CONCEPTUAL DIRECTION / VISUAL DEVELOPMENT / TITLE DESIGN

Visual language. Built from story.

TCTS helps directors, studios and creative teams shape the emotional and visual language of films, series and live experiences.

Visual language for screen.

Built on more than fifteen years across film, television, animation and live experience, this volume presents visual development and title work shaped through atmosphere, light, rhythm and scale. Across documentary, performance and speculative worlds, the practice builds coherent screen languages that move from first image to final sequence.

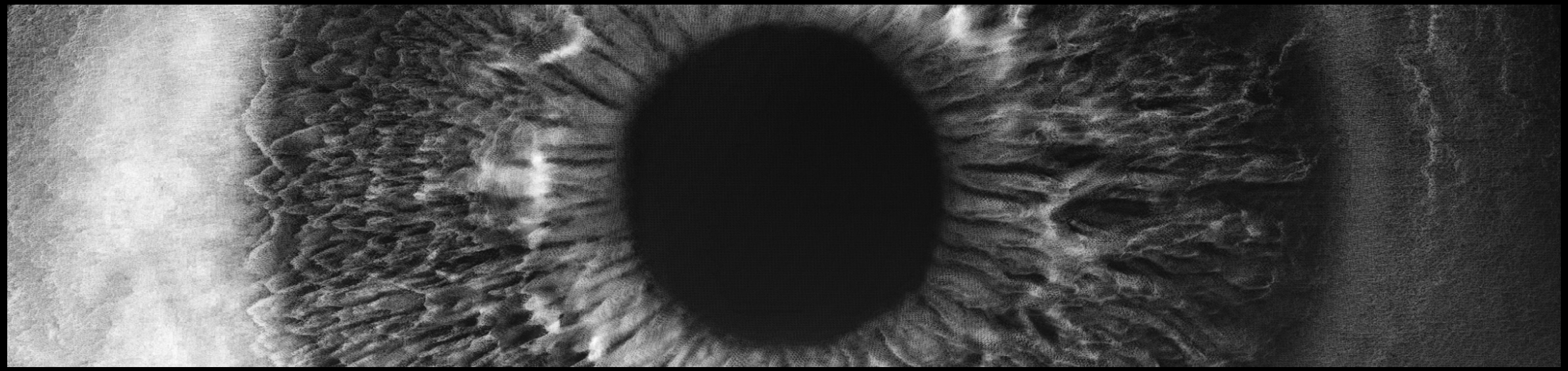
BASED Cardiff, Wales + Vilnius, Lithuania

CONTACT neil@tctsstudio.com



One practice, multiple worlds.

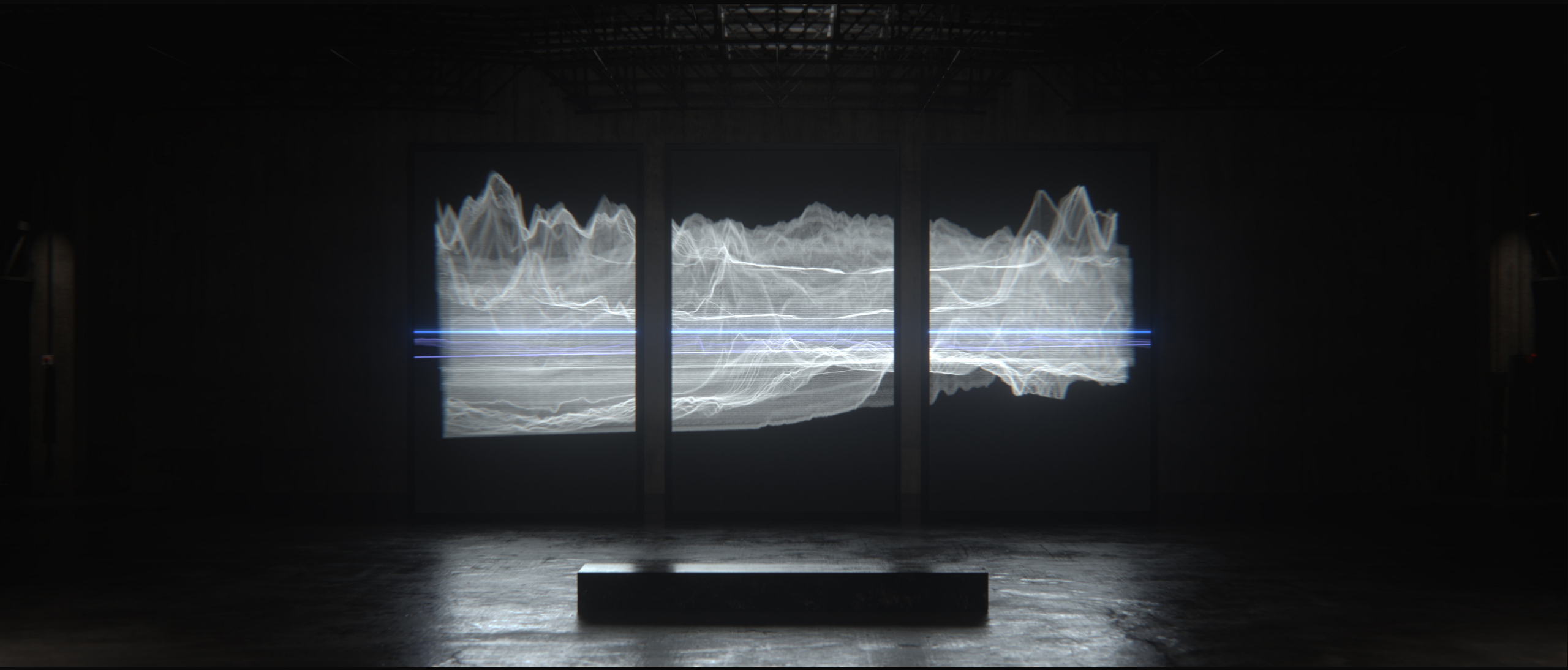
01	Ambient Film & Visual Systems	Commissioned work
02	Live Performance & Screen Content	Selected collaboration
03	Title Design & Motion Language	Commissioned + studio concepts
04	Cinematic Worldbuilding	Original studies



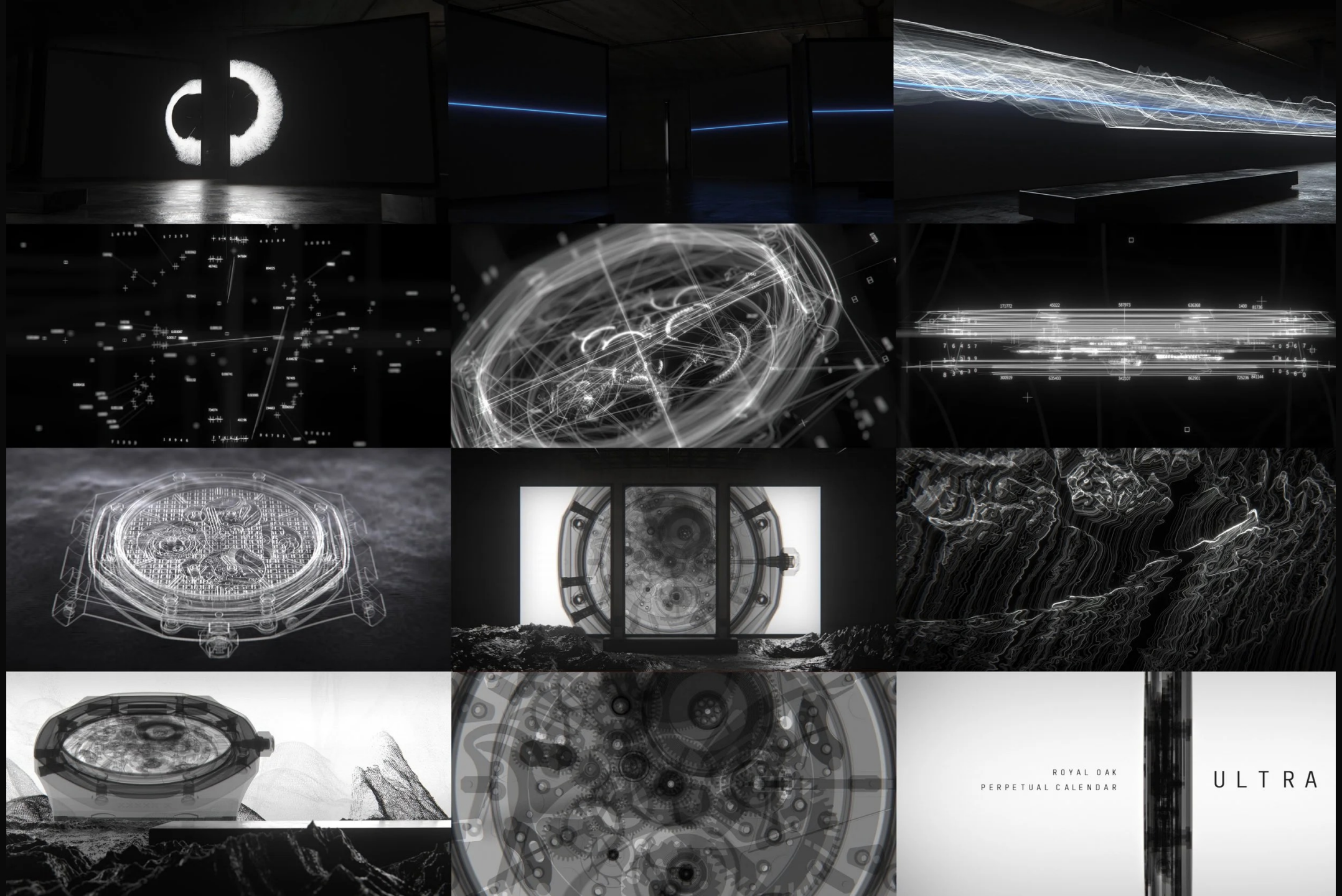
Audemars Piguet. RD#2

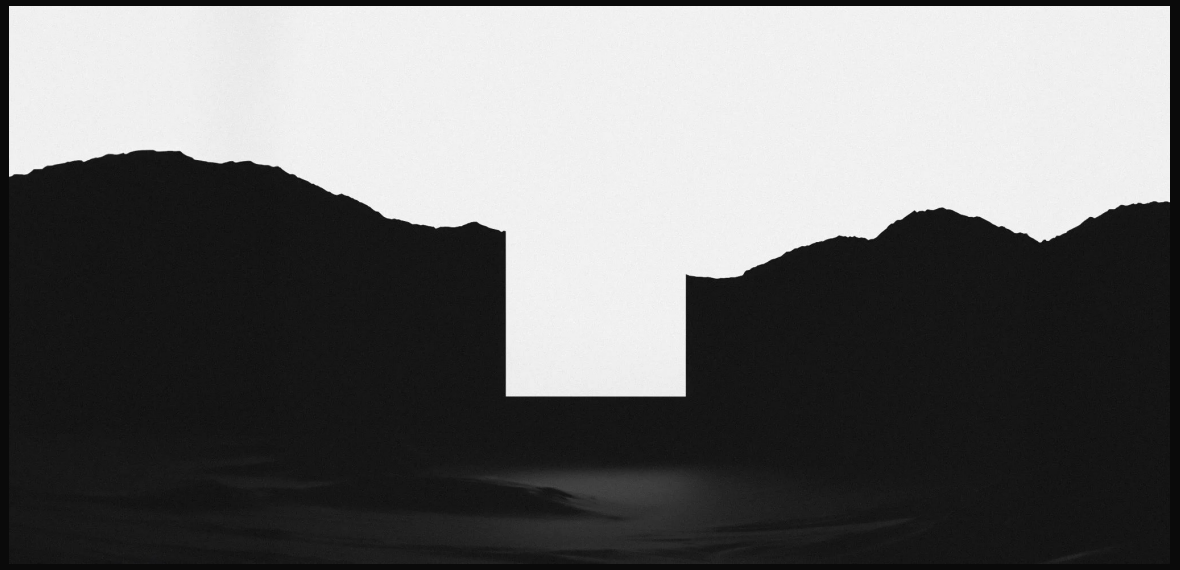
An ambient film exploring precision engineering and the passage of time. The event horizon became a visual metaphor for balance, precision and control.

CLIENT	Audemars Piguet
STUDIOS	Silent Studio / Electric Theatre Collective
ROLE	Conceptual Direction / Visual Development

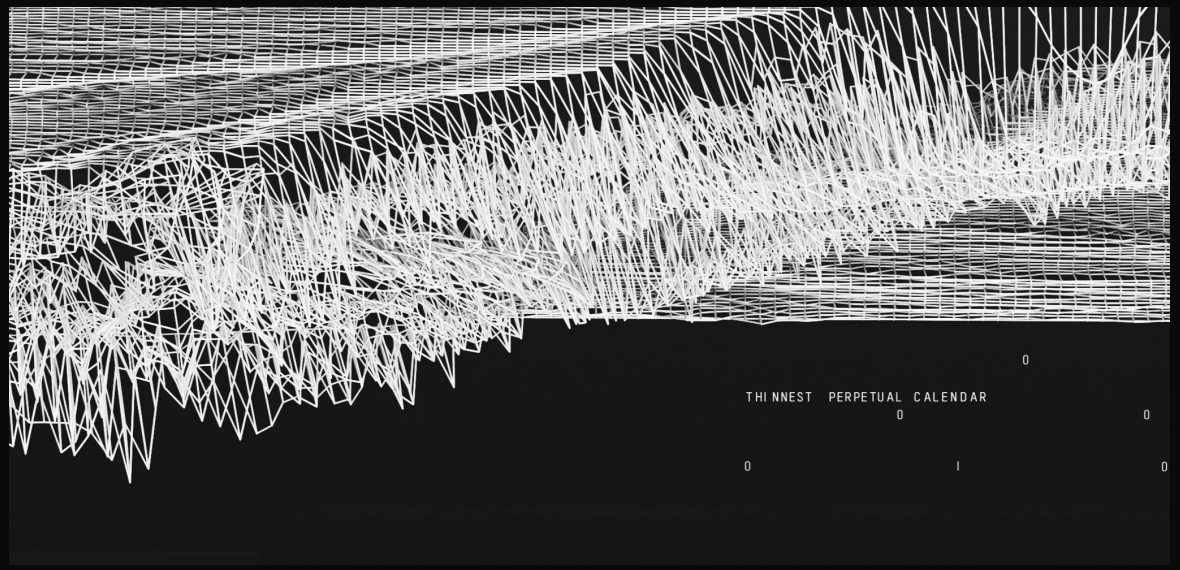



E V E N T H O RI Z O N

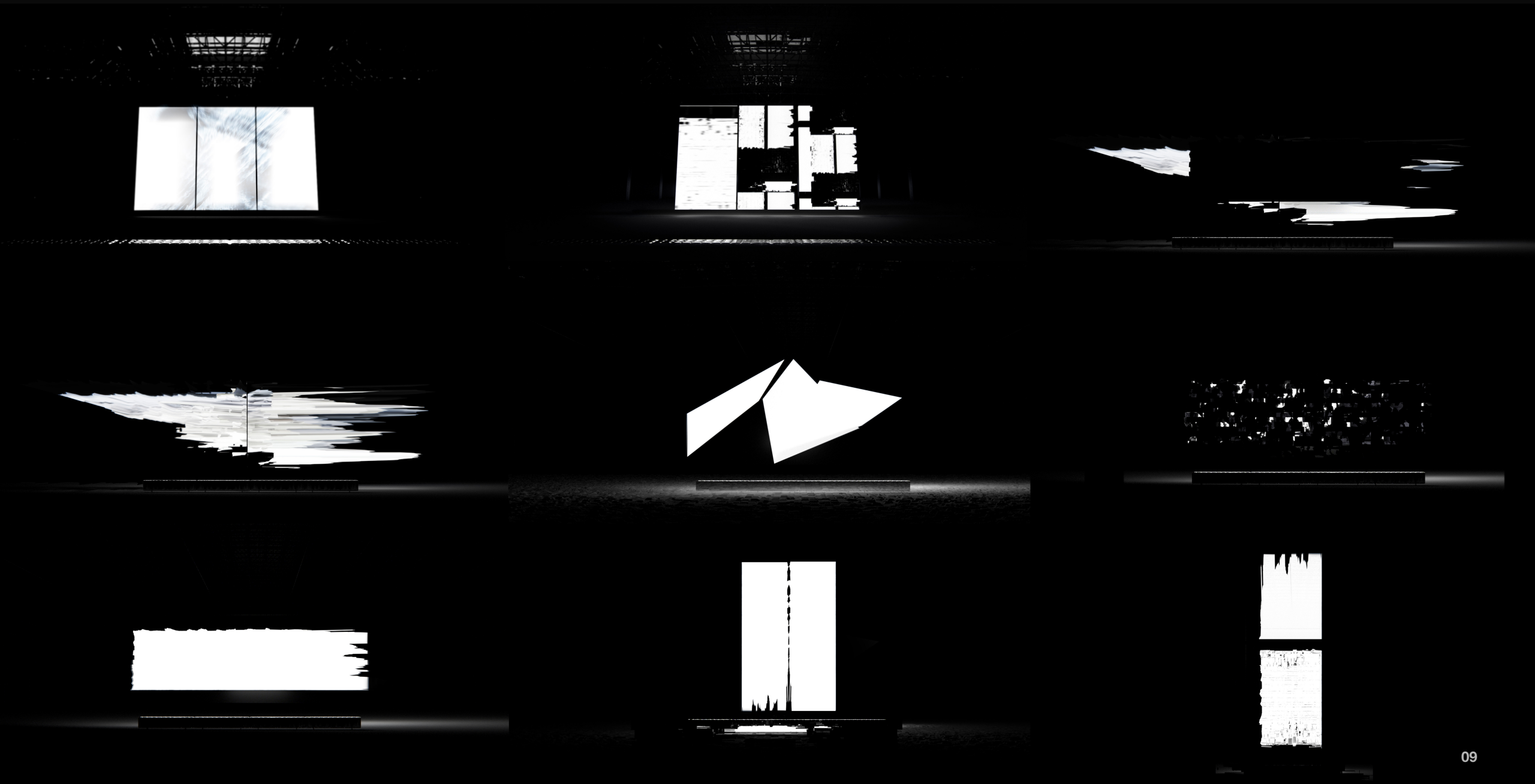

ROYAL OAK
PERPETUAL CALENDAR
ULTRA

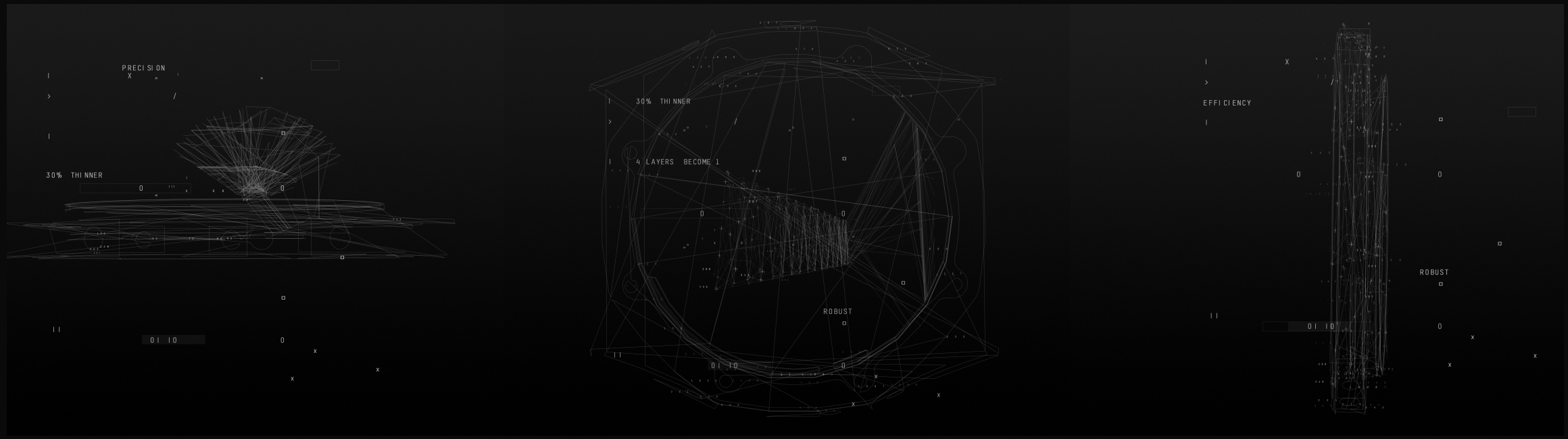


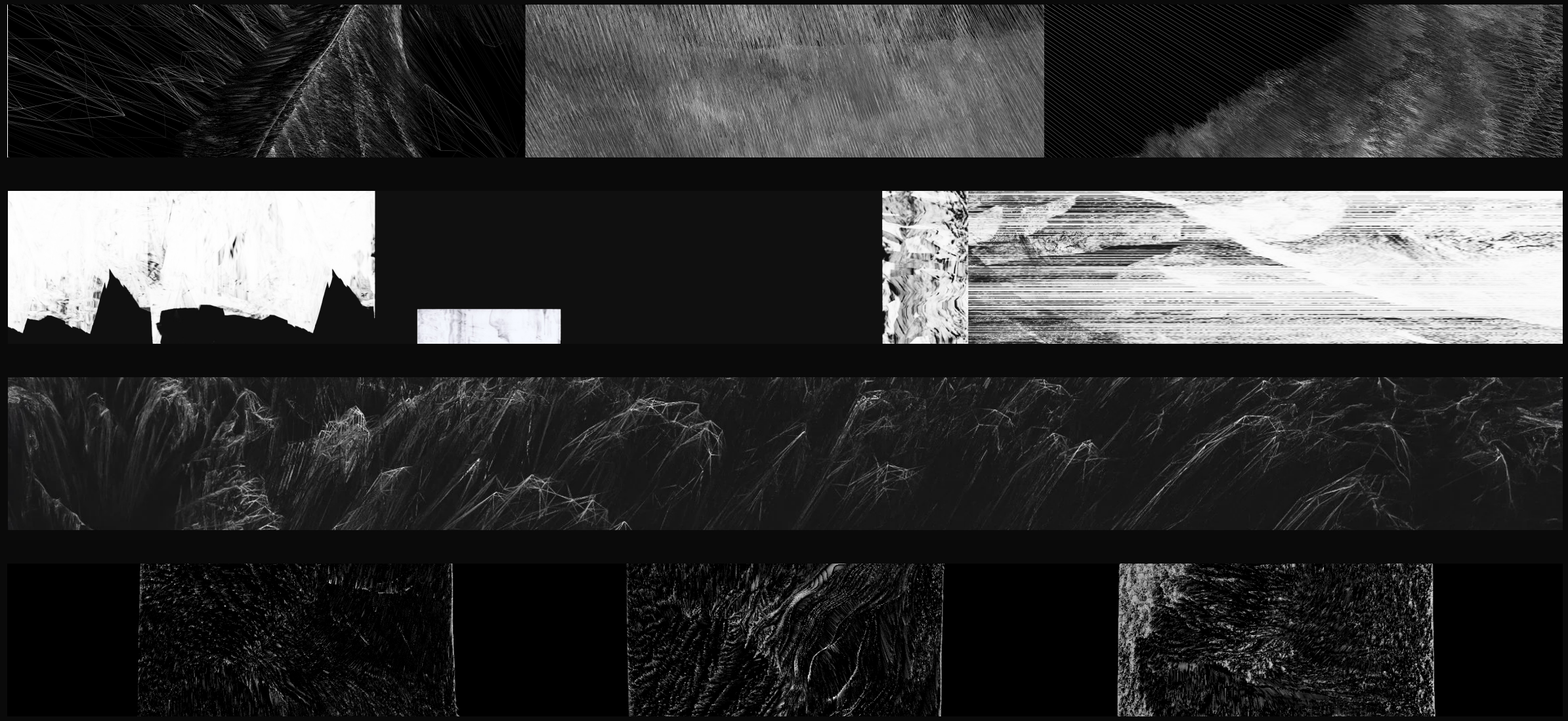


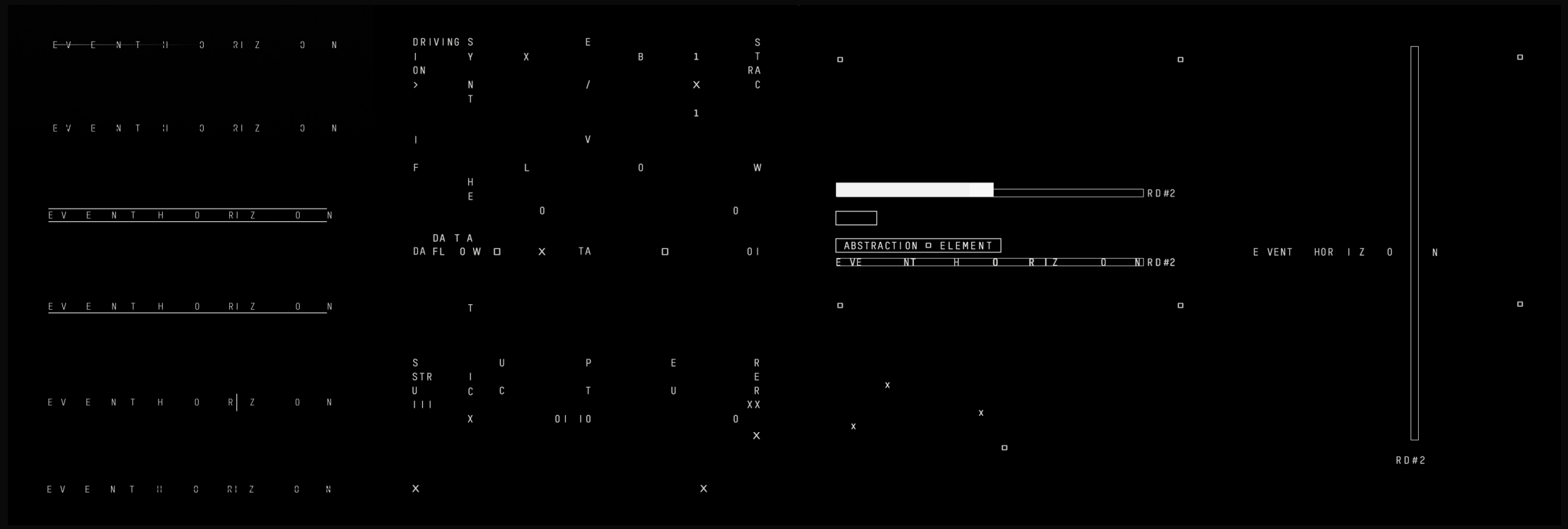

THINNEST PERPETUAL CALENDAR

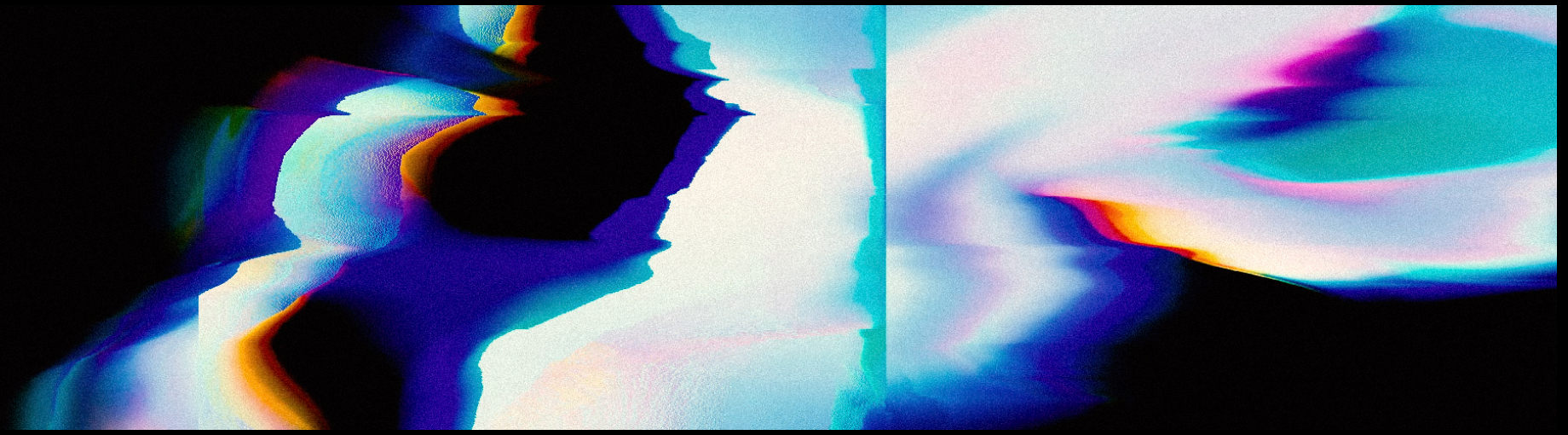

AP
EVENT HORIZON




PRECISION
30% THINNER
30% THINNER
4 LAYERS BECOME 1
ROBUST
EFFICIENCY
ROBUST




EVENT HORIZON
EVENT HORIZON
EVENT HORIZON
EVENT HORIZON
EVENT HORIZON
DRIVING SEAT
DATA
DATA FLOW
SUPERCUT
RD#2
ABSTRACTION ELEMENT
EVENT HORIZON
RD#2
EVENT HORIZON
RD#2



Foals. Life Is Yours

PROJECT	Foals — Life Is Yours Tour
STUDIO	FRAY Studio
ROLE	Conceptual Direction / Visual Development

A visual environment built to move with the music.
Fragmentation, light interference and recurring forms extended the emotional language of the record into physical space.

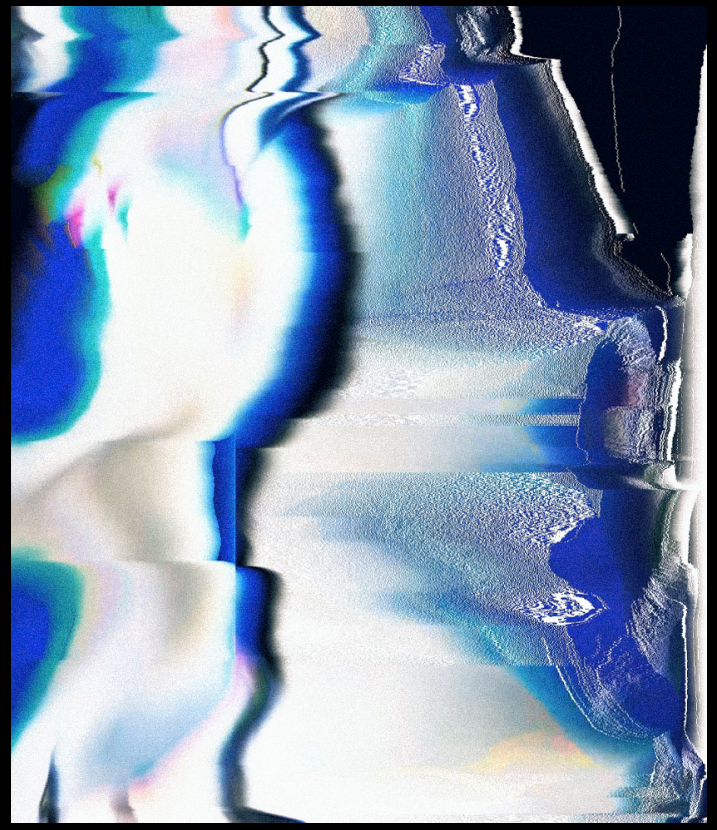


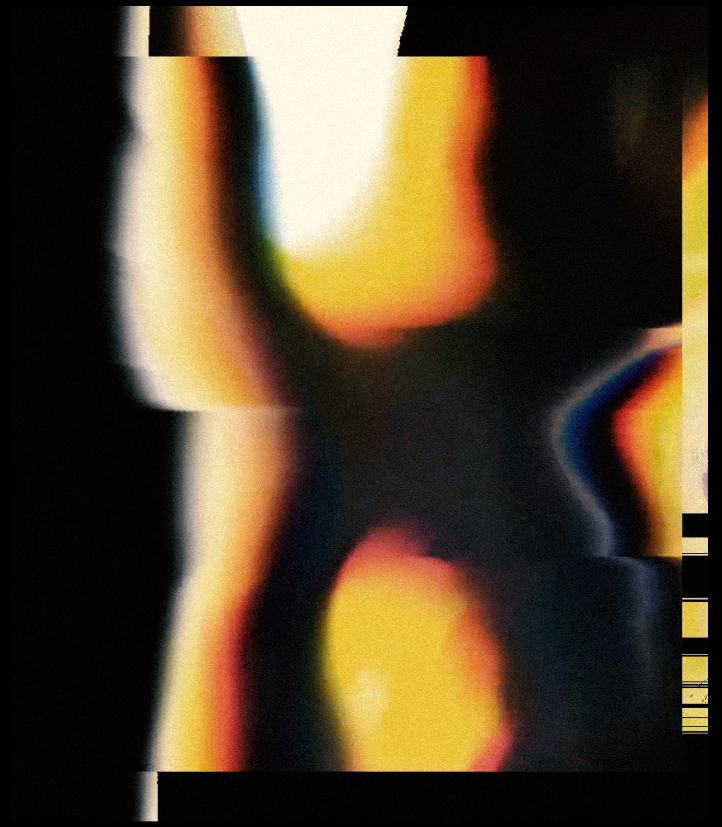


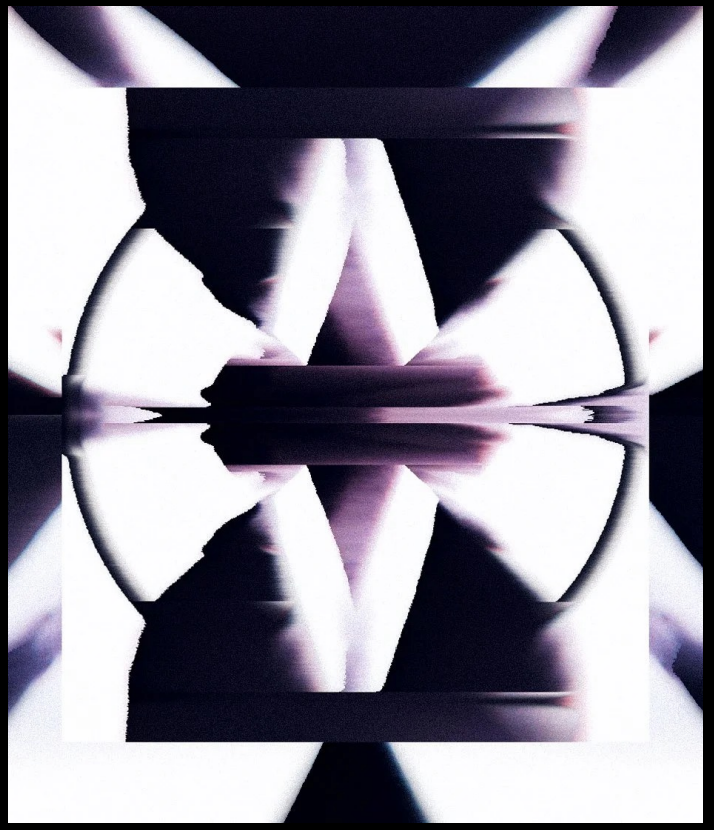


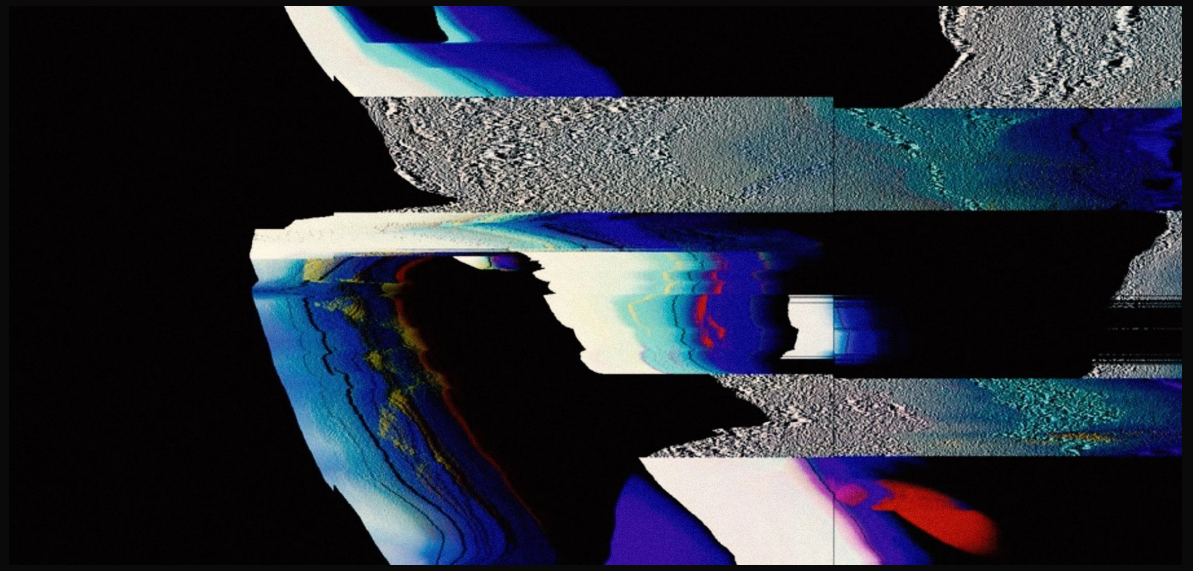




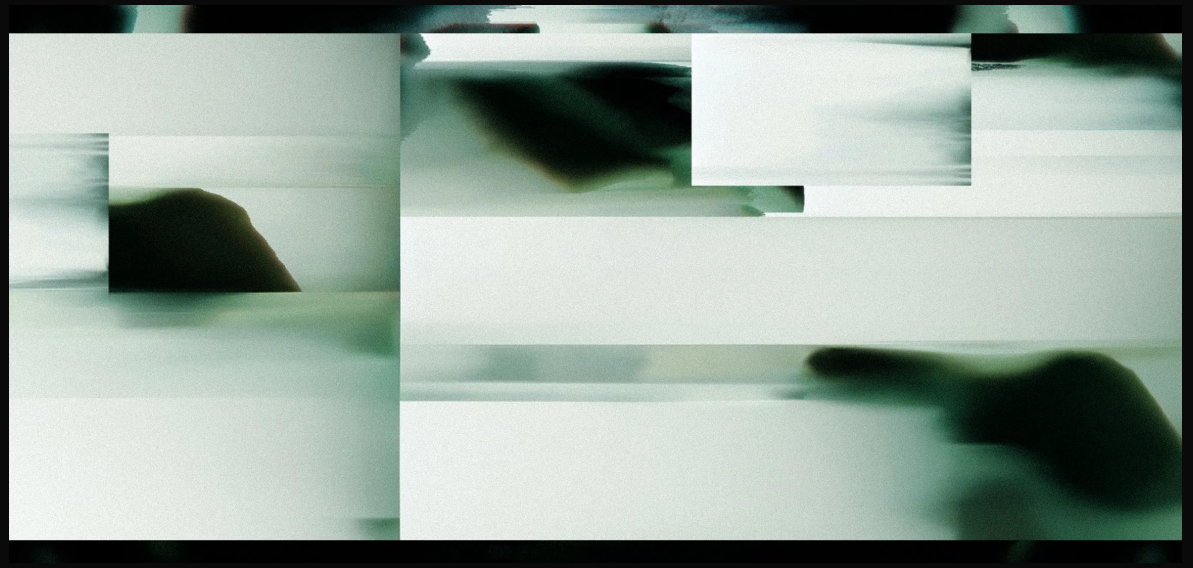


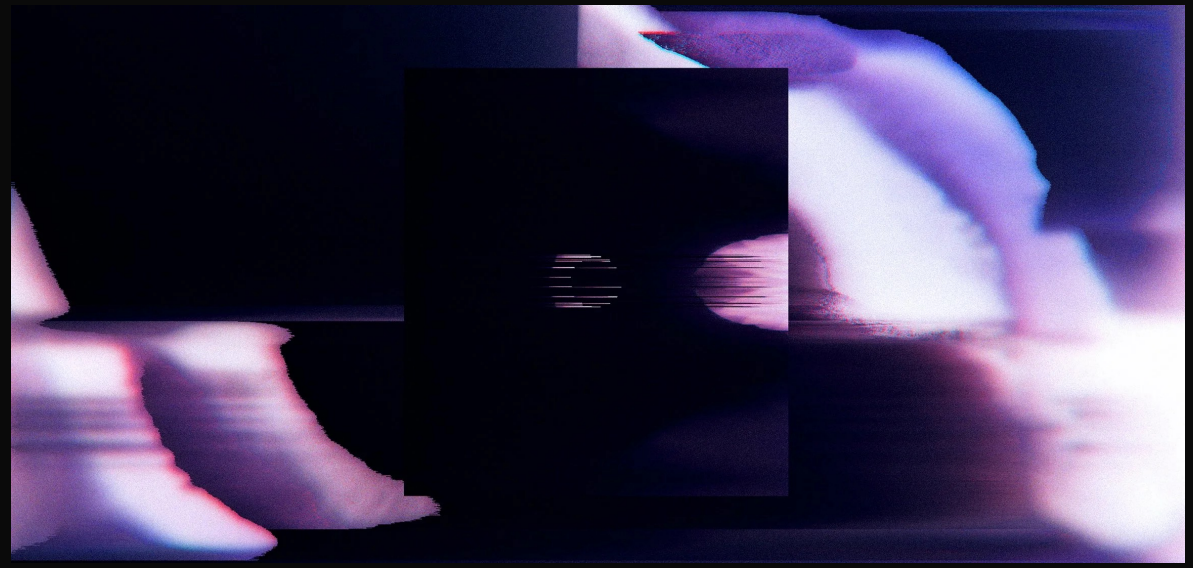


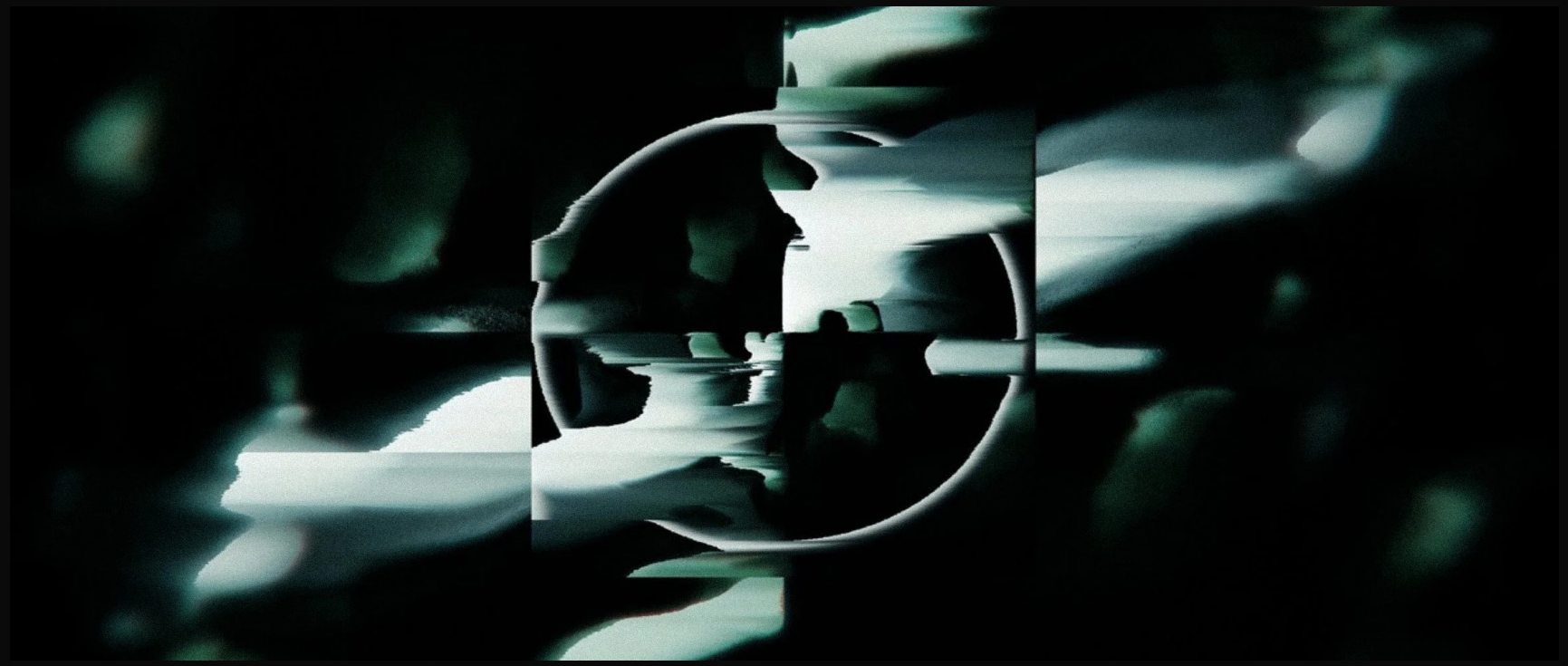














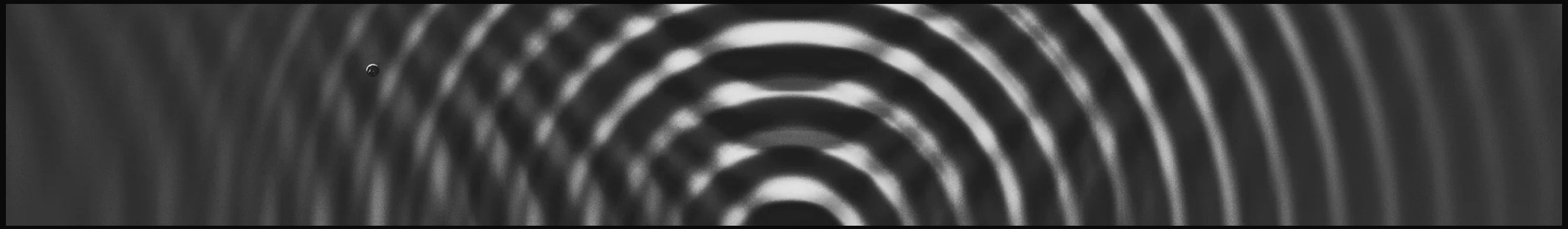


Binary Exist

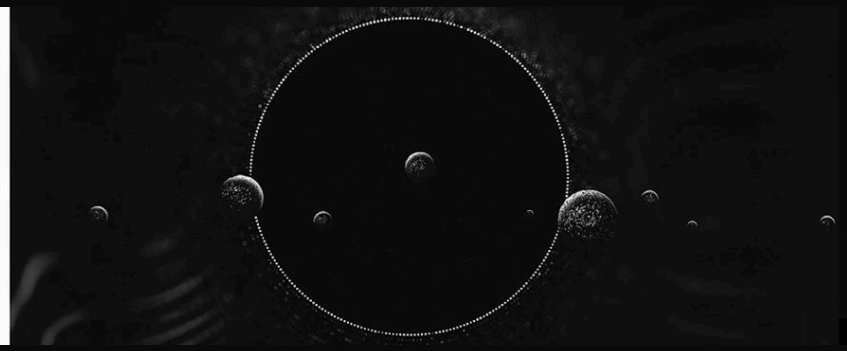
CONTEXT	Original TCTS studio concept
ROLE	Concept / Direction / Visual Development
FOCUS	Artificial superintelligence / title sequence

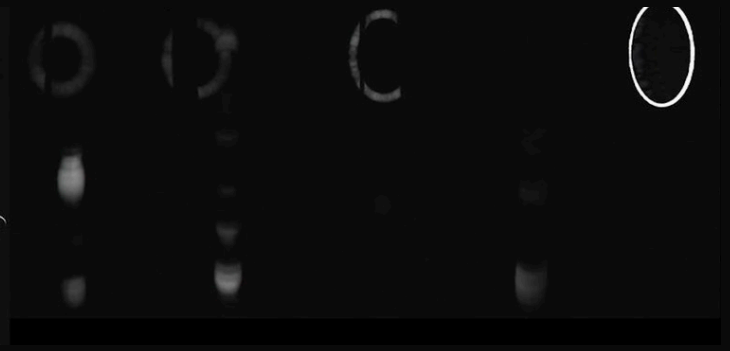
How might cinema visualise an intelligence beyond human experience? The work searches for a presence emerging through structure, texture, light and pattern.









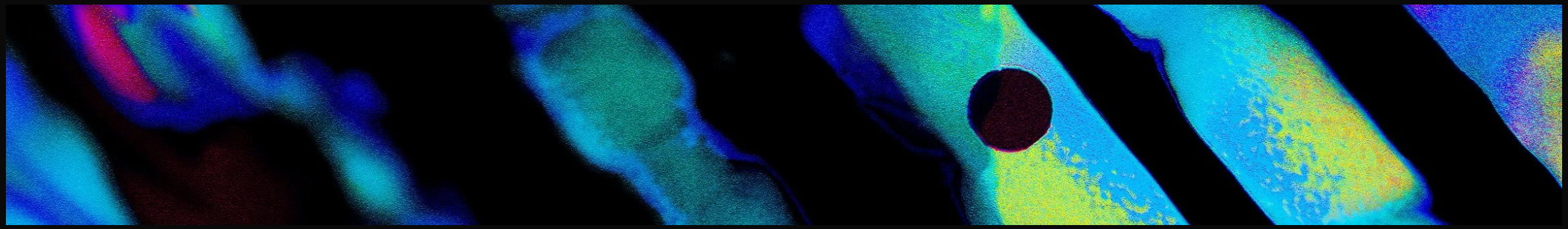






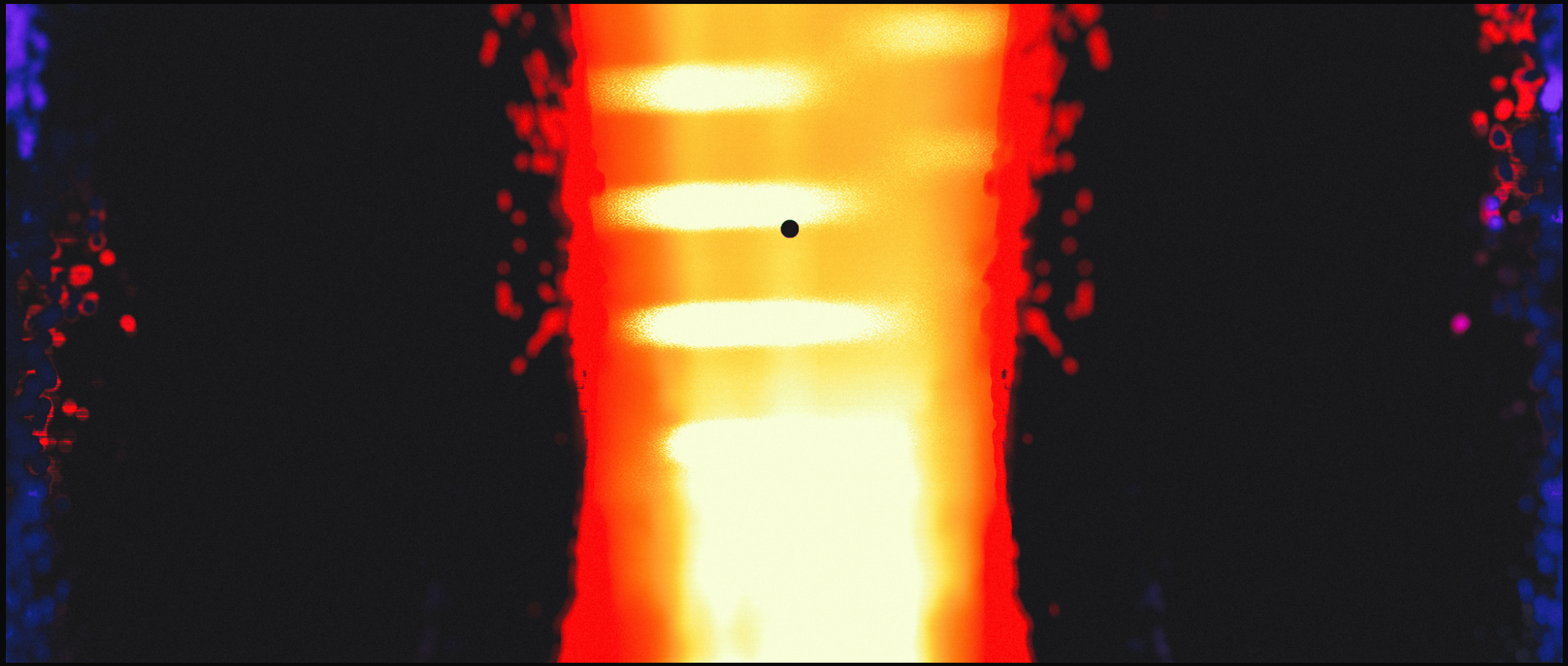


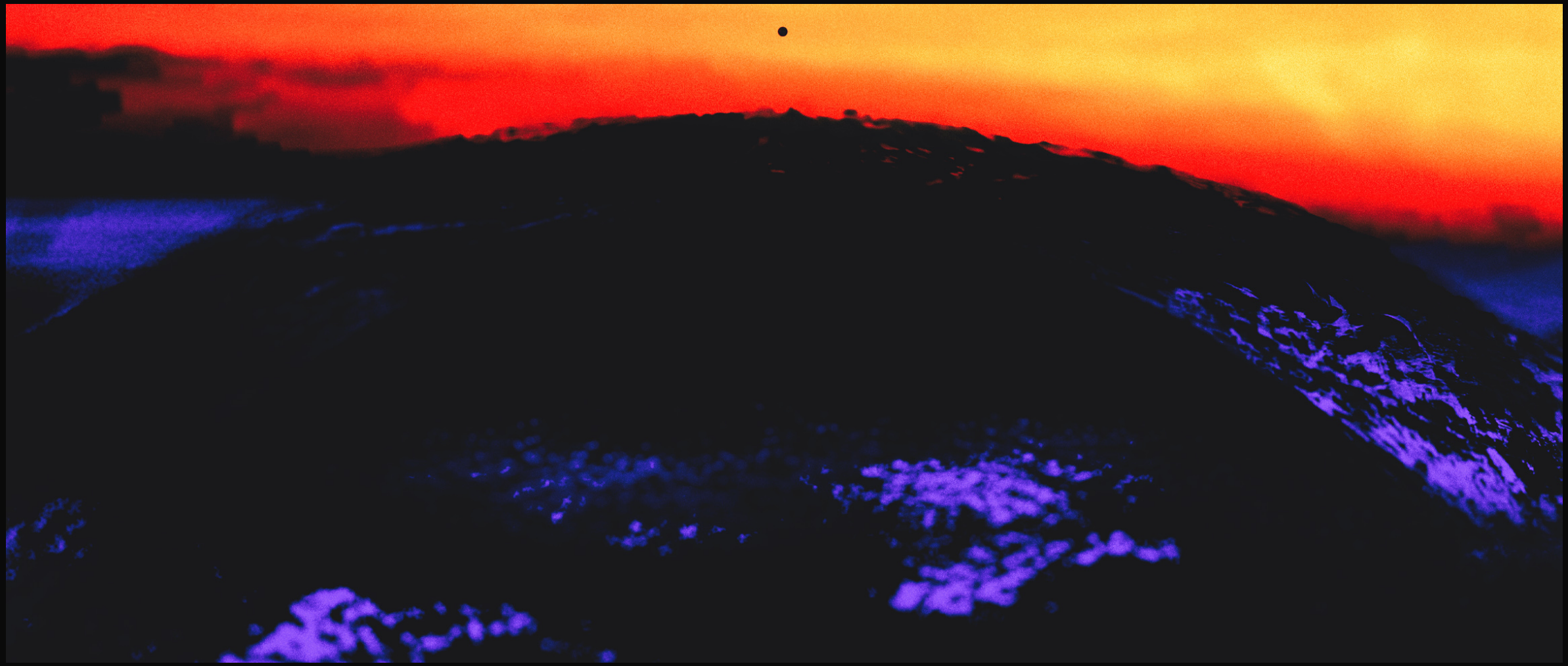

JAMES CARTER HAYES

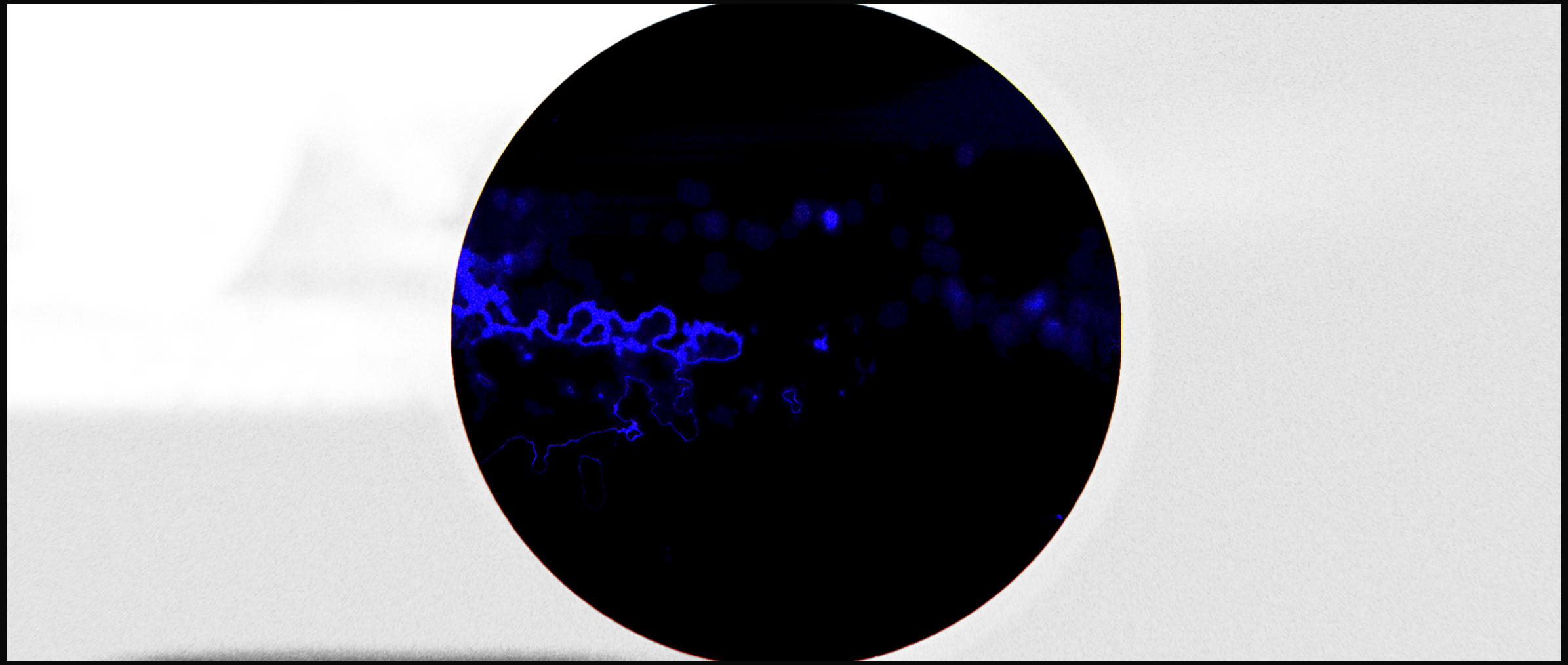












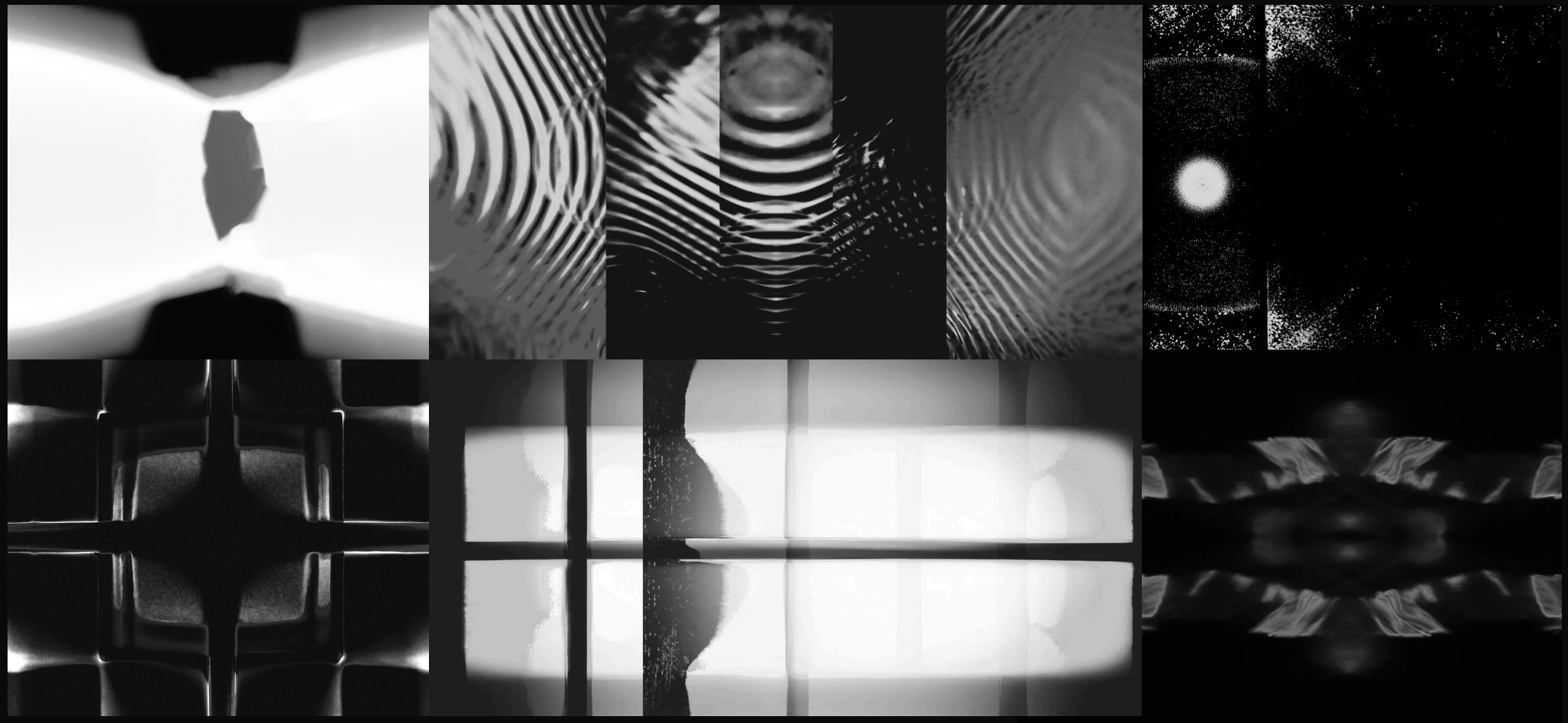


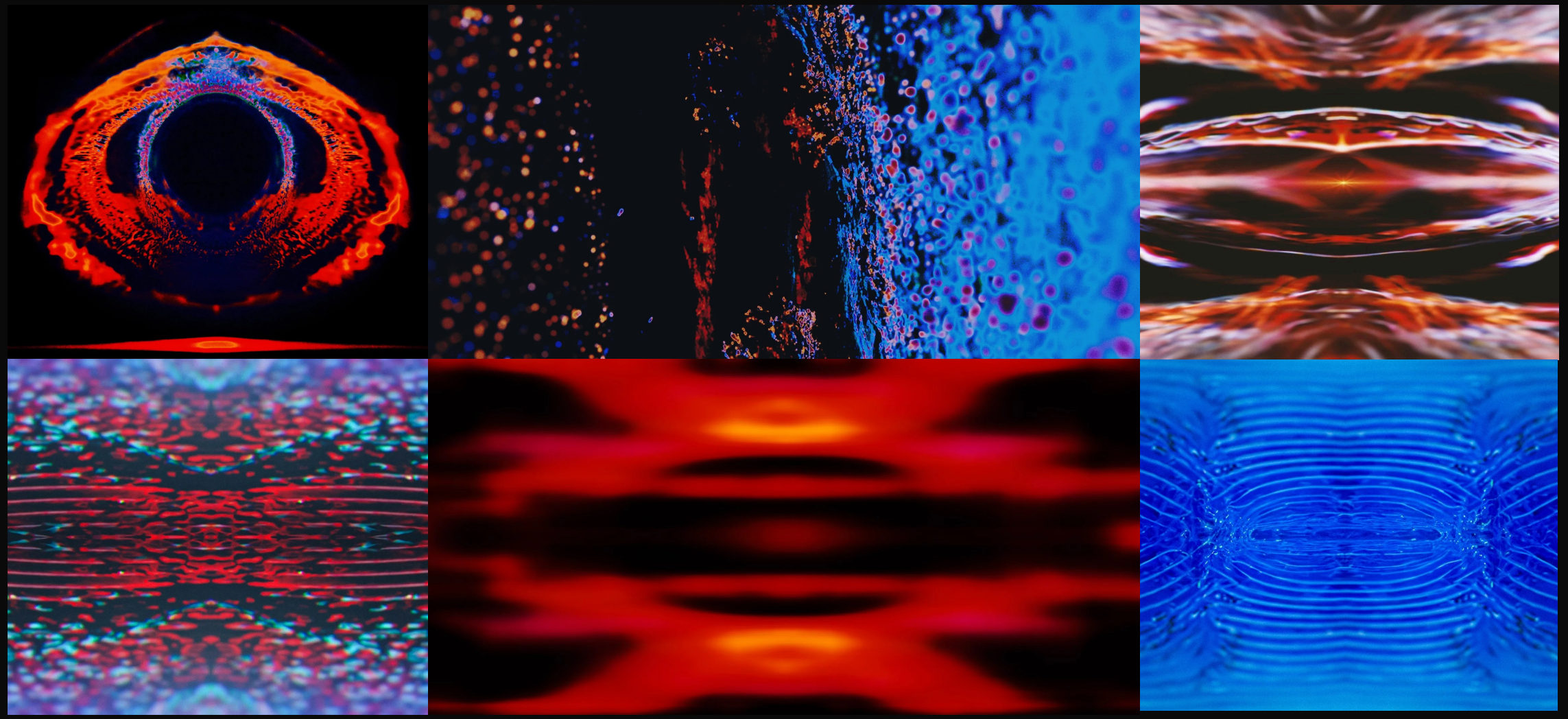


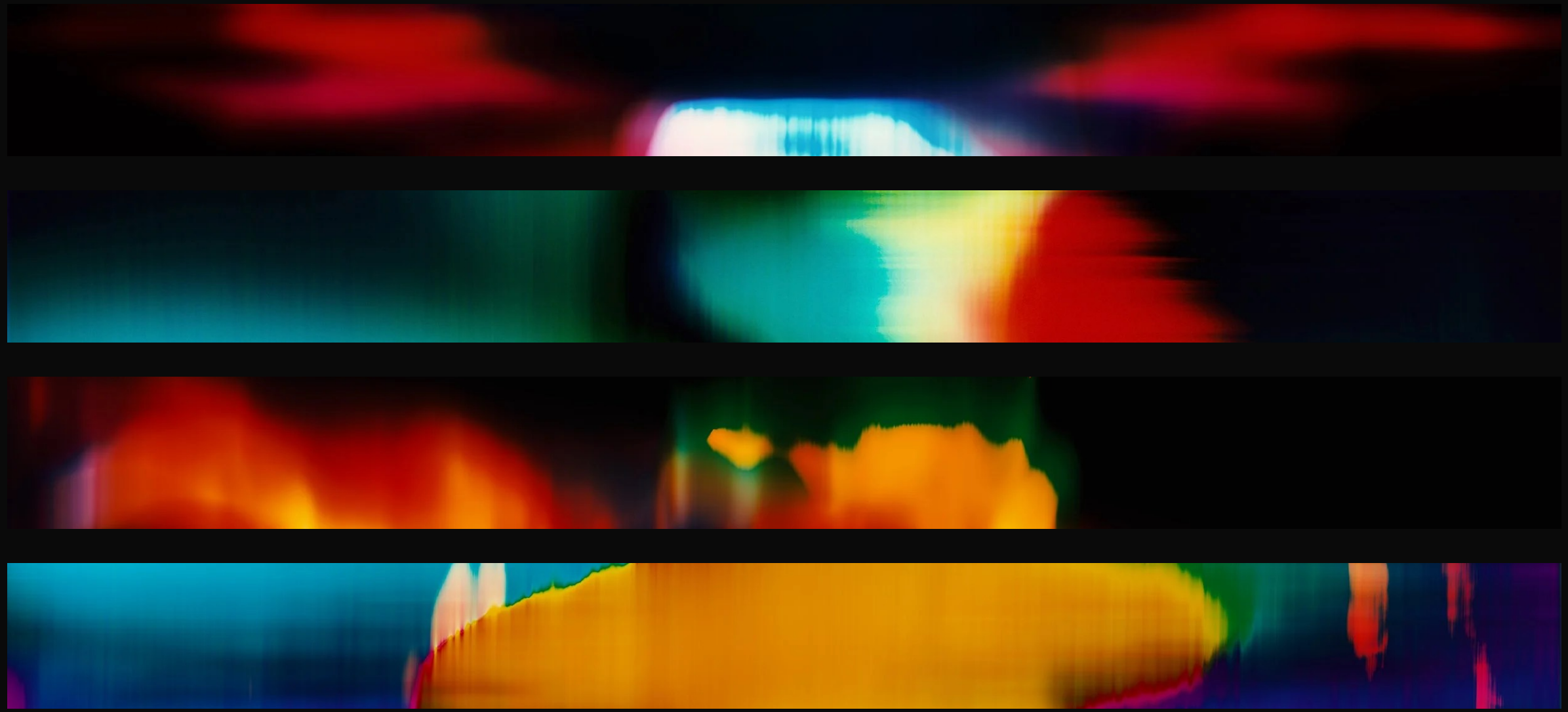
Bohm

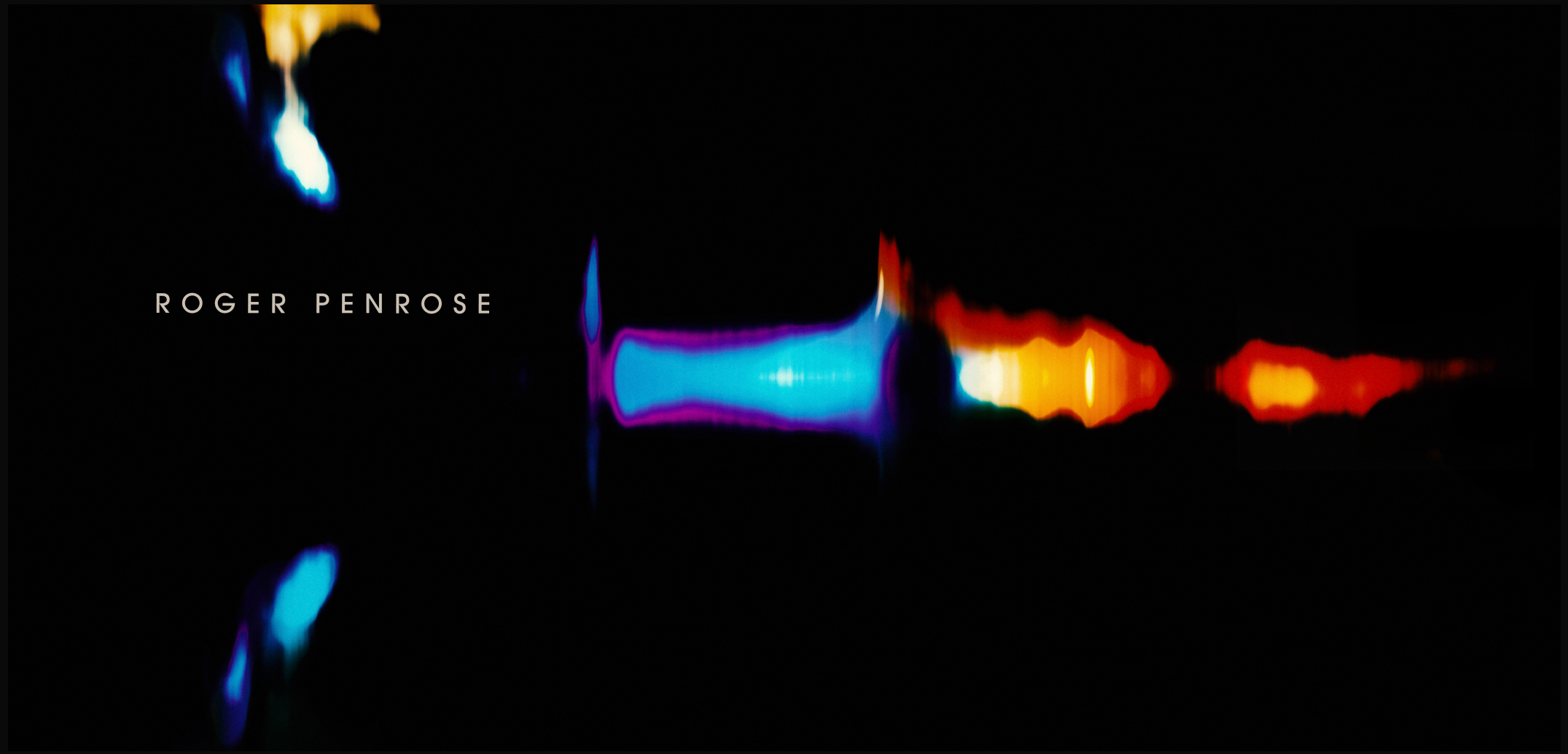
CONTEXT	Original TCTS studio exploration
ROLE	Concept / Direction / Visual Development
FOCUS	Light / matter / vibration / coherence

What if matter behaved like illuminated rhythm? Light folds into geometry, motion becomes form, and typography is suspended between solid and fluid states.

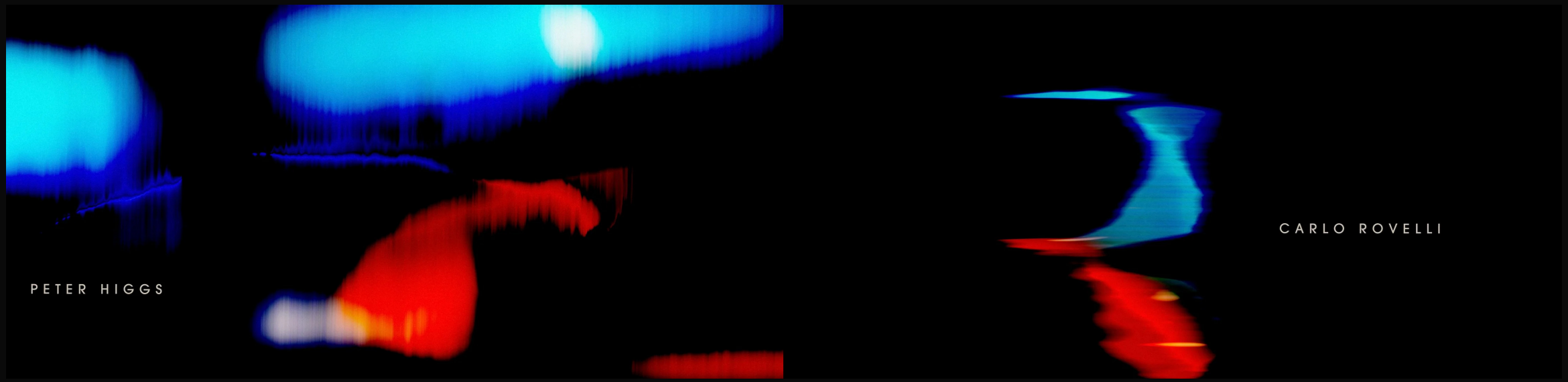







ROGER PENROSE


LEONARD SUSSKIND
LISA RANDALL


PETER HIGGS
CARLO ROVELLI


a2 u
Jocelyn
Bell
= x
Burnell
c2 a



Neringa

CONTEXT	Original TCTS studio exploration
ROLE	Concept / Direction / Visual Development
FOCUS	Landscape / silence / psychological tension

Set on Lithuania's Curonian Spit, Neringa treats deep winter as a silent character. Scale, season and fragmented visibility establish psychological tension before plot is explained.




A GAMUT STUDIO PRODUCTION




LAUREN CROSS


LUTHER VANS



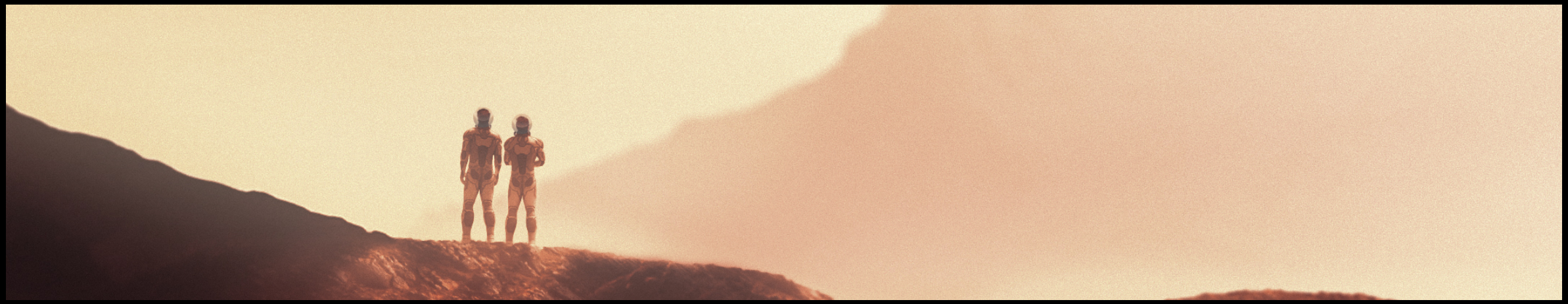







AND JESSICA WALLACE

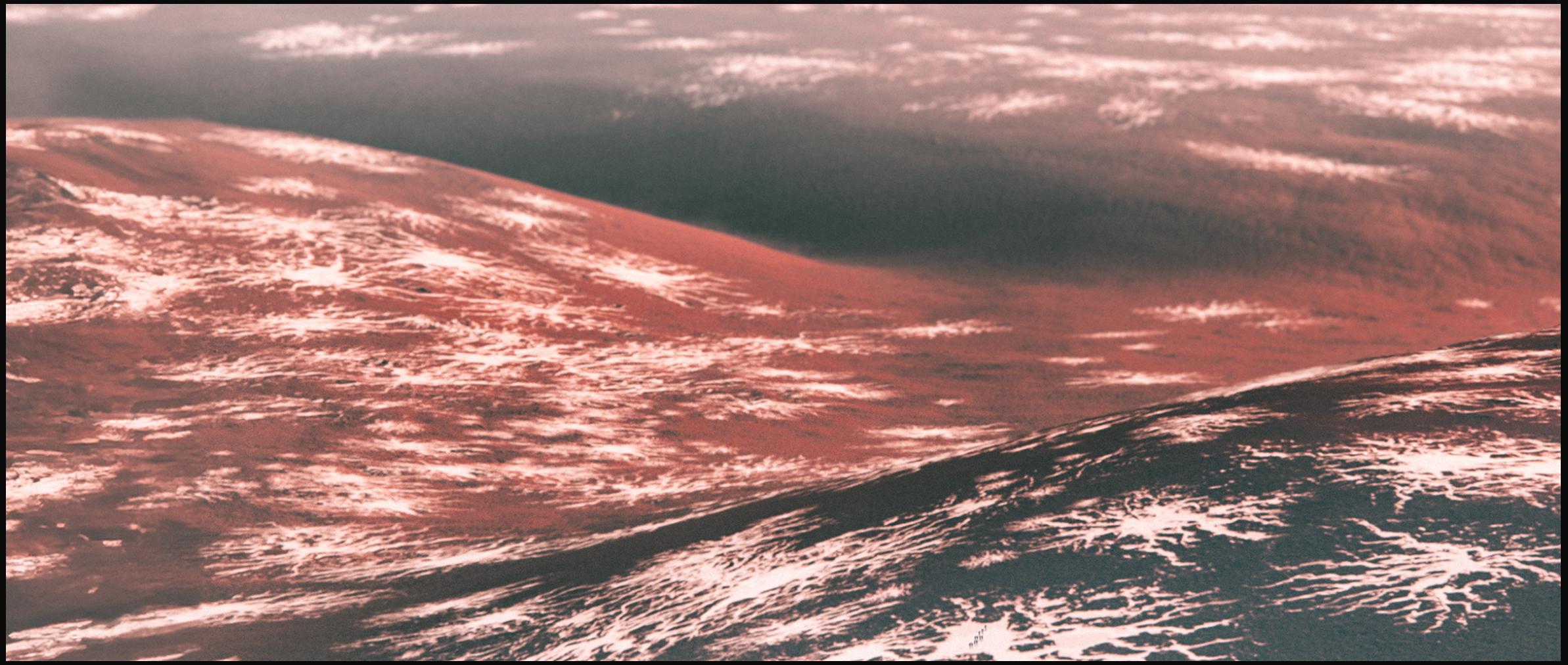

N E R I N G A



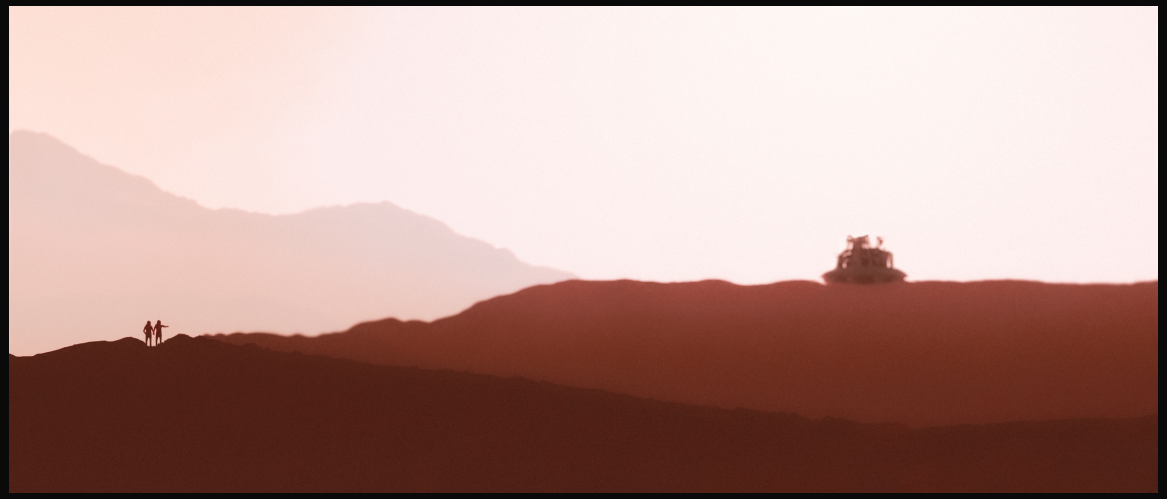
Mission Mars

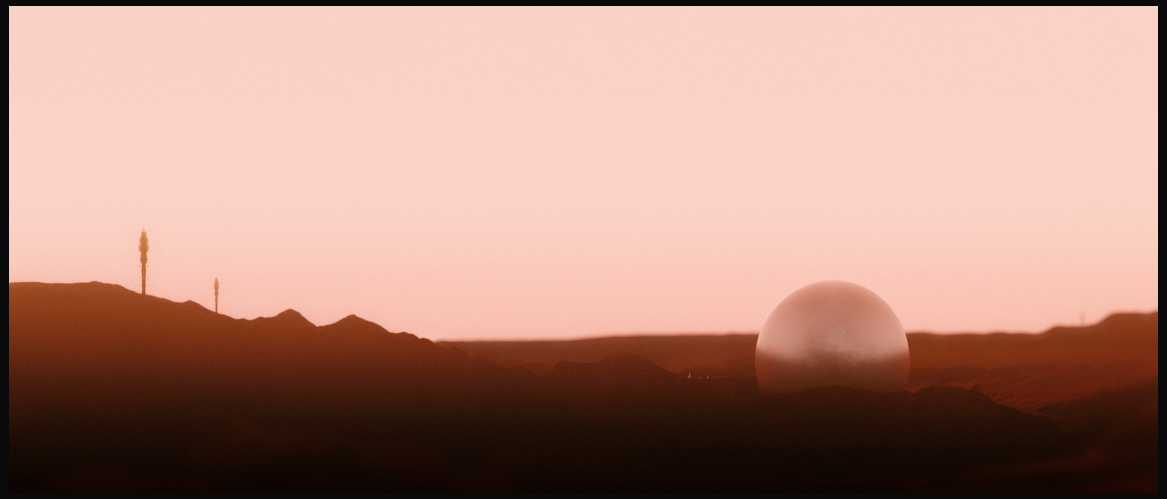
Concept design and visual development for the BBC with UP Creatives, exploring Mars through planetary landscapes, human presence and the graphic language of scientific observation.

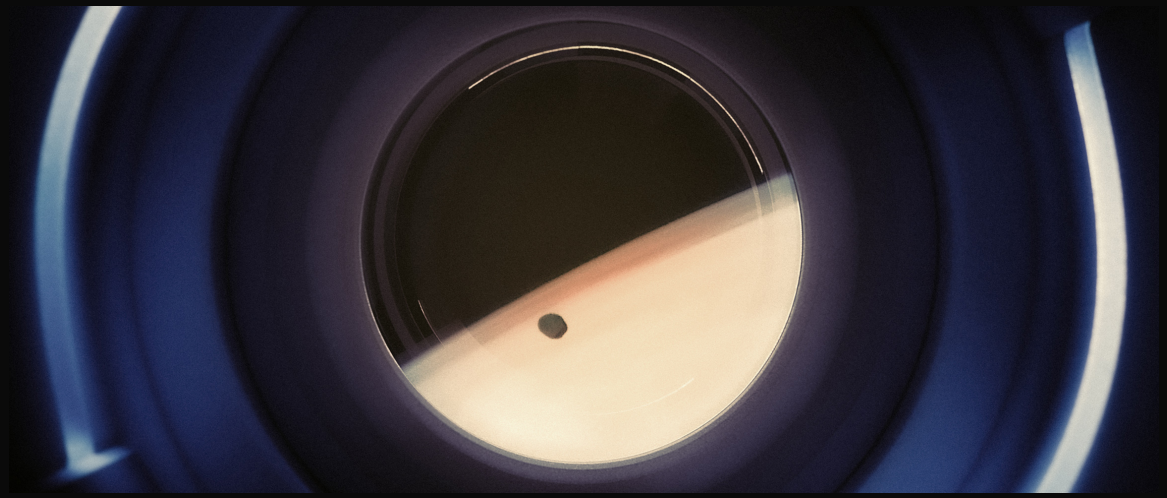
CONTEXT	Broadcast concept development
ROLE	Concept Design / Visual Development
FOCUS	Distance / signal / encounter



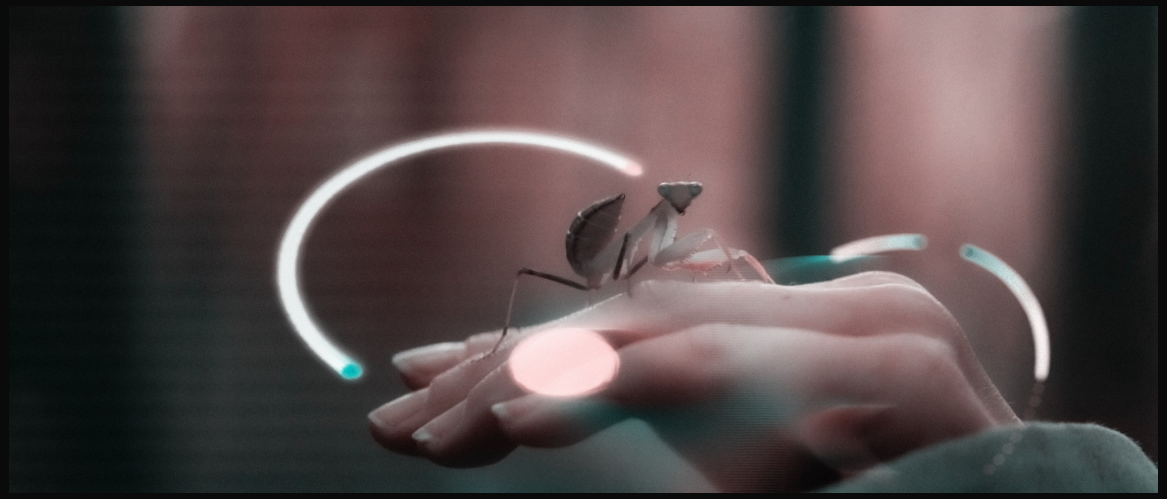


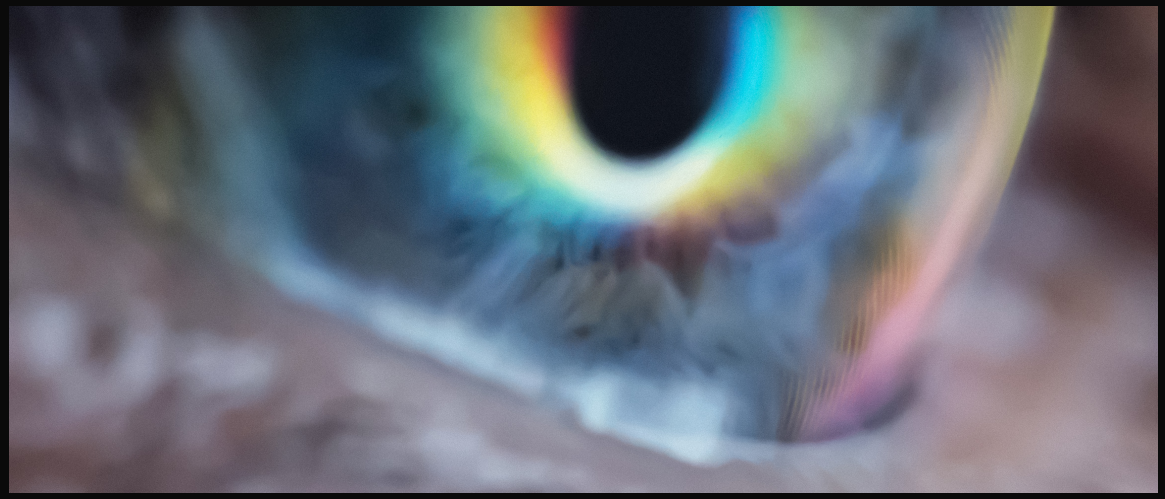






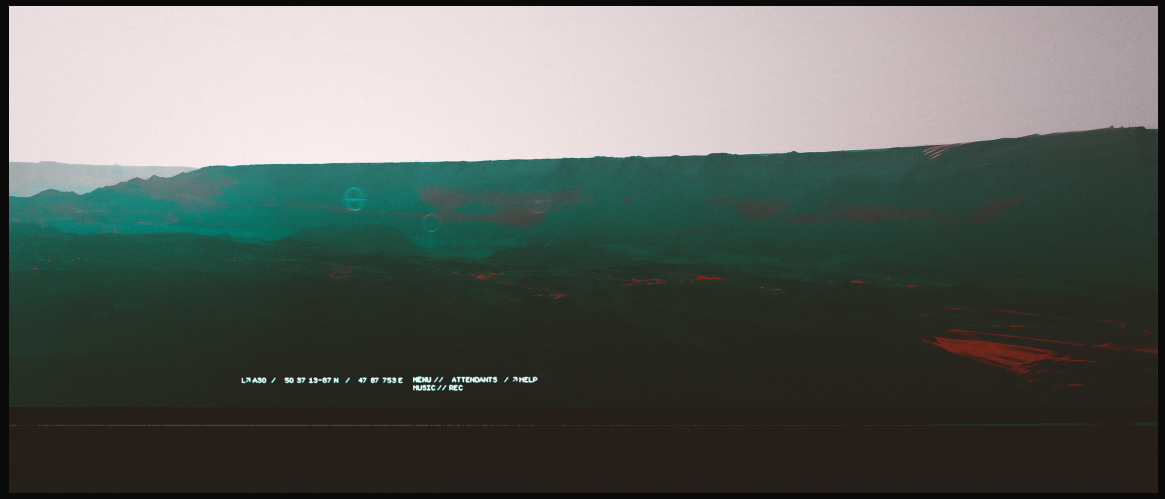









Valles Marineris
4,000 km (2,500 mi)
13.9°S 59.2°W


LRA30 / 50 37 13-87 N / 47 87 753 E MENU // ATTENDANTS / ?HELP
MUSIC // REC

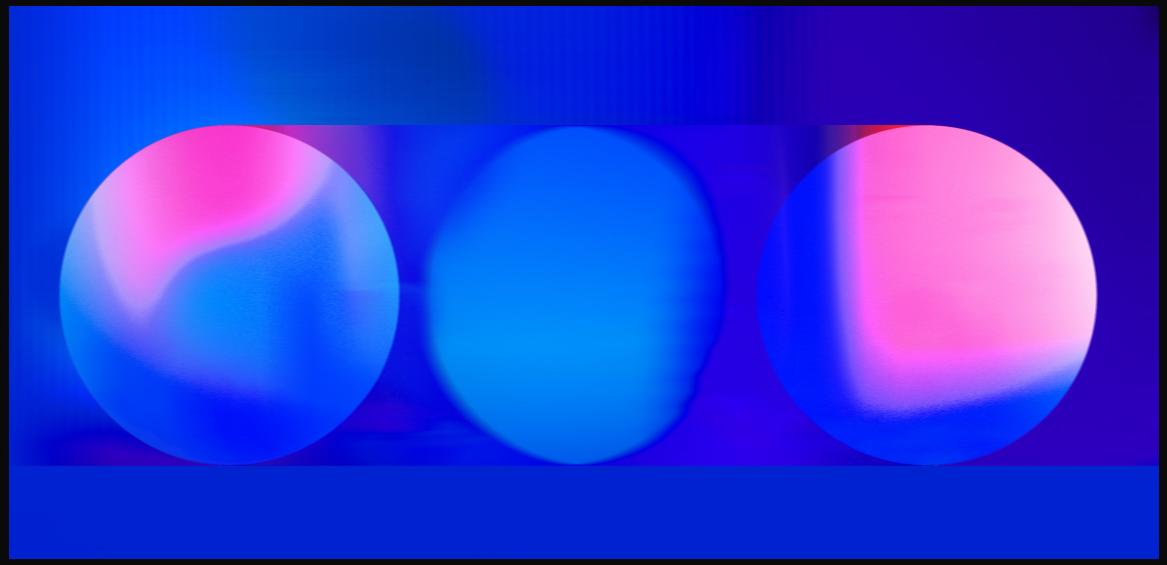

MISSION MARS

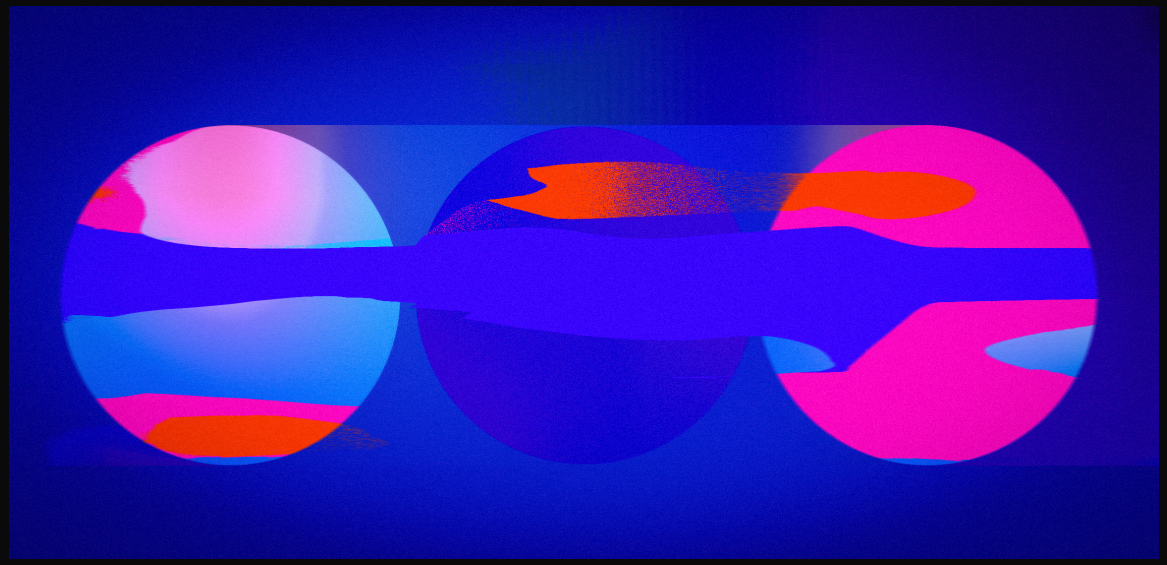


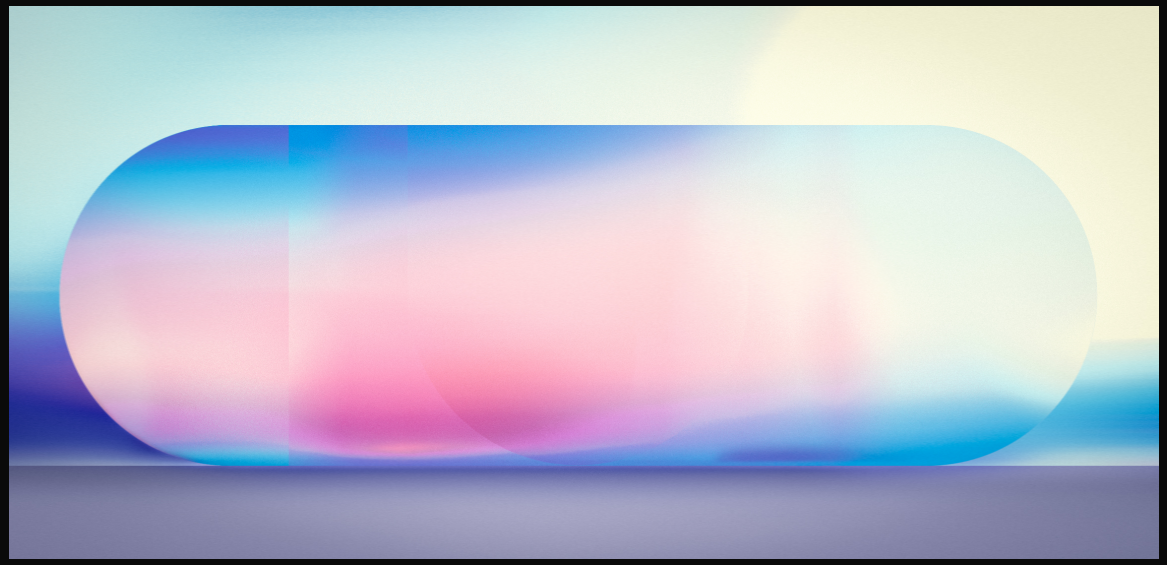
Expedia.
Explore 26

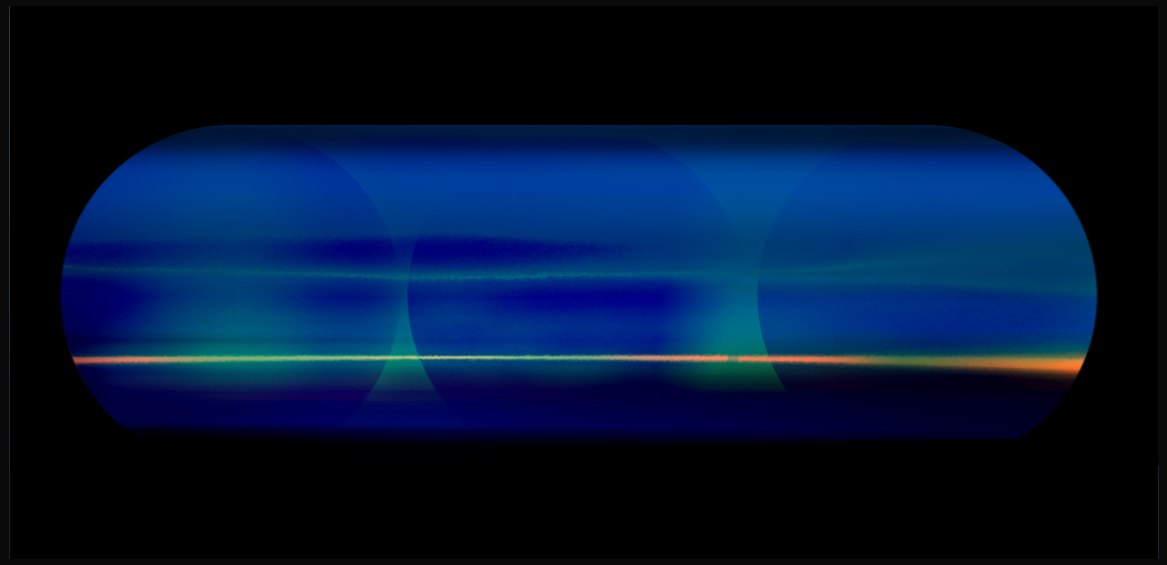
Conceptual direction and visual development for a custom lozenge-shaped display, using colour and optical layering to evoke the emotional experience of travel.

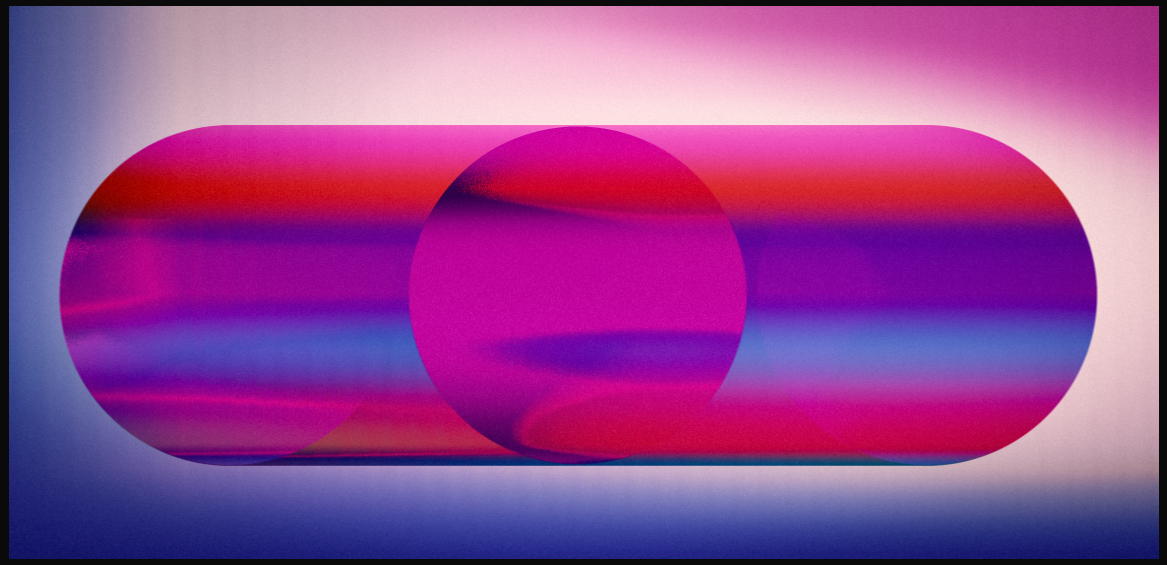
CONTEXT	Large-scale live experience
ROLE	Conceptual Direction / Visual Development
FOCUS	Colour / transparency / depth

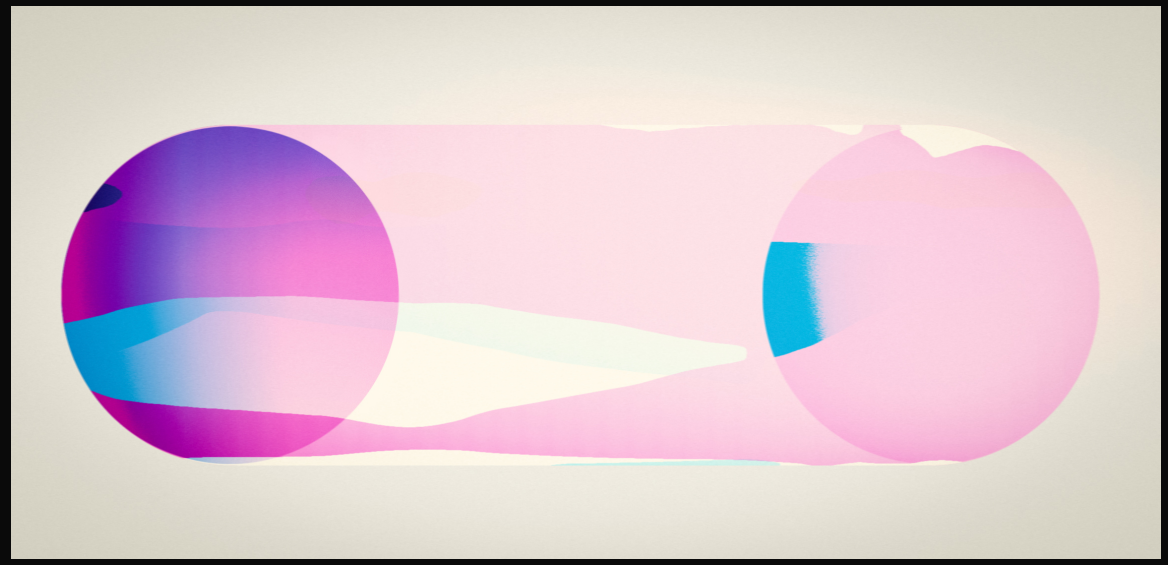


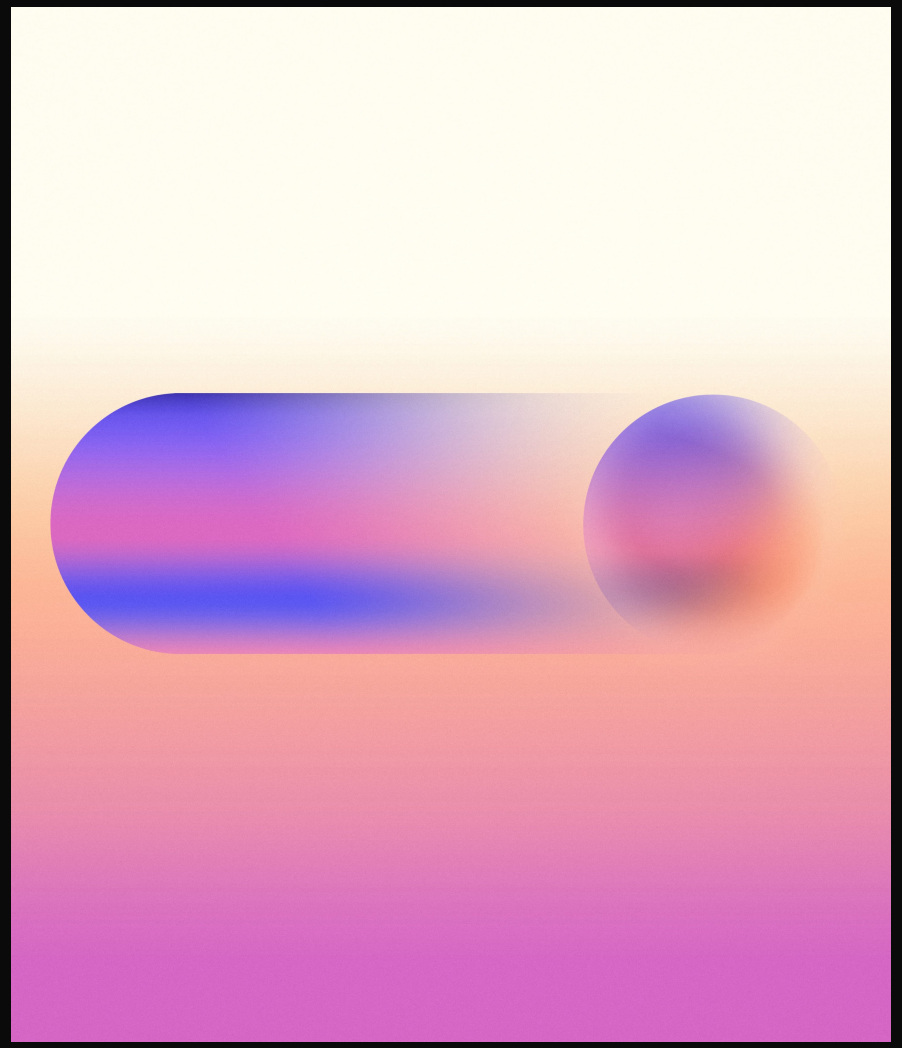


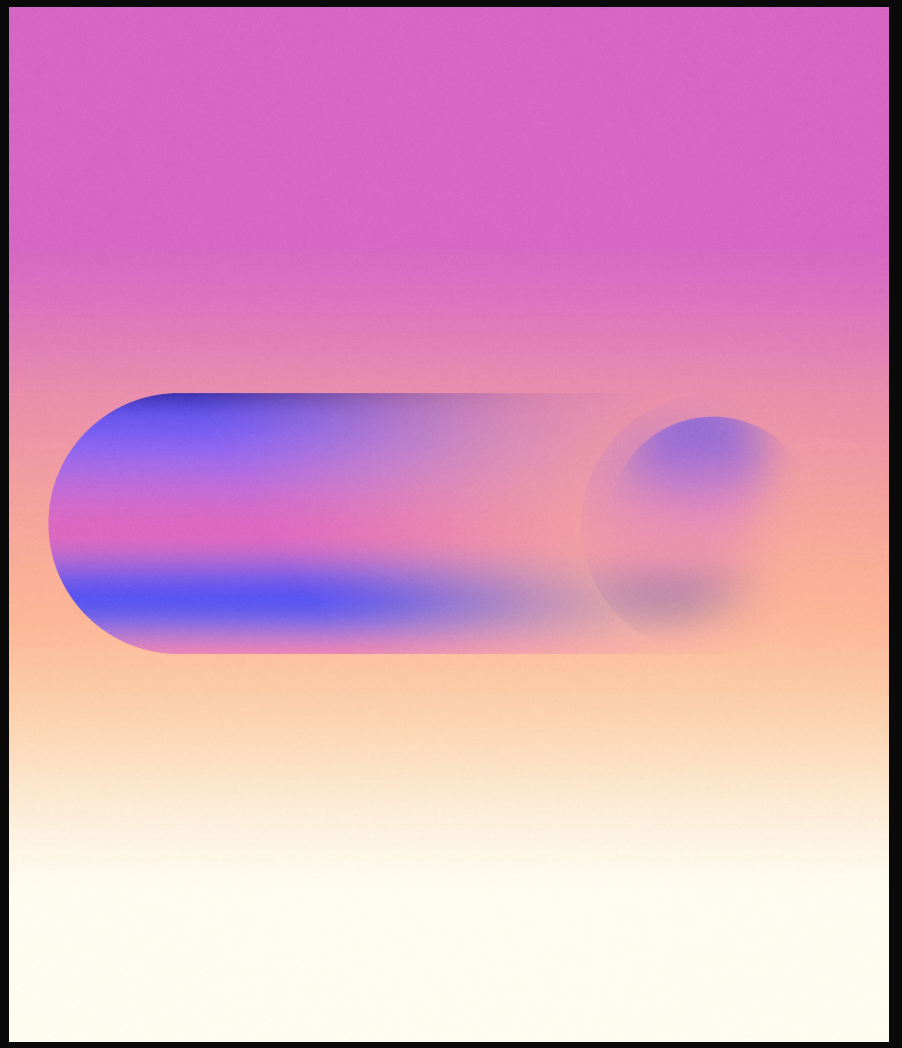




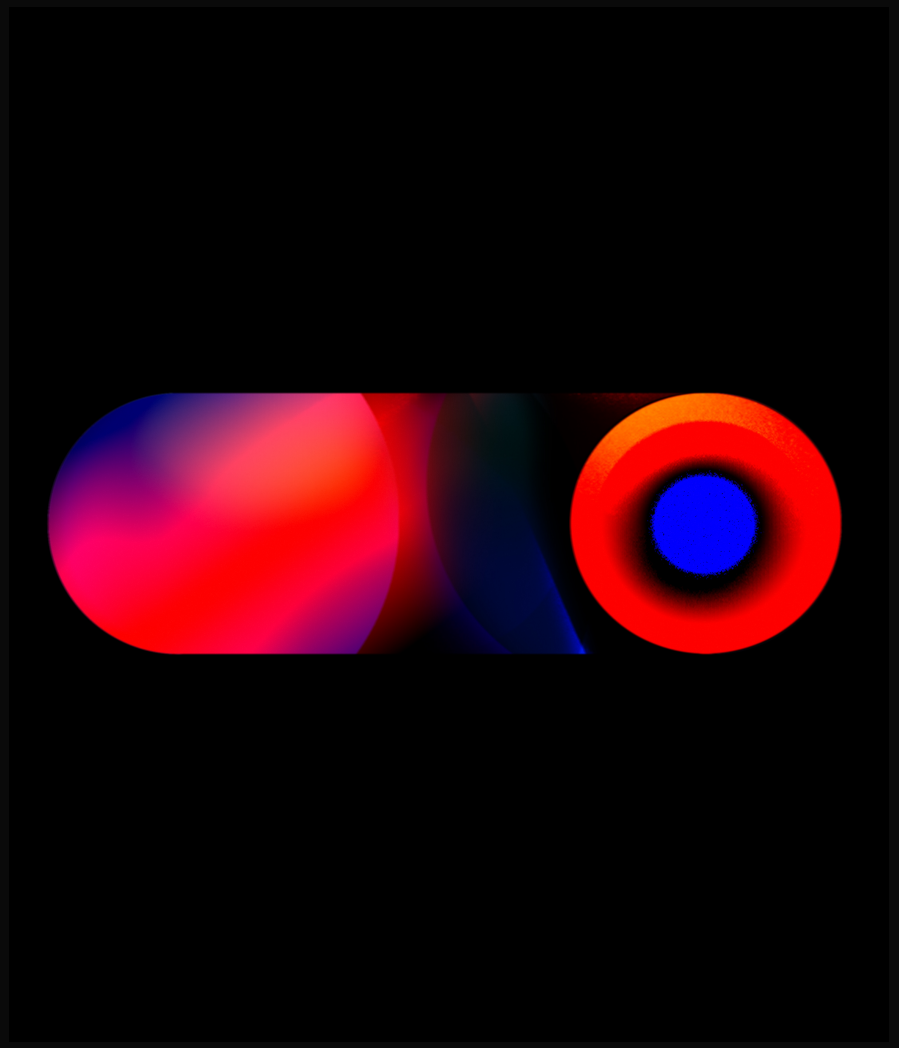


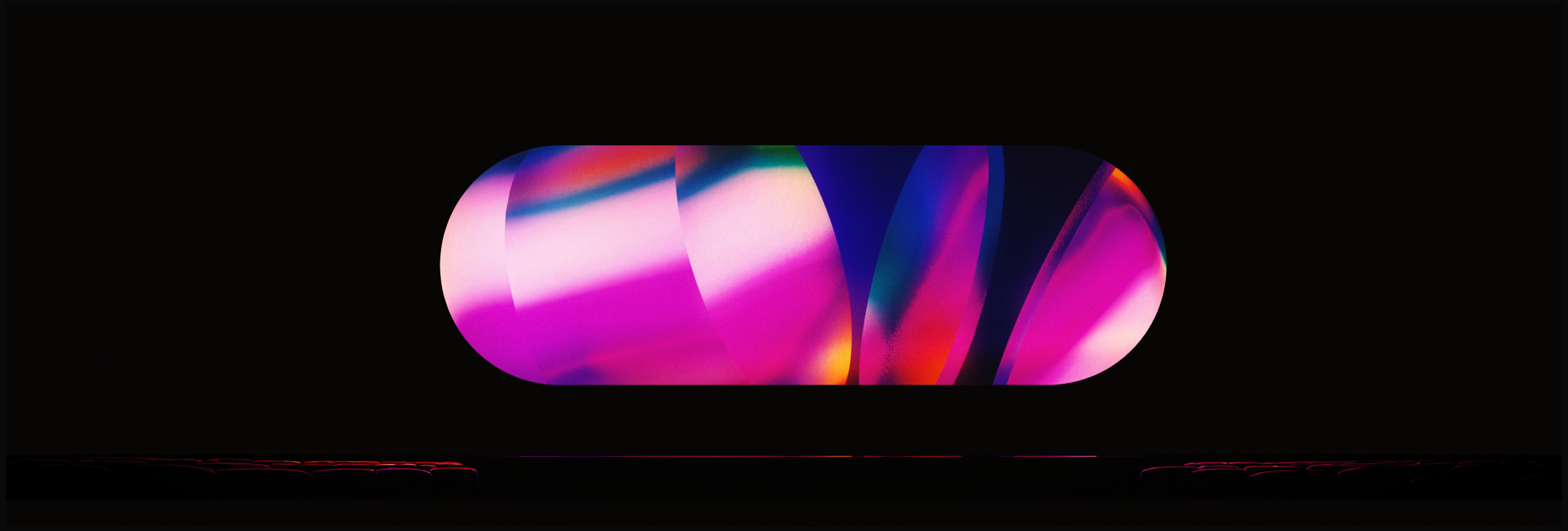










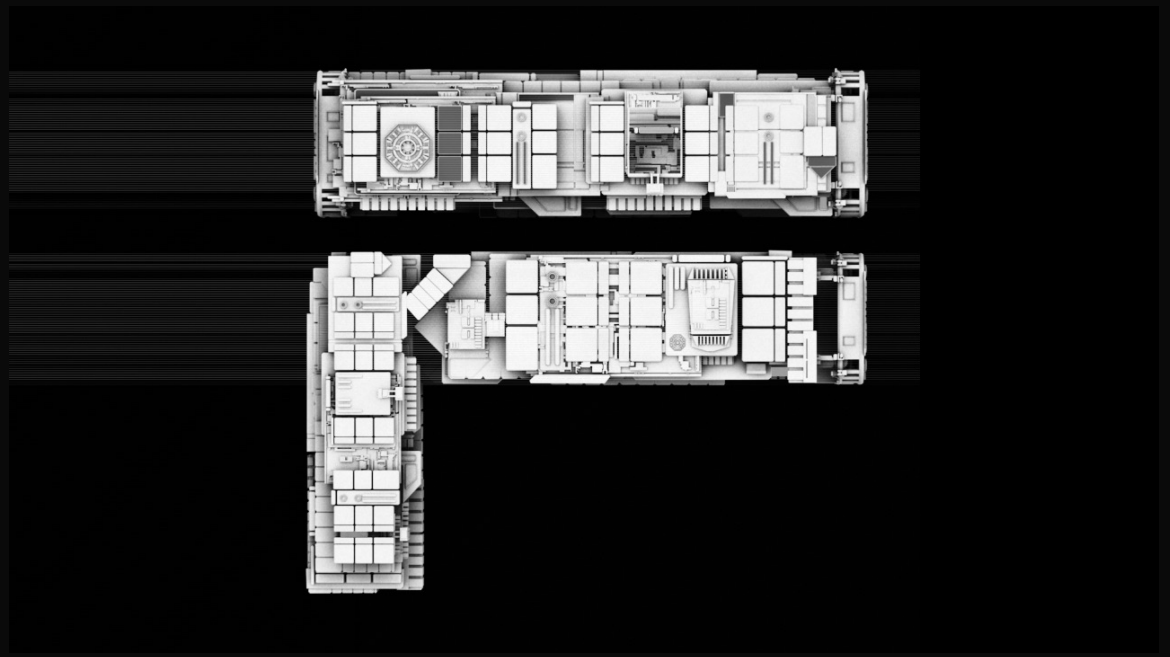


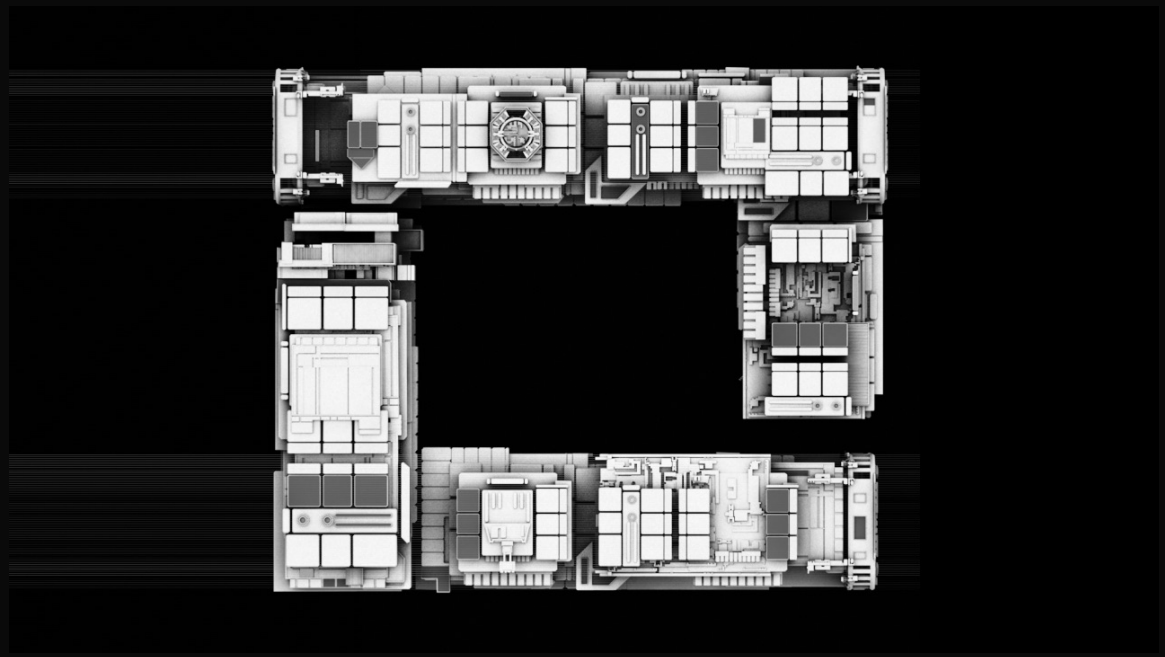


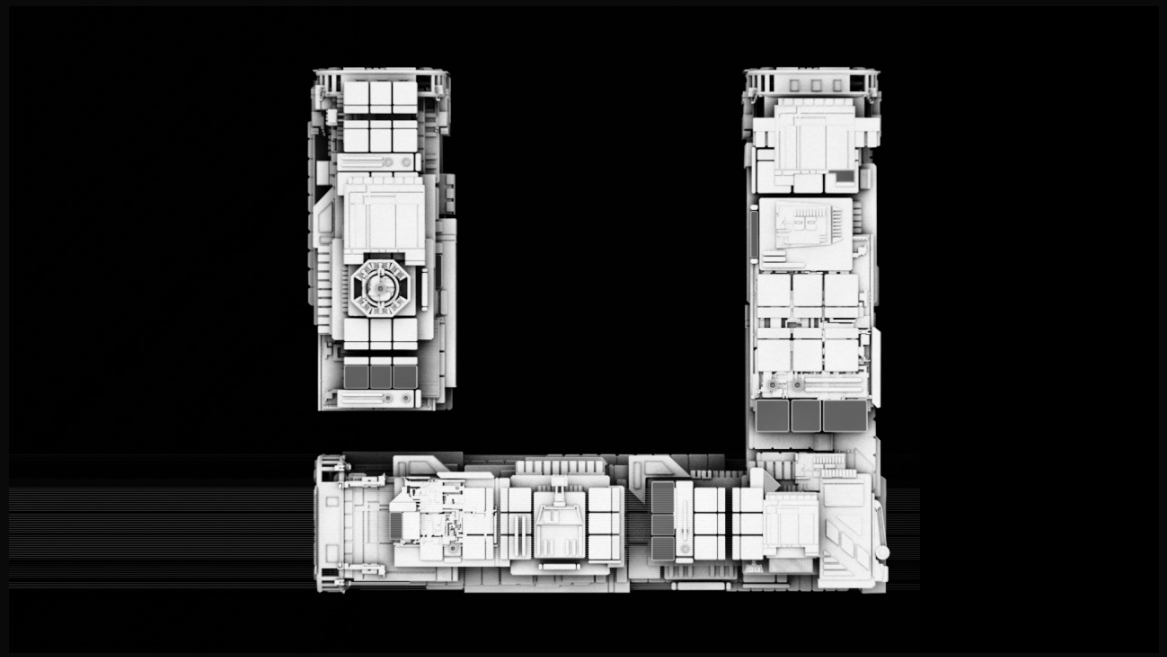
Foundation

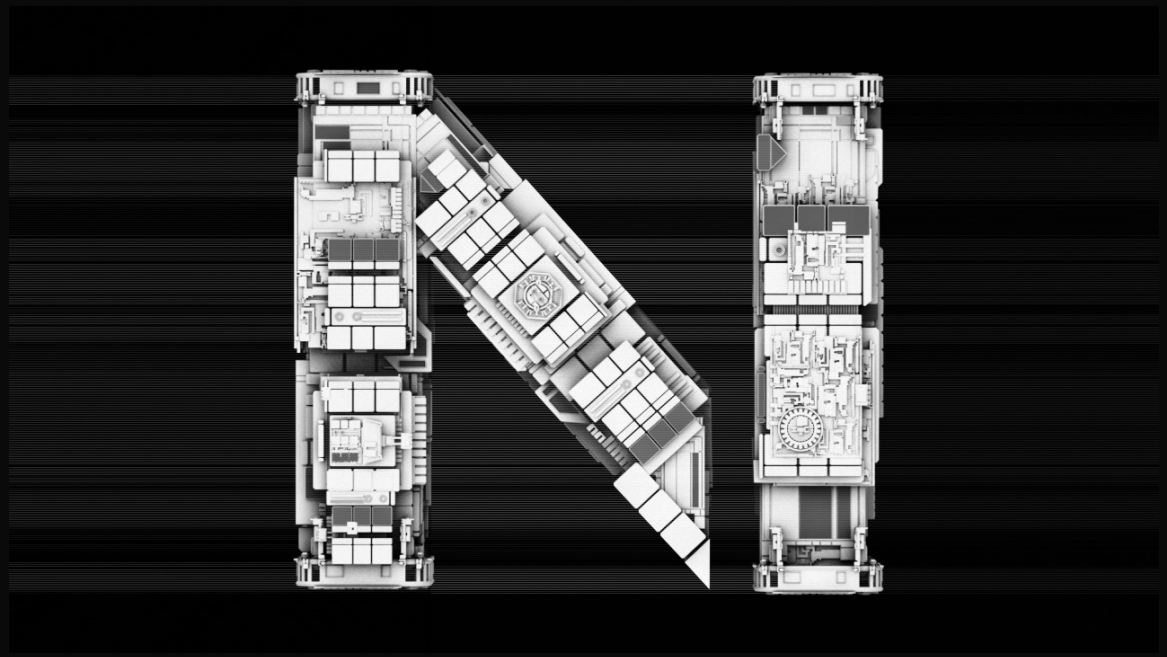
An independent title study built from modular 3D geometry. Individual letterforms become a unified structure, then reduce to a compact graphic mark.

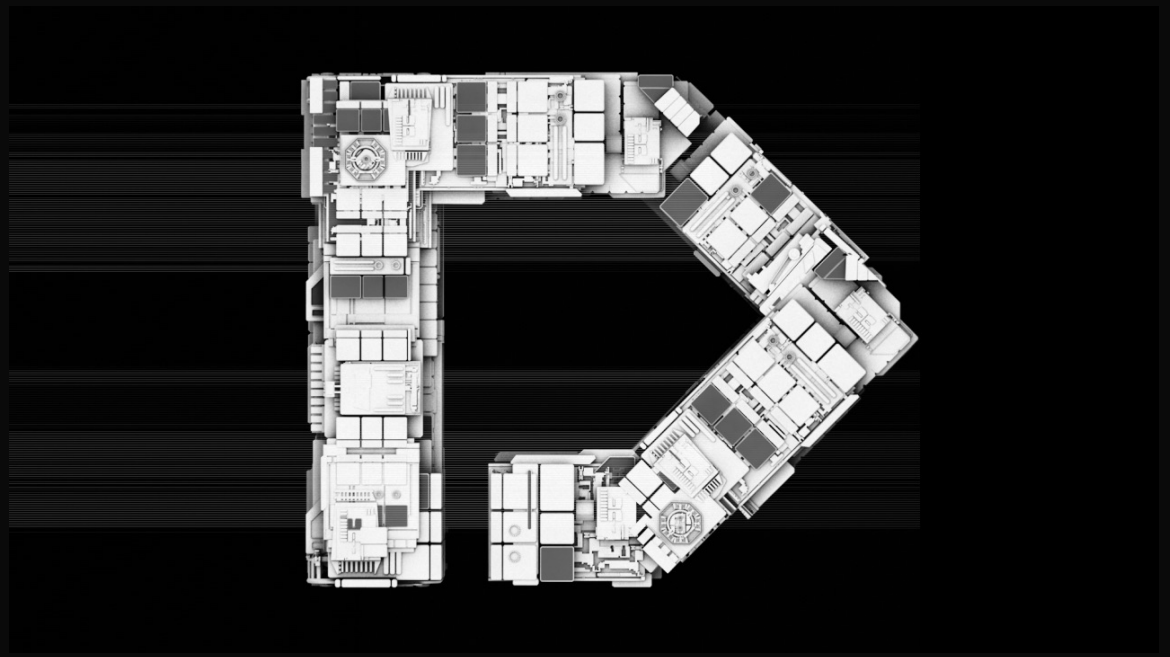
CONTEXT	Independent studio study
ROLE	Concept / Design / 3D Development
FOCUS	Spatial typography / structure to symbol

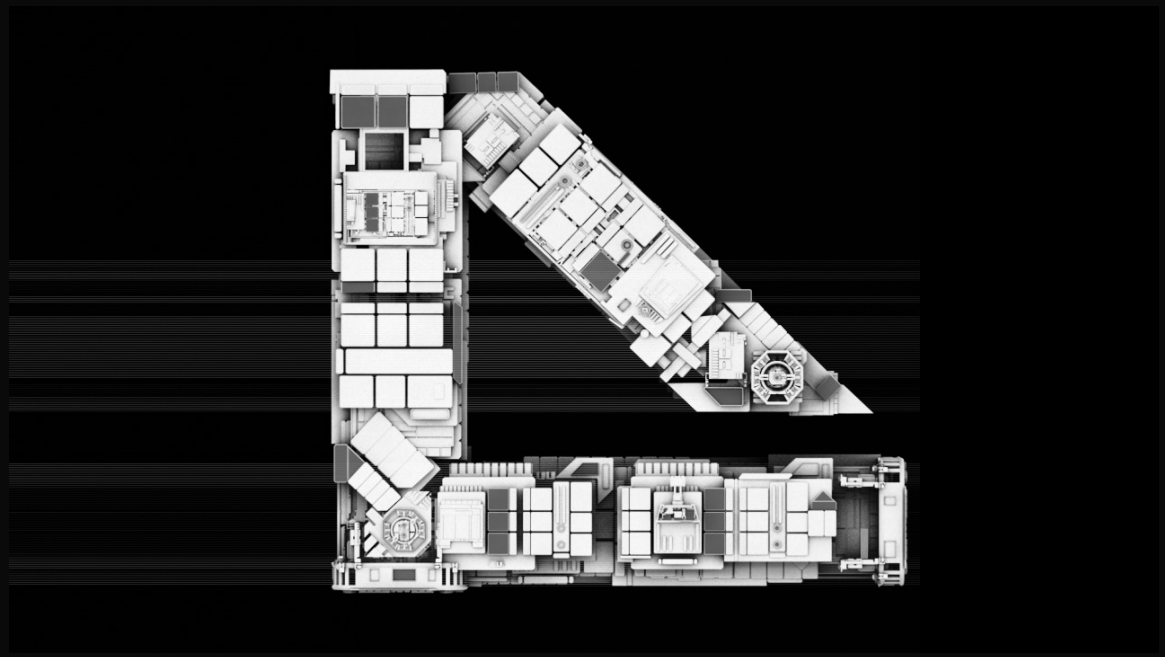




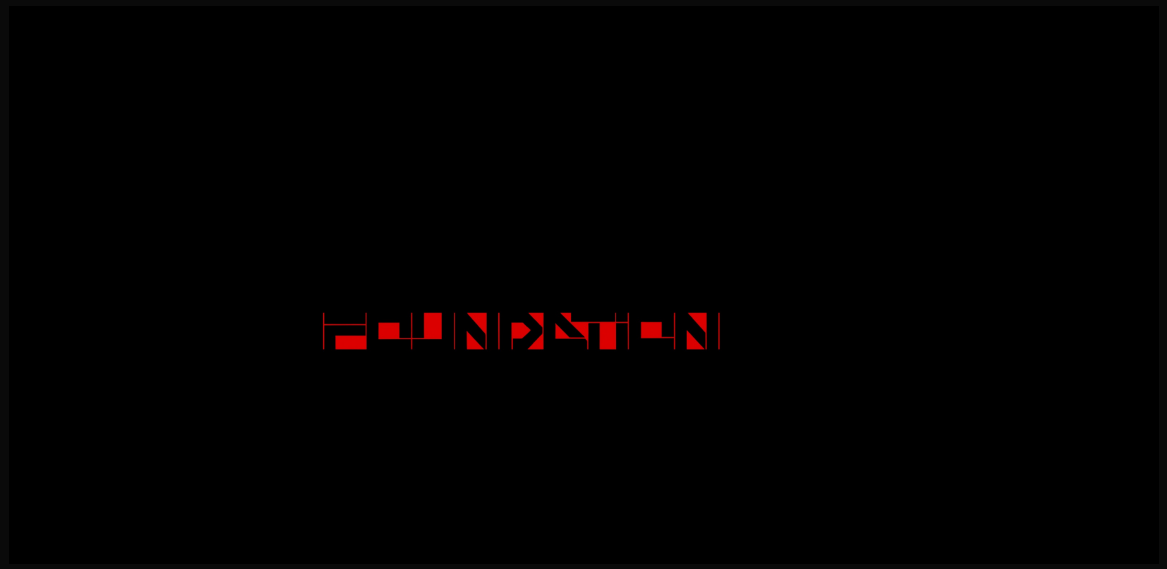








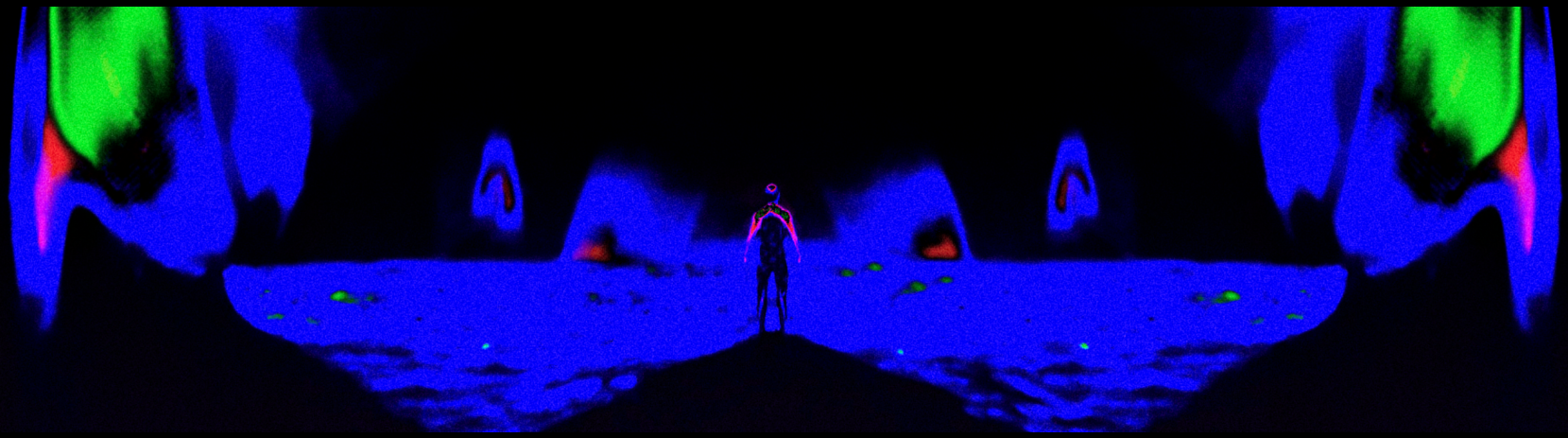

FOUNDATION




FOUNDATION


FOUNDATION

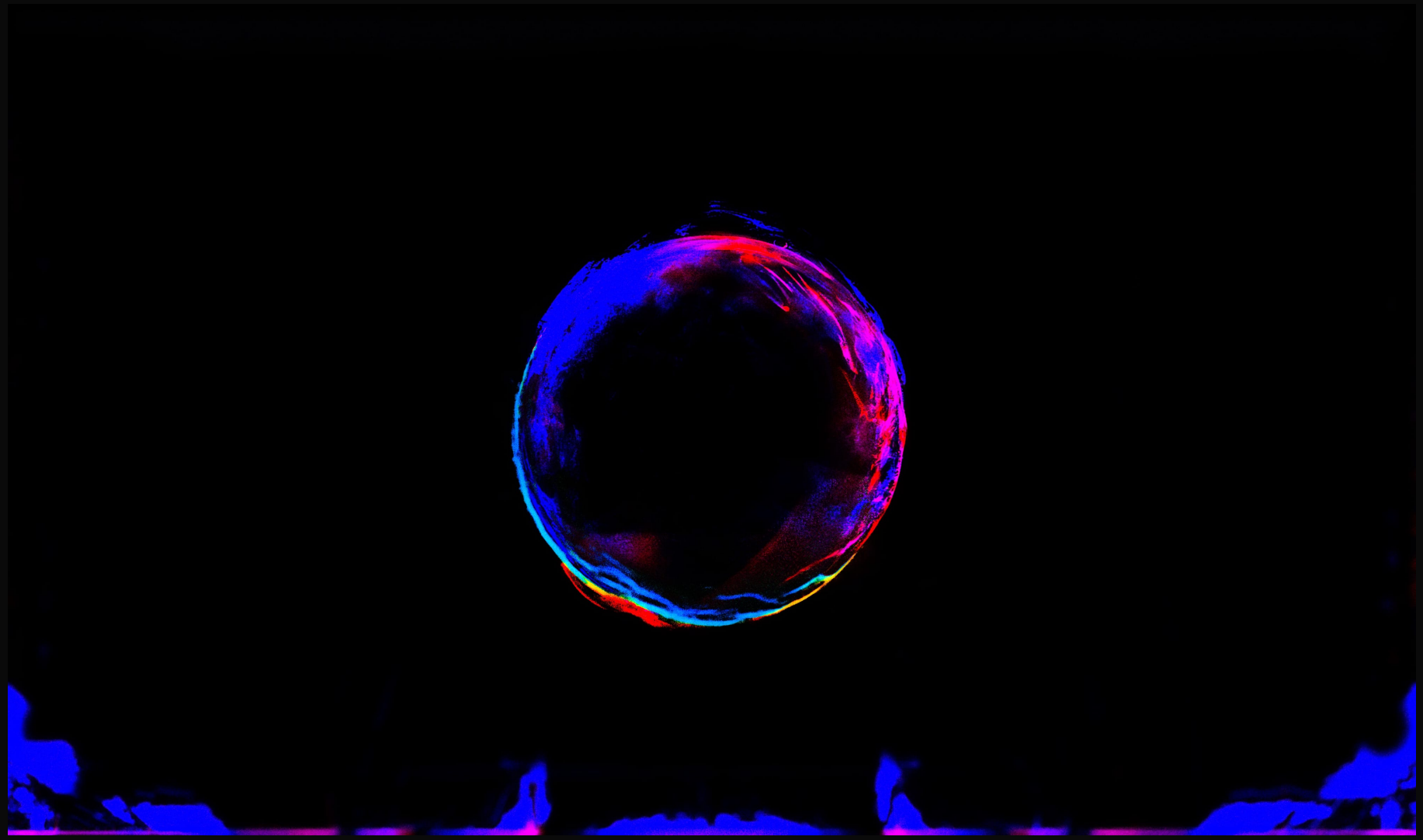

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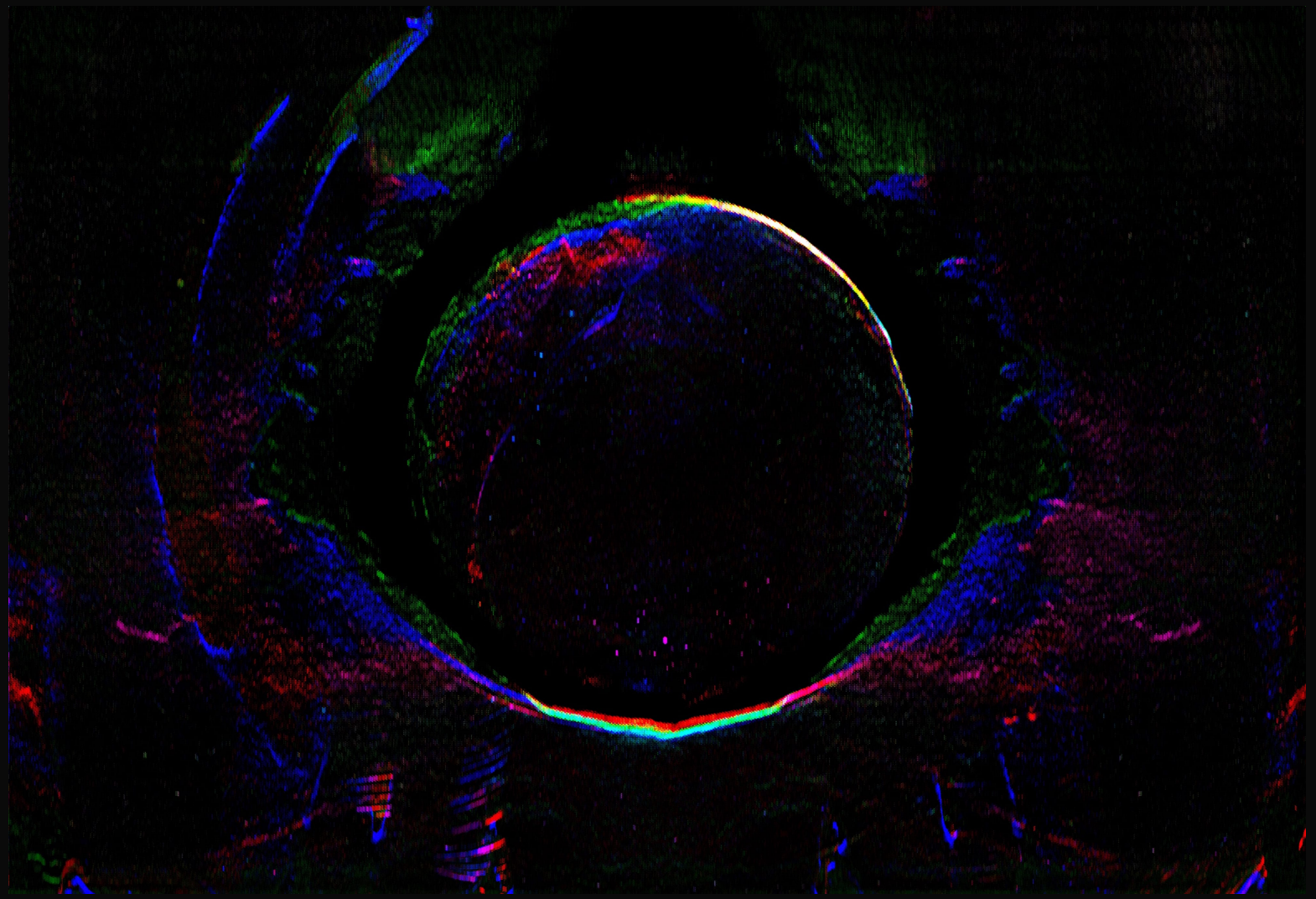


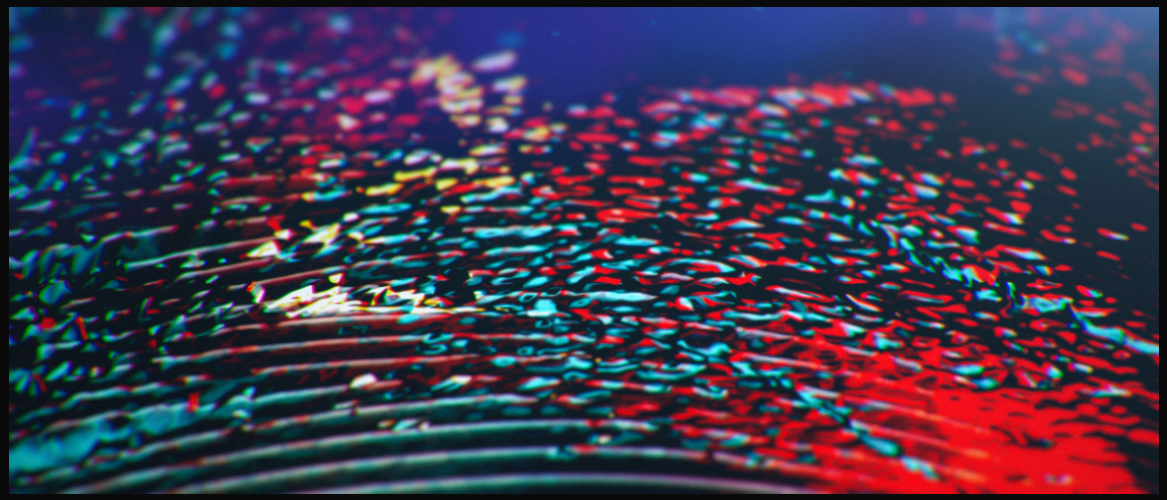
PlayStation VR Worlds

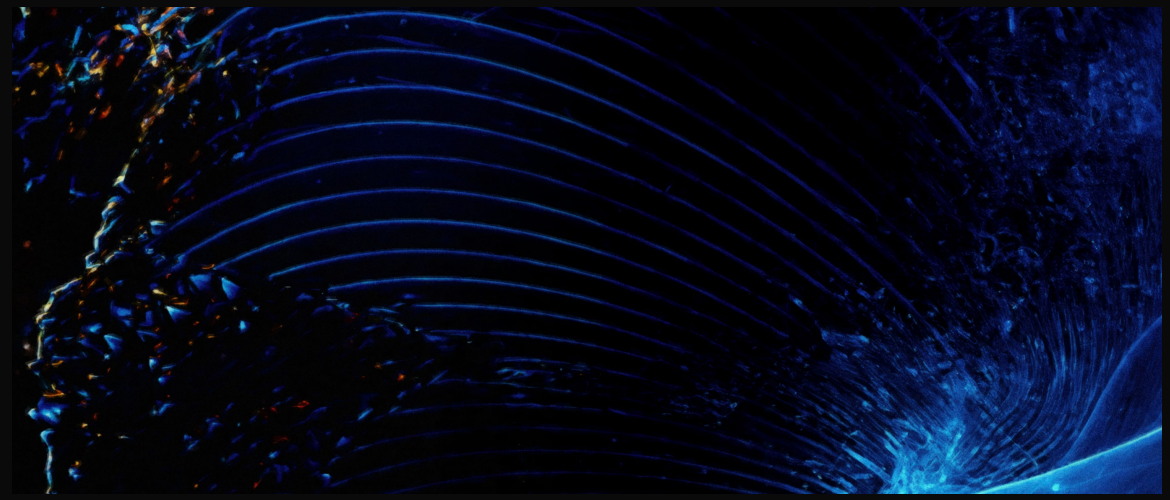
Concept design and visual development for Territory Studio, exploring a luminous portal as a threshold into the different experiences within PlayStation VR Worlds.

CONTEXT	Concept and key-art development
ROLE	Concept Design / Visual Development
FOCUS	Portal / scale / material behaviour















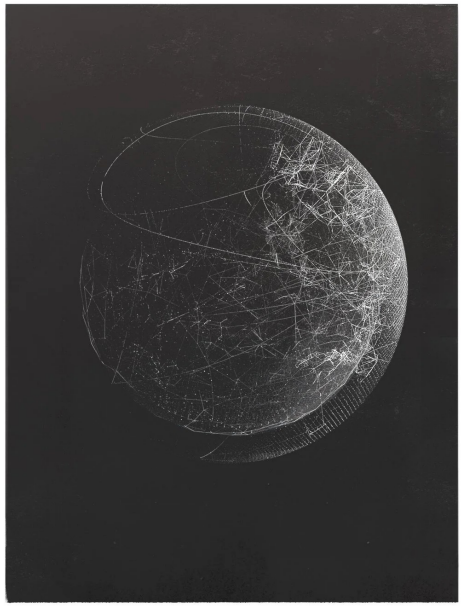

PlayStation®
VR WORLDS



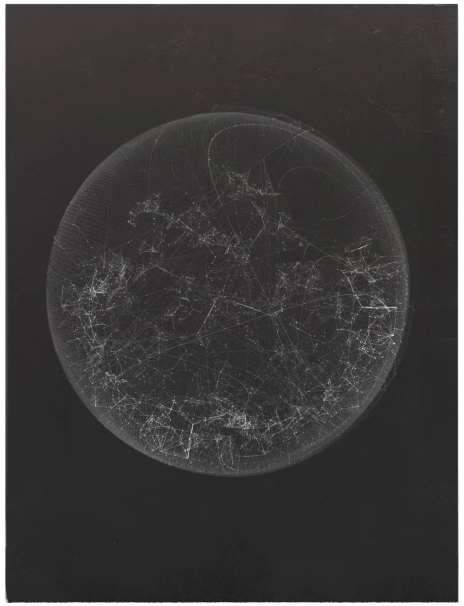
A Good American

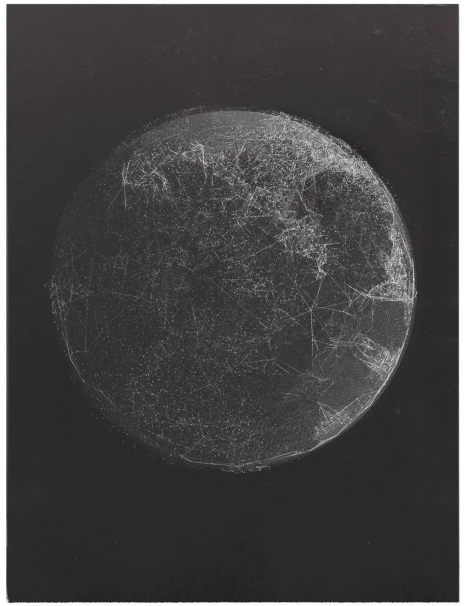
Conceptual direction and visual development with UP Creatives, giving invisible surveillance systems a cinematic language of networks, scale and instability.

CONTEXT	Feature documentary
ROLE	Conceptual Direction / Visual Development
FOCUS	Data / observation / systemic consequence





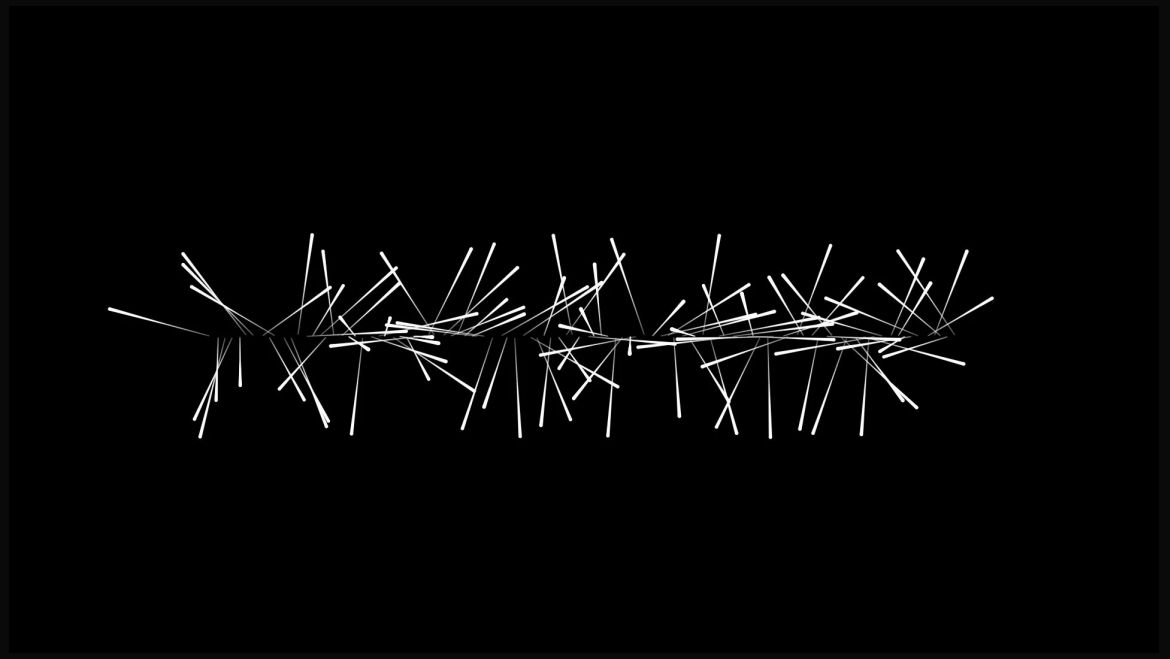




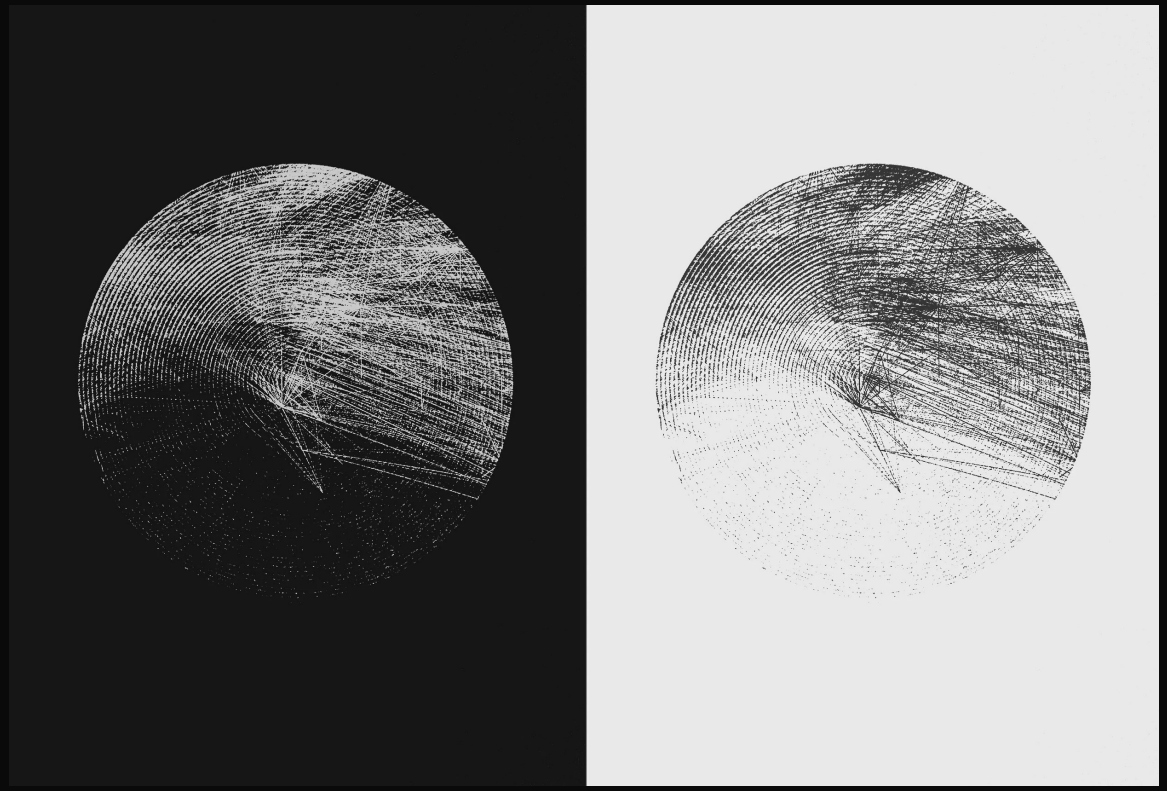






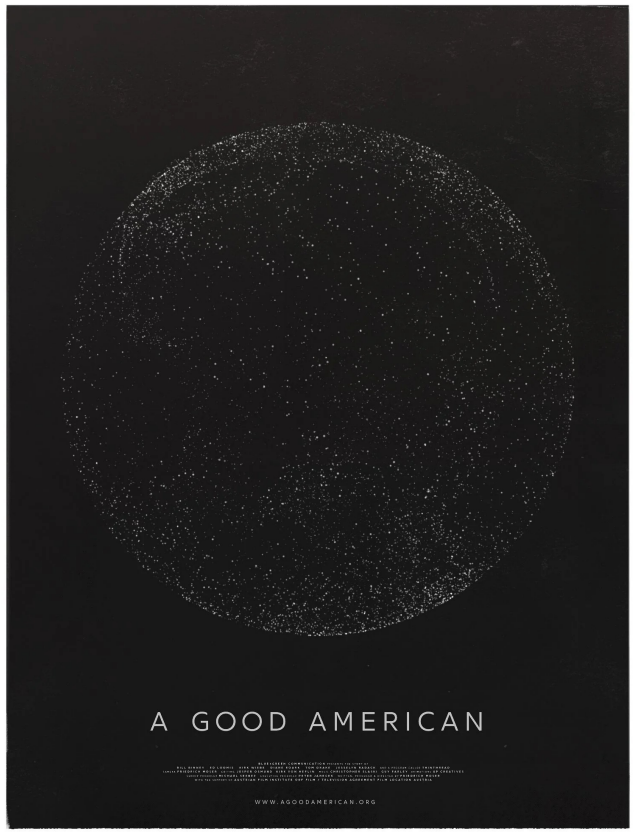


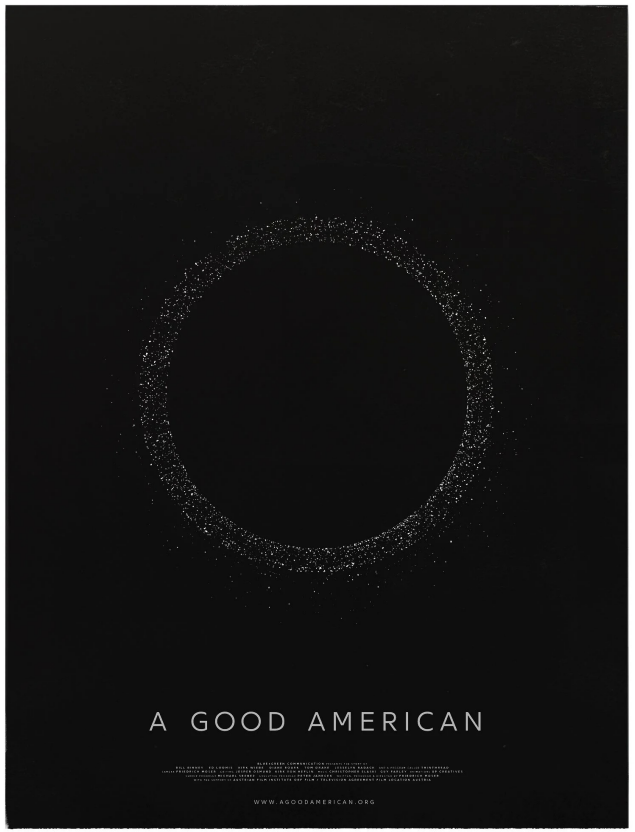









A GOOD AMERICAN
WWW.AGOODAMERICAN.ORG


A GOOD AMERICAN
WWW.AGOODAMERICAN.ORG


A GOOD AMERICAN



Vauxhall Corsa-e

Design and art direction for the all-electric Corsa-e launch. A panoramic motion system shaped by segmented type, electric colour and fragmented vehicle imagery.

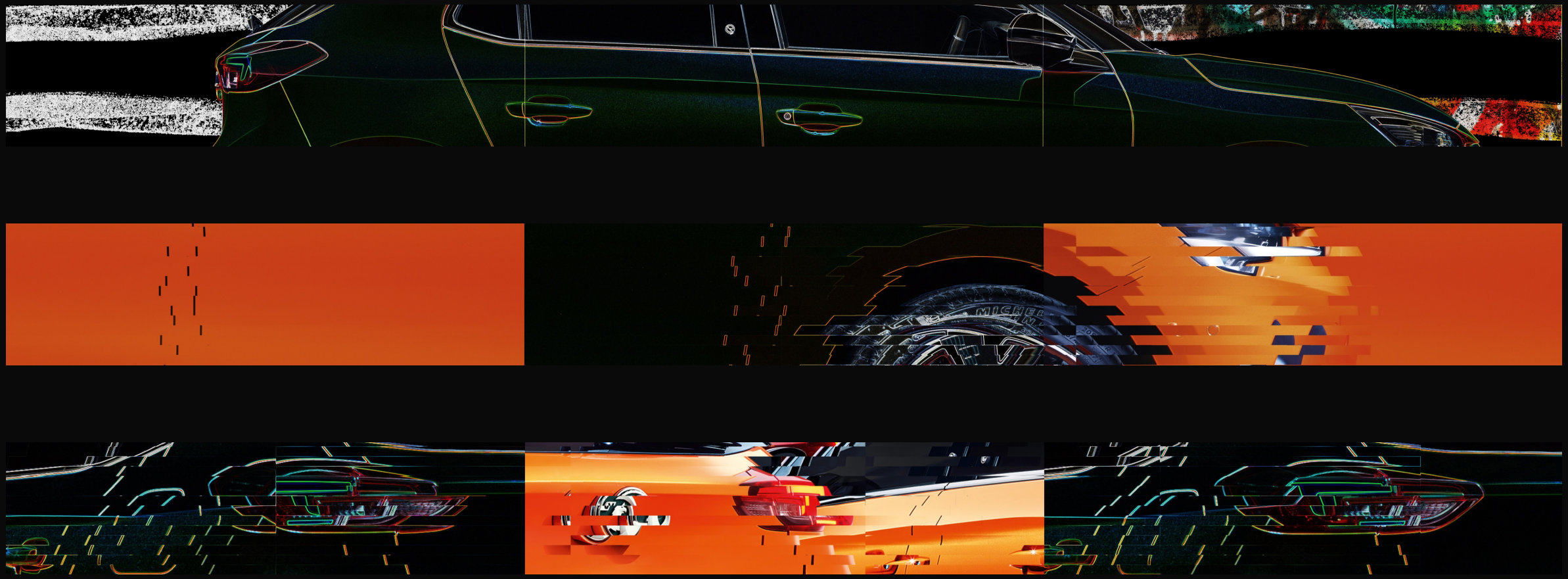
CONTEXT	Live launch / panoramic display
ROLE	Design / Art Direction
FOCUS	Signal / interference / vehicle reveal


SWI SWI SWI SWI SWI
TCH TCH TCH TCH TCH
IT IT IT IT IT

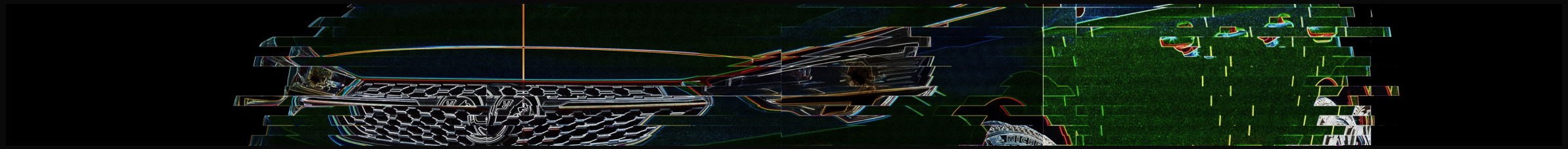




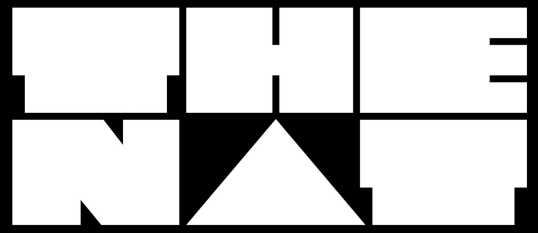





ALL-ELECTRIC
CORSA-E
ALL-ELECTRIC
CORSA-E



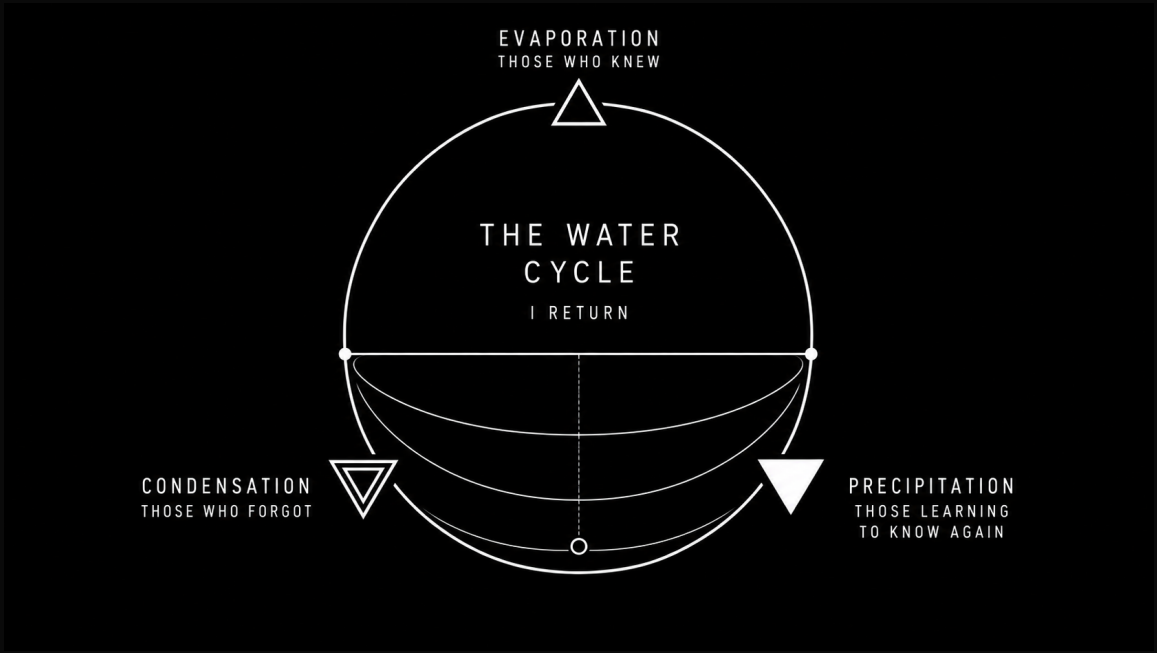


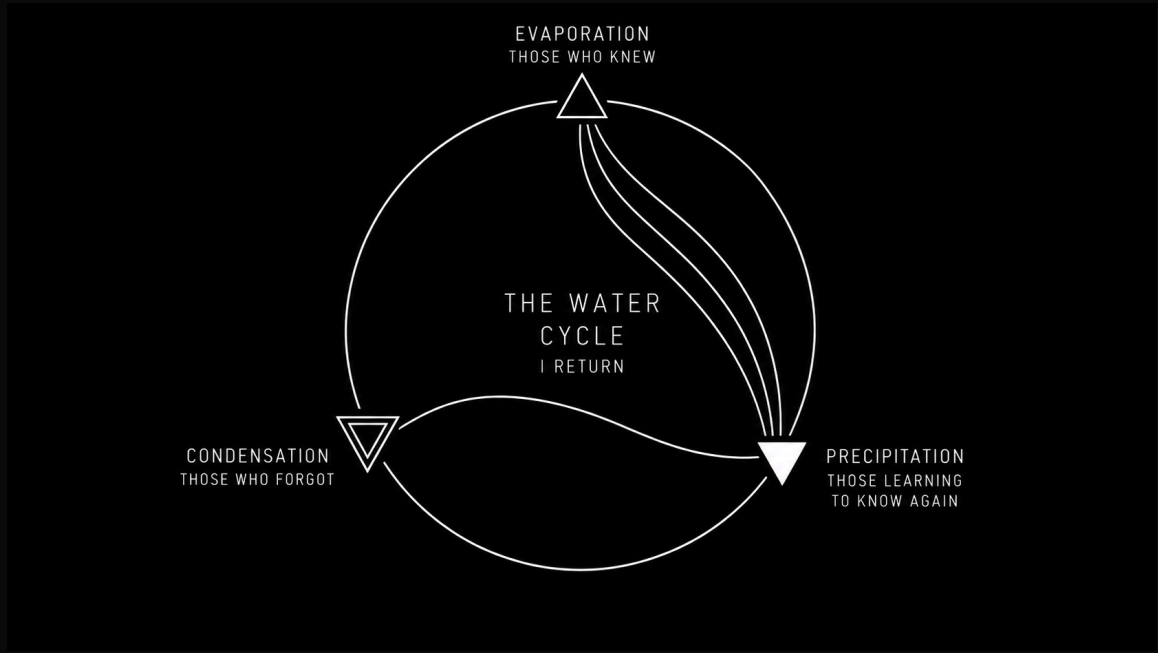


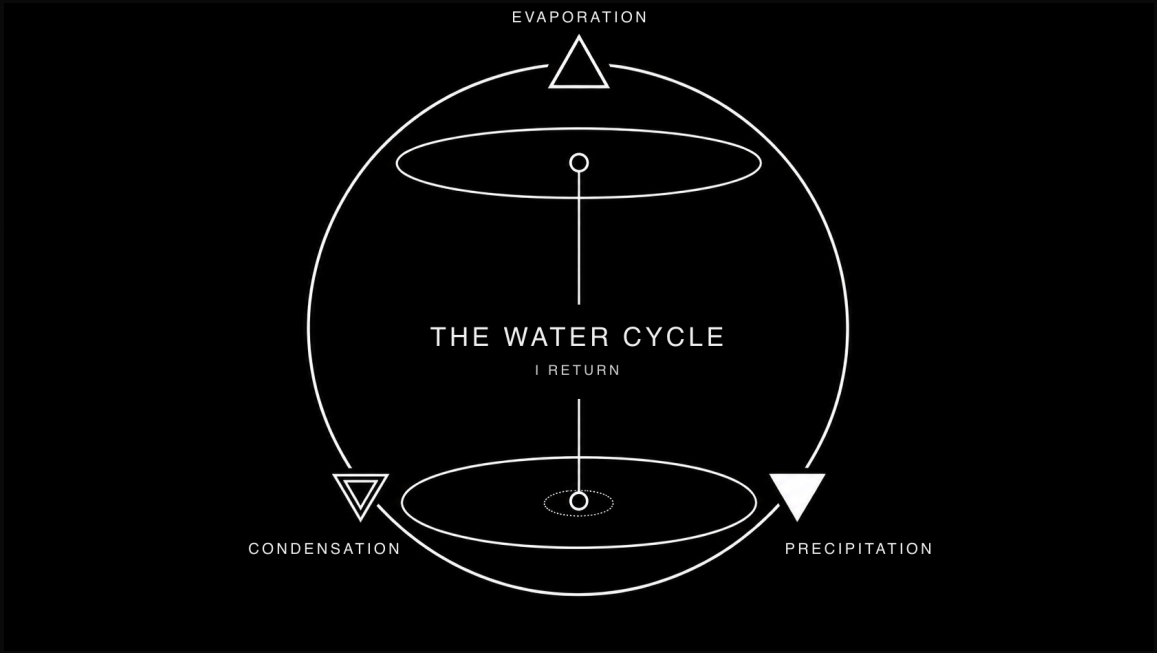
NAT Gala 2026

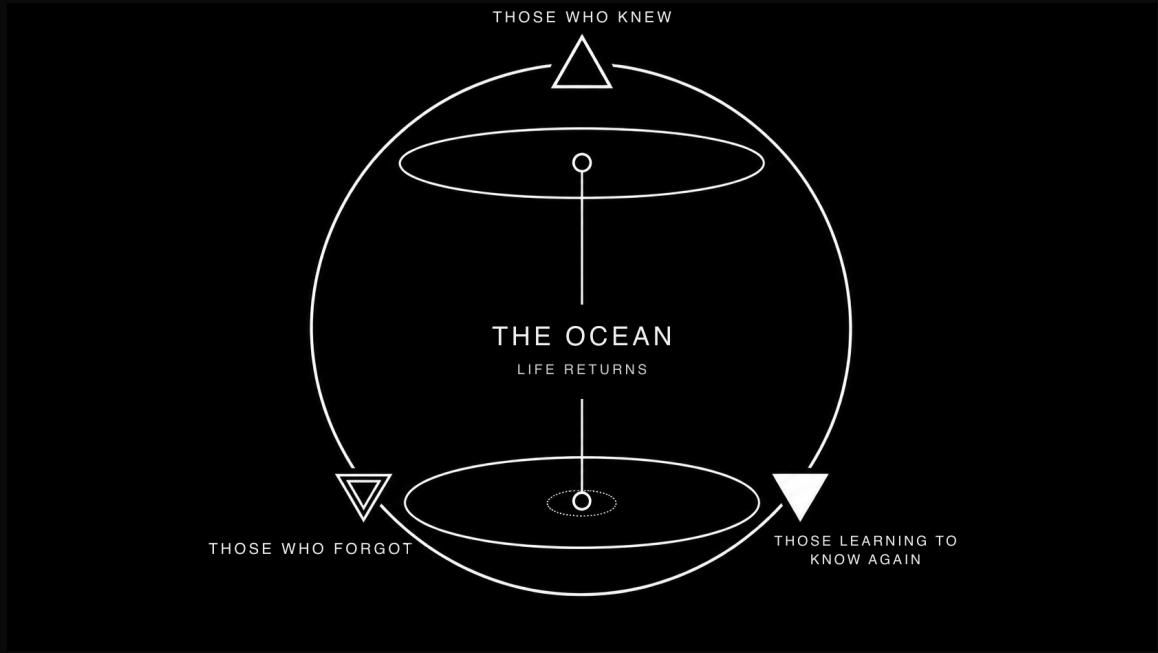
Conceptual direction, visual development and title design with Nathan Prince Studio. A shared language of circles, orbits and feedback connects water, memory and change.

CONTEXT	Live experience / New York
ROLE	Conceptual Direction / Visual Development Title Design
FOCUS	Water / memory / transformation


EVAPORATION
THOSE WHO KNEW
THE WATER CYCLE
I RETURN
CONDENSATION
THOSE WHO FORGOT
PRECIPITATION
THOSE LEARNING
TO KNOW AGAIN


EVAPORATION
THOSE WHO KNEW
THE WATER CYCLE
I RETURN
CONDENSATION
THOSE WHO FORGOT
PRECIPITATION
THOSE LEARNING
TO KNOW AGAIN


EVAPORATION
THE WATER CYCLE
I RETURN
CONDENSATION
PRECIPITATION

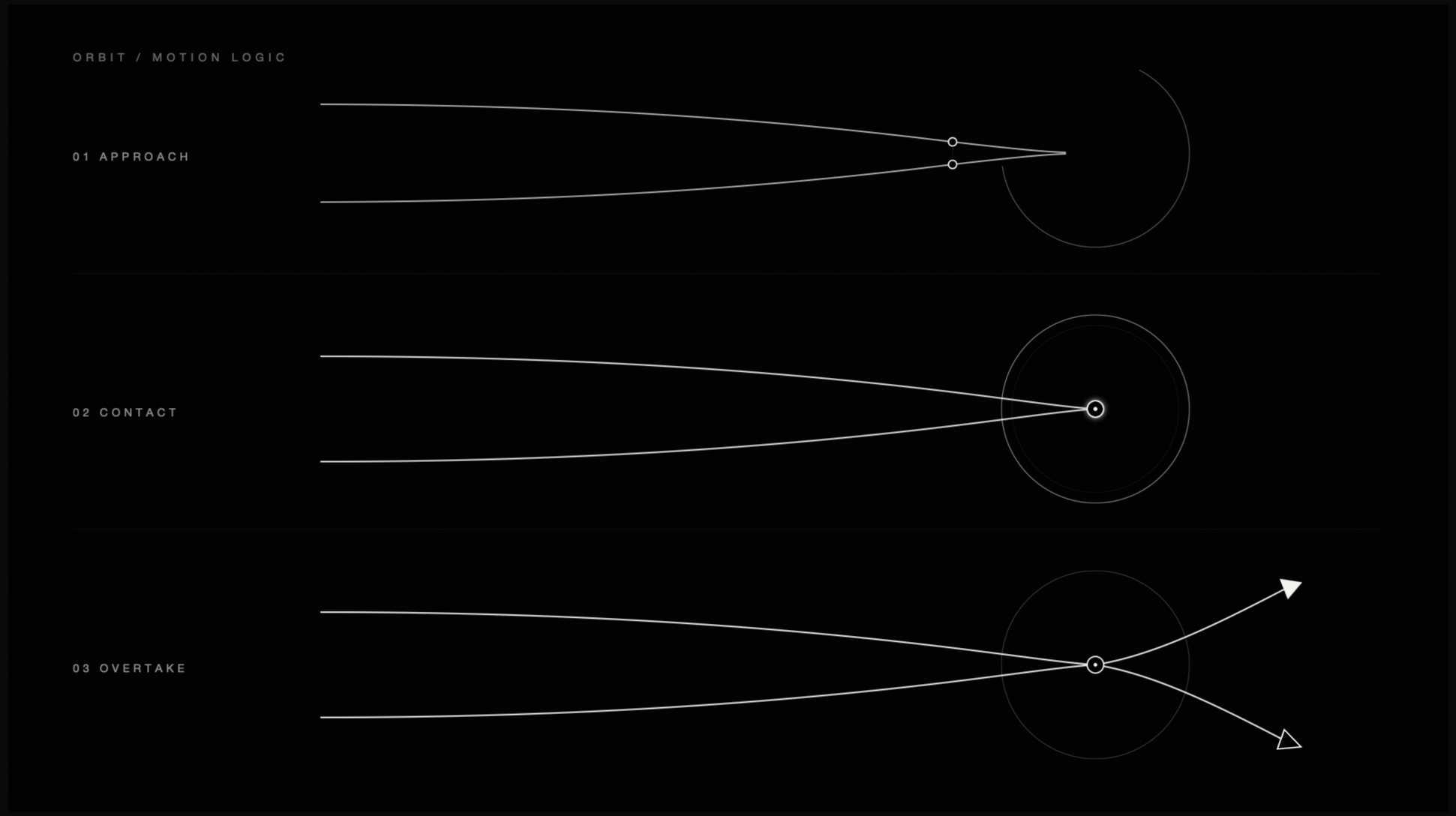

THOSE WHO KNEW
THE OCEAN
LIFE RETURNS
THOSE WHO FORGOT
THOSE LEARNING TO
KNOW AGAIN

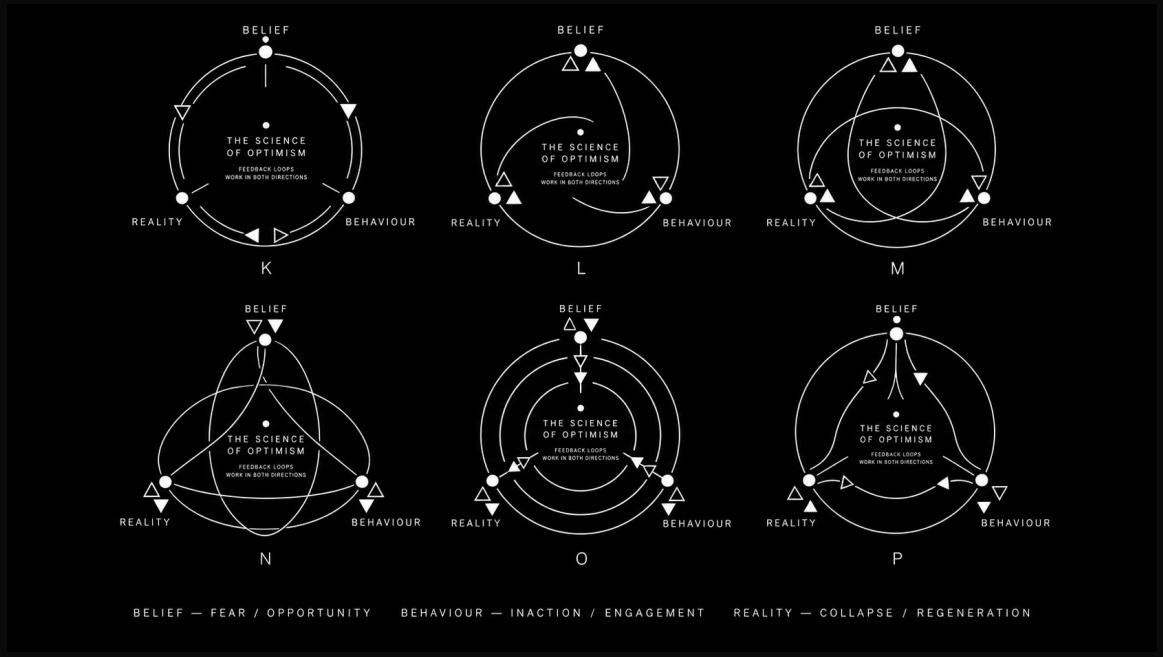

A Correspondence:
FROM THE DEEP
Ft. Sylvia Earle

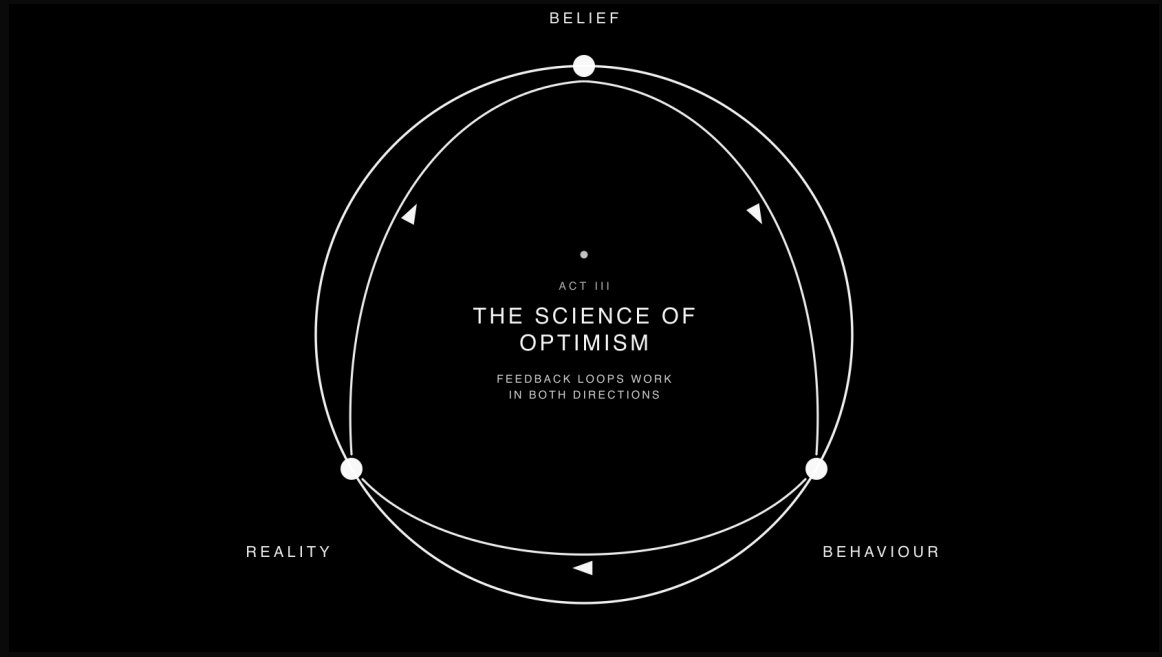

A Correspondence:
FROM THE DEEP


A CORRESPONDENCE
FROM THE DEEP

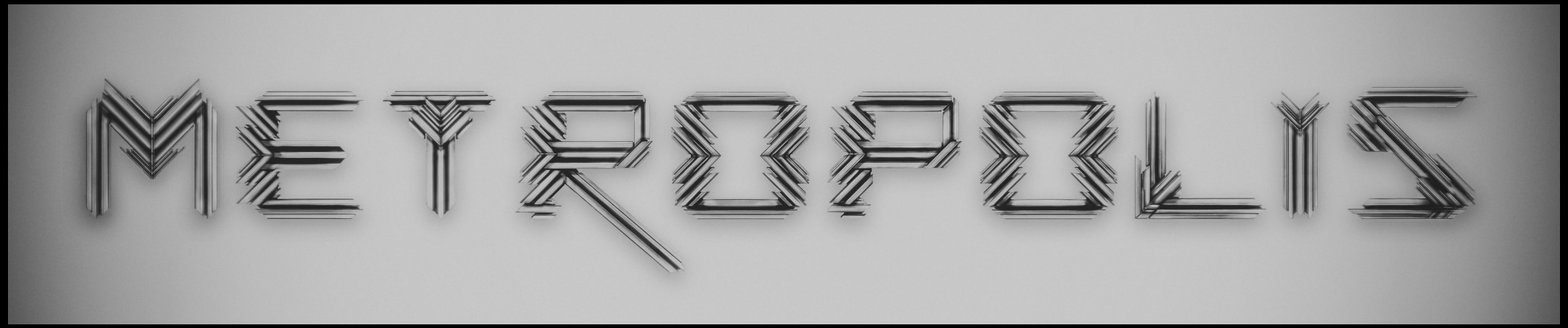

A Correspondence :
FROM THE DEEP


ORBIT / MOTION LOGIC
01 APPROACH
02 CONTACT
03 OVERTAKE


BELIEF
THE SCIENCE OF OPTIMISM
FEEDBACK LOOPS WORK IN BOTH DIRECTIONS
REALITY
BEHAVIOUR
K
L
M
N
O
P
BELIEF — FEAR / OPPORTUNITY
BEHAVIOUR — INACTION / ENGAGEMENT
REALITY — COLLAPSE / REGENERATION


BELIEF
ACT III
THE SCIENCE OF OPTIMISM
FEEDBACK LOOPS WORK IN BOTH DIRECTIONS
REALITY
BEHAVIOUR

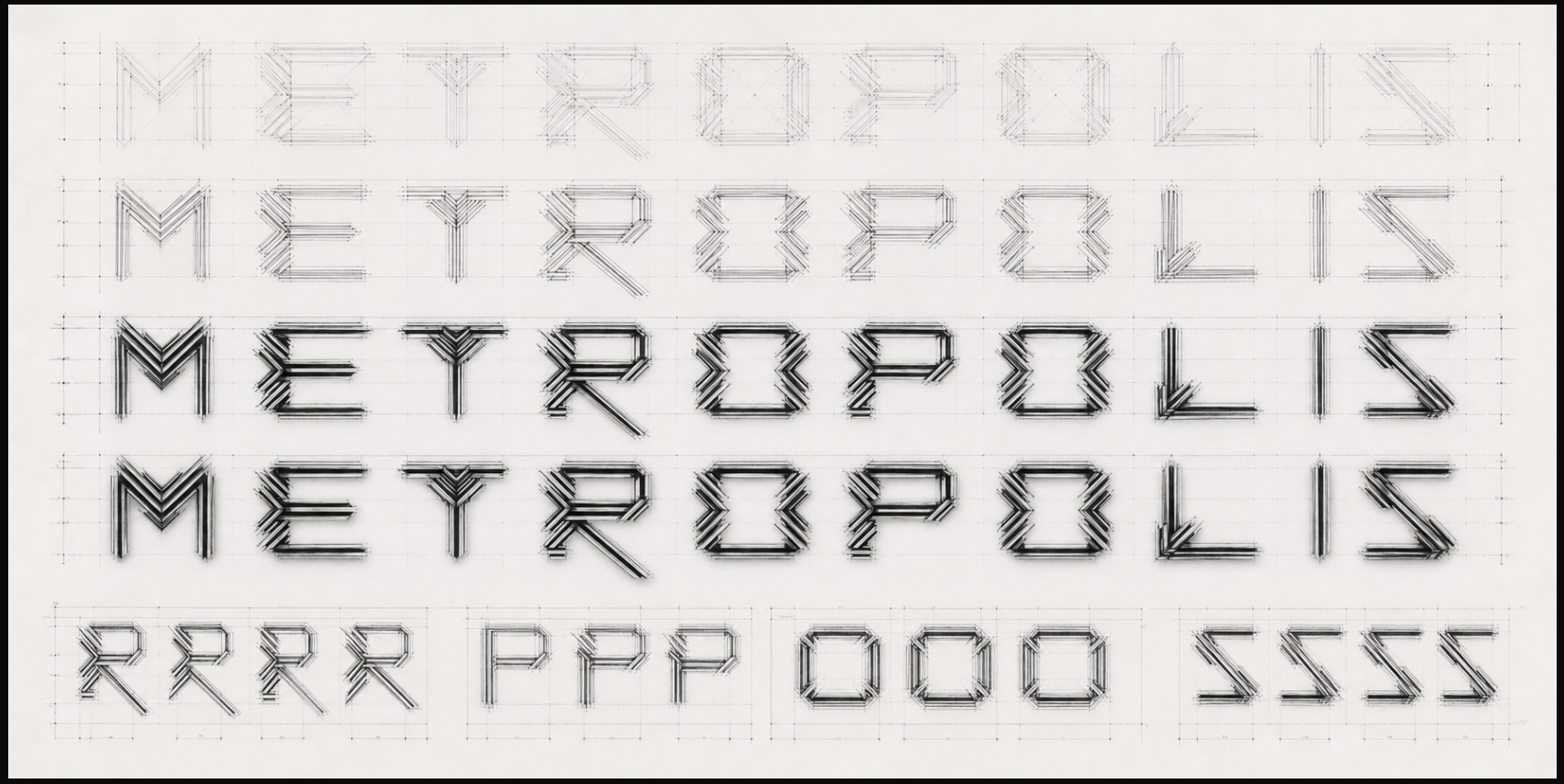

ACT III
WATER IS HOPE
Life Returns

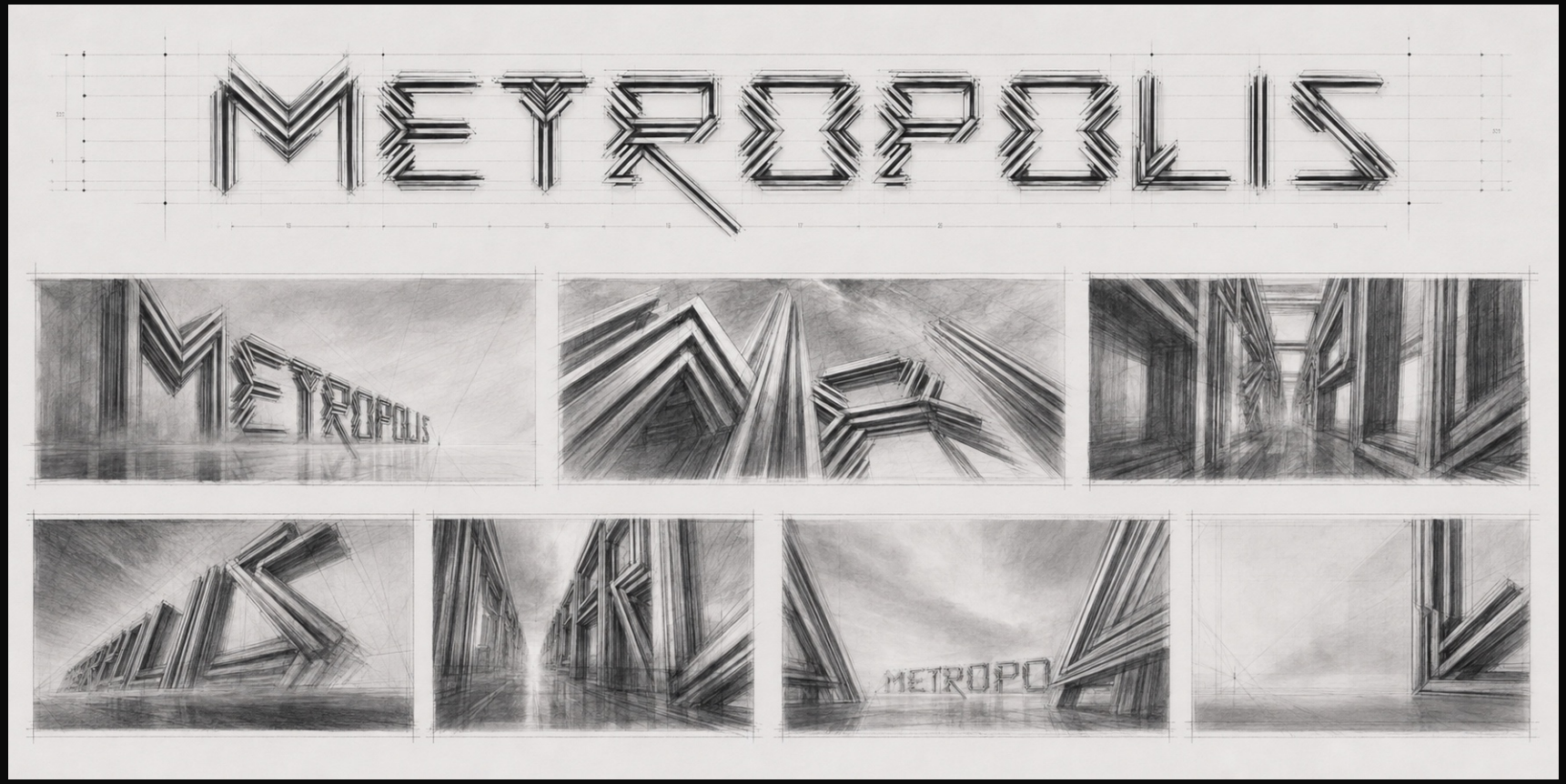


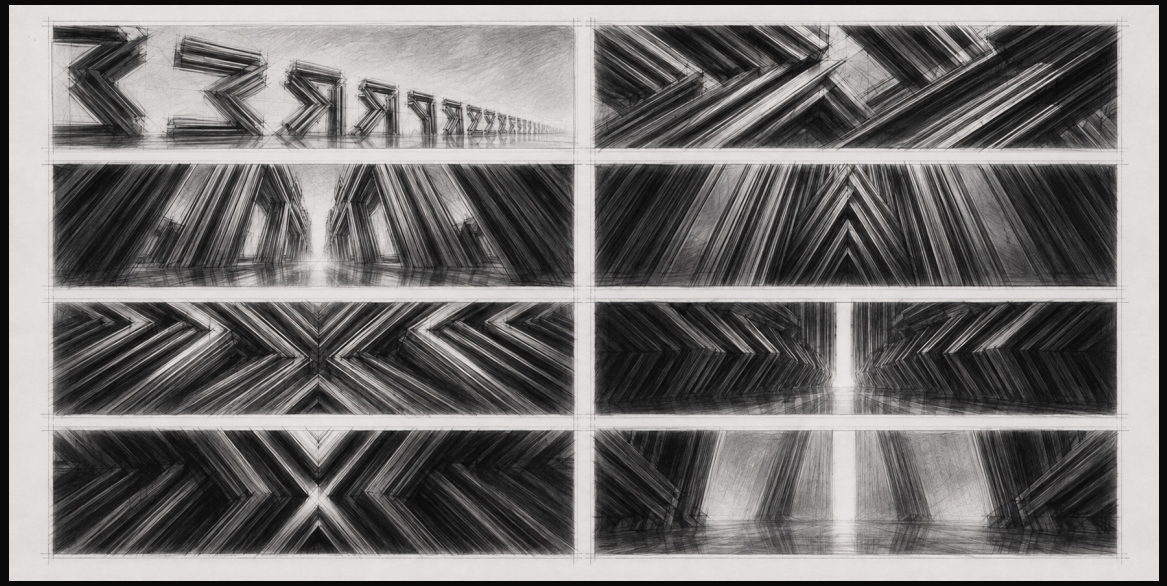
Metropolis

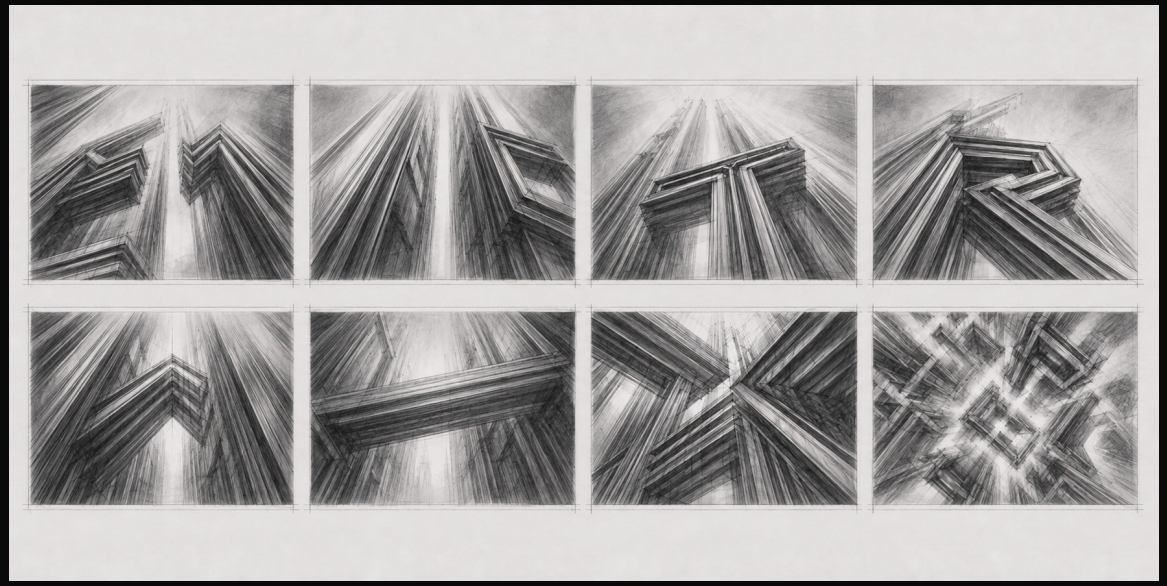
An independent title exploration in which modular letterforms become streets, towers and thresholds. Perspective and motion turn the wordmark into an environment.

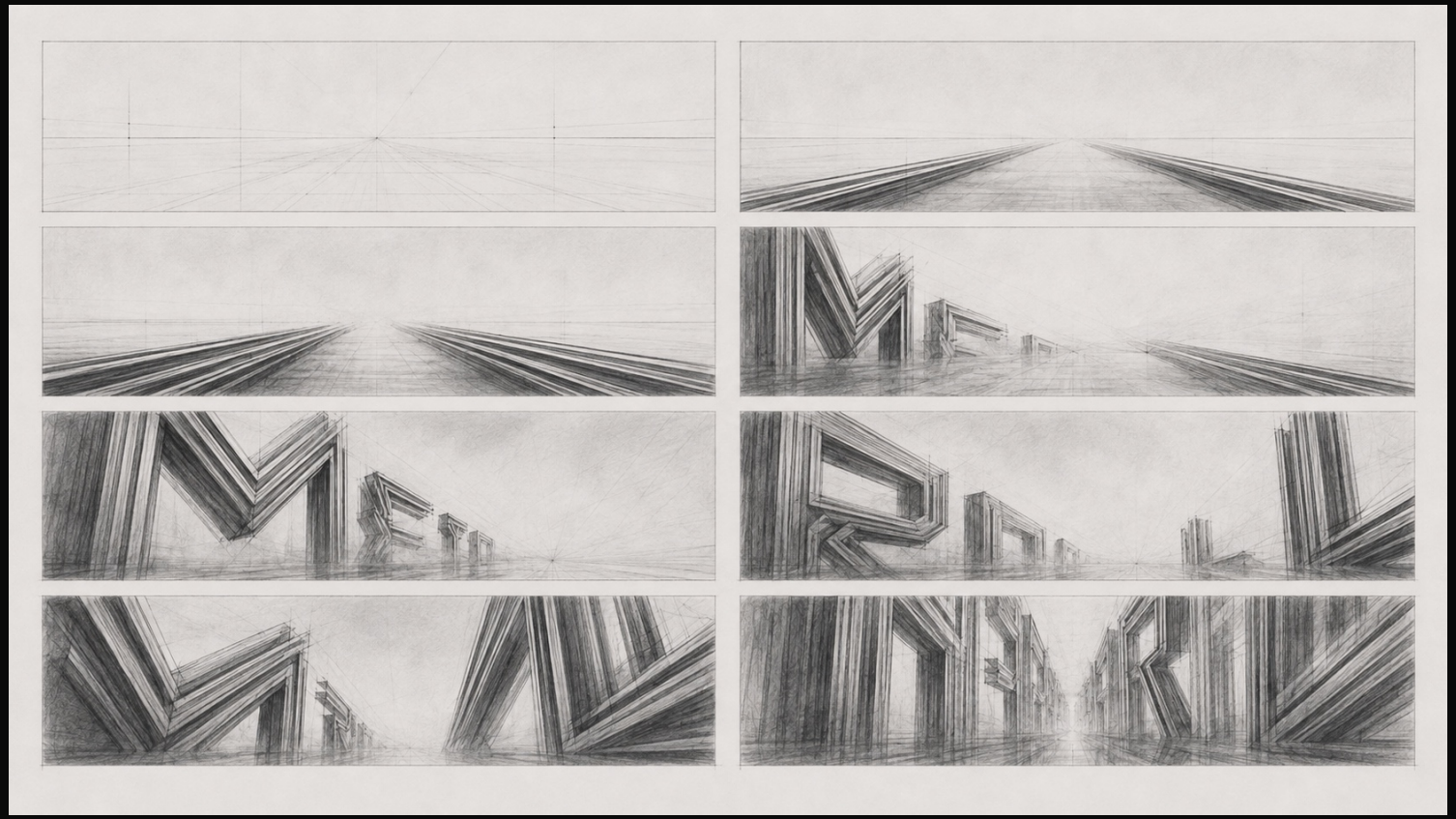
CONTEXT	Independent studio study
ROLE	Concept / Design / Visual Development
FOCUS	Constructed type / spatial narrative

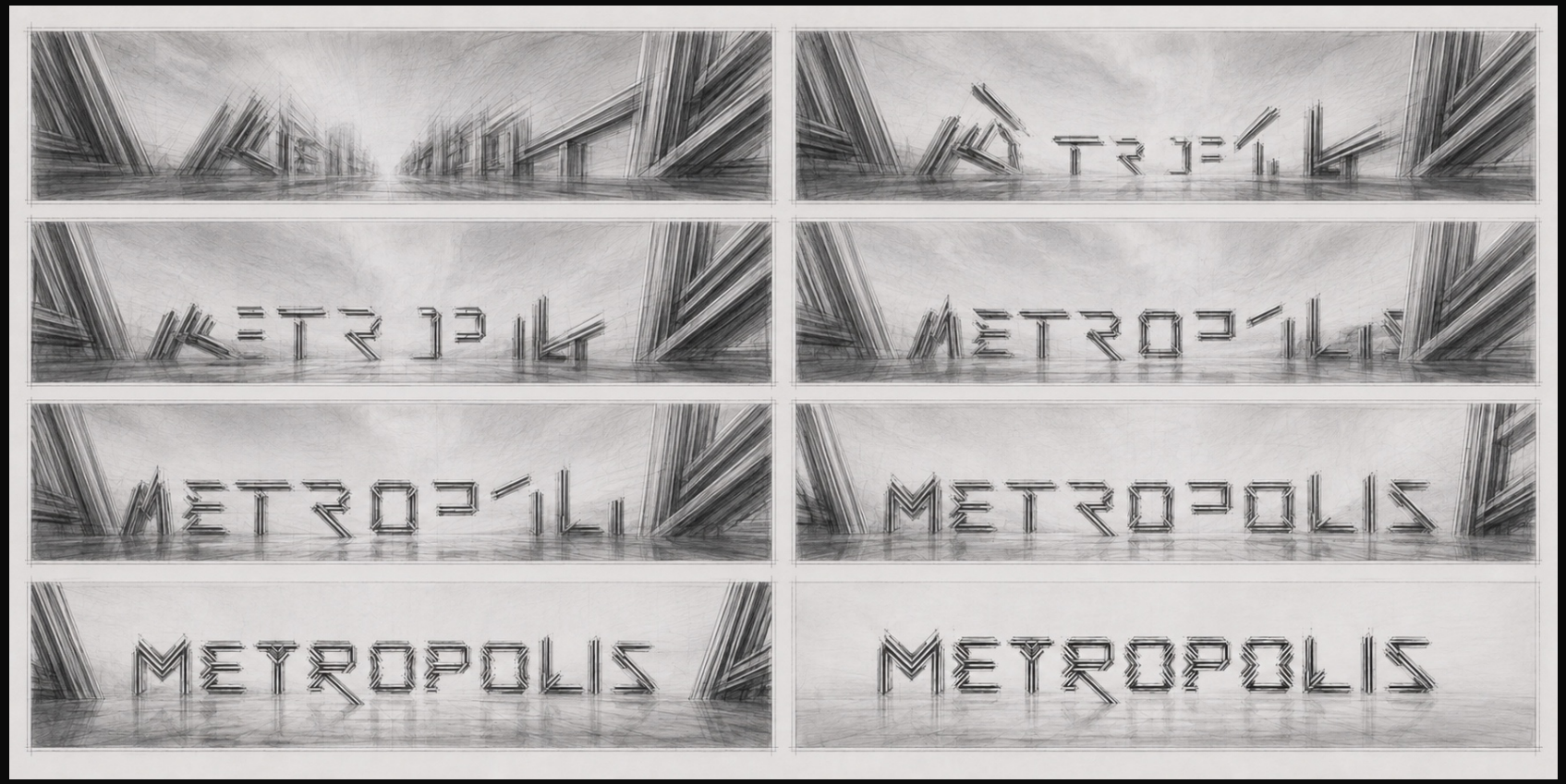

METROPOLIS
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RRRR PPP OOO SSSS


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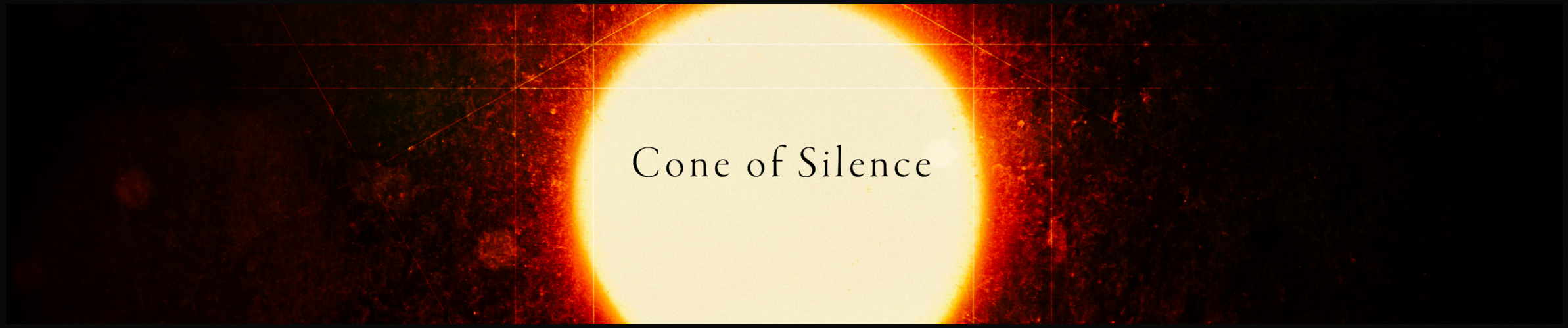







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METROPOLIS



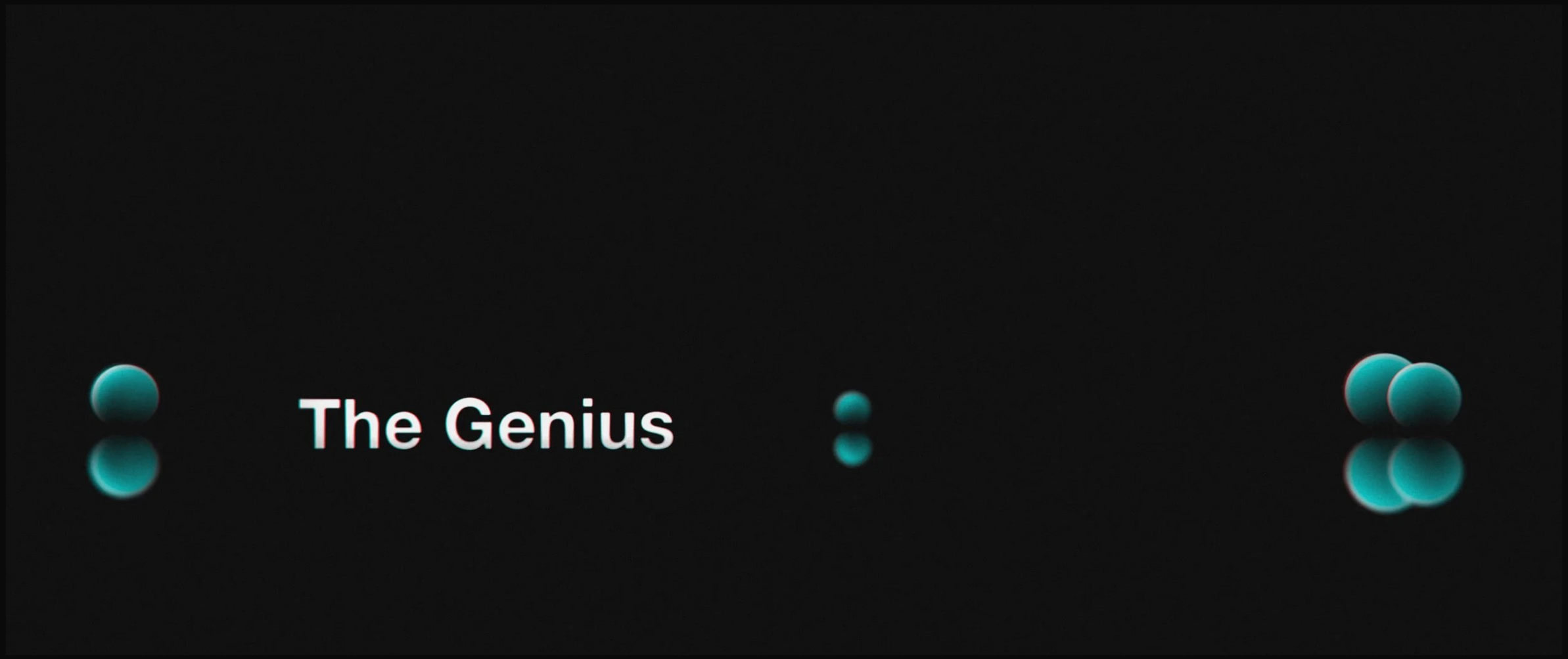
Cinematic Fragments

Selected title frames and screen studies exploring artificial light, speculative landscapes, celestial scale and image-led storytelling across the TCTS practice.

CONTEXT	Selected frames / title studies
ROLE	Conceptual Direction / Visual Development
FOCUS	Atmosphere / title / spatial image

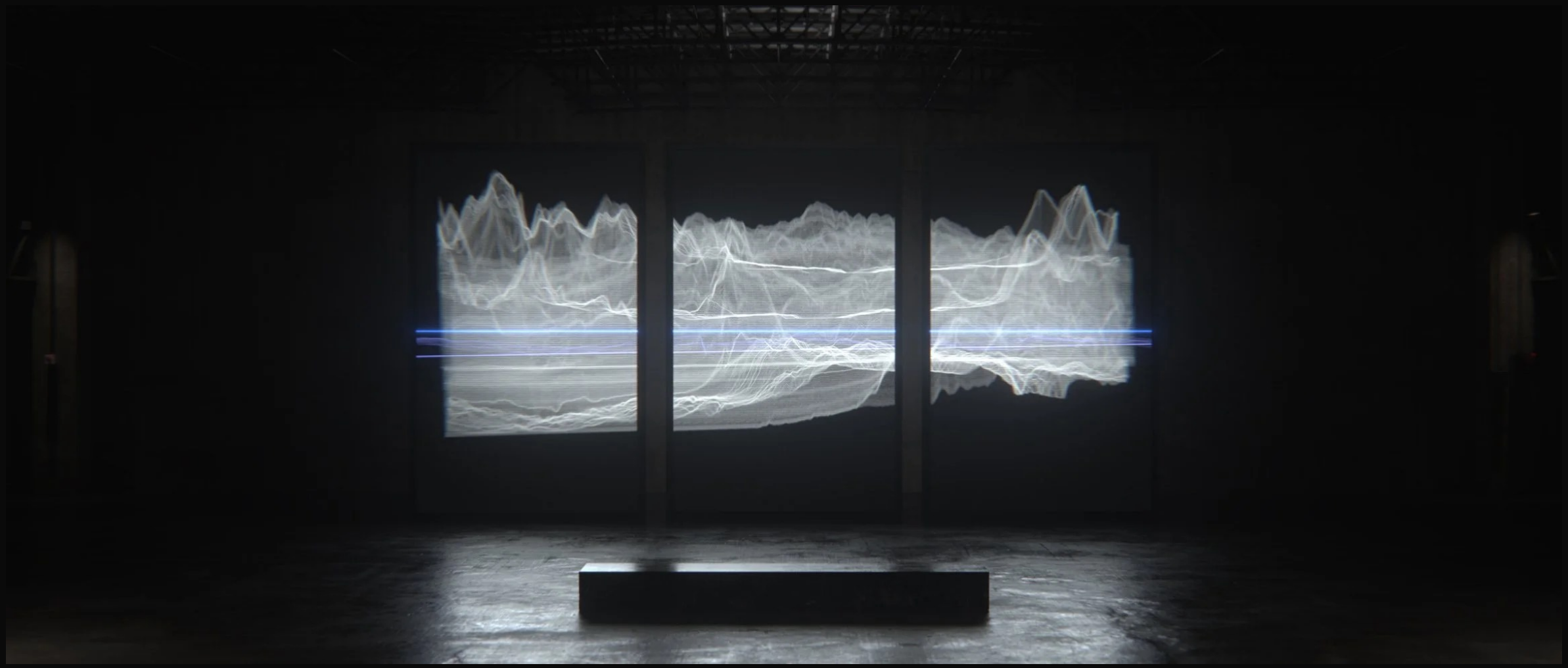


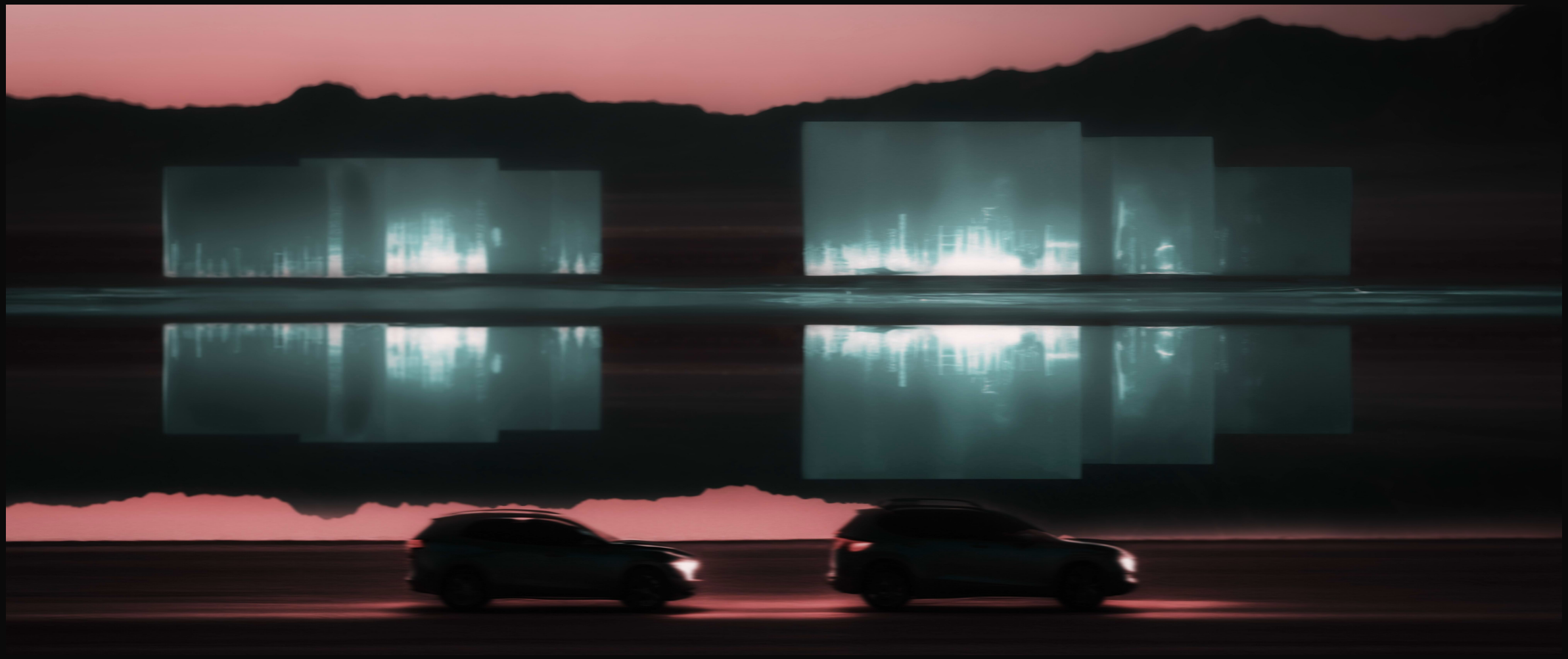

THE SECRET WINDOW


The Genius


Cone of Silence









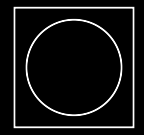







MOONLIGHT
RUIN

Open to new work and collaborations.



neil@tctsstudio.com
tctsstudio.com
linkedin.com/in/tctsneilg
Cardiff, Wales + Vilnius, Lithuania

Commissions · Freelance ·
Permanent roles ·
Selected collaborations

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