

SELECTED WORK, 2026

Homo Lapis

Design with **AI.**

Illustration · Motion · Generative tools

FLAVIO COSSOVEL

HOMOLAPIS.AI



WHO

Where craft meets the machine.

Flavio Cossovel works as **Homo Lapis**: a designer, illustrator and motion artist. He has spent more than ten years turning ideas into images, in whatever style the work calls for. In the last three years he has made generative AI part of the daily craft, and built his own tools to keep it precise and repeatable.

The idea comes first. The tools only make it faster.

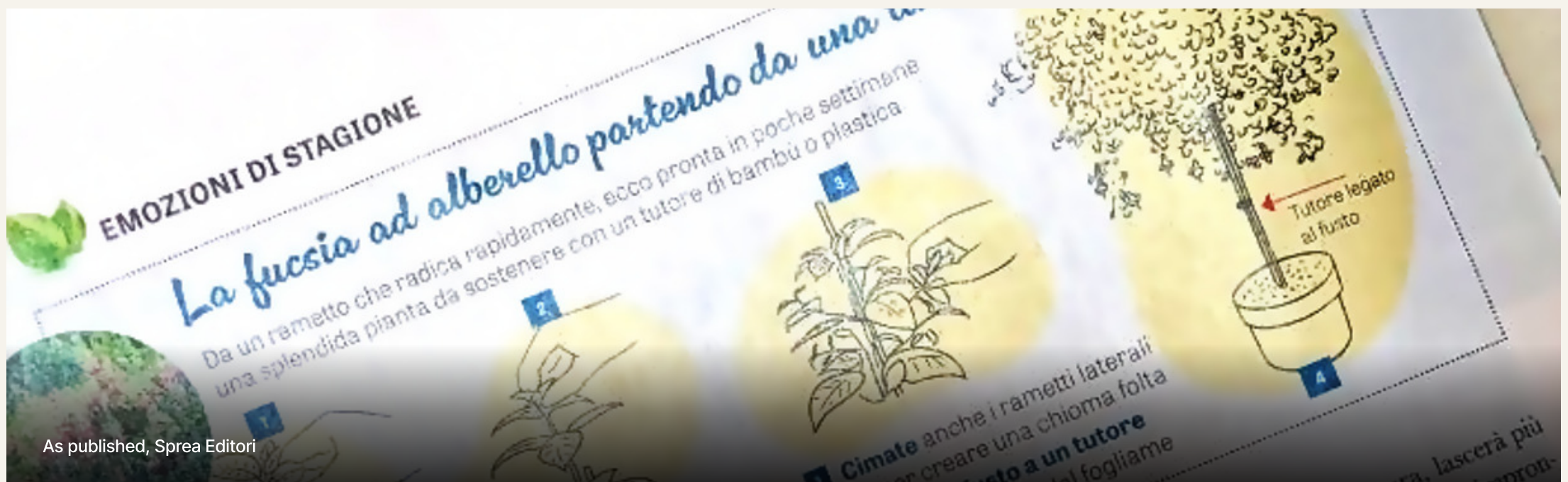
INSIDE

What I do.

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|----|--------------------------|-------------------------------|
| 01 | Editorial & Illustration | Handmade, in any style |
| 02 | Animation & Character | Shorts and brand films |
| 03 | Branded Video | Storyboard to screen |
| 04 | Custom-Trained Models | A house style, since 2023 |
| 05 | Generative Pipelines | Verticalized tools, 2023–2026 |
| 06 | JustAE | AI video in your editor, 2026 |
| 07 | Labs | Research at the edge |
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Editorial illustration

More than a year as editorial illustrator for **Sprea Editori**, drawing botanical and lifestyle features for the newsstand, issue after issue.



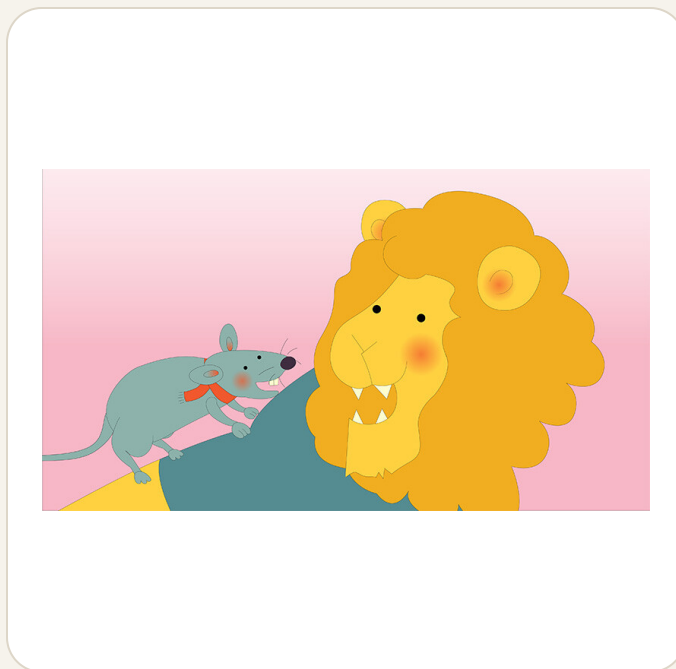
As published, Sprea Editori

Drawn by hand.

A few selected pieces. Each style can also be trained into a model, so a brand keeps one consistent look across everything it makes.



WATERCOLOUR



CHARACTER



FLAT

01 / ILLUSTRATION

From sketch to finish.

The drawing comes first. Line, weight and composition are settled by hand. Colour, texture and light are built in the finish. That craft is what makes the faster AI tools behave.



Drawing



Finished plate

One animation, many looks.

Flat, frame-based animation built in After Effects. Recently I ran some of these clips through my own plugin and restyled them into felt and claymation looks, among others. The same animation, finished a dozen different ways.



ORIGINAL · FLAT (AFTER EFFECTS)



RESTYLED · FELT



RESTYLED · CLAYMATION

Storyboard to screen.

03



HAND-DRAWN STORYBOARD



FINISHED FILM



A house style, trained.

Hand-drawn character sets become the training data for a custom image model. It learns one consistent style, then generates new, on-brand illustrations on demand. One model has run a blog **since 2023**.



HAND-DRAWN TRAINING SET



GENERATED BY THE MODEL, ON DEMAND

Verticalized, early.

Production pipelines I designed and prototyped ahead of the curve, built for precise, controllable output and to cut the cost of physical sets and rendering.

05



2023

3D generation

Cinematic renders in minutes, not hours.



2024

Product personalization

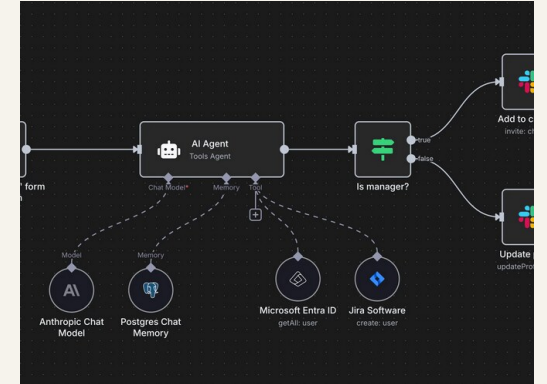
Any finish, colour or setting from one photo.



2025

Image & video stylization

Any photo or clip restyled, frame consistent.



2025-2026

Content automation

AI agents that run the repetitive production work.

06 / JUSTAE · 2026

AI video, inside your editor.

A plugin I built in 2026. It puts a generative video layer right in the timeline, not in another browser tab. It runs in **After Effects** and **DaVinci Resolve**, with an open-source core and a Pro edition for studios.

JUSTAE.HOMOLAPIS.AI

• AFTER EFFECTS TODAY · DAVINCI RESOLVE THIS WEEK

AI video, where motion designers already work.

The AI video production layer for your editor. Marker interpolation across layers, prompt-driven storyboards, and versioned batch renders, without leaving the timeline. On After Effects today. DaVinci Resolve launches this week.

Request early access →

▶ Watch the 37-second pitch

• Timeline-native • Batch-native • Versioned output • Open-source foundation • DaVinci Resolve · new

01 Marker Interpolation

AI in-betweens across layers, in batch.

02 Storyboard

Drop placeholders. Get a timeline.

03 Asset Pipeline

Versioned output, named the way a studio names files.

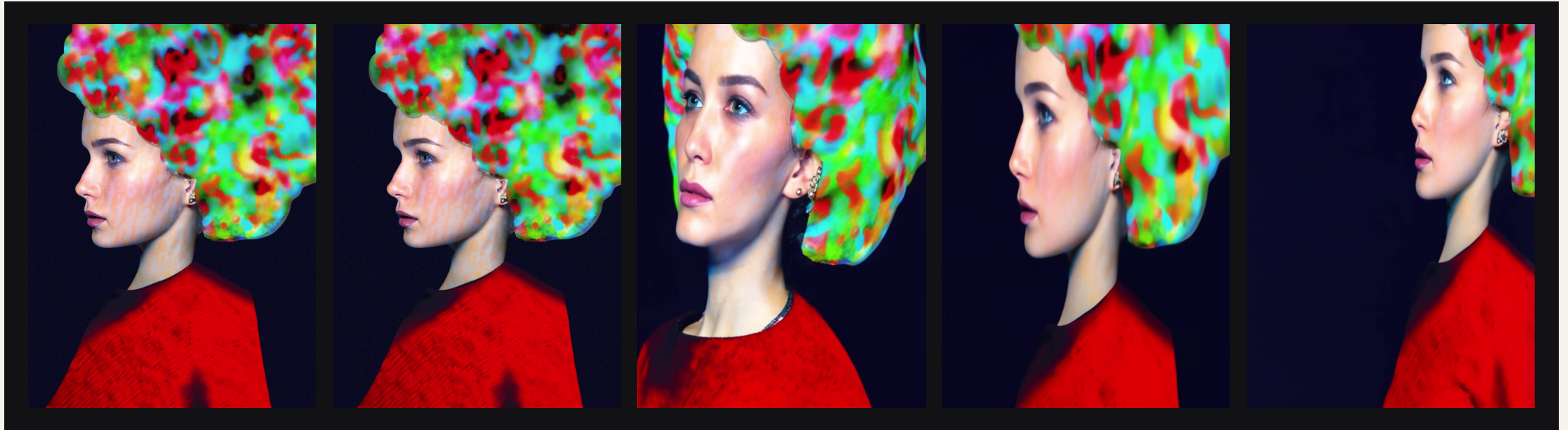
Any footage. Any style.

A home video turned into a painterly, hand-drawn animation. Frame to frame it stays consistent, and it all happens inside the timeline.



Illustration, in motion.

These frames are from a video that starts as my own drawing and idea.
AI makes it real, then I animate it.



ABOUT

Flavio Cossovel

Designer, illustrator and motion artist, working as **Homo Lapis**. Trained at the Academy of Fine Arts in Venice, with research on Mexican muralism in Guanajuato (MX). Today he works at the front of generative tools, and builds his own.

STUDIO	Homo Lapis, homolapis.ai
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PRODUCT	JustAE, justae.homolapis.ai
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BASED	Italy, working internationally
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Let's make
something that **moves.**

STUDIO

homolapis.ai

PRODUCT

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CONTACT

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