



Clara Launay

## GRIEF SEED

[video] 2025

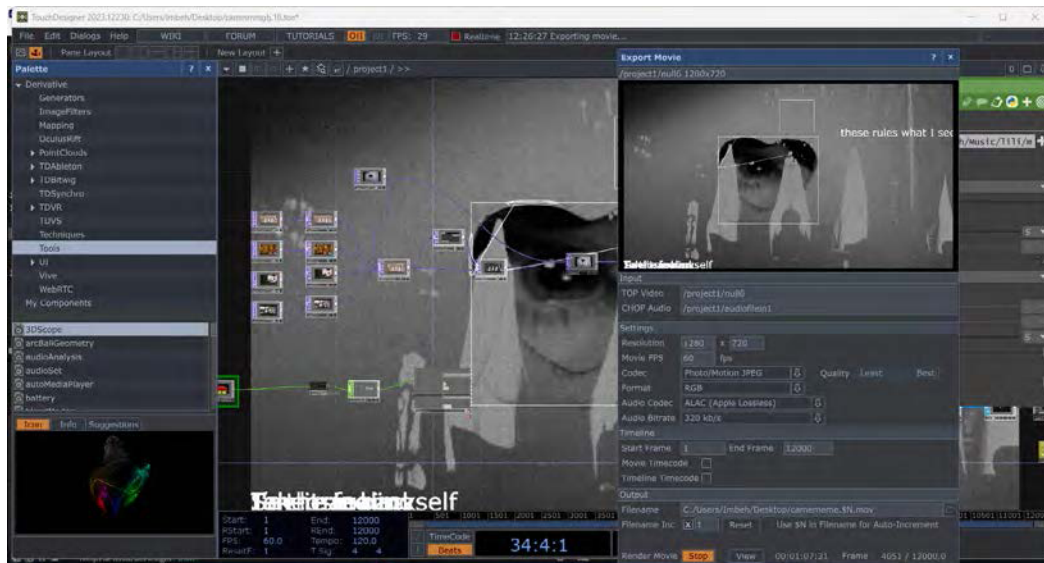
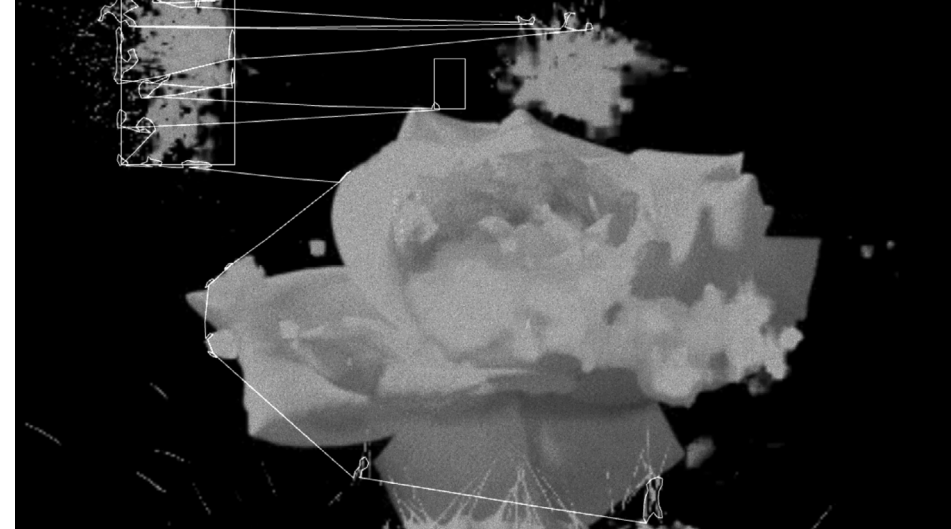
Music video for *Lili Castiglioni*. Most visuals were created in TouchDesigner, following an audio-reactive logic.

Exploring the relationship between music and image, the project translates *Lili Castiglioni*'s musical universe and personality into a graphic style that blends abstraction and figuration.

The work combines generative art, editing, and 3D techniques

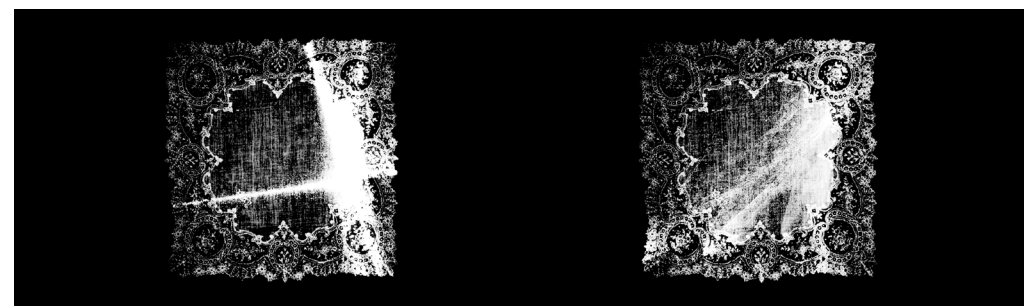
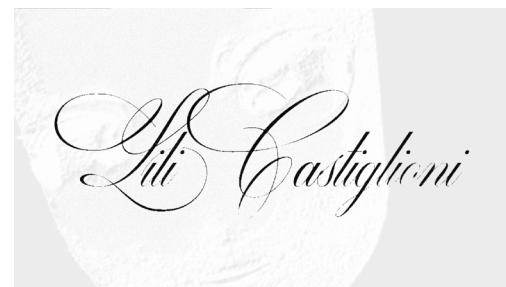
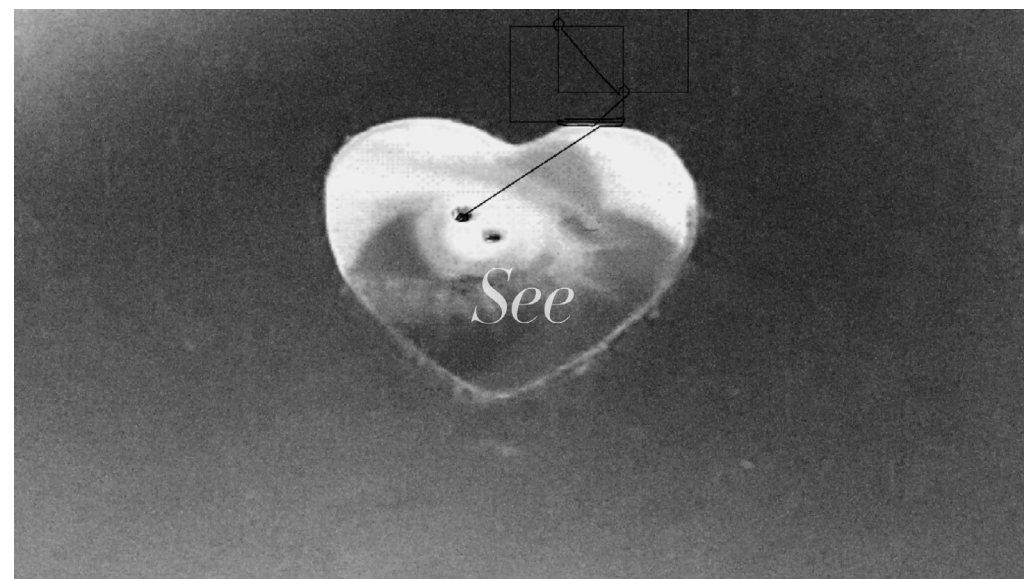
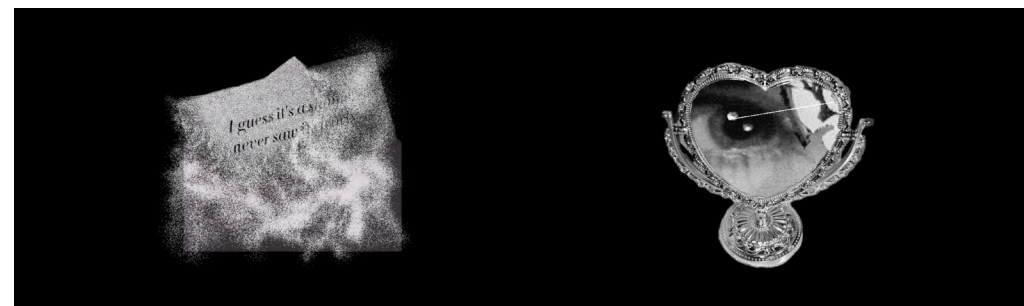
Softwares : TouchDesigner | After Effects

[\[see video\]](#)



Touch Designer



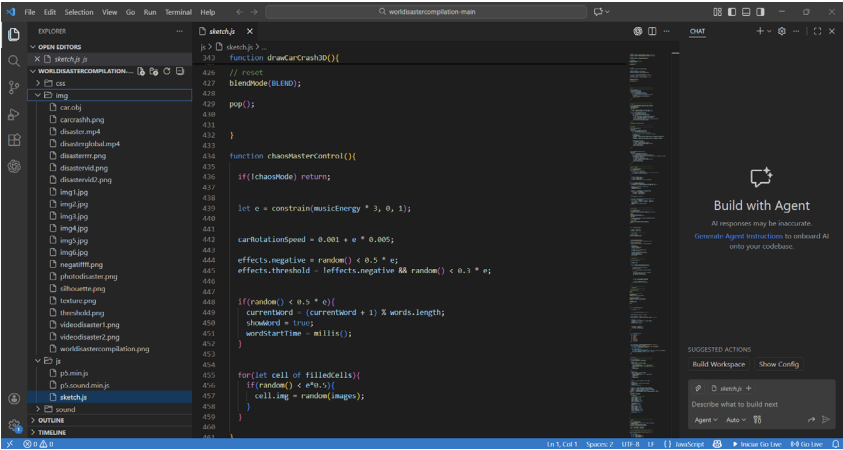


Inspired by the music worldisastercompilation.1 by *Notinbed*, this interactive project turns the music's raw, *destructive energy* into visuals.

Interaction triggers a gradual collapse, layering disaster footage, effects, and structures, moving from calm to chaos. I designed it to emulate a VJ workflow using the numpad, manual, real-time control without traditional VJ software.

Software : Visual Studio Code (html/css/p5.js)

[\[see project\]](#)



Visual Studio Code





Through my thesis, I examine the connection between the electronic music scene and graphic design.

I study the role of visuals in electronic music, particularly through audiovisual performances, which oscillate between dialogue and transcription.

*How does the embodiment of electronic music through graphic design influence the audience's experience?*



The visual embodiment of electronic music profoundly shapes the audience's experience, creating a visual anchor that extends, enriches, or transforms the *perception of sound*.

This relationship allows the exploration of new aesthetic territories, oscillating between faithful transcription and free interpretation, *shaping* the way the audience perceives and experiences the music.





## DATA SYNESTHESIA

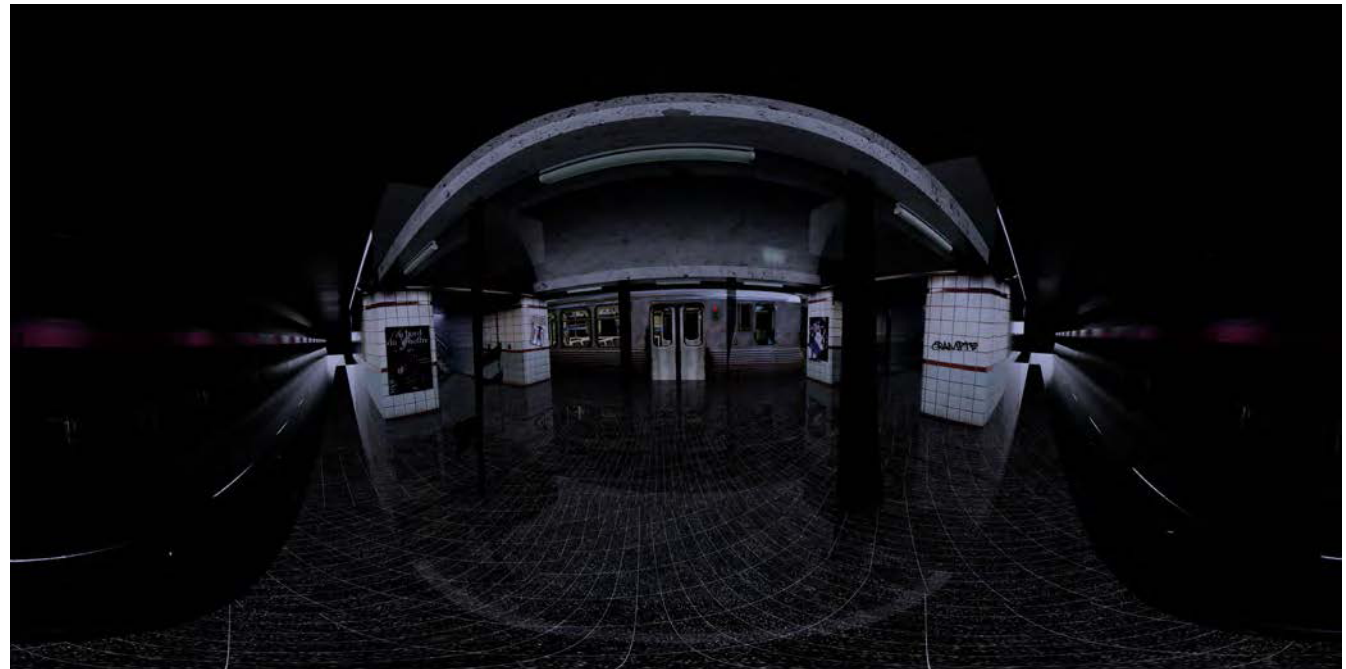
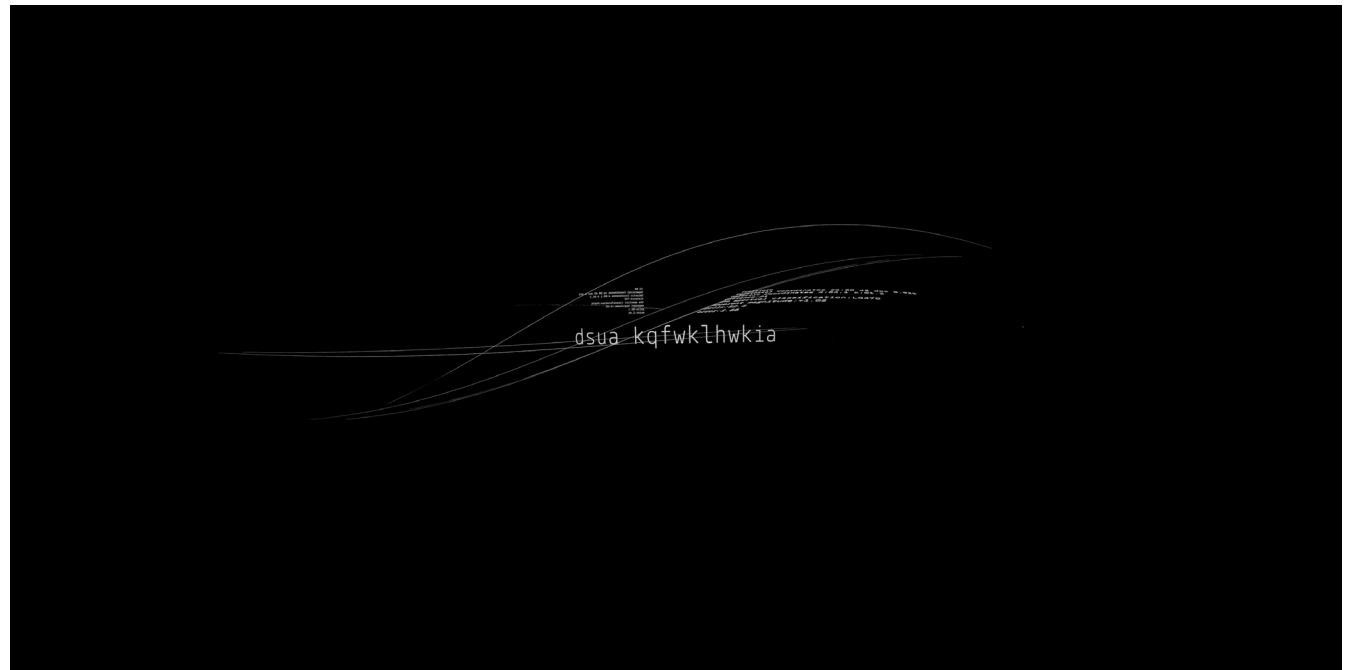
[3D\_virtualreality] 2025

VR environment created in Blender, interpreting *Ryoji Ikeda's* datamatics, which explores the relationship between data, sound, and image. His work uses raw data to generate geometric visuals and sounds, encouraging reflection on the data that surrounds us and how it might transform.

I chose to situate the project in a familiar, data-filled environment: the subway. Elements gradually transform in rhythm with the song *datamatics*. Presenting it in VR immerses the audience in a direct and intense *audiovisual experience*.

Softwares : Blender | After Effects

[\[see project\]](#)



## DARK ROOM

[mapping] 2025

Video mapping centered on the theme of the cathedral, projected on a three-column setup.

The project tells a story of the building, explored from multiple perspectives : under construction, intact, or damaged.  
Beyond its architecture, the cathedral embodies a spirituality that endures through adversity. The video illustrates this resilience : even after the flames, it is reborn.

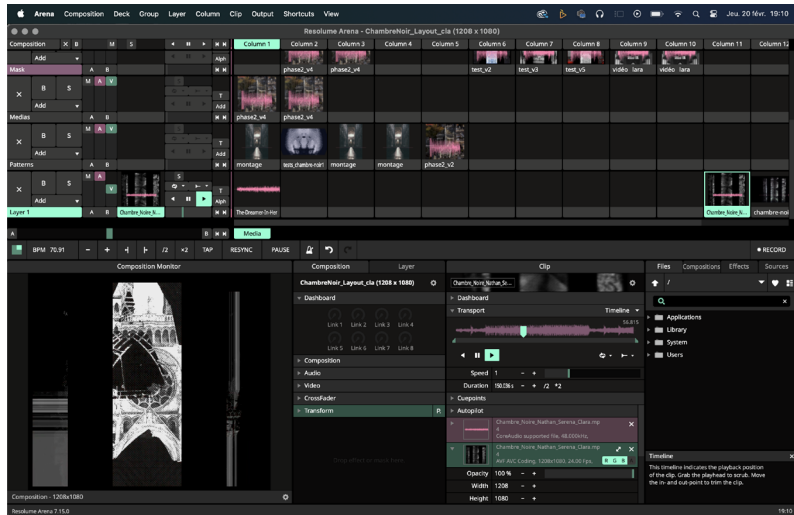
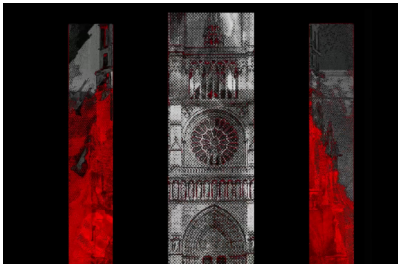
Our approach highlighted *architectural details* and *symmetrical* forms. I was responsible for art direction and the narrative structure.

Softwares : After Effects | Resolume Arena  
Collaboration : Serena Taleb | Nathan Sonzogni  
Music : The Dreamer in Her - Thomas Azier

[\[see video\]](#)







Resolume Arena



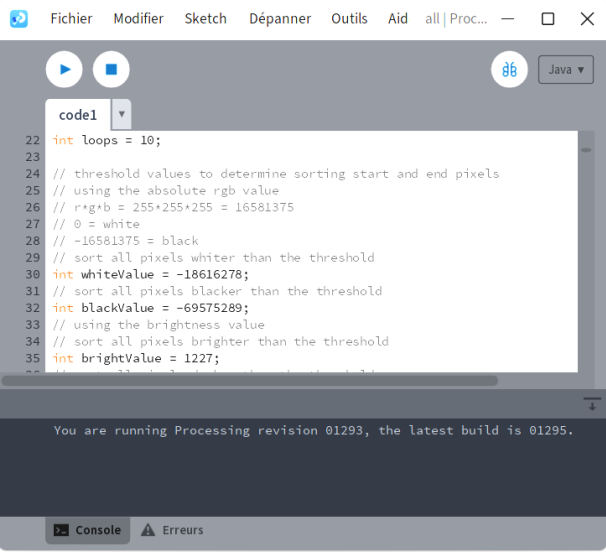
DIGITAL EMOTIONS

[edition\_code] 2024

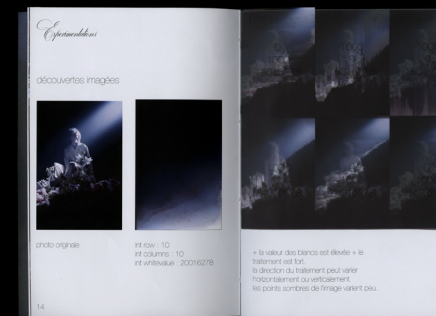
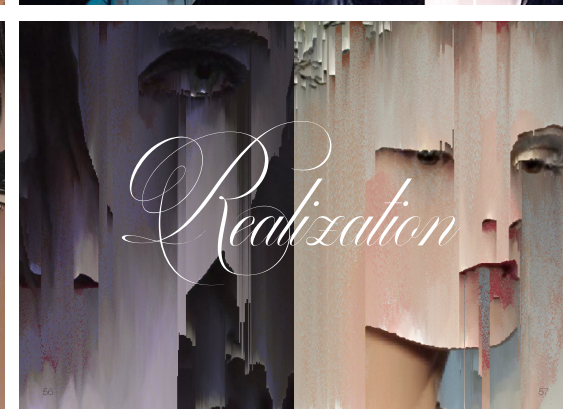
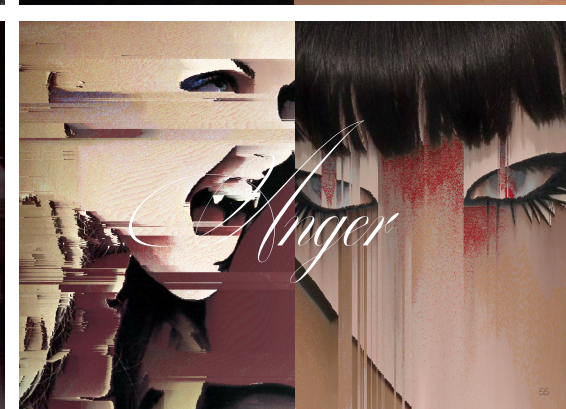
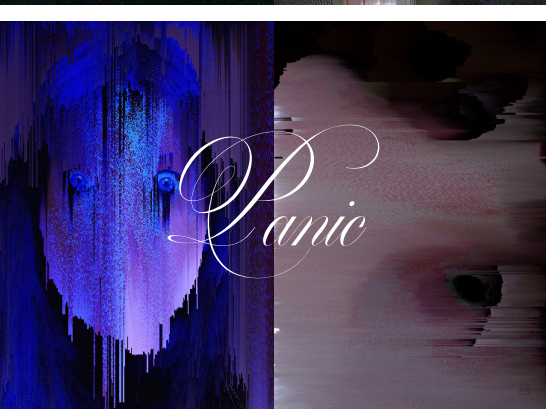
Project combining *code* and *editing*, centered on the theme of *glitch*. The edit explores the human silhouette and clothing, gradually focusing on the face and emotions.

The final pages visually convey an *emotional journey*: from sadness to fear, through anger, and ultimately to freedom.

Softwares : Processing 4 | InDesign









## ANGEL CANDLES

[video]

2026

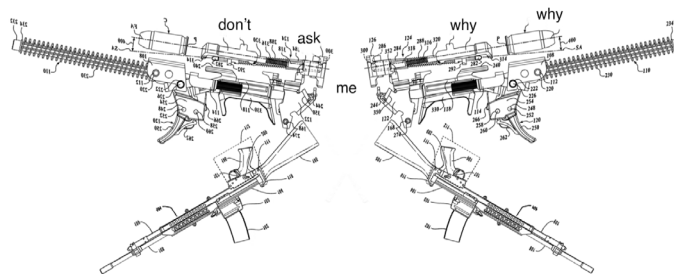
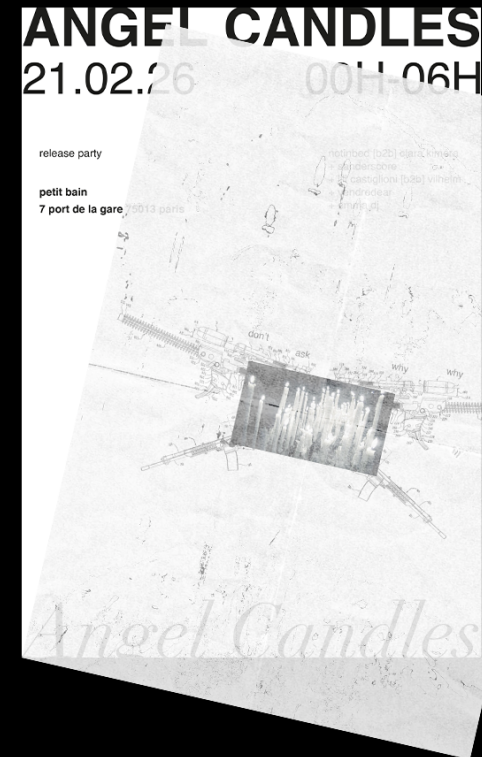
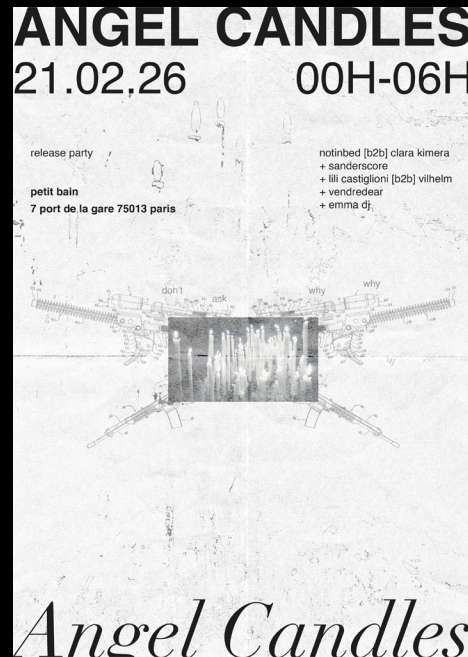
Experimental music video for Angel Candles by *Notinbed* & *Clara Kimera*.

The visuals extend *Notinbed*'s graphic universe and take the song's lyrics as a starting point. Blending generative imagery and editing, the video seeks a *visual translation of the sound*, letting rhythm and textures guide the narrative.

Alongside the video, I developed fictional *poster* experiments for an Angel Candles *release party*, using tracing paper prints that layer visuals over text, extending the video's imagery into textures.

Softwares : TouchDesigner | After Effects | Photoshop

[\[see video\]](#)



## ULTRA VIOLENT ROMANCE

[edition]

2025

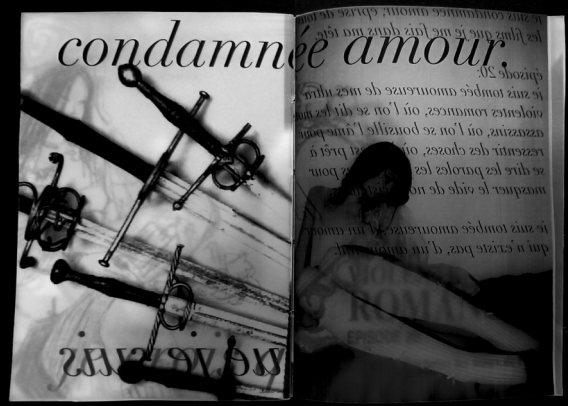
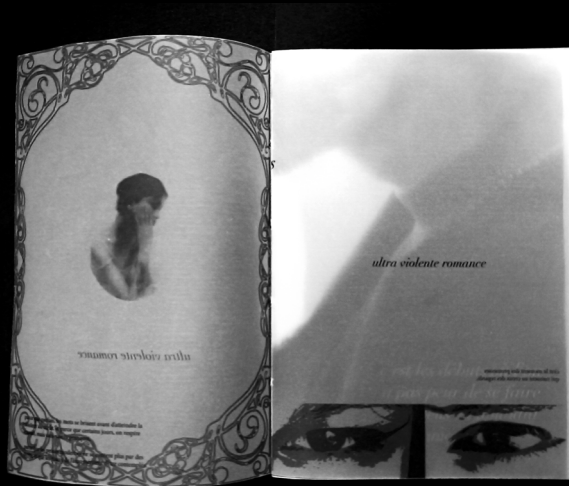
*Because sometimes words break before reaching the pain  
of the heart, and because some days we still breathe,  
but without knowing why.*

*Because modern sorrows can no longer be contained  
by writing, and the wounds of the soul deserve  
to be contemplated.*

Publication expressing my experience and *perception*  
of romance through typography and visuals.

The project follows a poetic text, moving  
from tenderness to *emotional collapse*.

Using only tracing paper gives an editorial form to my fragile vision  
of love, evoking the confusion and blending that this love can create.





## HOW IT SOUNDED WHEN IT DRIED

[interactivewebdesign\_print]

2025

This project reimagines the *spray*, a quick, unpredictable street art gesture, in digital and *augmented reality*. Particles move and transform, creating an interactive space where sound and motion collide.

I also created a poster and fanzine : the poster features scannable images that trigger the AR experience, while the fanzine transforms the eight sounds used into eight sentences that together form a short story.

Softwares : InDesign | TouchDesigner | Artivive | Photoshop

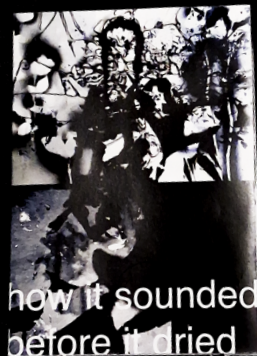
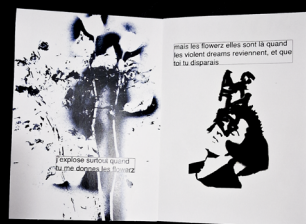
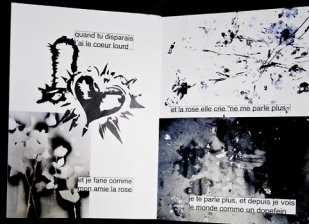
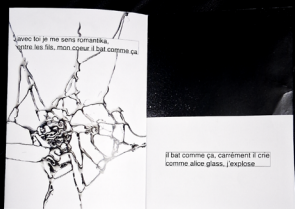
[\[see project\]](#)



how it sounded  
before it dried







now it sounded  
before it dried

## AU BORD DU GOUFFRE

[interactivewebdesign] 2025

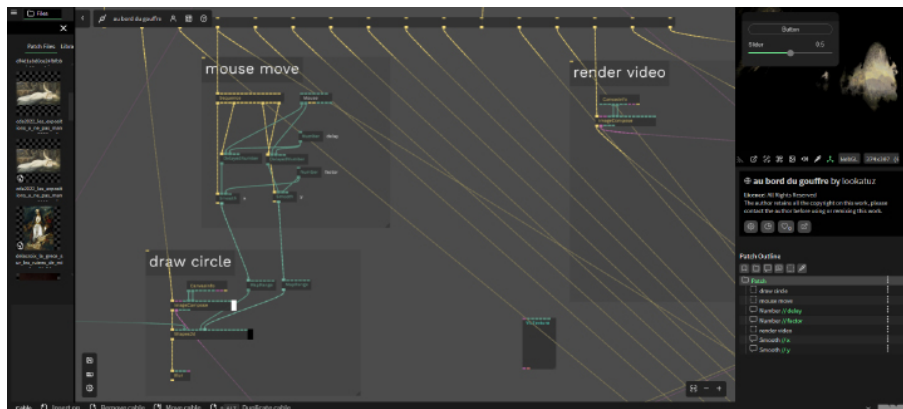
Interactive project combining a website and posters, designed to accompany the fictional exhibition “Au bord du gouffre” at the Romantic Arts Museum.

With my collaborator, we blended *Romantic paintings* with filmed video textures, allowing real-time manipulation via mouse, button, and slider using an image-generation software. Water, fluid and ever-changing, serves as a guiding motif to convey the visual softness of the artworks while evoking their drama and tension.

Created as part of a workshop led by *Stéphane Buellet* from the visual design studio *Cheval Vert*.

Softwares : Cables.gl | Sublime Text | Illustrator  
Collaboration : Serena Taleb

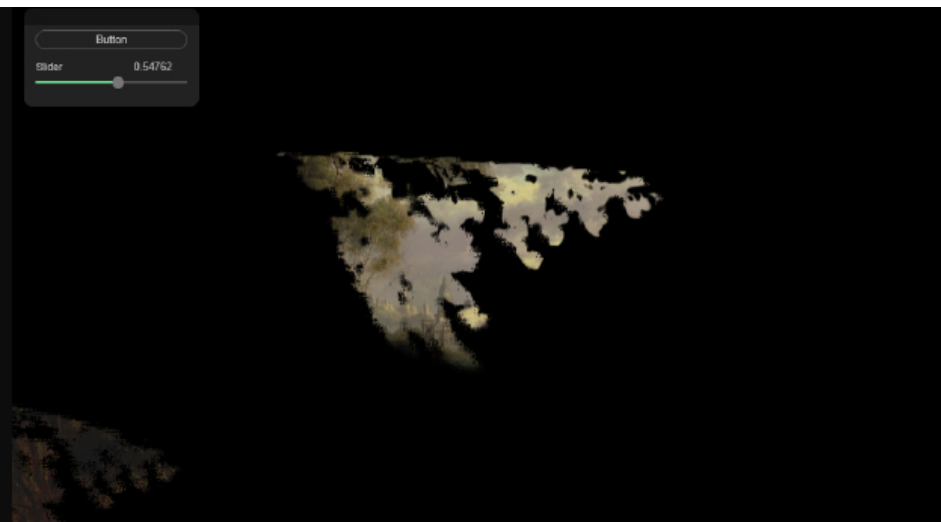
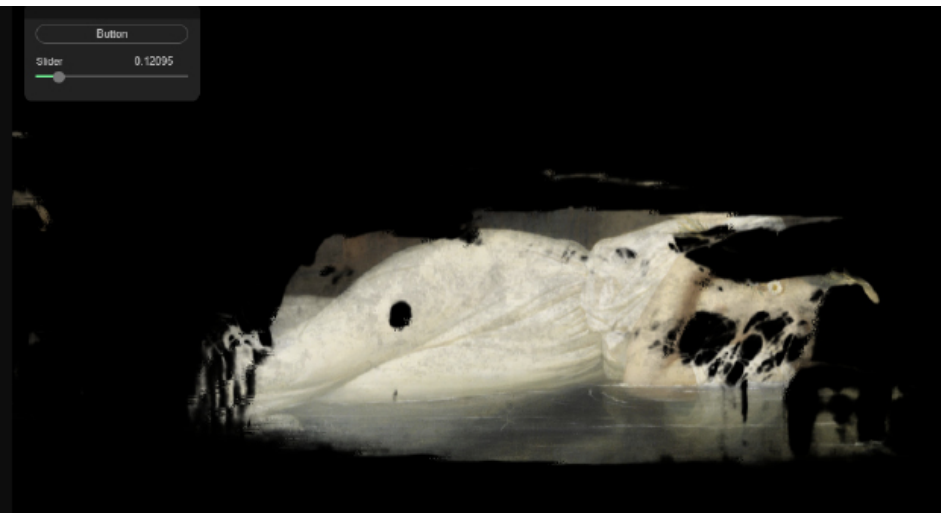
[\[see project\]](#)



Cables.gl

This project confirmed my interest in digital tools, experimentation, and the role of chance in visual creation. It also strengthened my desire to explore similar tools.





Web mockup proposals featuring an interactive homepage.

## SCREEN PRINTING

[screenprinting] 2026

Intro to screen printing with complete creative freedom.

I chose *Wasting Shit* as the subject to explore this technique.

Inspired by his visual world (including the Exit symbol [1]), I created a halftone visual in Photoshop to *experiment* with shadows and gradients, then tested it on various textures and inks across fabrics, paper, and tracing paper.

Screen printing is widely used in *music merch*, which made it a perfect way to imagine creating tangible visuals for an *artist*.

Software : Photoshop



[1]



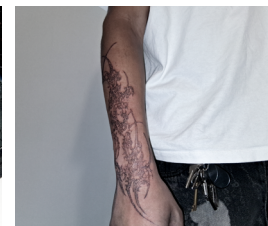
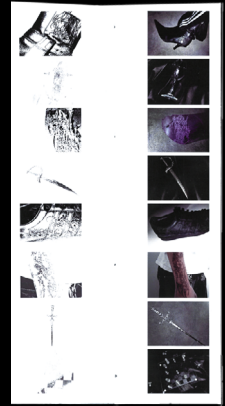
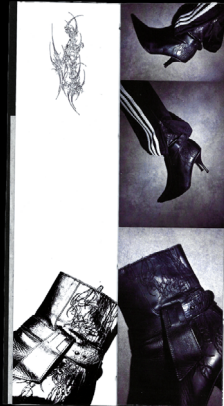


# UNREPEATED

[engraving\_editing] 2026

Unrepeated is a mini edition of eight objects, ranging from leather heels to glass plates, a dagger, and even skin, each *engraved* with the same motif. I explore how *different materials* distort the pattern, giving rise to *new forms*. The edition brings together eight unique works, each revealing a version of the motif that drifts further or closer to the original, highlighting the dialogue between motif, material, and *transformation*.

Softwares & other: Indesign | Photoshop | Tattoo printer | Engraving pen





# 110 SHADES OF LIFE

[web\_edition]

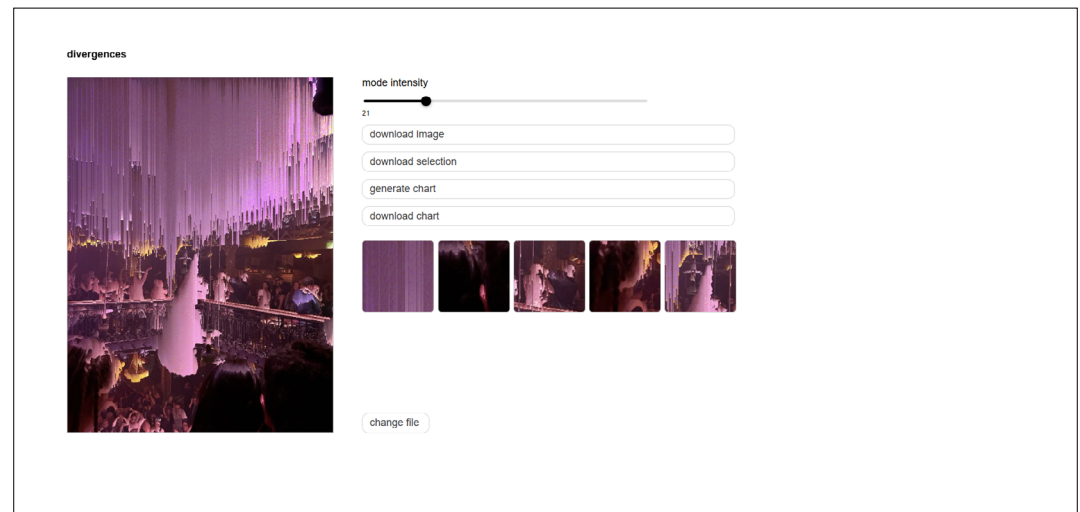
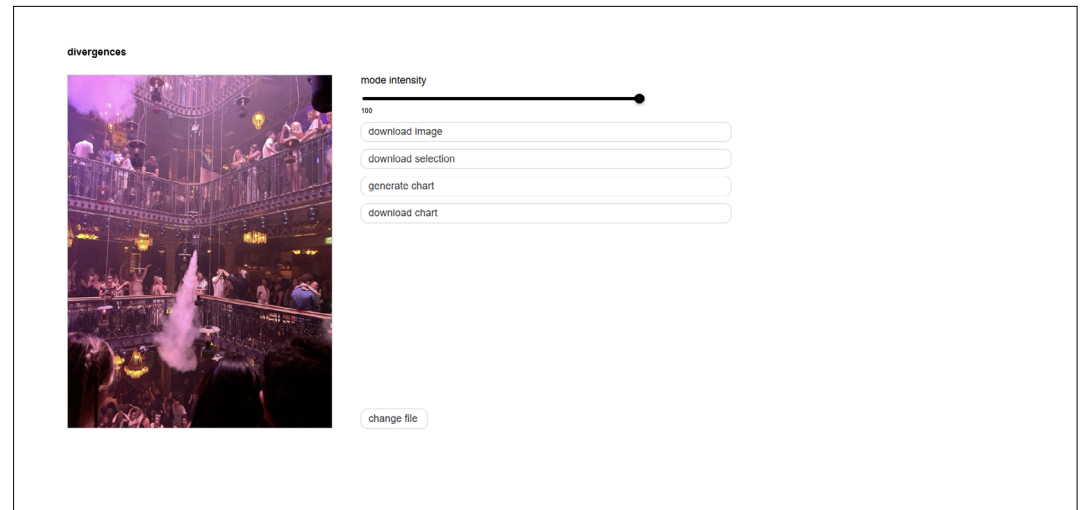
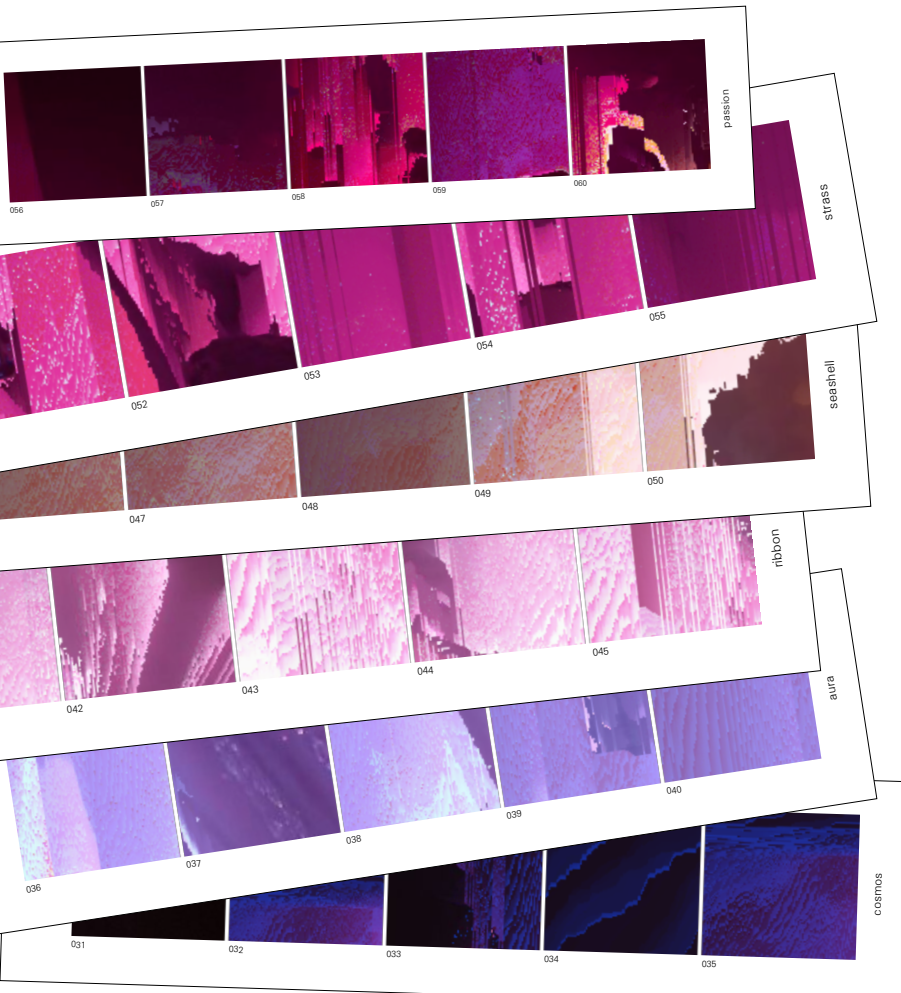
2025

Color palette created from photos modified using an *algorithm* I designed to generate 5-shade palettes from an imported image.

The idea behind this project is to create an *abstract color memory* of life's moments and gather them into a palette, as each moment has its own color and shades. I see this project as a tool that anyone can use to create their own personal color palette.

Softwares : Sublime Text | InDesign

[\[see project\]](#)



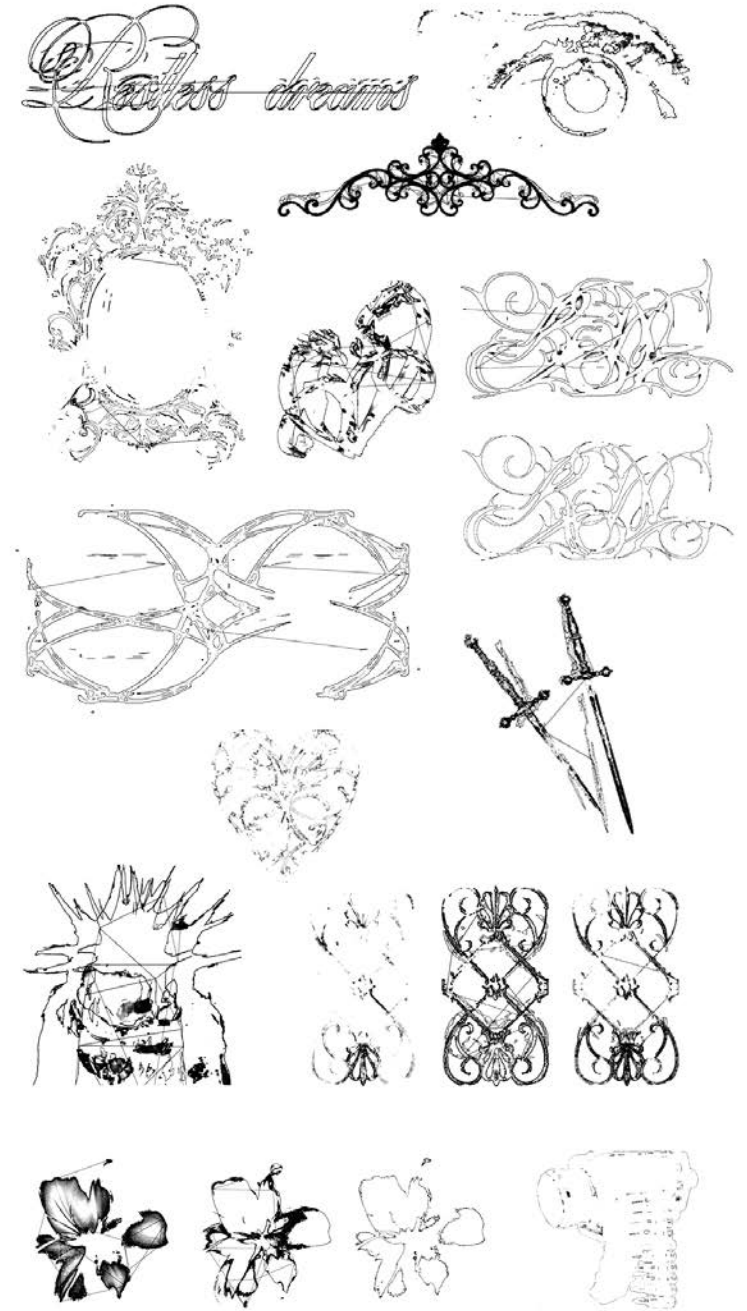
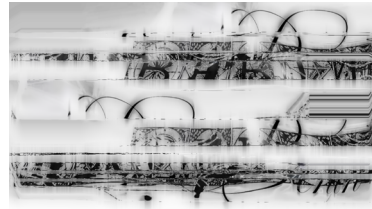
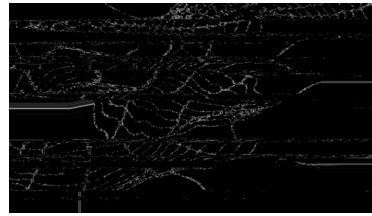
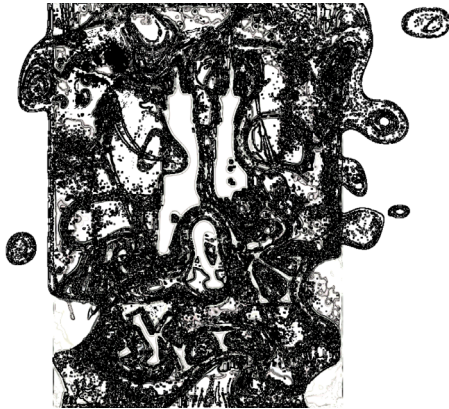
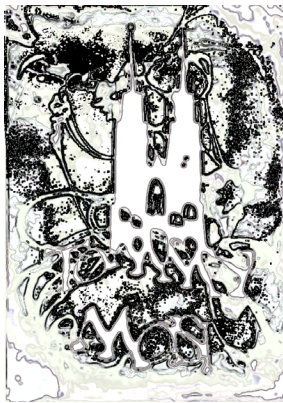
# TOUCHDESIGNER EXPERIMENTS

[audioreactive\_generative]

2025

I explore the dynamic relationship between *sound and visuals*, investigating how each can shape and inspire the other. Using Touch Designer as my *creative playground*, I experiment with generative, often audio-reactive, forms to craft immersive and evolving experiences.

Software : Touch Designer

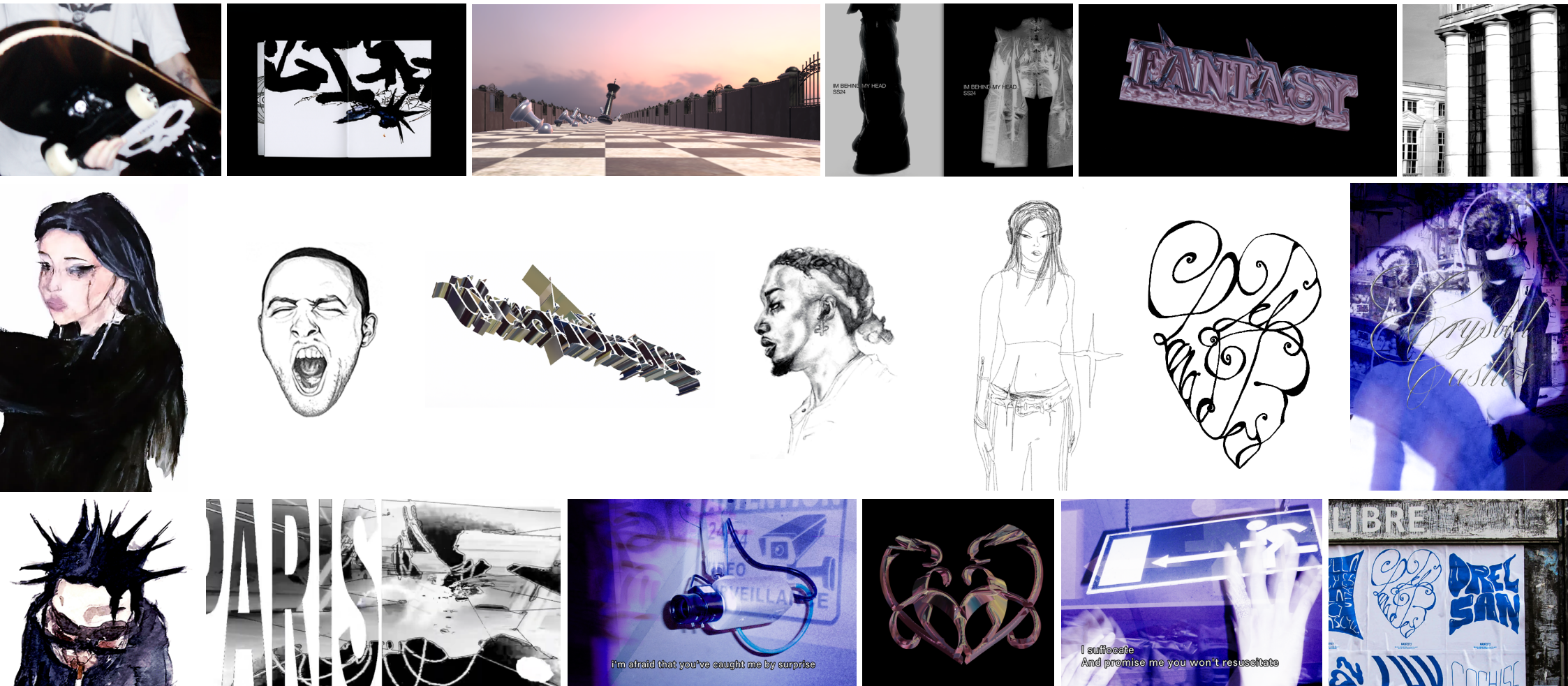


Touch Designer tattoo experiments



GALLERY  
[playground]

This gallery showcases my experiments across drawing, painting, 3D, photography, typography, and posters. I enjoy exploring different techniques, materials, and effects to create atmospheres, visual stories, and immersive universes.





*Thank You*