

Lucas Casagrande.

in motion.

ART DIRECTION / MOTION / 3D

Image, time and space. Selected work and visual explorations.

LUCASCASAGRANDE.COM

A vision *in motion.*



AI editorial portrait based on an original photograph.

Lucas Casagrande is an art director, motion designer and 3D artist. He has worked in creative production since 2009, across studios, agencies and broadcasters.

His career connects Argentina and the Middle East. He lived and worked in Bahrain and taught at Domestika.

He founded CHIMICHURRI, where he brings generative AI and agent systems into creative production, with human direction and review.

Eternal Loop is part of Pause Originals. He took part in Morcreate's online eco-art exhibition Continuous Refle(a)ction 2.0 in 2020, and in Digital Art at Ciudad Emergente 2012, Centro Cultural Recoleta.

Lamicell V22

PRODUCT / 3D / MOTION



A motion graphics film for V22 equestrian leg protectors. Direction in collaboration with the team, from conceptboard through final rendering and sound design. Cinema 4D and Redshift.

VIEW PROJECT +

Toyota GR Corolla

ANAMORPHIC SCREEN / PUERTO RICO



A film for the GR Corolla launch in Puerto Rico, designed for an anamorphic screen. Perspective, speed and a strong presence in space.

VIEW PROJECT +

PANDORA *in Rio.*



OPENING / FILM STILL

A brand world across several scales: three FOOH films set in Rio, a family of four IDs and the event opening. Selected styleframes trace the visual development.

03
FOOH

04
IDs

01
Opening



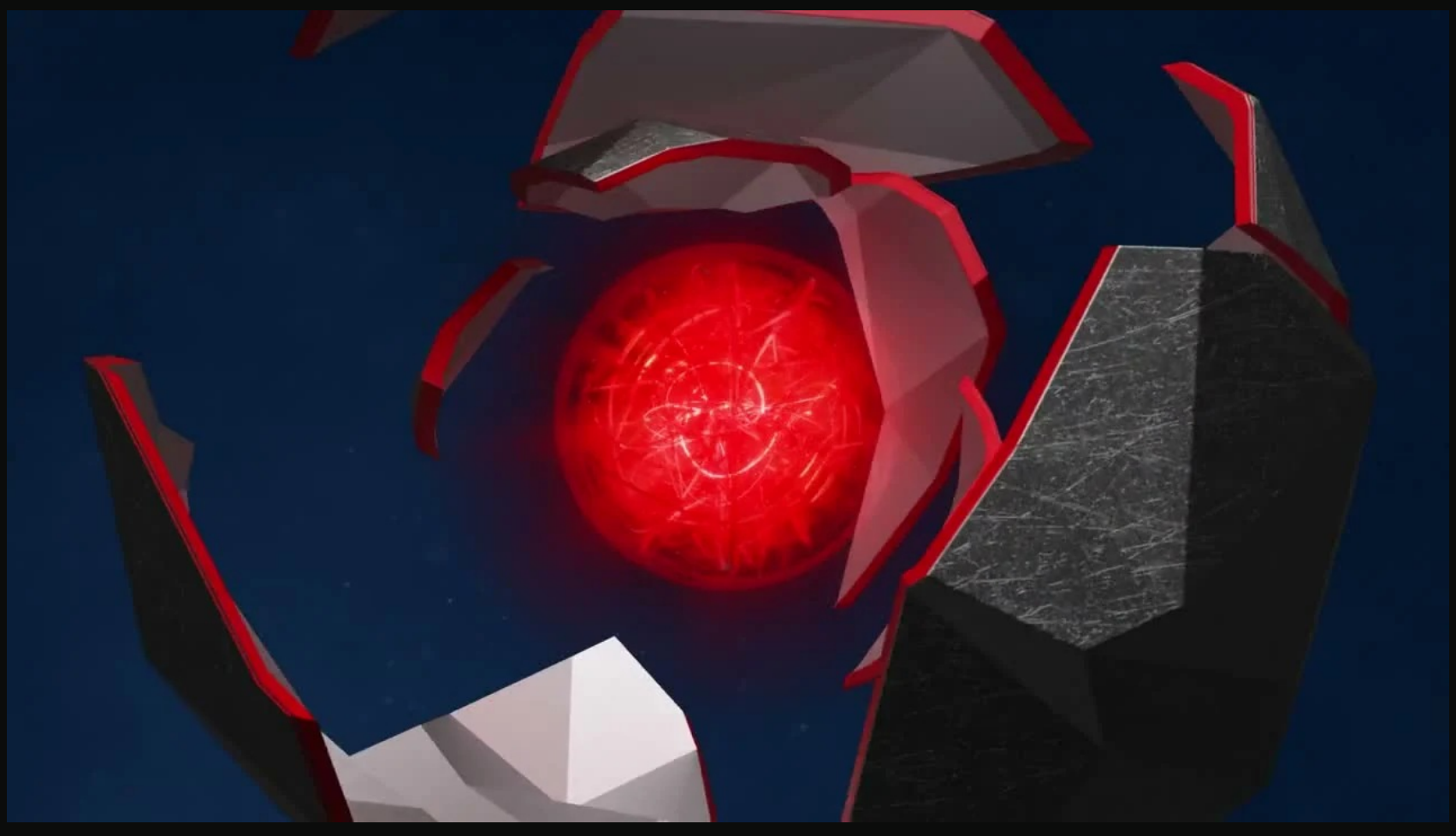


STYLEFRAMES / VISUAL DEVELOPMENT

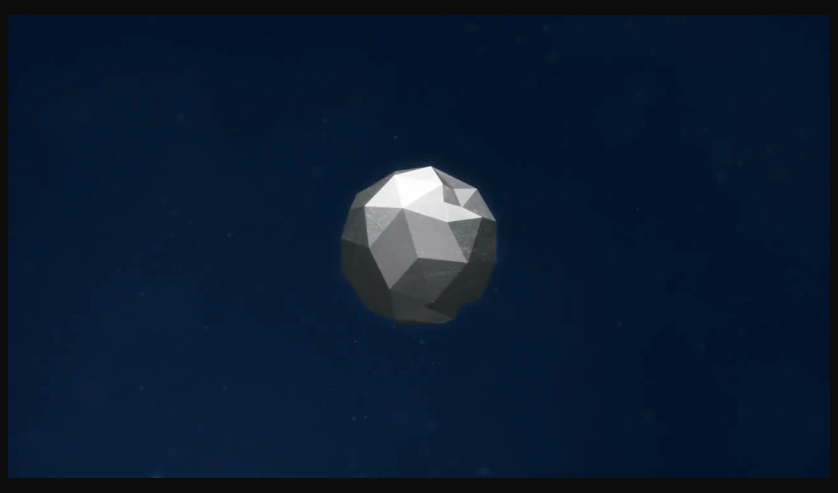
Charms, floats and landscapes from an imagined Rio. Selected 3D development.

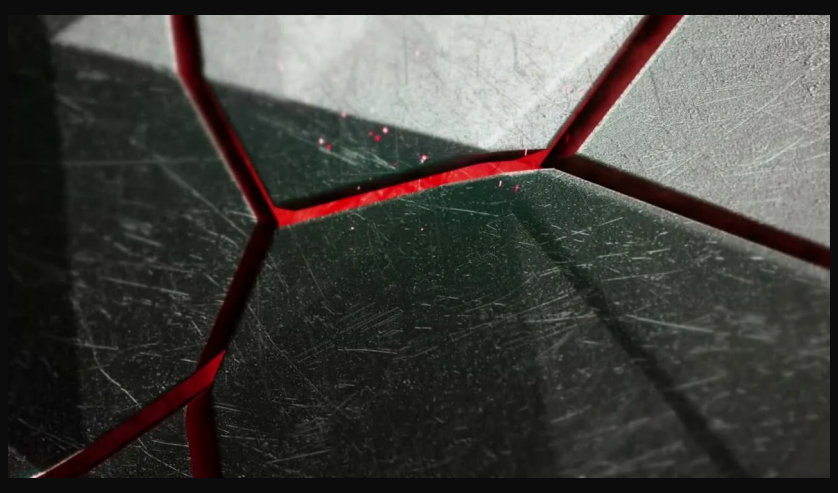
EXPLORE THE FULL PROJECT +

Snapdragon *Pro Series.*



A twelve-second introduction to Snapdragon Pro Series, created for Superunion UK. Material, geometry and energy set the stage for an international mobile esports competition.





SELECTED FILM STILLS

Material, rhythm, *energy.*

WATCH THE FILM +

Other worlds.

The same vision.







Form, material, landscape and digital worlds. Visual studies exploring other ways to build an image.

EXPLORE THE ARCHIVE +

From a piece *to a system.*

Proposed sessions for creative teams, students and organisations.

01 **Art direction with AI**

References, identity and judgement in building a visual language.

02 **From a piece to a system**

Connecting images, video and motion within a production process.

03 **An agency with agents**

What to delegate, how to review and where human decisions belong.

04 **From experiment to delivery**

Selecting results, spotting errors and organising the final work.

Talks, workshops or intensive classes. Content, format and duration tailored with each organisation.

Let's talk *about what's next.*

Interviews, projects, talks and training.

SHORT PRESS BIO

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Reel 2025 / Vimeo

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OPEN PORTFOLIO