



Clara Launay

GRIEF SEED

[video] 2025

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

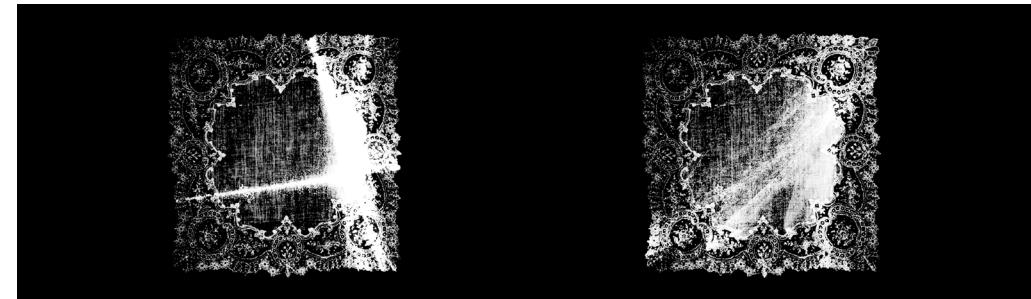
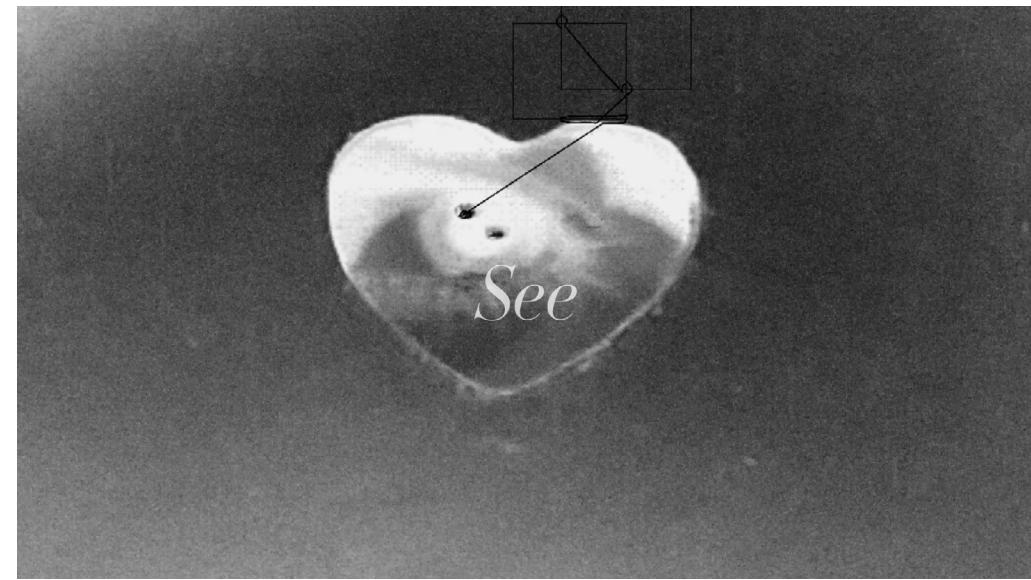
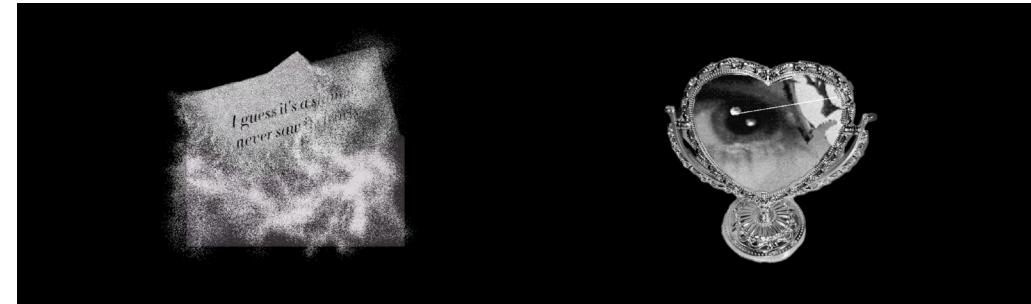
Exploring the relationship between music and image, the project translates *Lili Castiglioni*'s musical universe and personality into a graphic style that blends abstraction and figuration.

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

Softwares : TouchDesigner | After Effects

[see video]



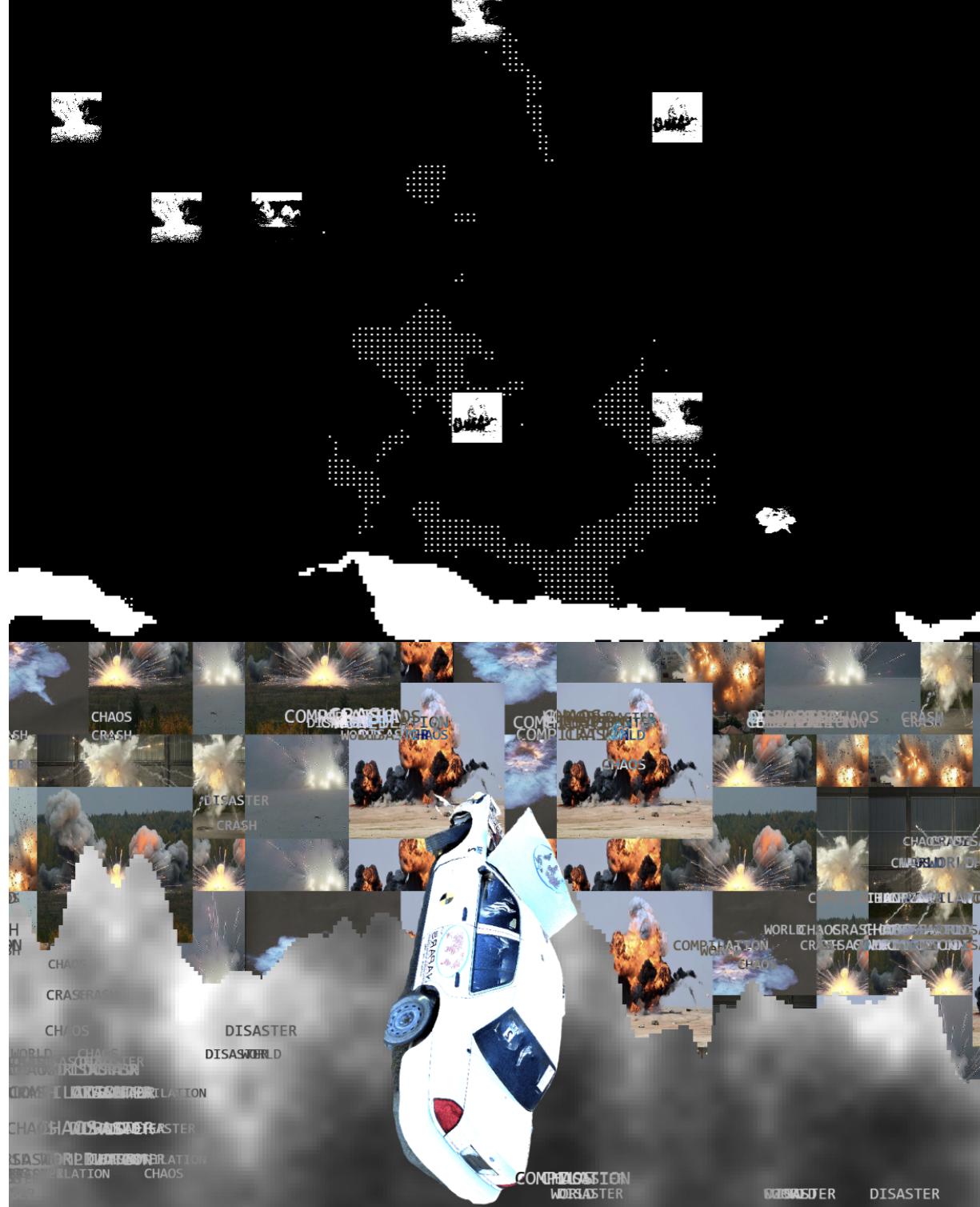


Inspired by the music worlddisastercompilation.1 by *Notinbed*, this interactive project turns the music's raw, *destructive energy* into visuals.

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)

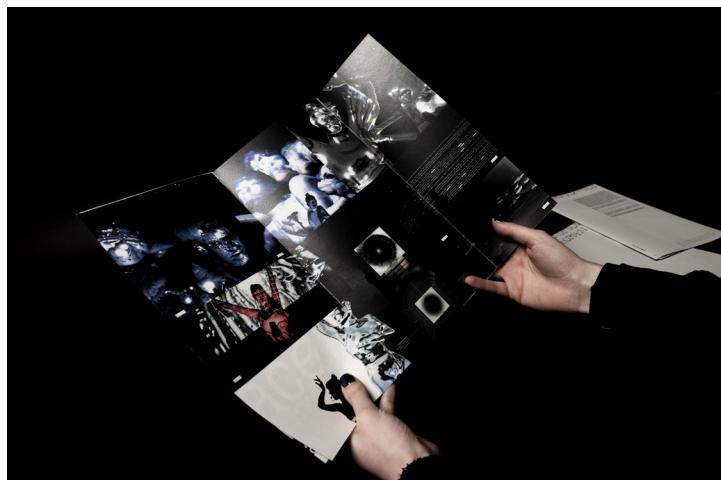
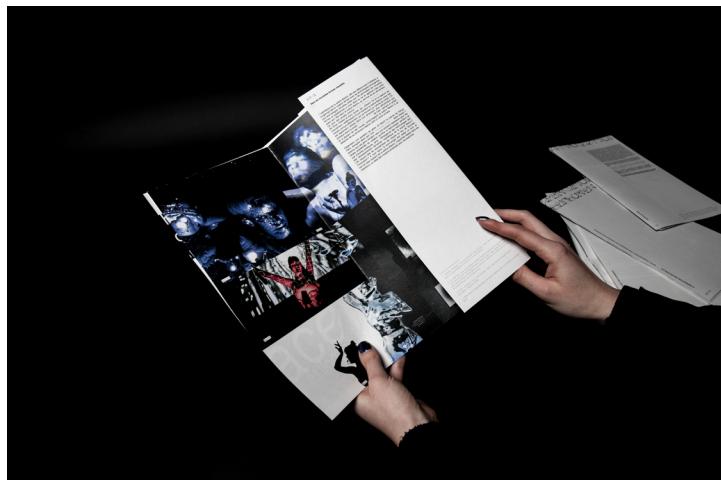
[see project]



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

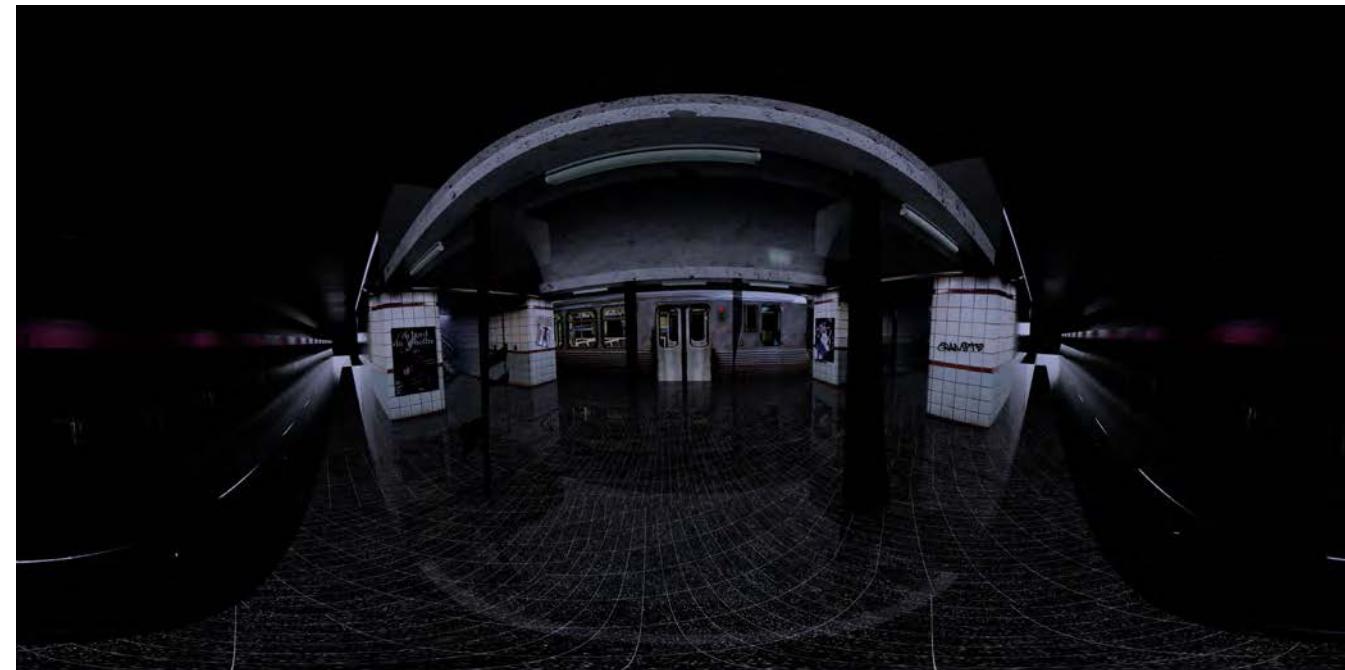
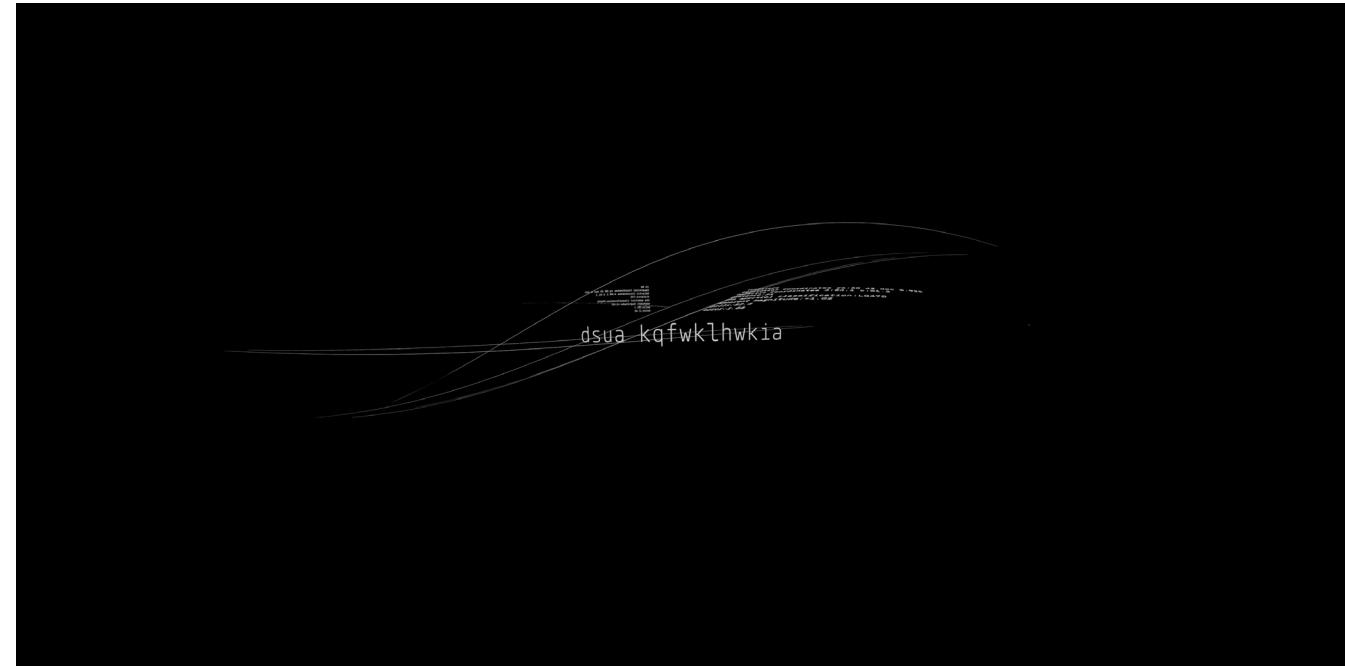
[3D_virtualreality] 2025

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.

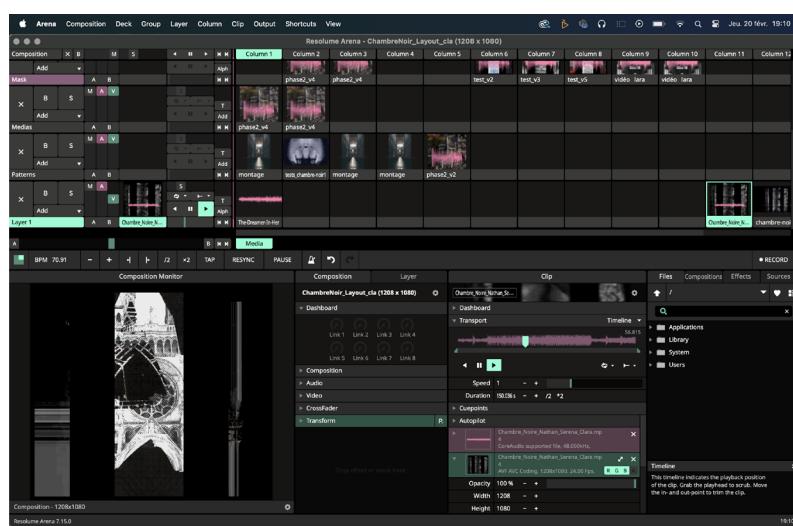
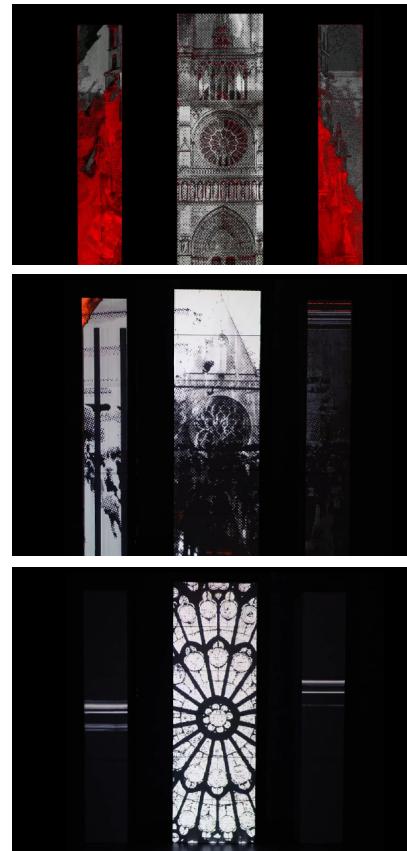
Softwares : After Effects | Resolume Arena

Collaboration : Serena Taleb | Nathan Sonzogni

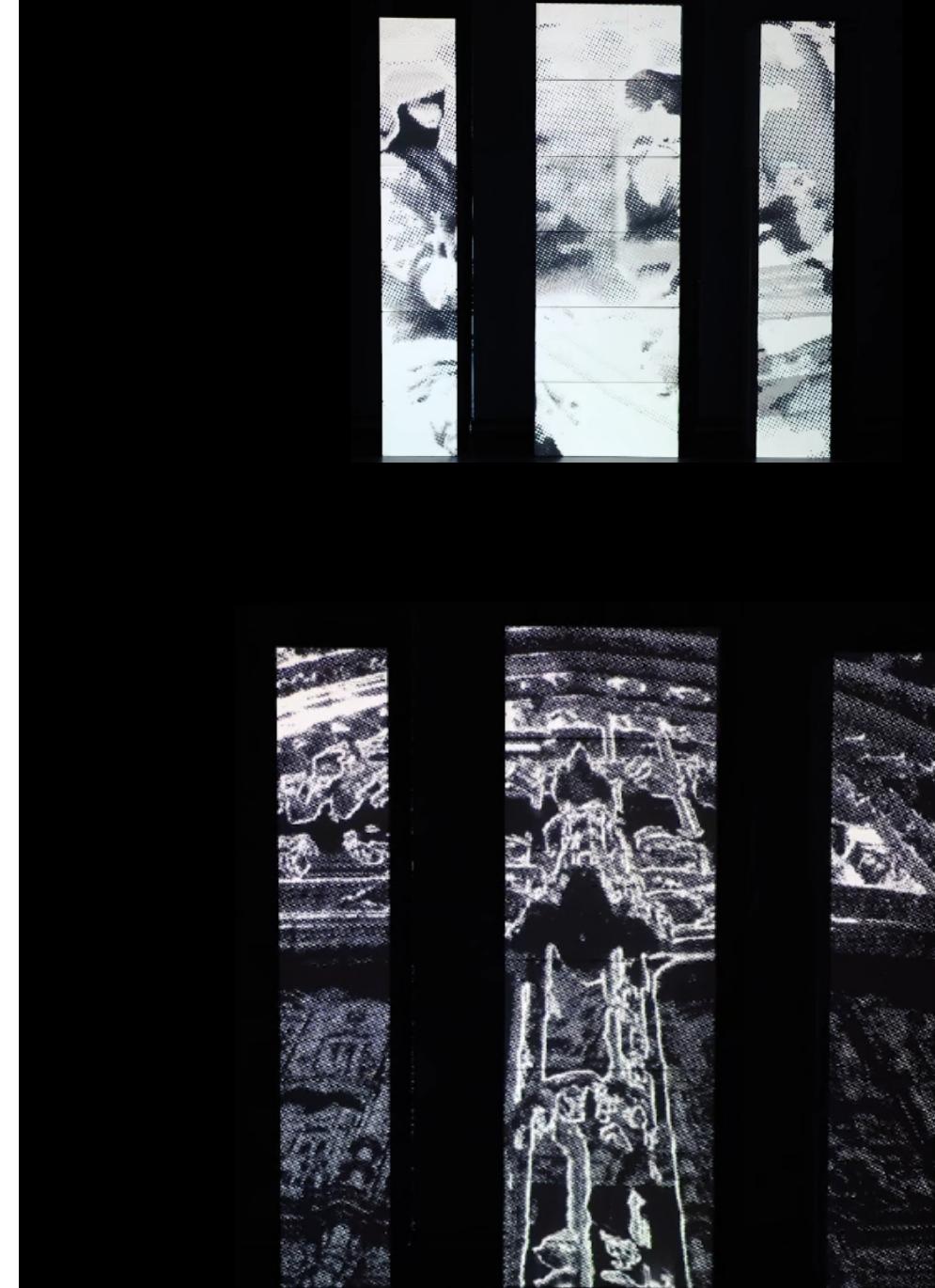
Music : The Dreamer in Her - Thomas Azier

[\[see video\]](#)





Resolume Arena



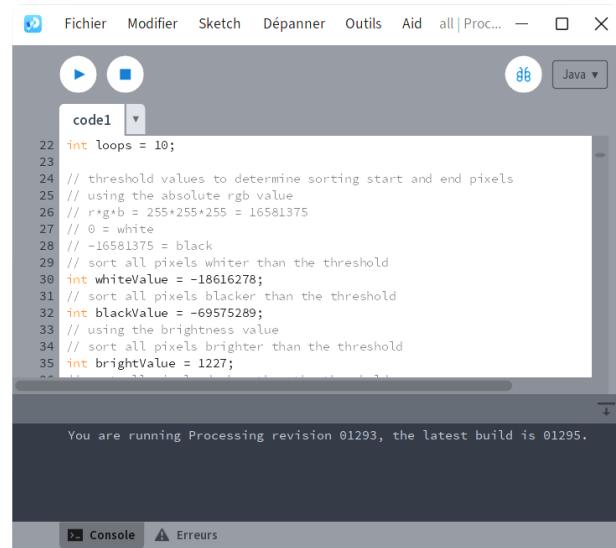
DIGITAL EMOTIONS

[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



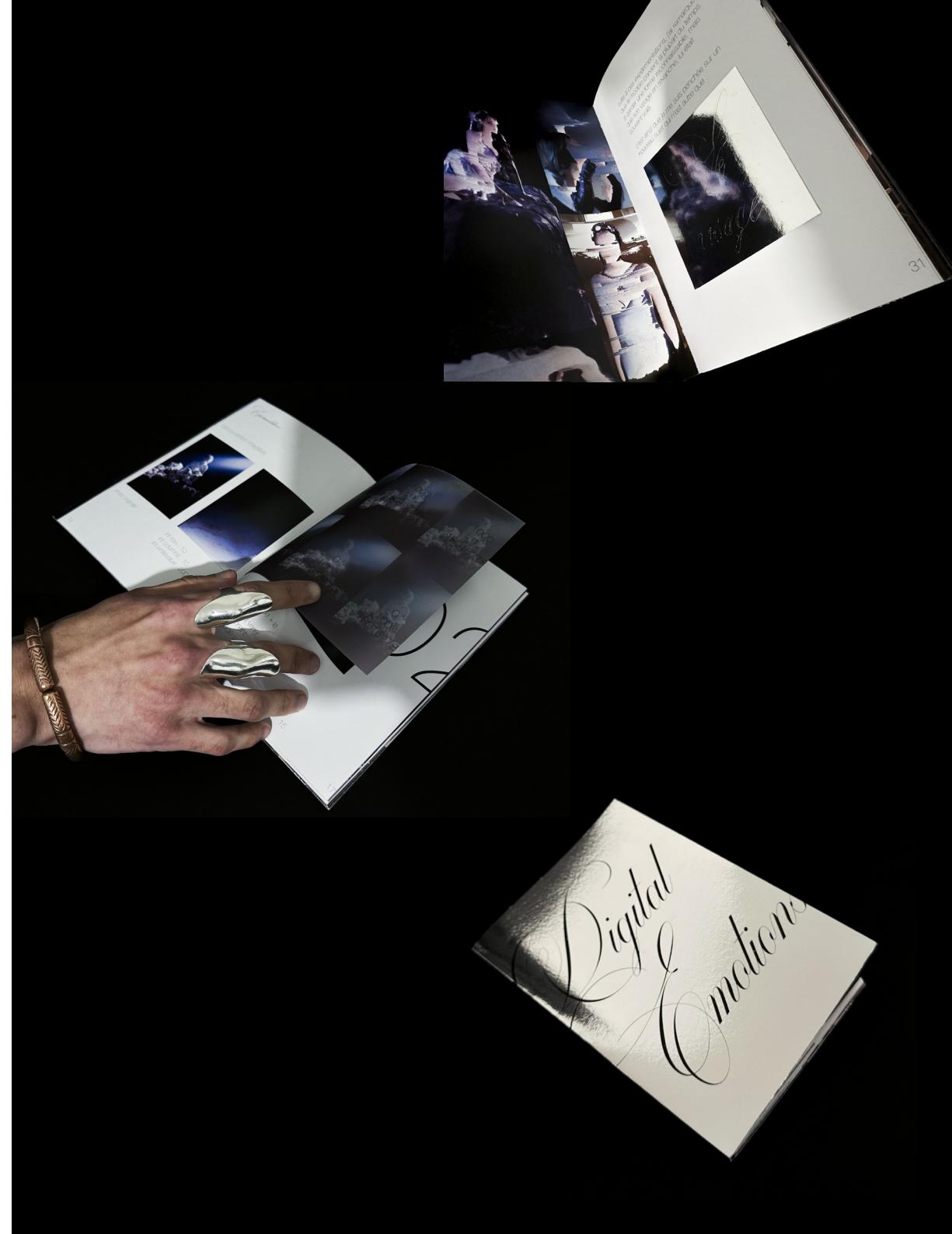
The screenshot shows the Processing 4 software interface. The code editor window is open with a script named "code1". The code implements a sorting algorithm for pixel values, defining thresholds for white, black, and bright pixels. The Processing environment includes standard toolbars and a status bar at the bottom indicating the revision.

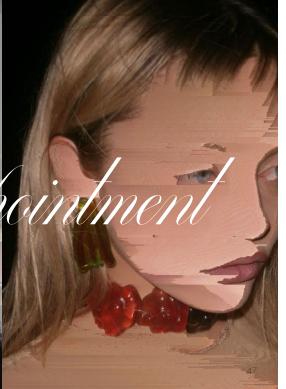
```
22 int loops = 10;
23
24 // threshold values to determine sorting start and end pixels
25 // using the absolute rgb value
26 // r*g*b = 255*255*255 = 16581375
27 // 0 = white
28 // -16581375 = black
29 // sort all pixels whiter than the threshold
30 int whiteValue = -18616278;
31 // sort all pixels blacker than the threshold
32 int blackValue = -69575289;
33 // using the brightness value
34 // sort all pixels brighter than the threshold
35 int brightValue = 1227;
```

You are running Processing revision 01293, the latest build is 01295.

Console Errors

Processing 4





Suite à ces expériences, j'ai remarqué que le modèle perdait le temps à garder une forme reconnaissable, mais que son visage en recherche, lui était souvent très...
C'est alors que je me suis penchée sur un modèle qui a perdu toute forme.

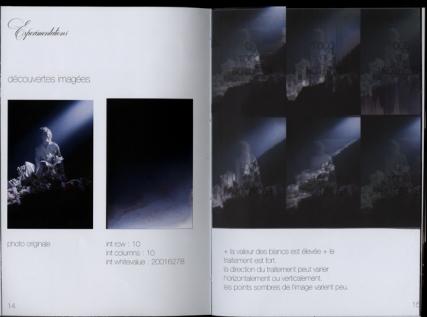
31



Glitch
Style

une fois toutes les techniques mises en place, une fois toutes les formes en tête, j'ai voulu jouer avec les pertes de pixels, l'obscurité, les détails, en les fondant dans la masse, les effaçant, curieuse de voir comment le glitch pousserait le modèle vers l'obscurité, au contraire, l'enfermer dans sa forme, j'ai cette fois cherché à comprendre comment il pouvait faire émerger

20



Época de la

découvertes images



photo originale



14

int row : 10
int column : 10
int whitevalue : 20016278

+ la valeur des blancs est élevée + le temps est long + la direction du bruit peut varier horizontalement ou verticalement, les points sombres de l'image valent peu.

15

ANGEL CANDLES

[video] 2026

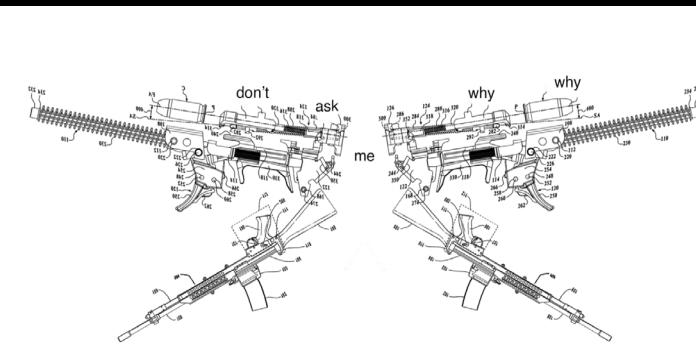
Experimental music video for Angel Candles by *Notinbed* & *Clara Kimera*.

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]



ANGEL CANDLES

21.02.26

00H-06H

ANGEL CANDLES

21.02.26

00H-06H

release party

petit bain

7 port de la gare 75013 paris

notinbed [b2b] clara kimera
+ sanderscore
+ lili castiglioni [b2b] vilhelm
+ vendredear
+ emma dj

notinbed [b2b] clara kimera
+ sanderscore
+ lili castiglioni [b2b] vilhelm
+ vendredear
+ emma dj

Angel Candles



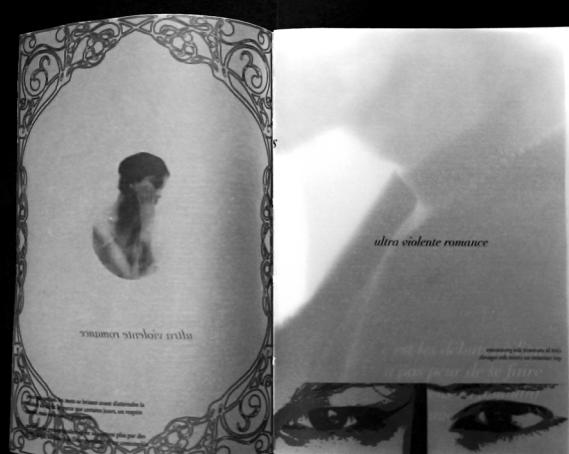
Because sometimes words break before reaching the pain of the heart, and because some days we still breathe, but without knowing why.

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]

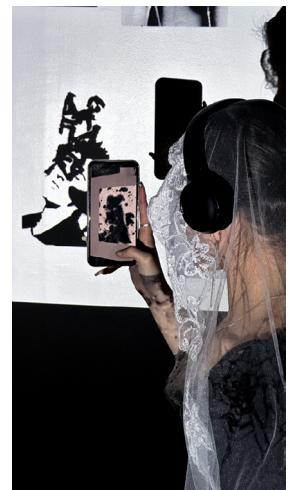
2025

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.

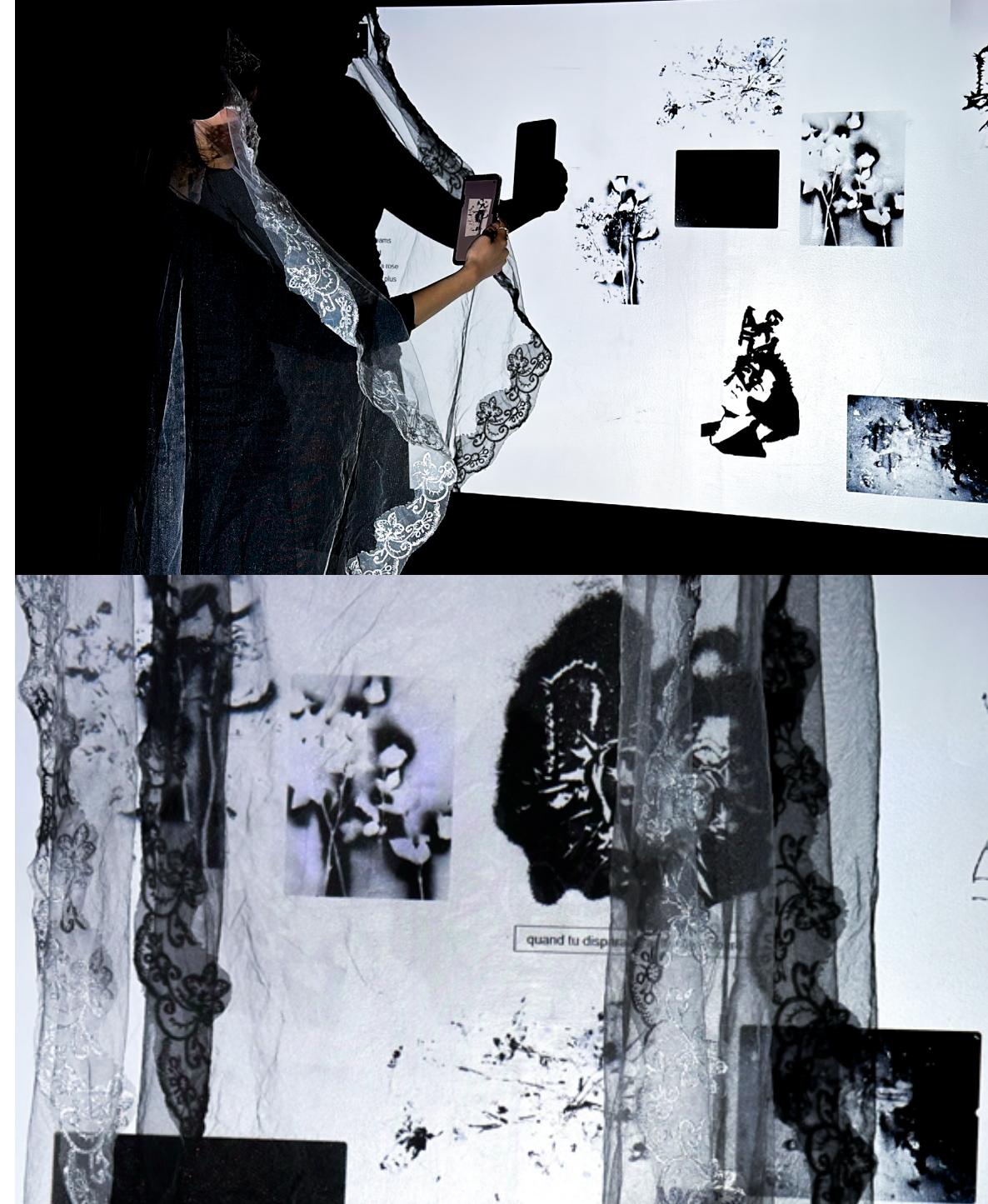
I also created a poster and fanzine : the poster features scannable images that trigger the AR experience, while the fanzine transforms the eight sounds used into eight sentences that together form a short story.

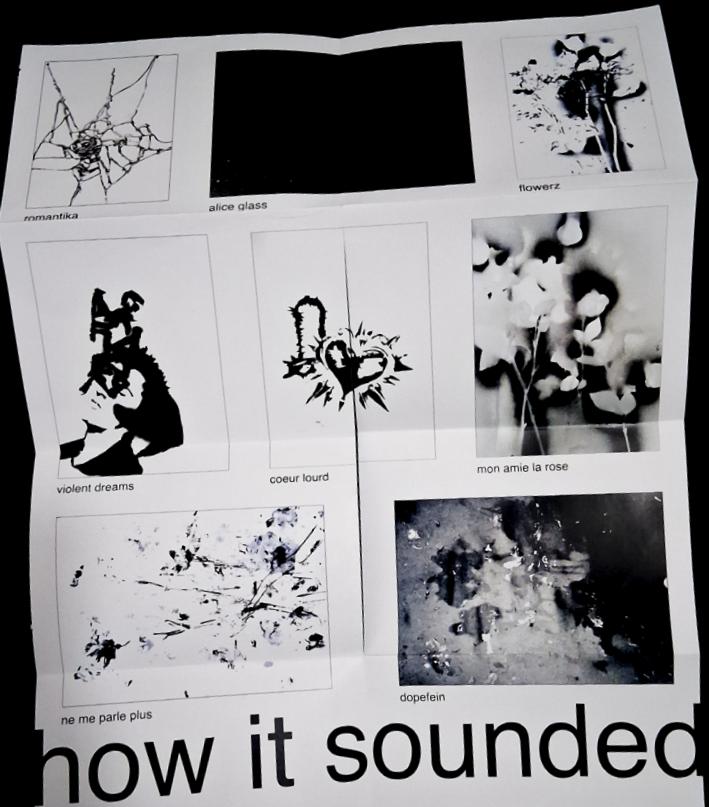
Softwares : InDesign | TouchDesigner | Artivive | Photoshop

[\[see project\]](#)

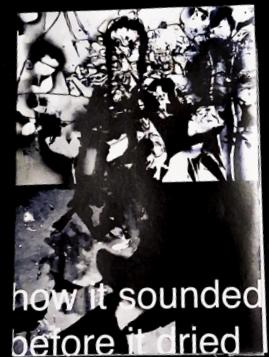
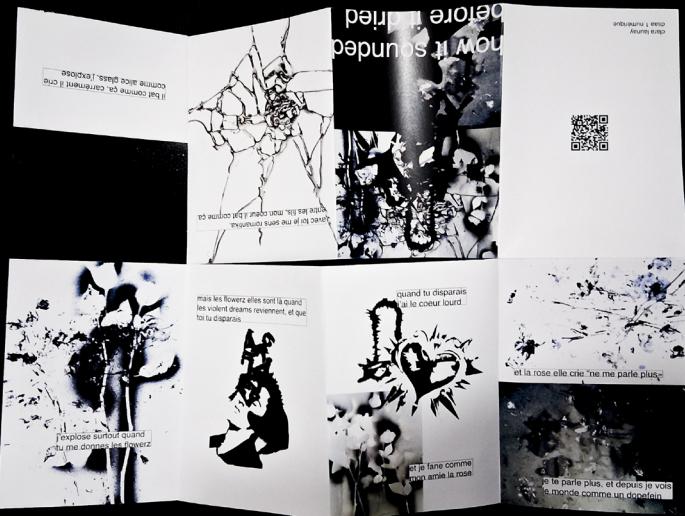


how it sounded
before it dried





how it sounded
before it dried



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.

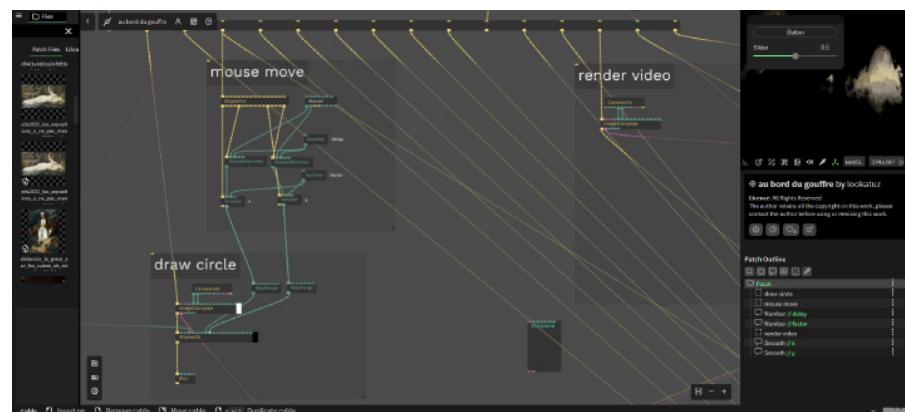
Water, fluid and ever-changing, serves as a guiding motif to convey the visual softness of the artworks while evoking their drama and tension.

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

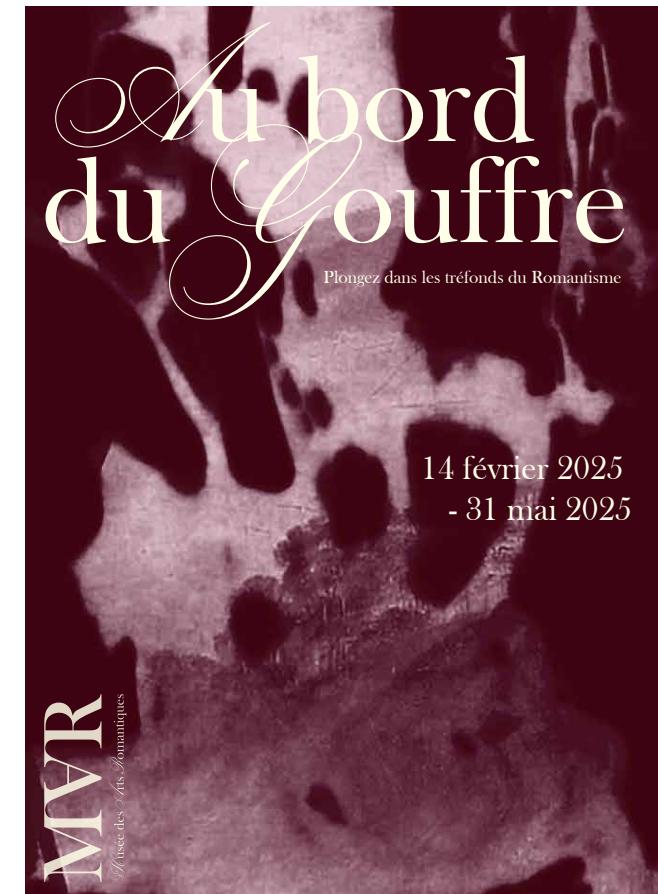
Softwares : Cables.gl | Sublime Text | Illustrator

Collaboration : Serena Taleb

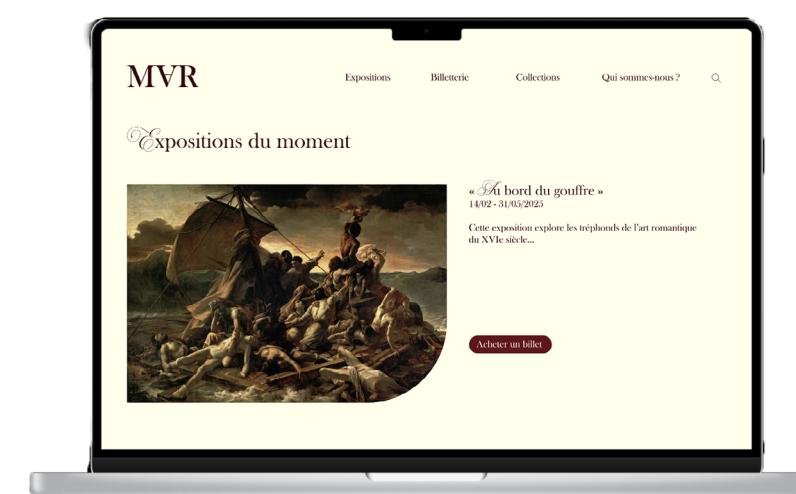
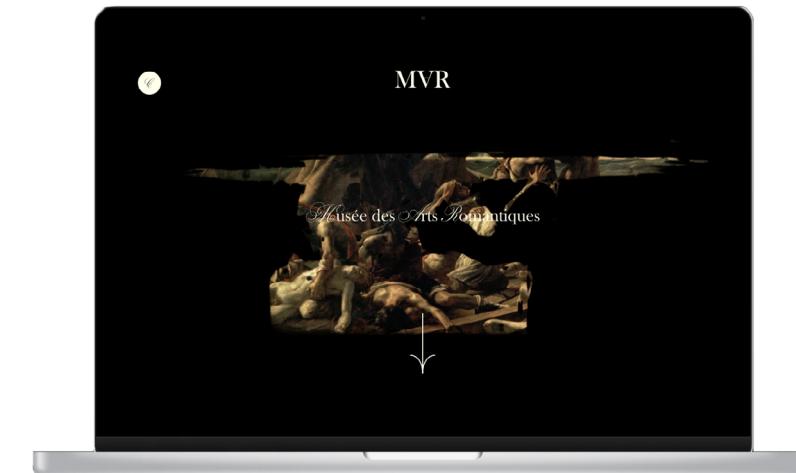
[\[see project\]](#)



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]

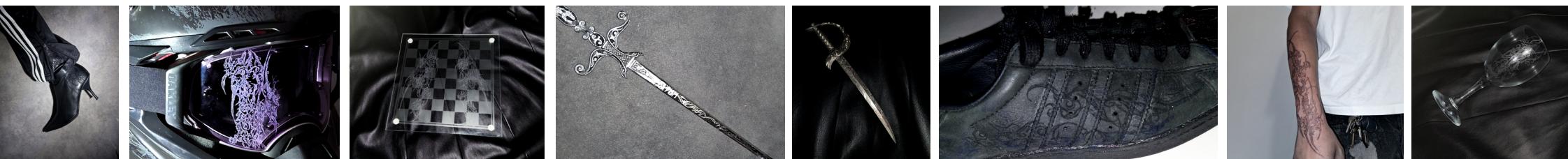


UNREPEATED

[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*.

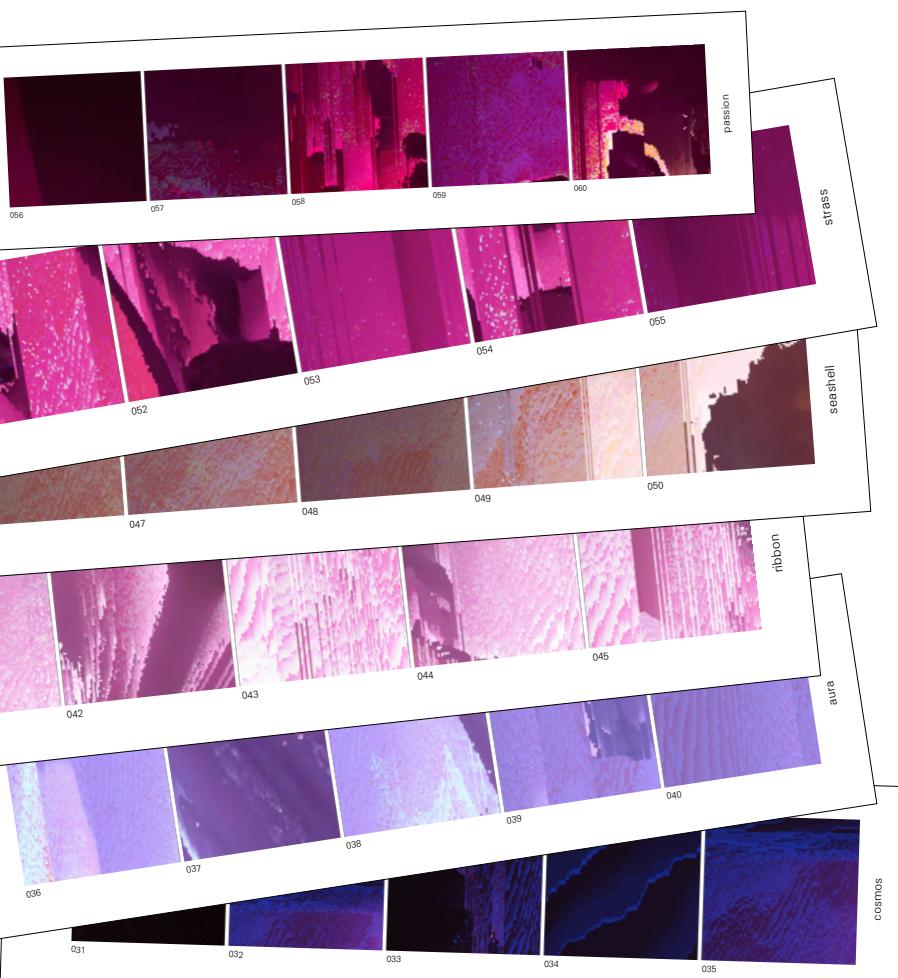
Softwares & other: Indesign | Photoshop | Tattoo printer | Engraving pen



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

Softwares : Sublime Text | InDesign

[\[see project\]](#)



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.

divergences



mode intensity

[download Image](#)

[download selection](#)

[generate chart](#)

[download chart](#)

[change file](#)

divergences



mode intensity

[download Image](#)

[download selection](#)

[generate chart](#)

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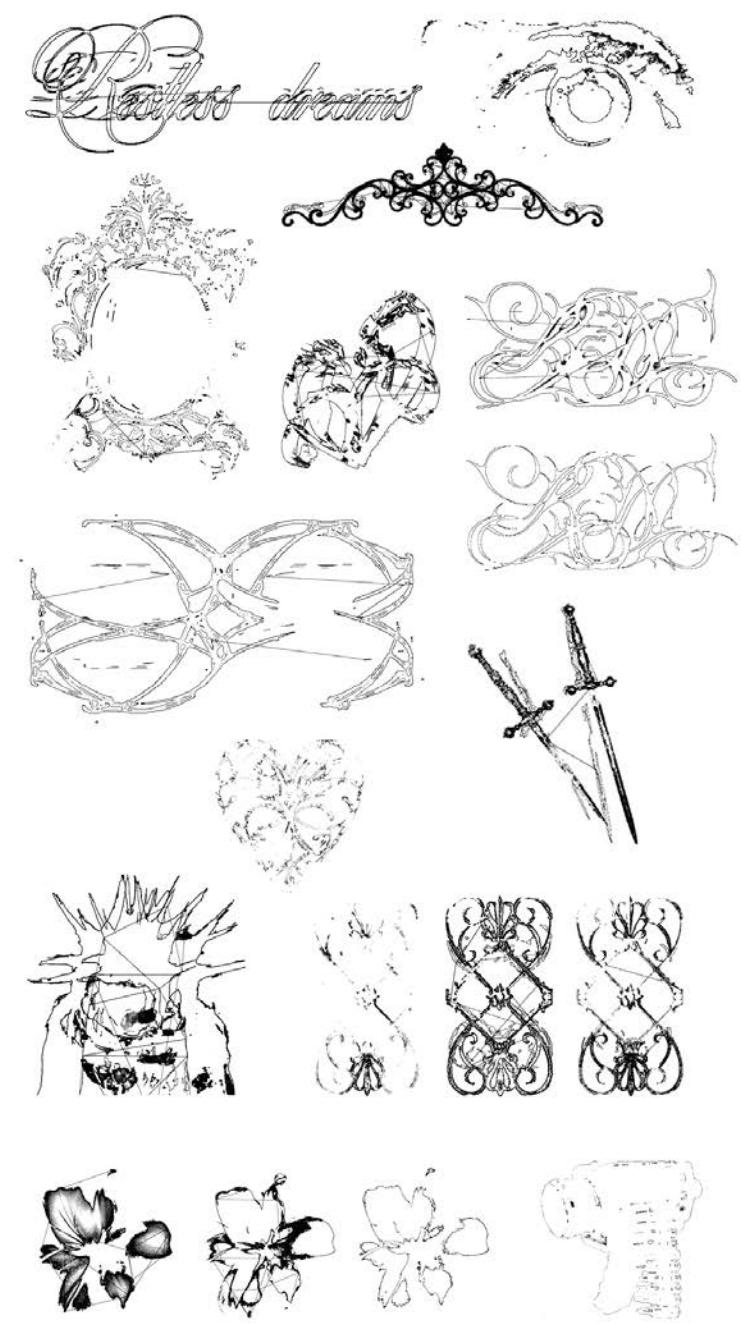
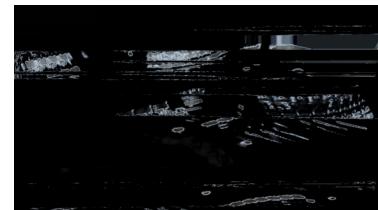
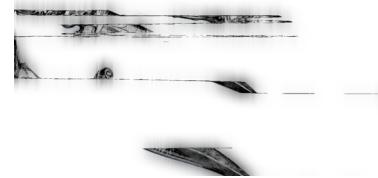
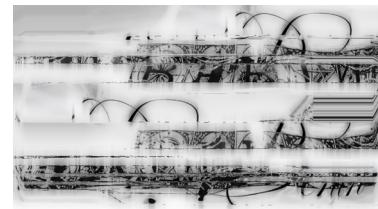
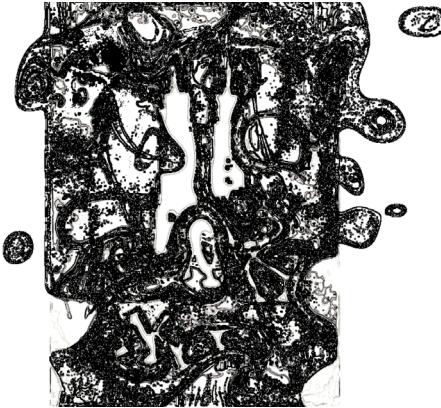
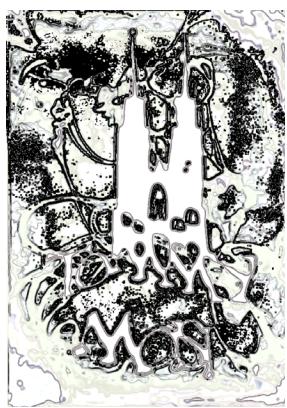
TOUCHDESIGNER EXPERIMENTS

[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

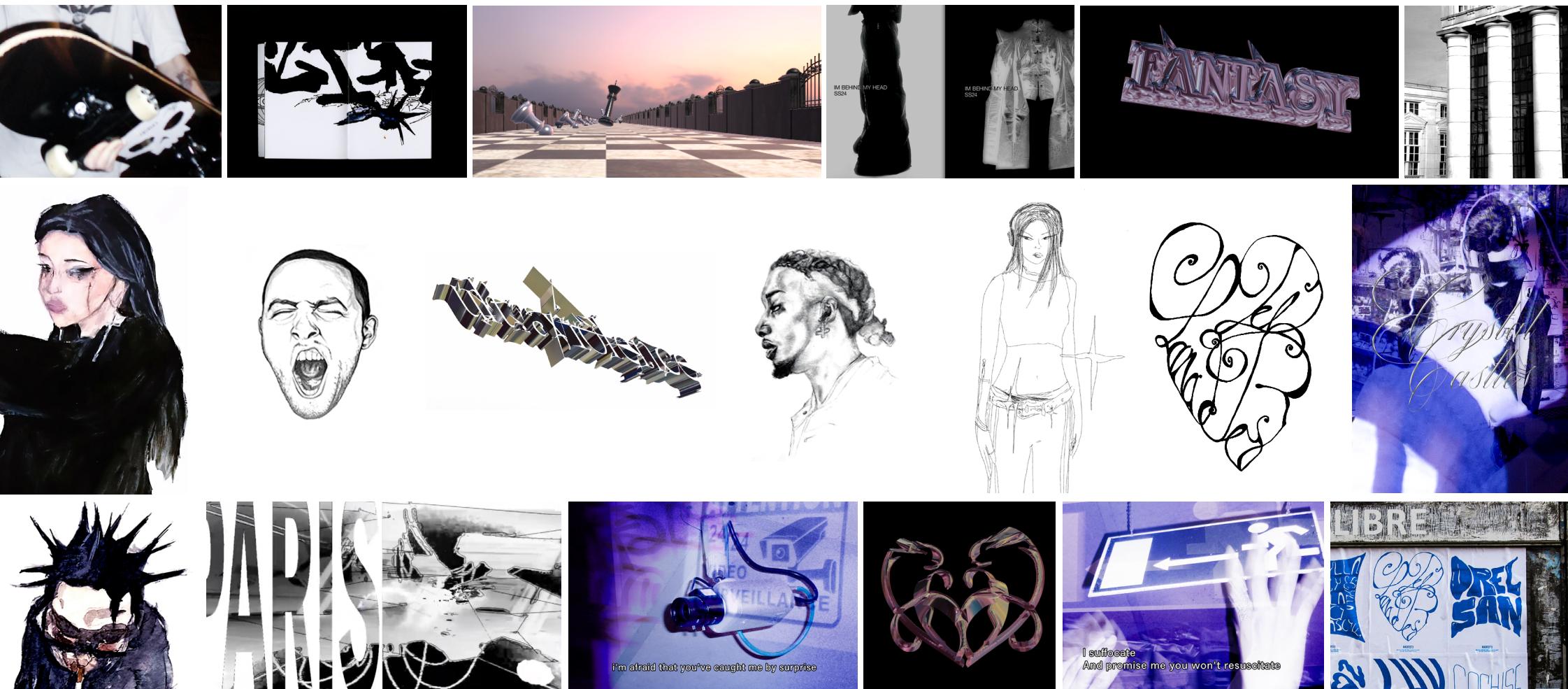


Touch Designer tattoo experiments

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