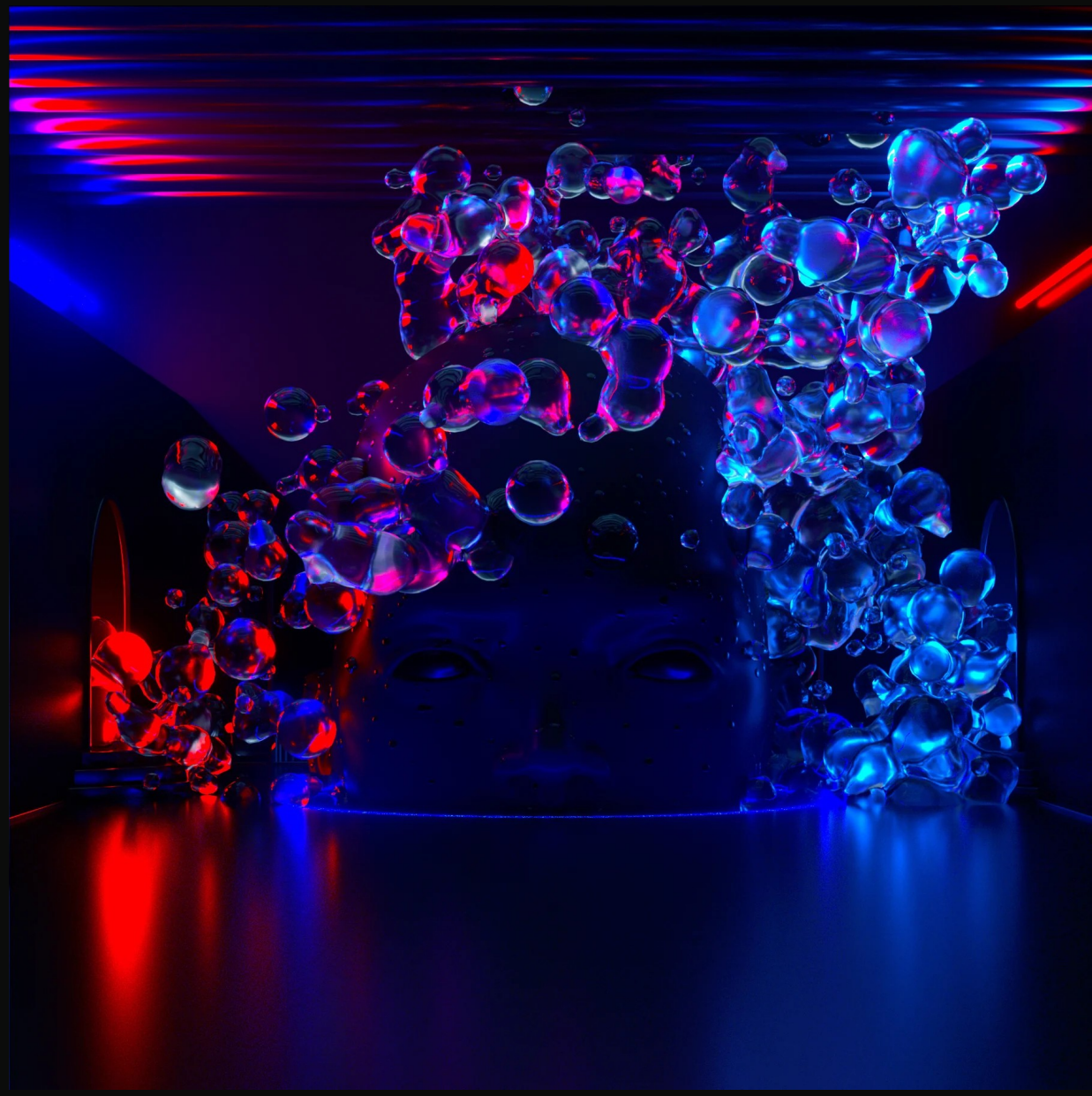
Visual *archive.*

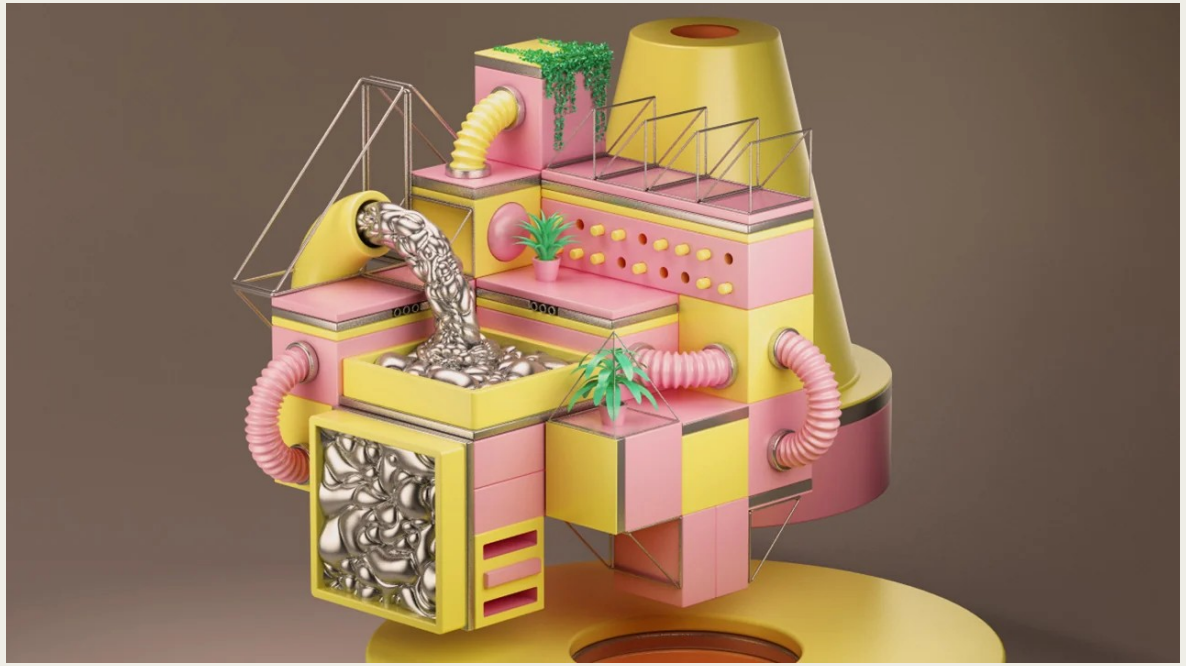
Studies and works. An exploration of digital sculpture, light, space and world-building.

24 IMAGES / SELECTED FROM THE ARCHIVE



Impossible *scale.*

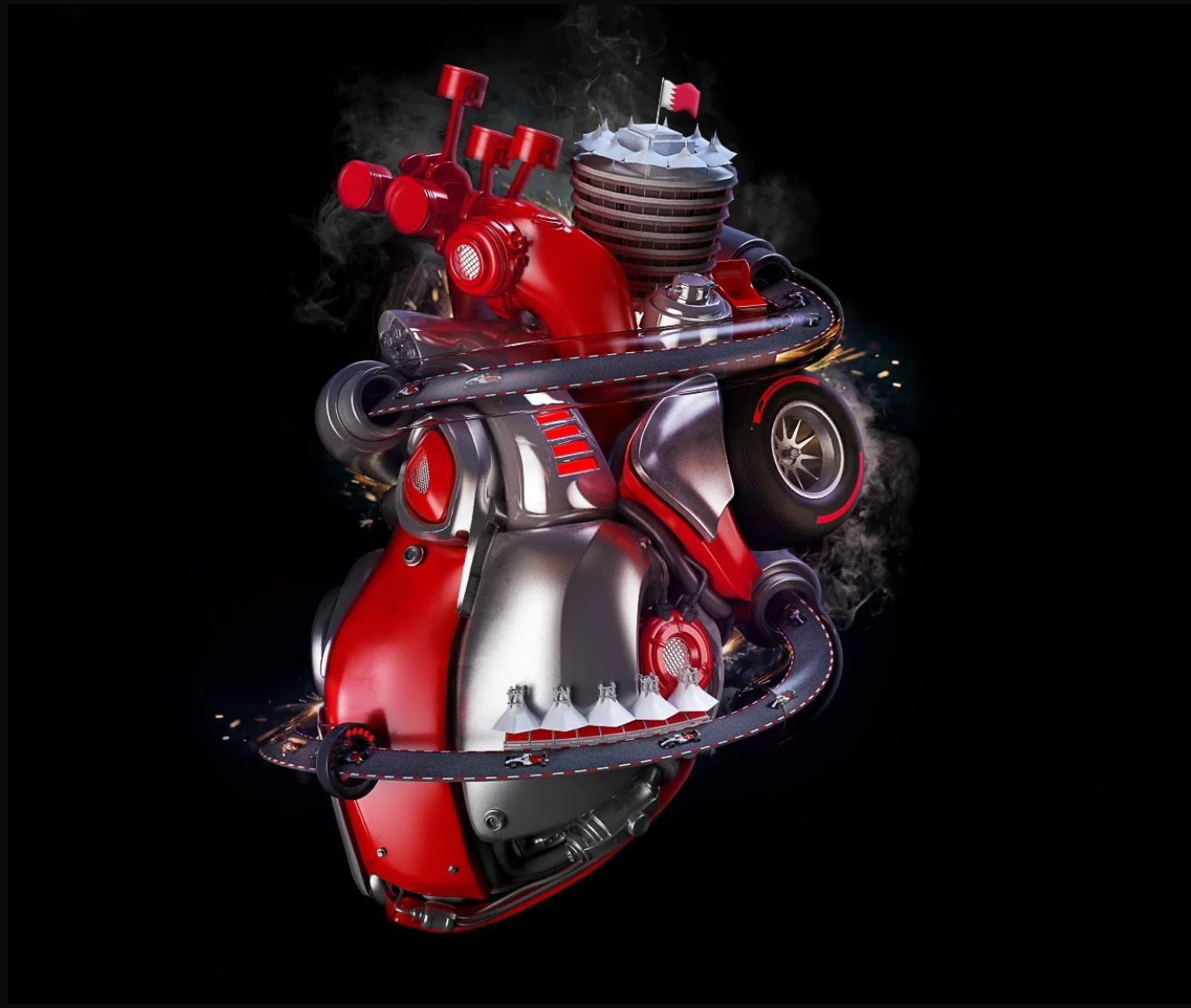
Modular architecture, colour and material. A scene that changes as you look closer.





Matter *with a heartbeat.*

A mechanical heart. Red surfaces, metal parts and conduits under studio lighting.



Material *tension.*



PROMISELAND

Organic and mechanical forms coexist among scales, metal and light.

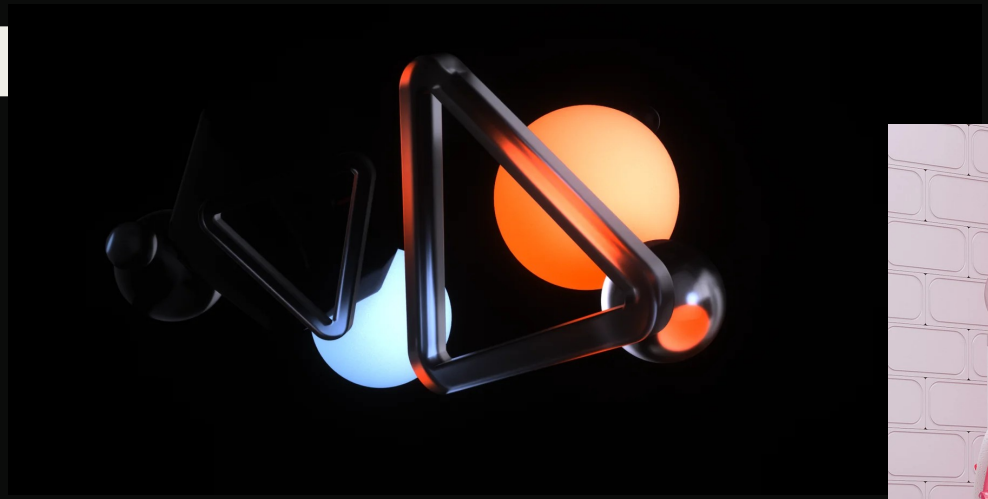
Marking *the territory.*



XMARKSTHESPOT

A large concrete X interrupts an open landscape.

Form. Light. *Contrast.*





Balance, curves and reflections. Two ways of creating presence through volume and colour.

Small *universes.*

An island, an entrance, a path. Scale opens up the possibility of another world.





A world *in a suitcase.*



SOOTY

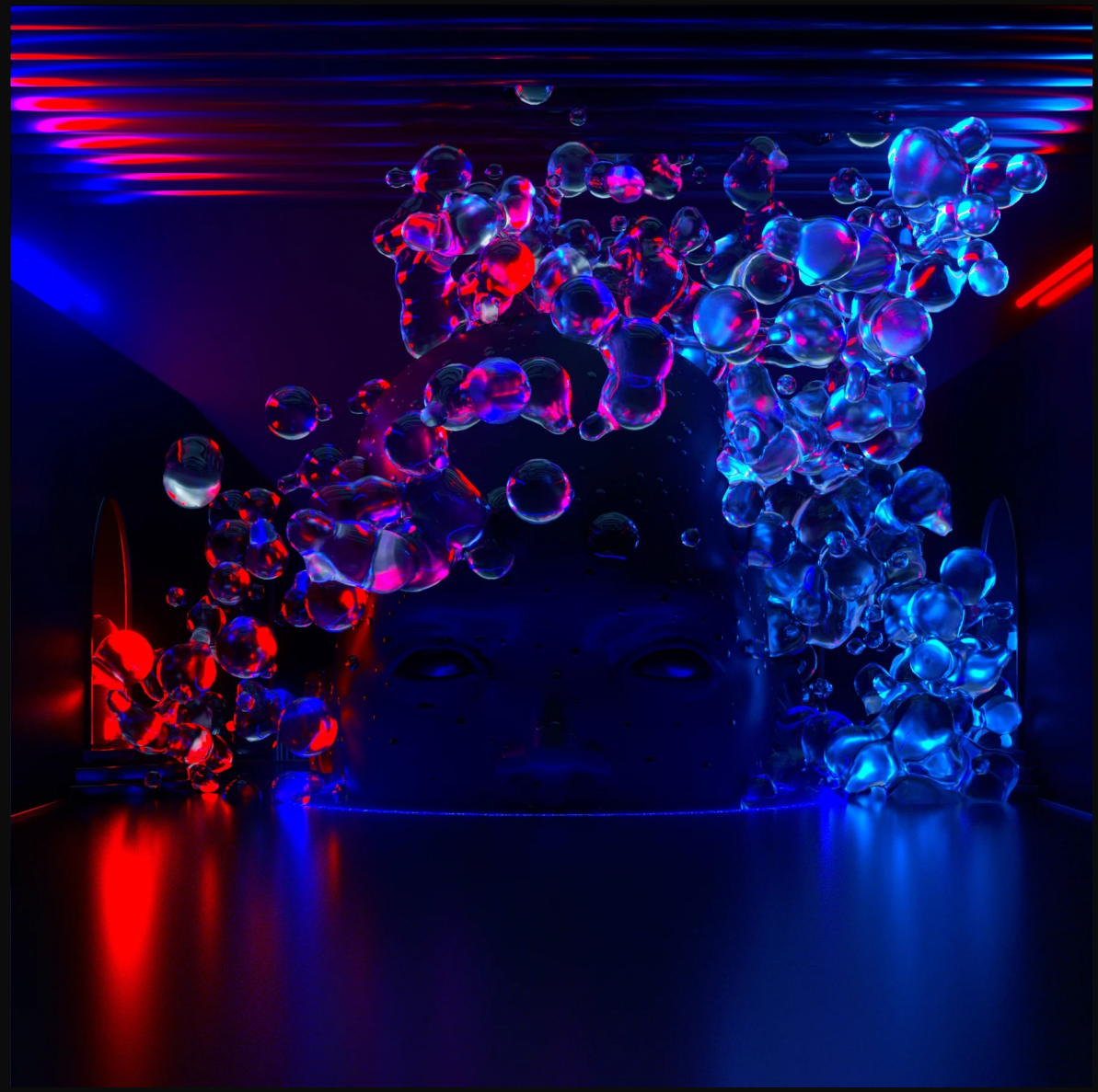
SOOTY



Up close, another scale.

Light *takes shape.*

Transparency, reflection and colour within a dark space.



A space *of possibility.*



QUIETPLACE / NATURAL LIGHT. SPACE. LANDSCAPE.



Matter and *memory.*

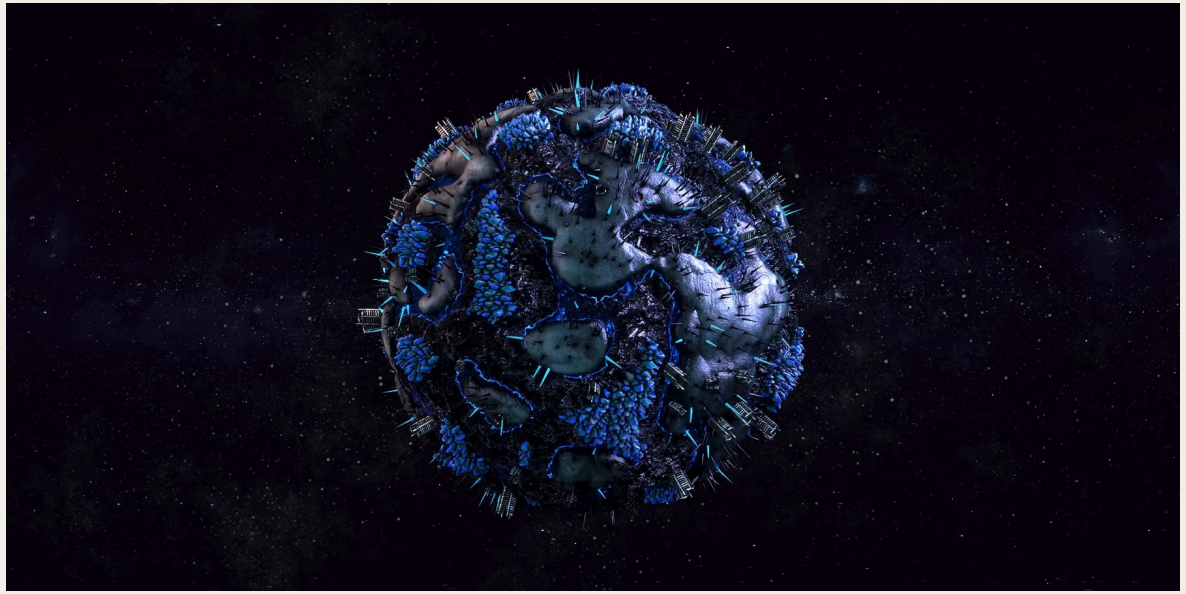
A sculpted head emerges among rocks and textured surfaces.

Its own *gravity.*

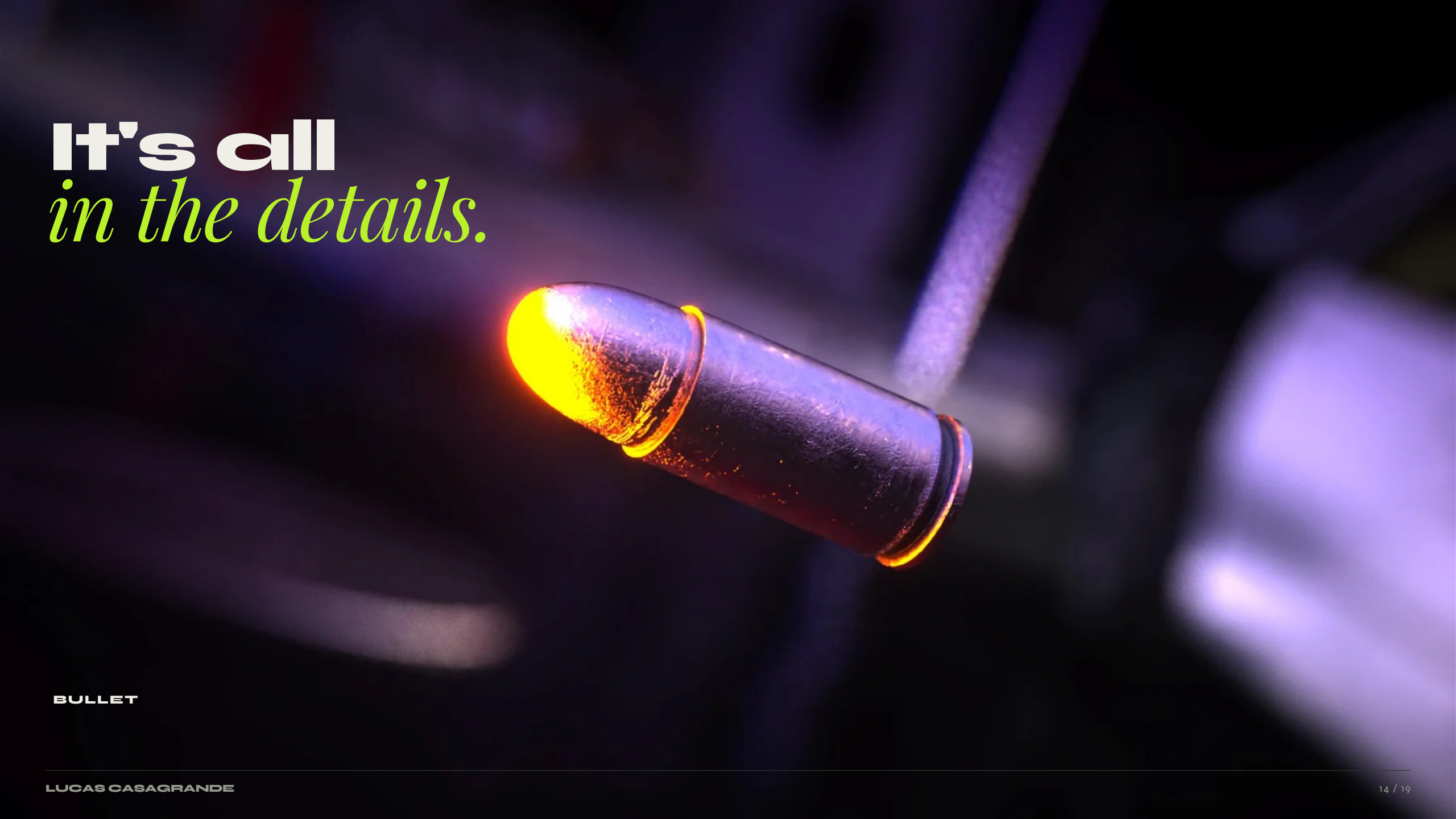
Two approaches to a universe of objects, music and small planets.

MADWORLD





It's all *in the details.*



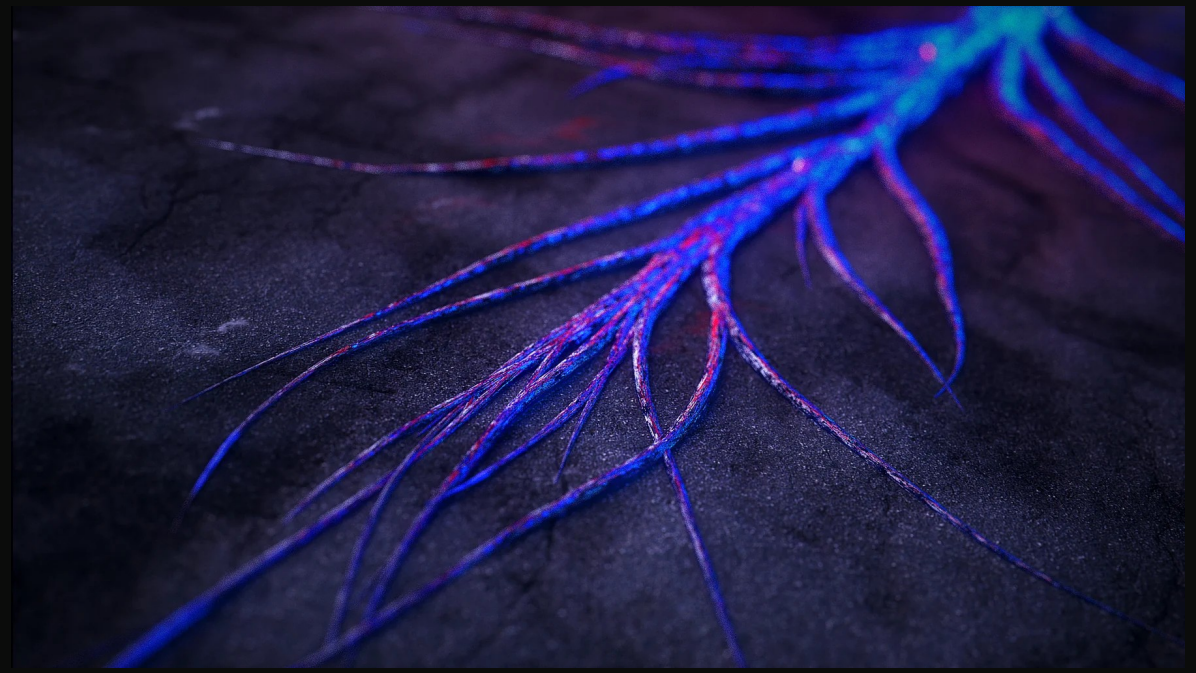
BULLET

Living *matter.*

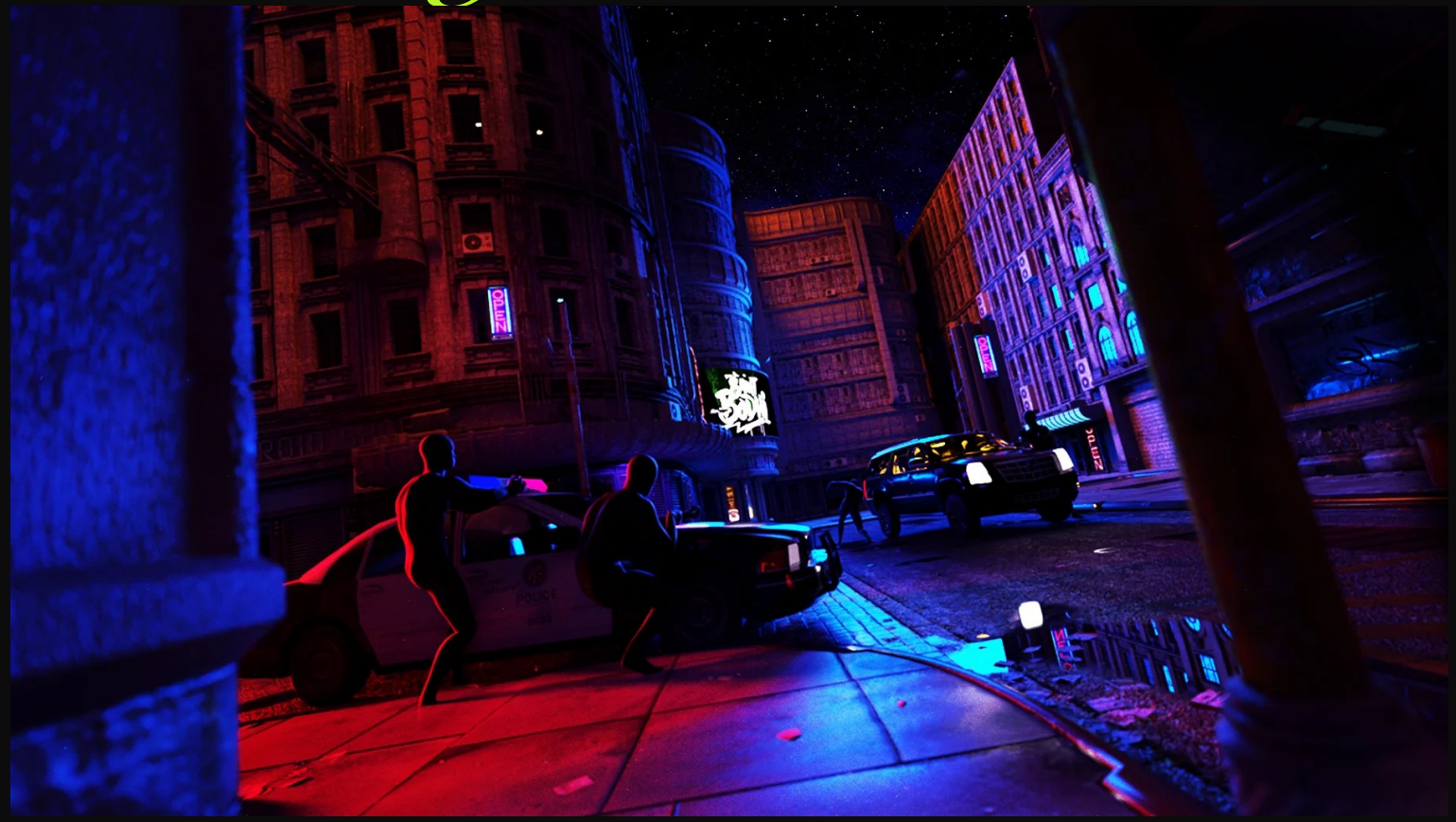
A branching network extends across the surface, transforming it through light and relief.

HERO





The city, *re-energised.*





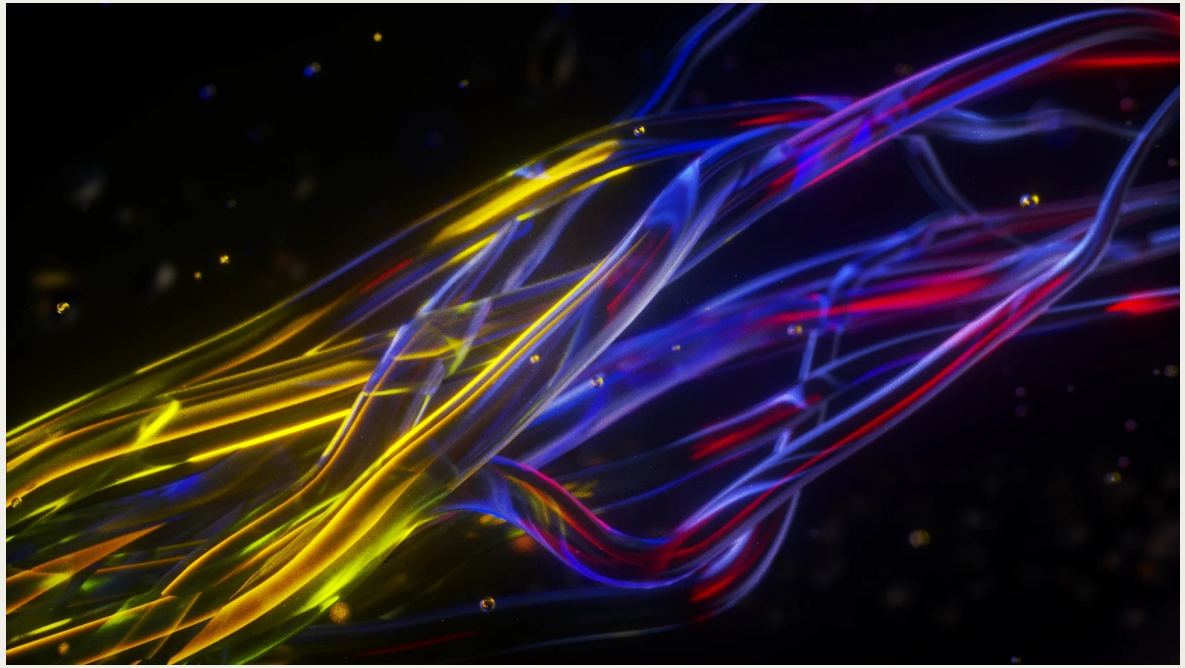
CITY

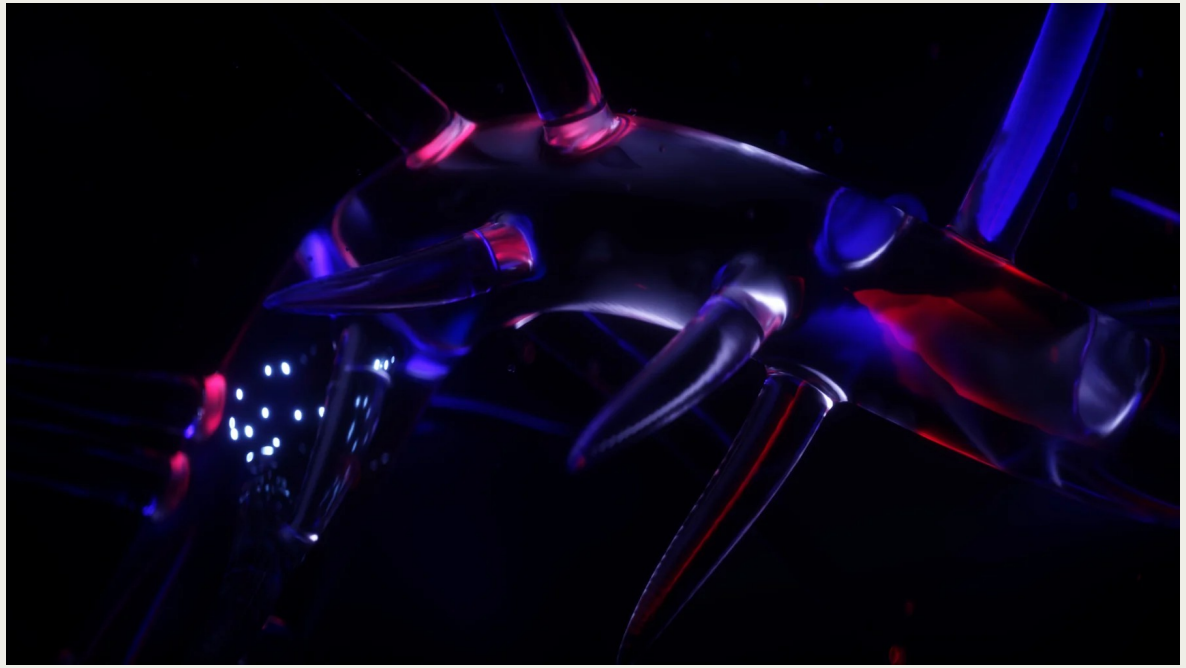
A night-time scene built from architecture, characters and saturated light.

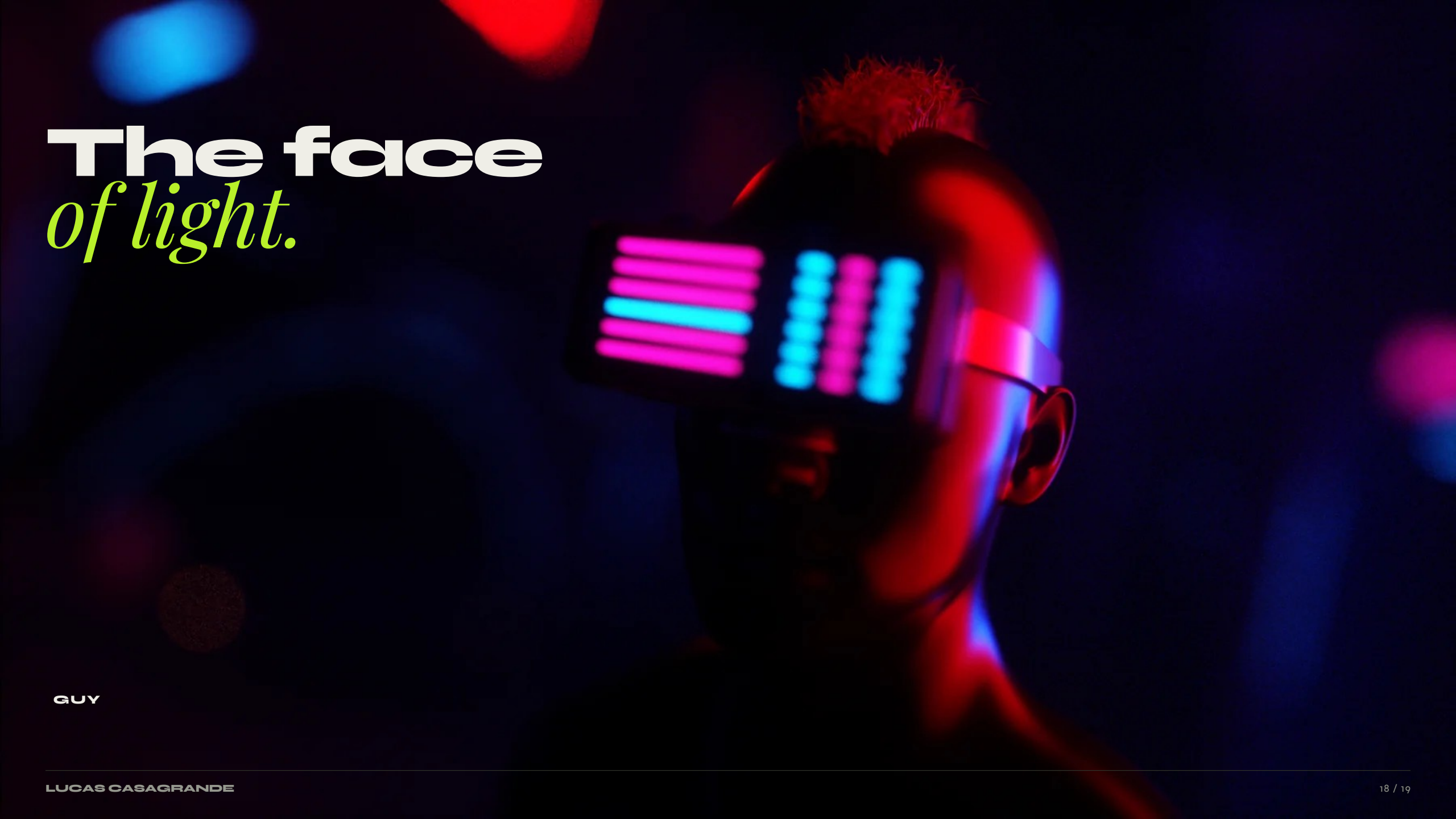
Light *in motion.*

Strands, tubes and reflections. Material takes shape as a flow of colour.

VEINS






The face
of light.
GUY

Let's make something *worth looking at.*

lucascasagrande.com

lucas.g.casagrande@gmail.com