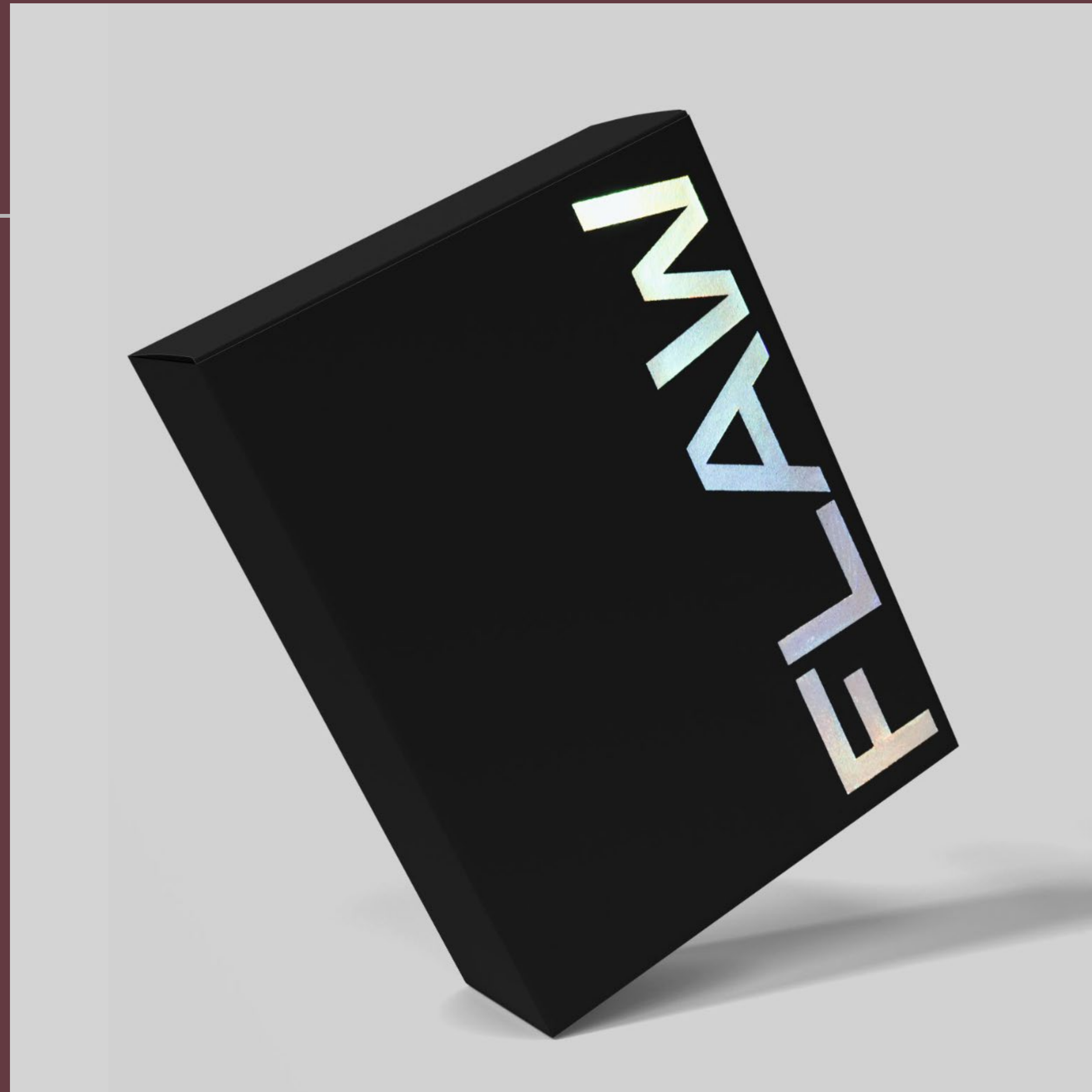
The piece condenses conceptual narrative, technical information, heritage, architectural drawings and final project images.



detail



02



FLAW Magazine

- editorial design
- critical publication
- graphic system
- editorial packaging

development

- editorial publications
- animated posters
- postcards
- fold-out piece
- stickers
- critical object



*design produces
culture*

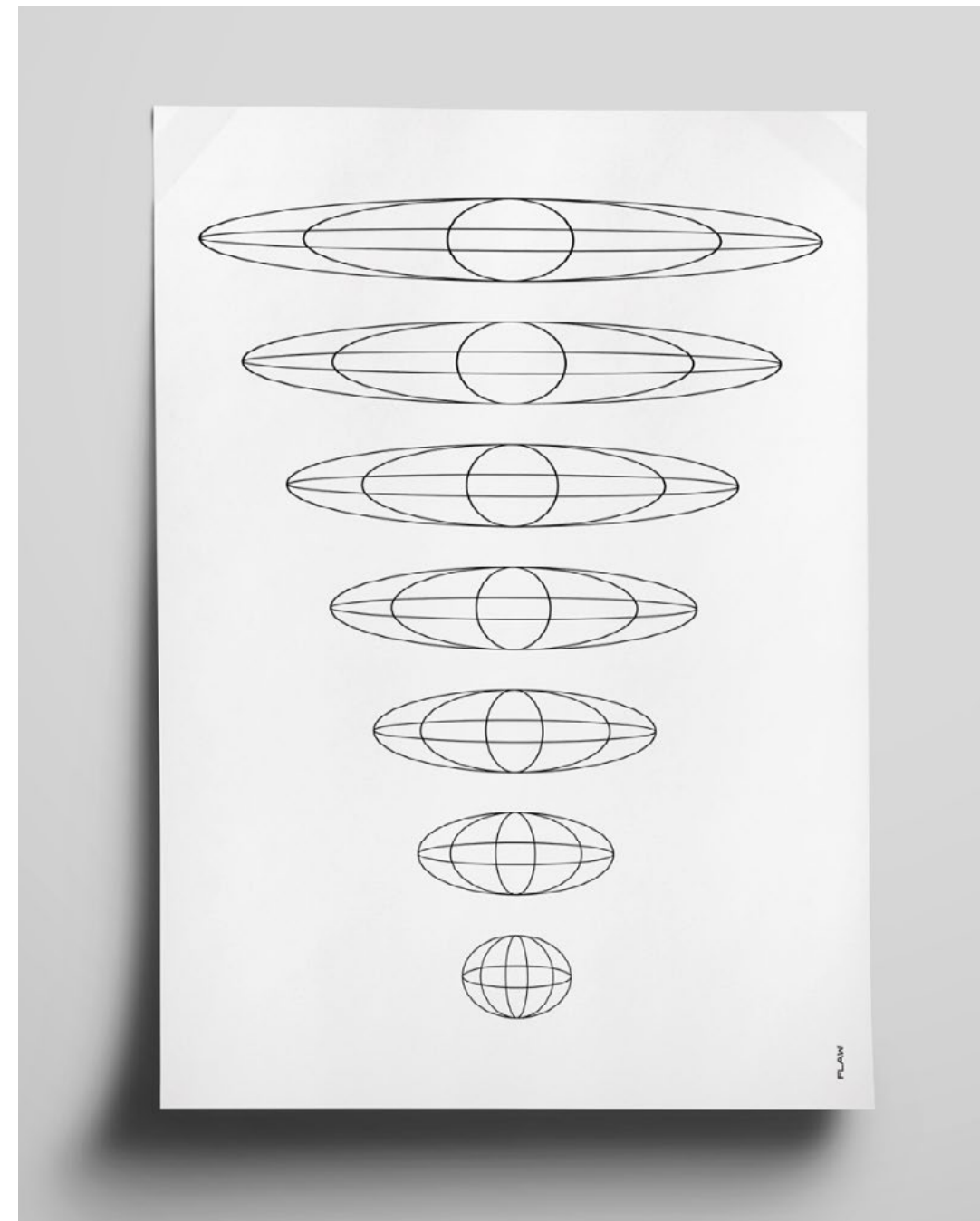
*culture
produces design*

&

FLAW is a periodical editorial publication that takes the relationship between design and culture as a starting point to reflect on issues within contemporary society.

This edition focuses on **decolonisation** as a critical practice, opening up space for different perspectives on **identity**, **representation** and **social awareness**.

visual language

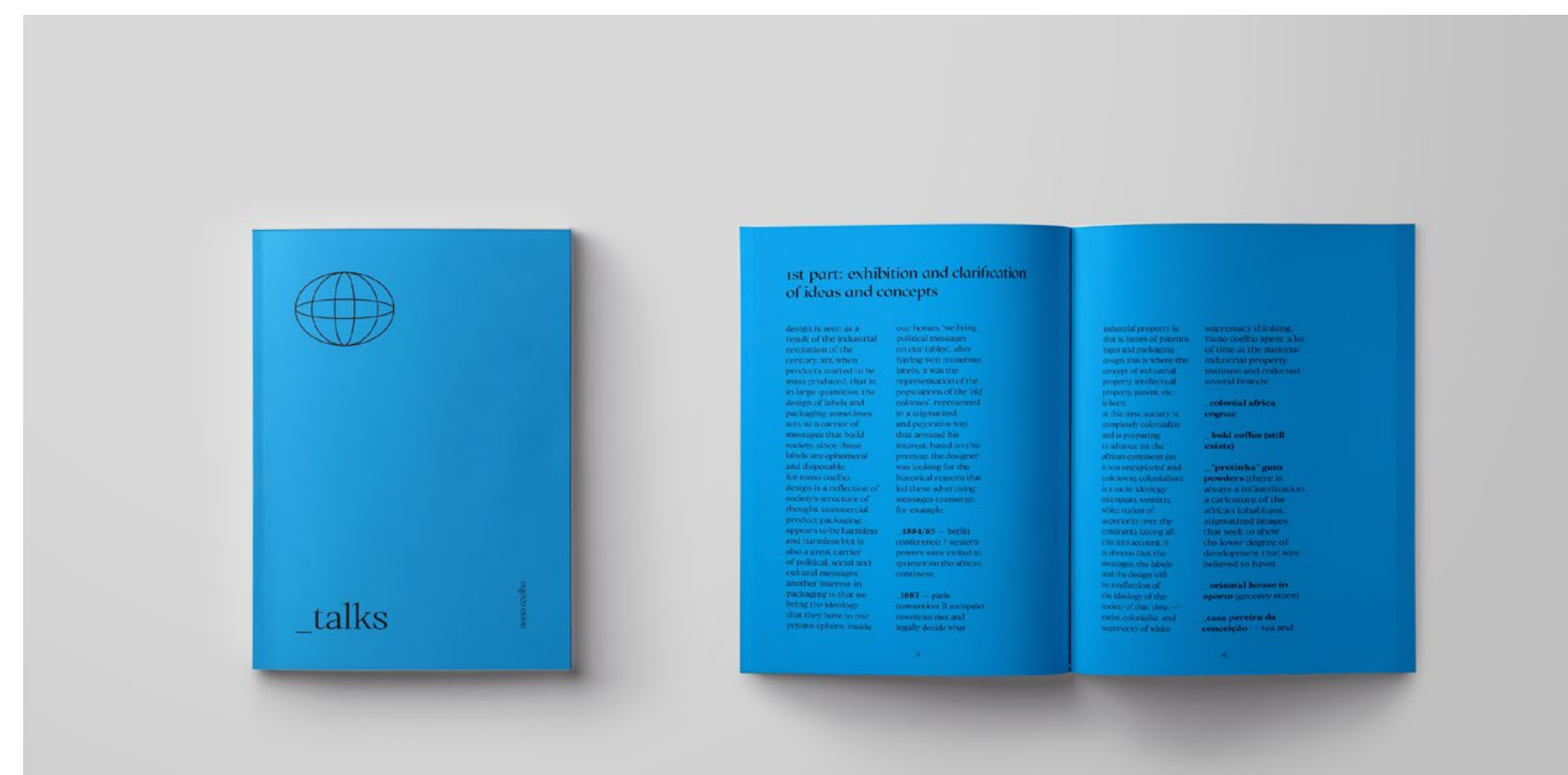


The graphic language explores contrast, fragmentation, typographic scale and colour to build a publication with a strong physical presence, aligned with the critical and non-linear tone of the content.



editorial system

The editorial system combines different reading rhythms, chromatic contrasts, pause pages and moments of visual density, reinforcing the tension between text, image and object.



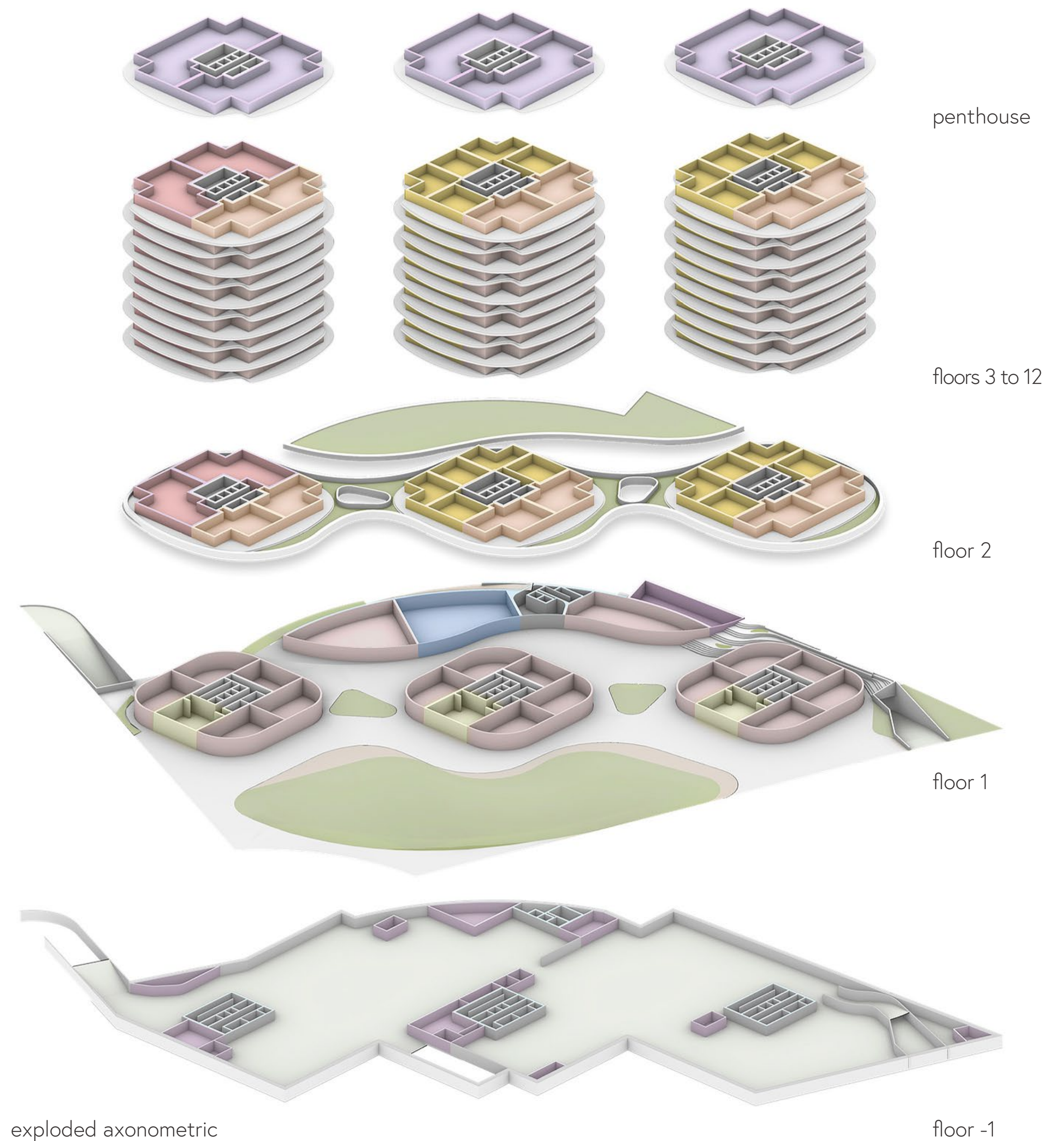
03

Grand Lisboa

- project communication
- visual synthesis
- presentation system

development

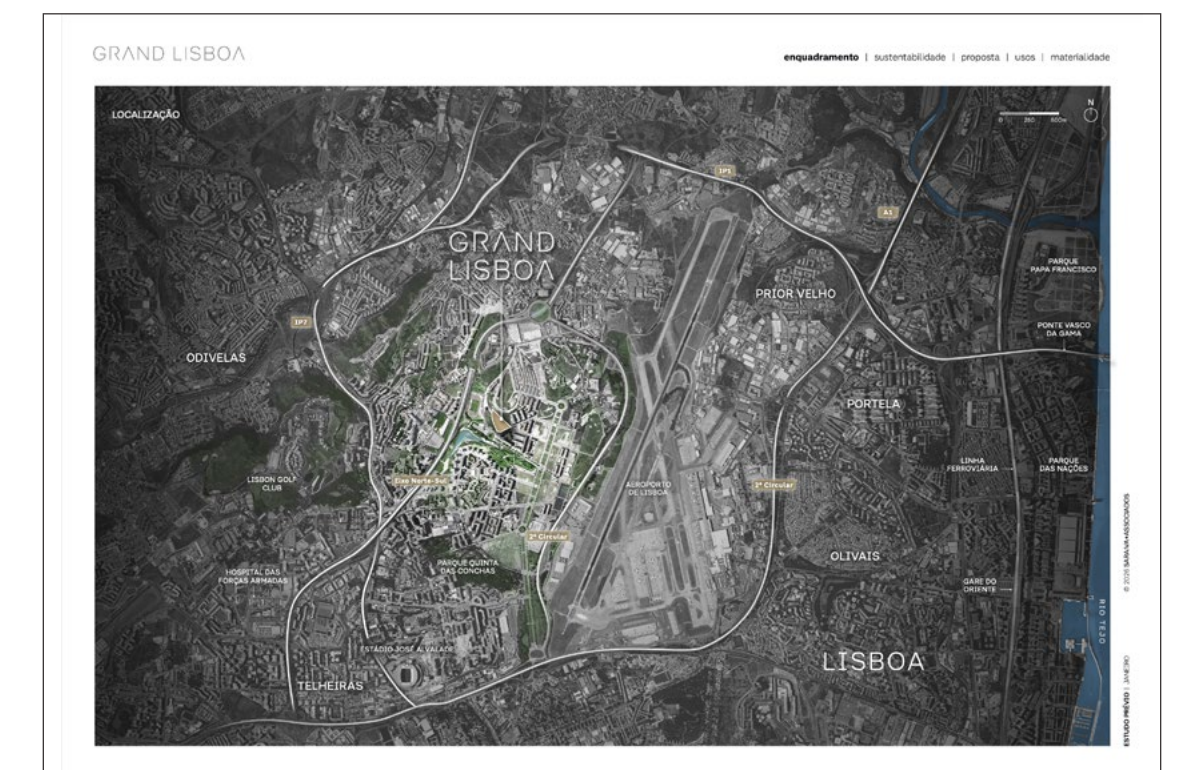
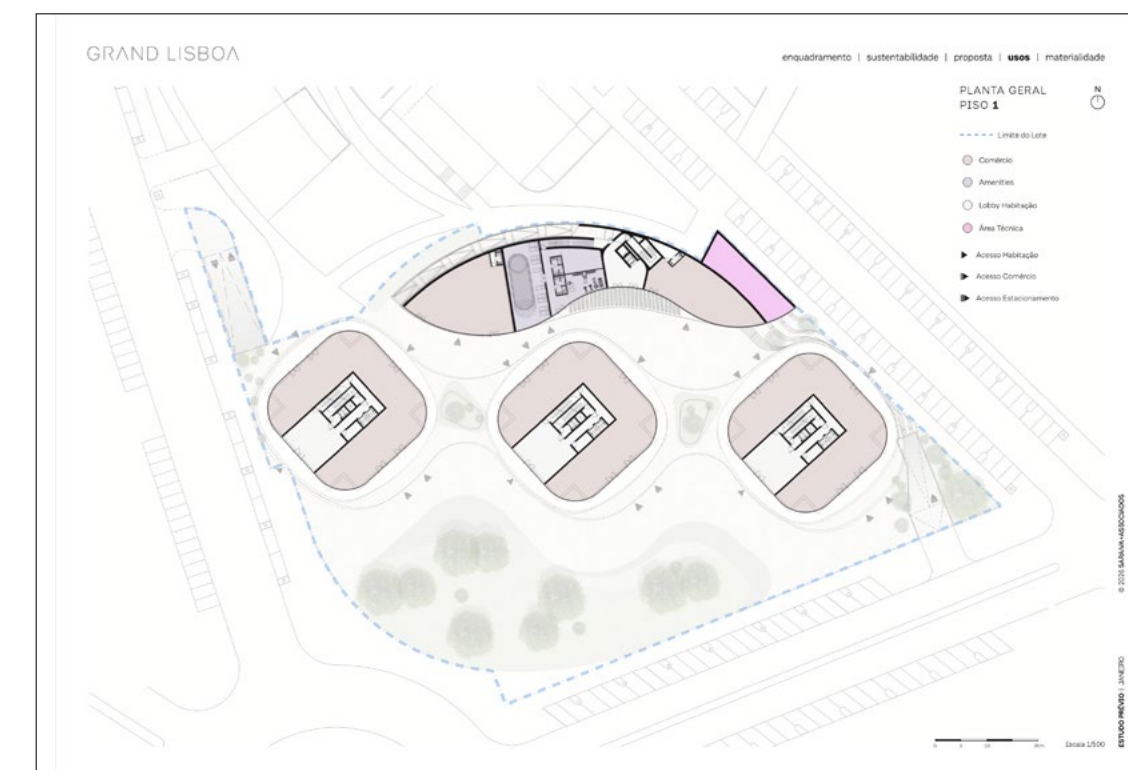
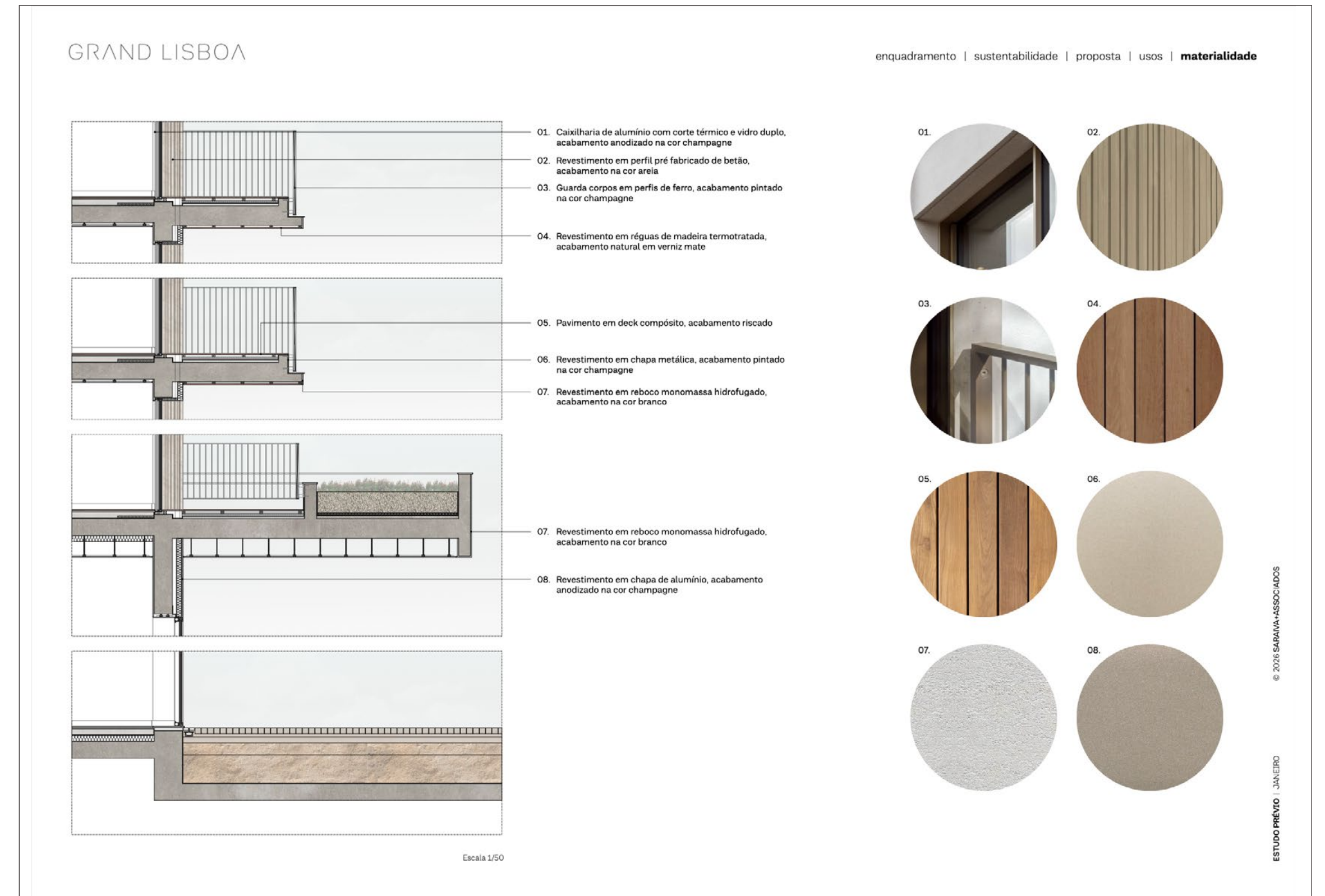
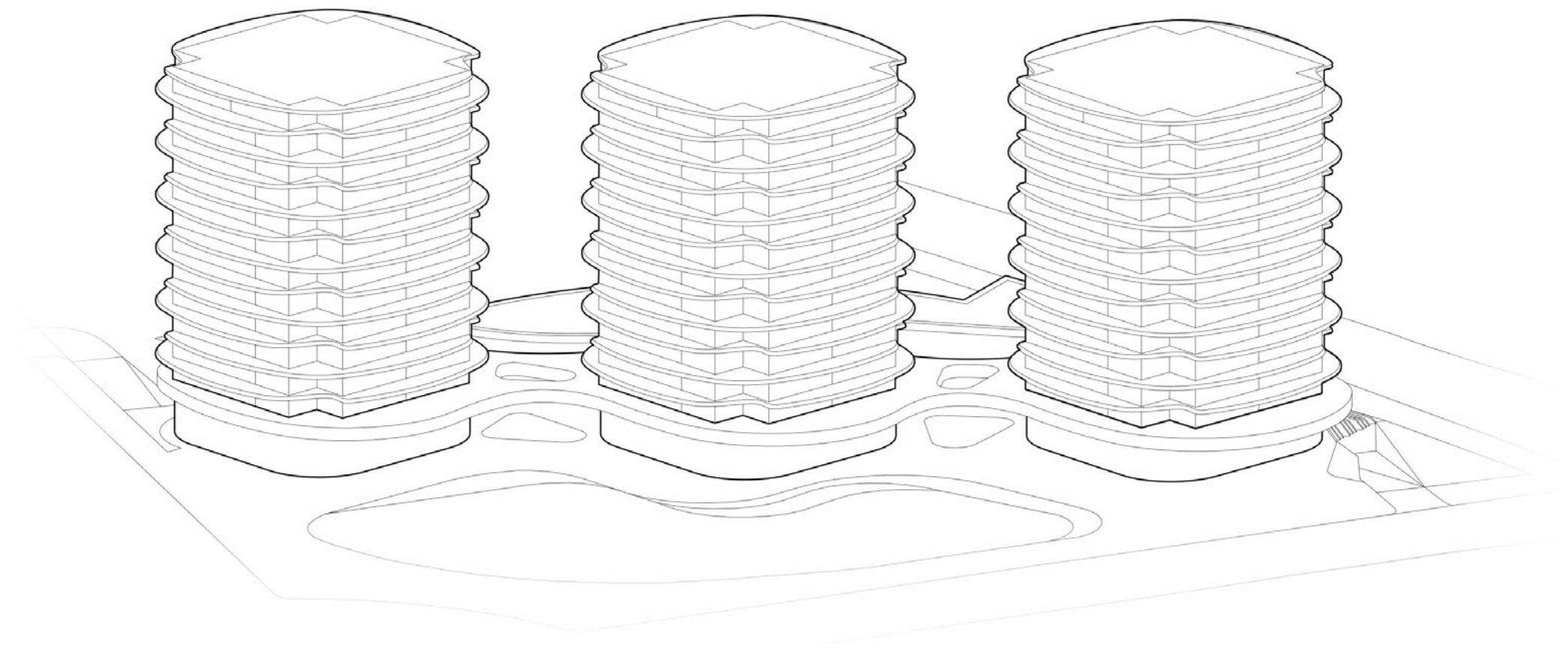
- preliminary study presentation
- graphic diagrams
- organisation of technical content
- visual treatment of information



context

Grand Lisboa required a presentation capable of articulating conceptual vision, technical information, programme data, sustainability, uses and materiality into a clear and commercially appealing visual discourse.

The graphic intervention focused on organising dense content, creating visual hierarchies and developing diagrams that make technical information more legible, direct and consistent.



04

MAKING SPACE FOR US

WORKSHOP

26 OUTUBRO 2023
BIBLIOTECA DE ALCÂNTARA

Será que os espaços que
nos rodeiam respondem
às necessidades de todas
as pessoas?

APOIO:



TOYNO®

Making Space for Us — Workshop

- visual communication for workshop
- graphic identity
- participatory design

development

- visual concept
- graphic identity
- illustration
- communication materials
- workshop facilitation

space, body and accessibility



Do the spaces around us respond to everyone's needs?

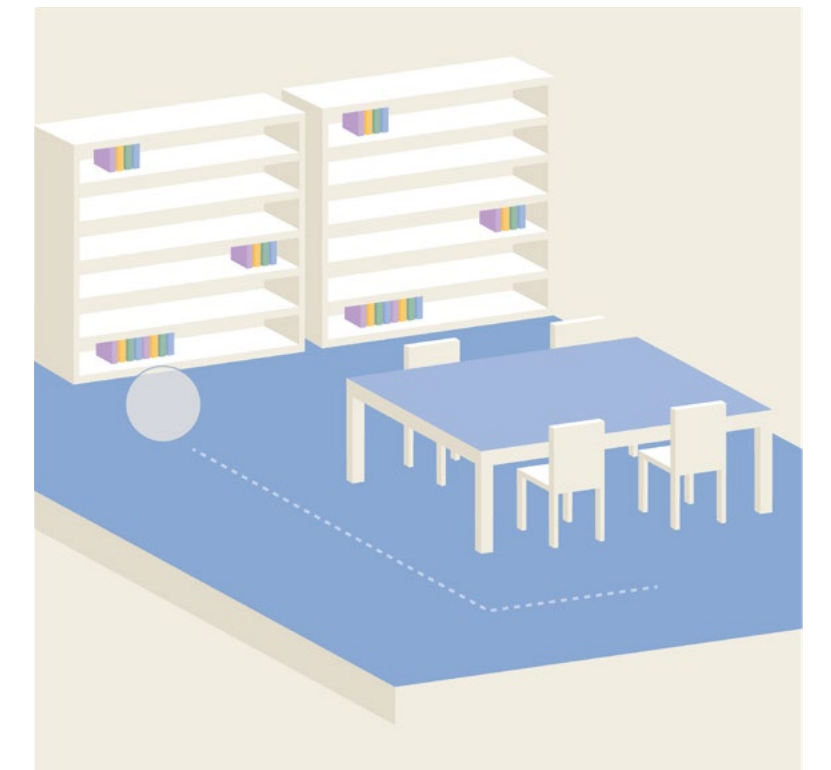
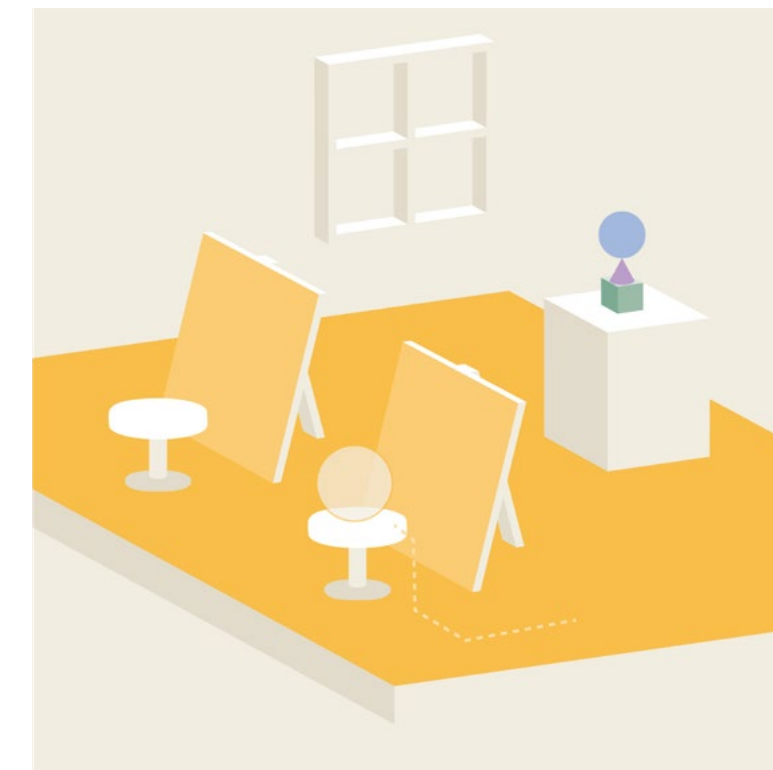
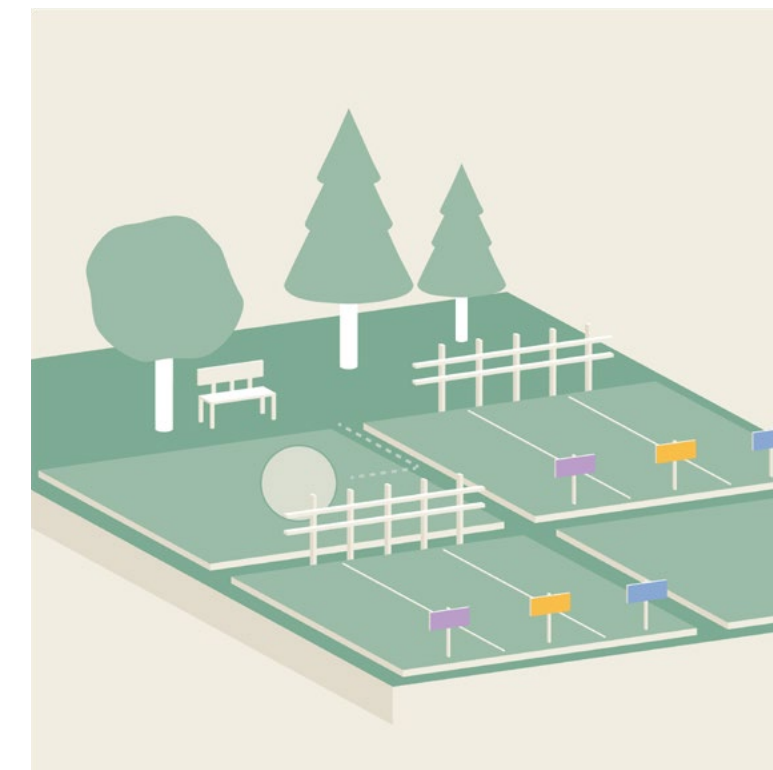
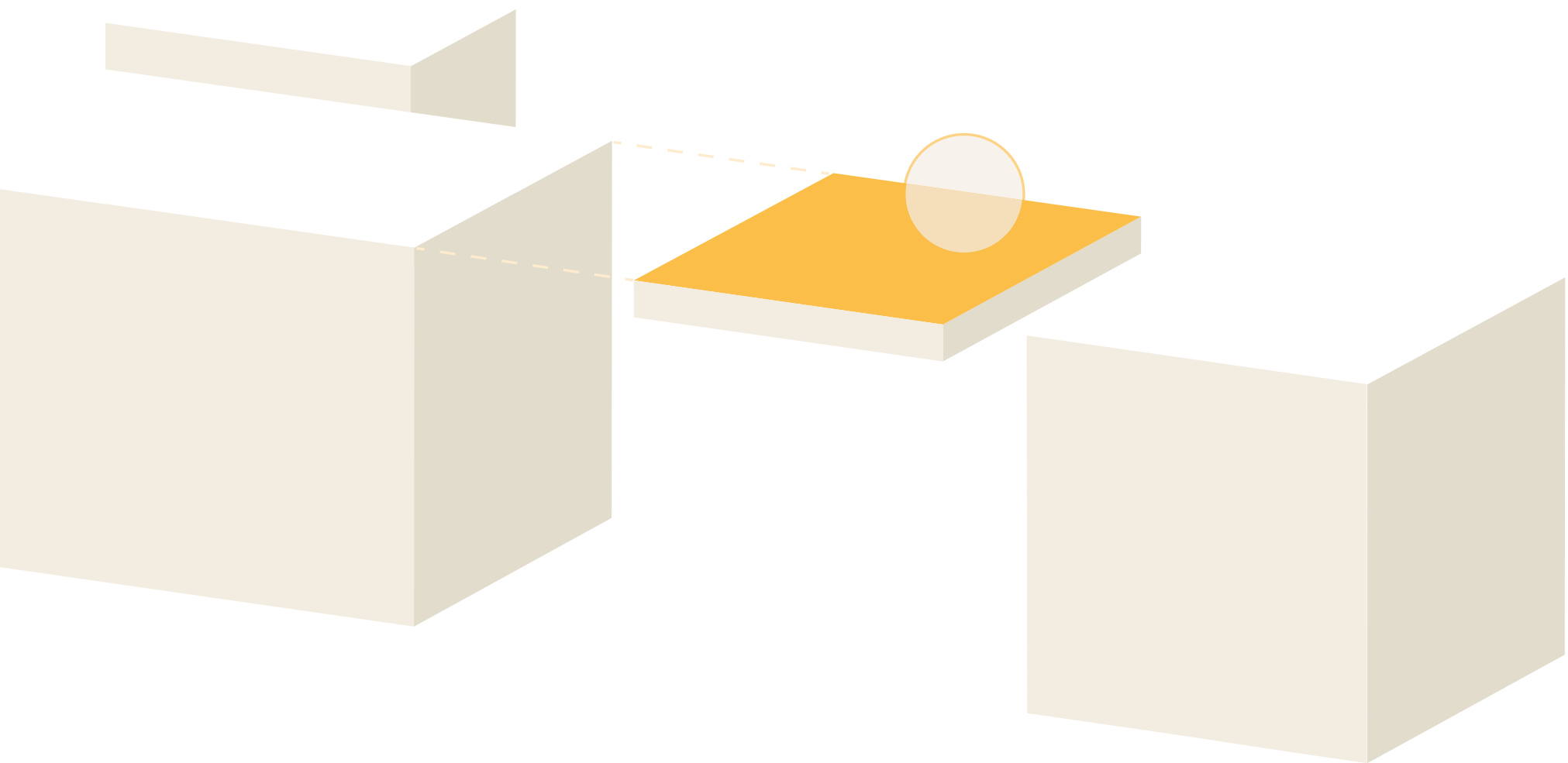
Making Space for Us was a workshop about **accessibility, inclusion and participation in the design of spaces**. Through practical exercises, participants were invited to identify barriers, adapt scenarios and test solutions that responded to different user needs.

The project's visual communication sought to **make the theme clearer, more accessible and more approachable**, supporting a learning experience centred on **empathy, listening and critical reflection**.

visual system

The graphic system translated themes of **accessibility, body and space** into a simple, direct and recognisable visual language. The illustrations and support materials were designed to **facilitate participation, guide exercises and make the discussion more accessible** to different audiences.

[View full project — Portuguese only](#)



05

Good Intentions

- editorial design
- experimental publication
- critical design

development

- editorial concept
- layout design
- research and content organisation
- typographic composition
- graphic treatment of image and text

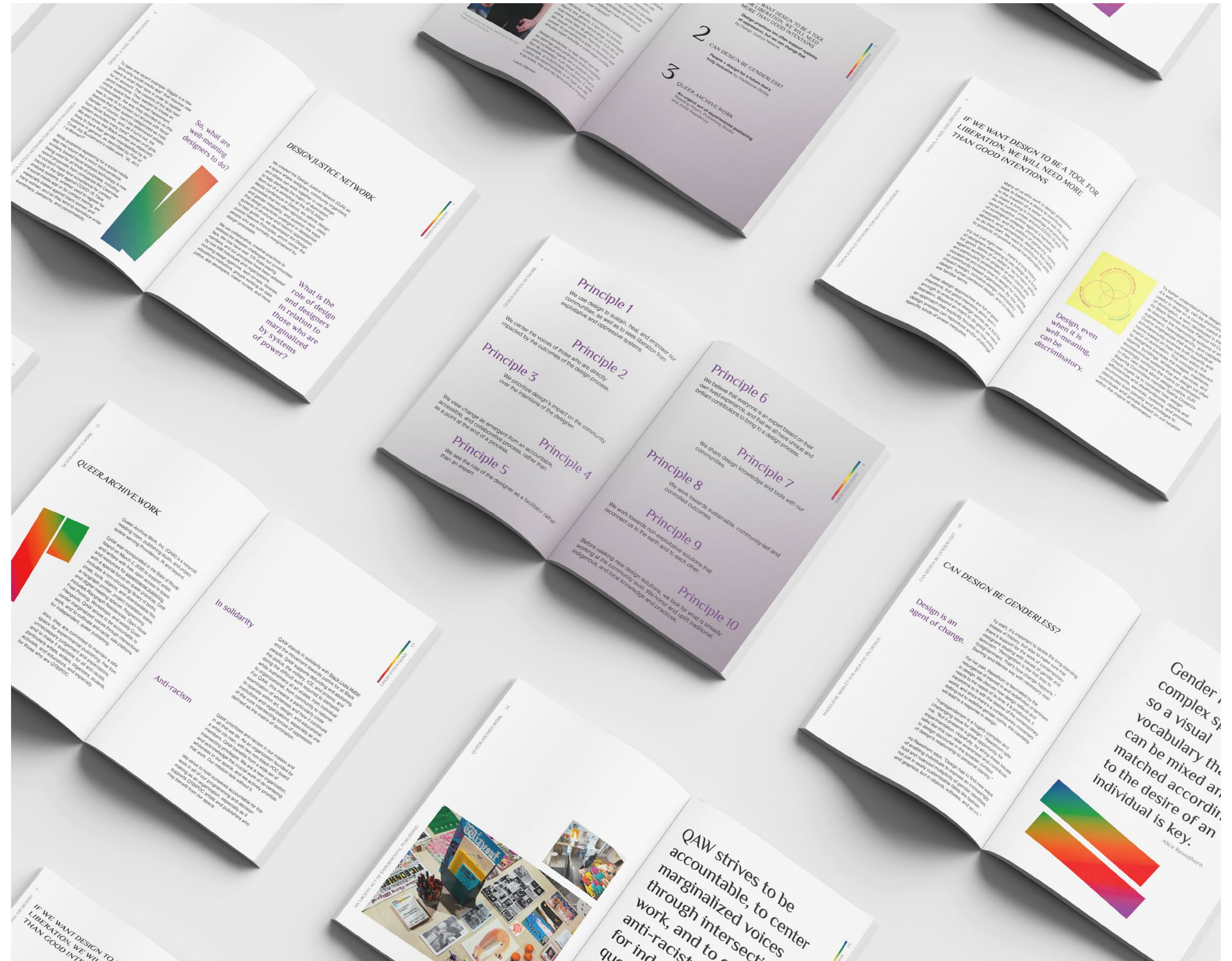


Good Intentions

critical design

Good Intentions is an experimental publication about **design, gender and social justice**. Through texts on design justice, genderless design and queer editorial practices, the publication questions the idea that good intentions are enough to make design inclusive.

The layout explores contrast, typographic rhythm and tension between text and image, reinforcing the publication's critical dimension.



06

Onde Vou Viver Amanhã?

- original illustration
- illustrated book
- visual narrative

development

- visual concept
- illustration
- layout design
- editorial composition
- graphic treatment of text and image





definition of home

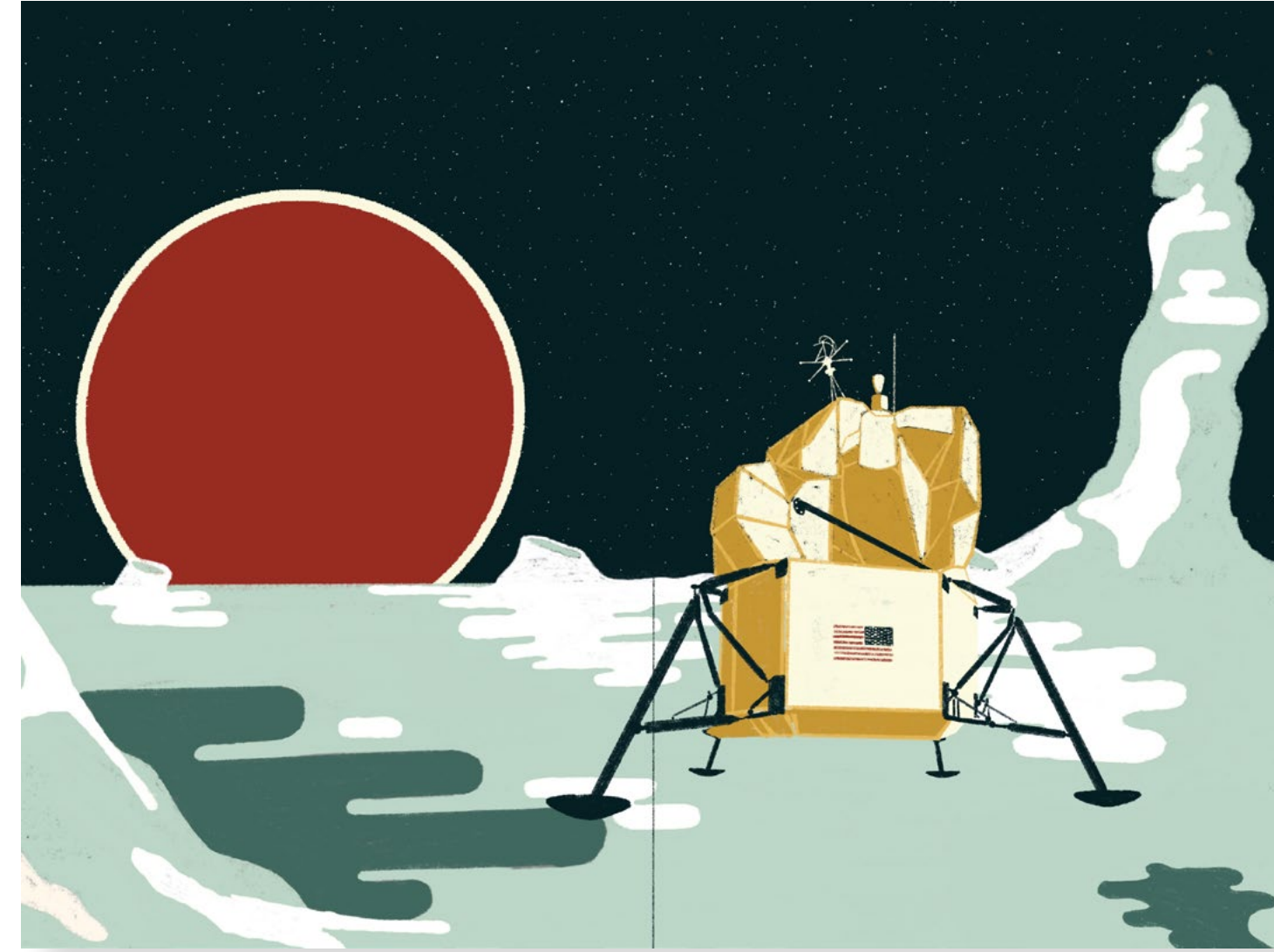
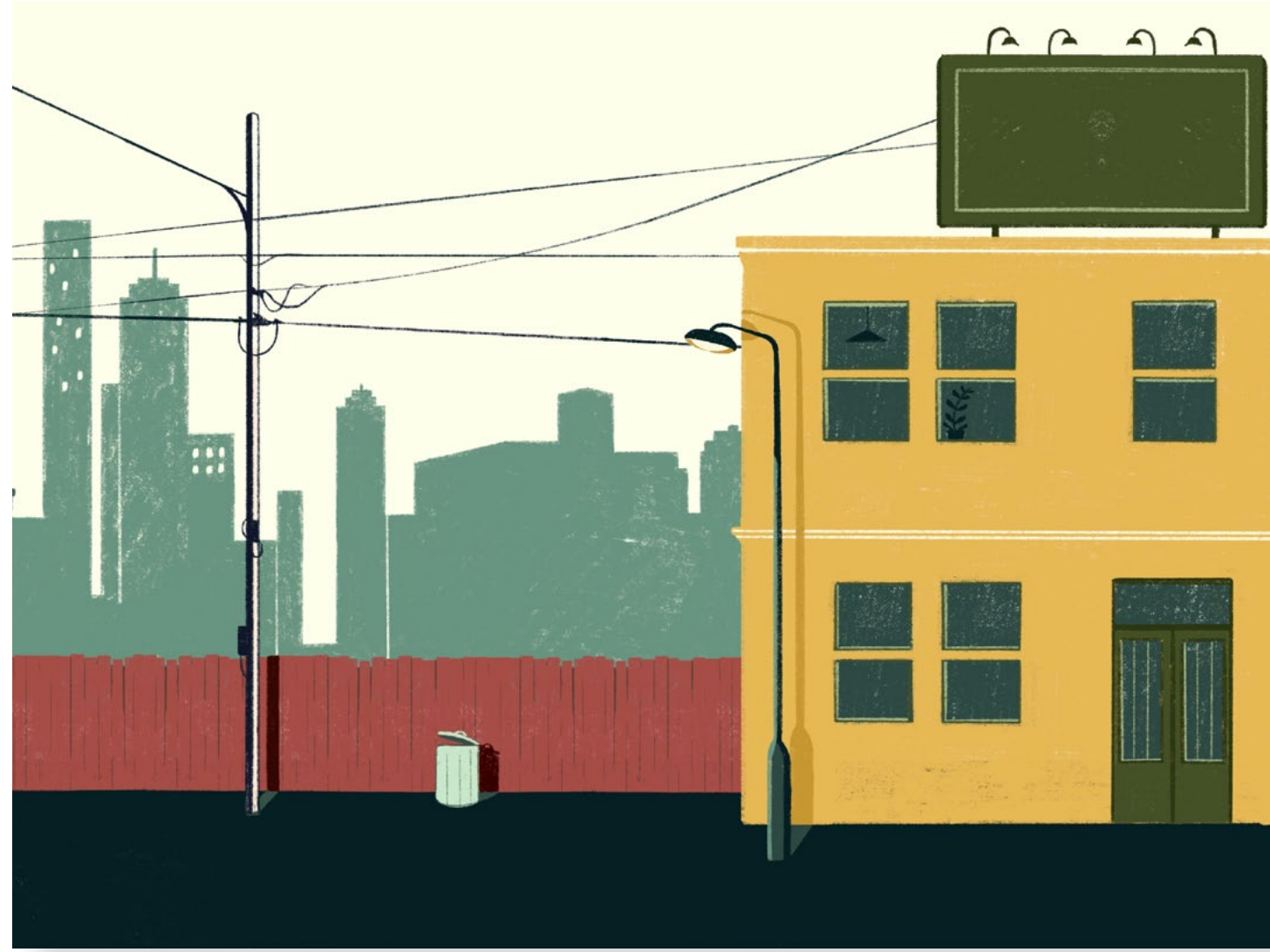
Onde Vou Viver Amanhã? is an illustrated book about the idea of home and the different ways of inhabiting.

The publication begins with an apparently simple question — what is a home? — to reflect on living conditions, belonging, stability and inequality.

*Not every home has four walls.
Not every window shows the same landscape.
Not everyone has what we assume everyone has.*

*Travelling is easier than it seems...
And so is living somewhere else!*

Onde Vou Viver Amanhã?



07



CBRE Outdoor Campaign

- illustrated campaign
- large-format outdoor
- brand communication

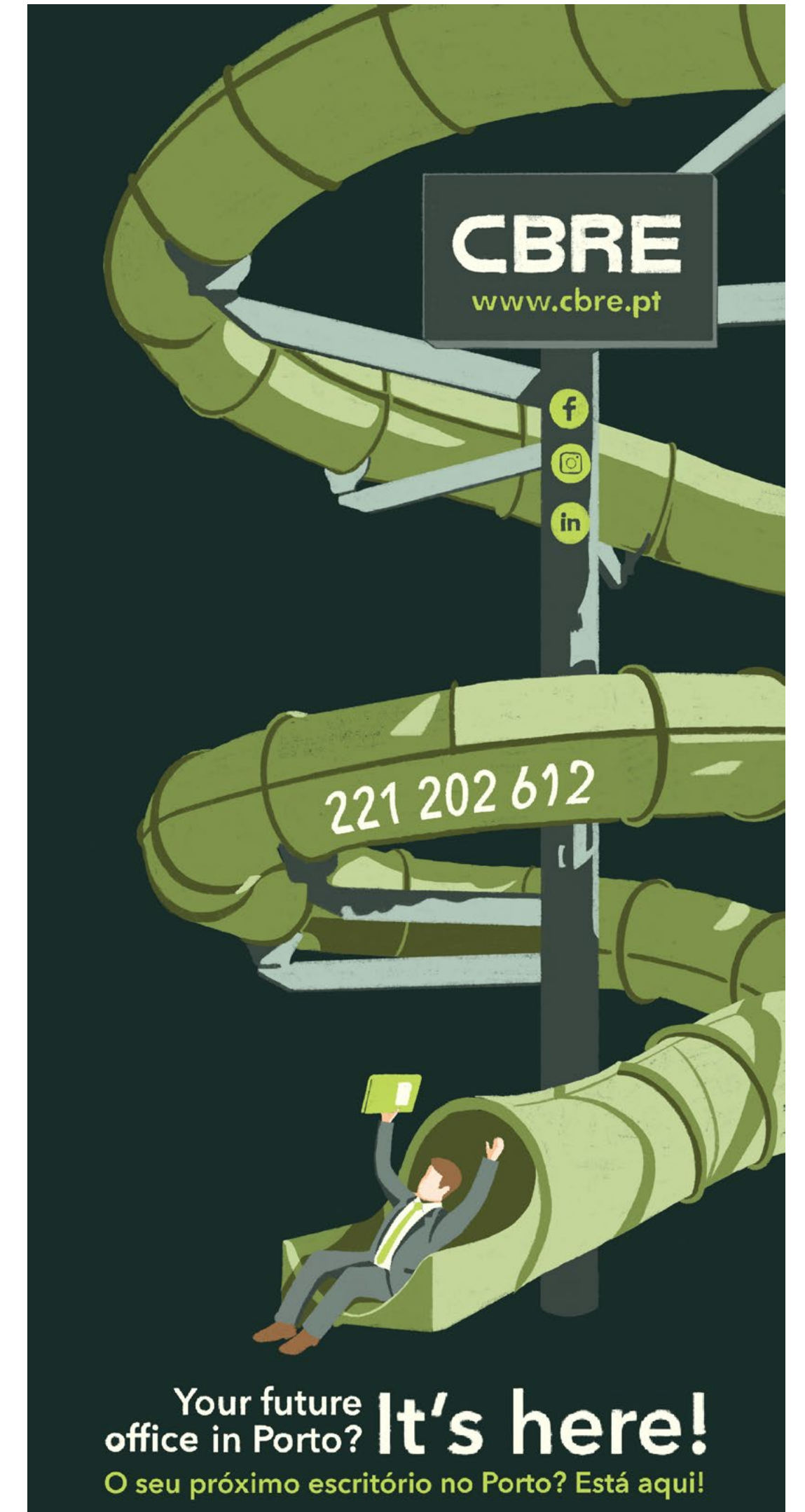
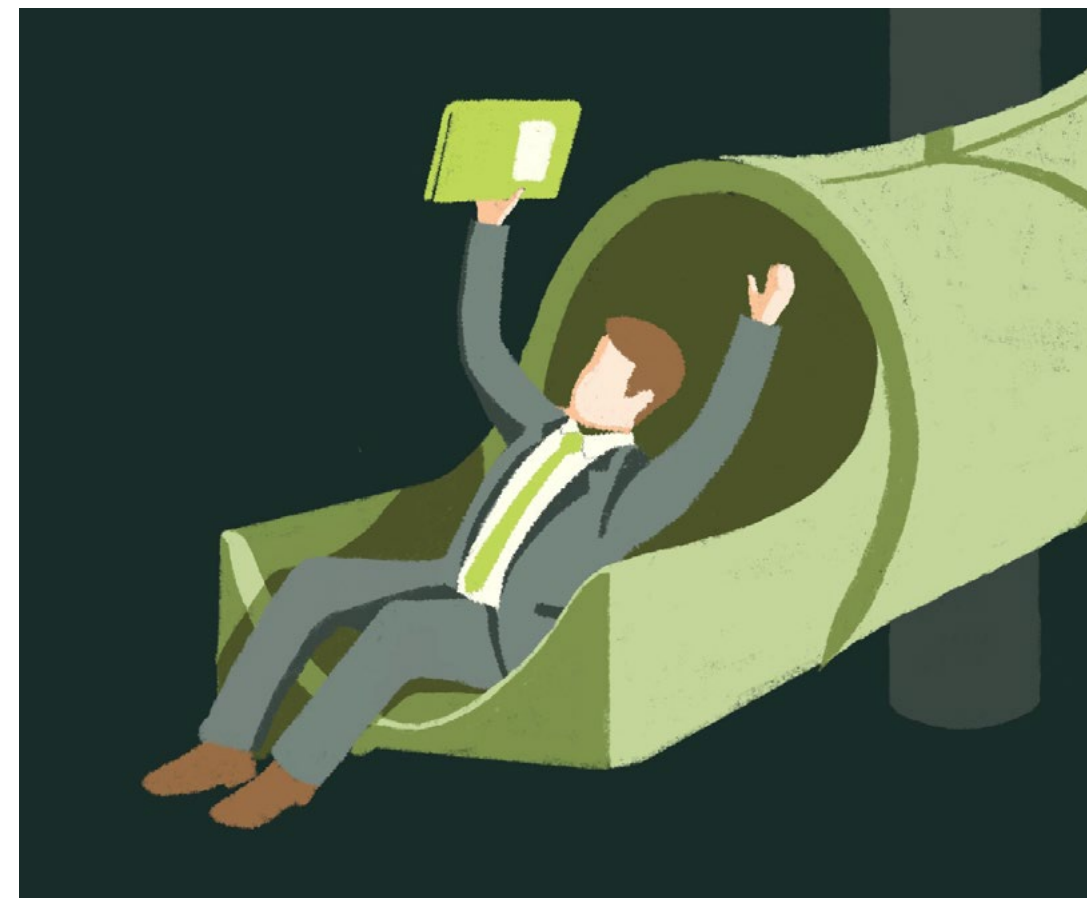
development

- visual concept
- illustration
- large-format composition
- integration of brand identity and institutional information

workstyle of the future

The project sought to transform a large-format promotional support into an illustrated piece with communicational value and its own visual identity.

Based on the CBRE briefing, the illustration explores the imaginary of the workplace of the future — mobility, well-being, flexibility and new work routines — integrating the brand identity, claim and institutional information into a cohesive and appealing visual system.



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