TRIANGLE

Marco Gorzel

AI Filmmaker & 3D Artist

Marco Gorzel is an AI Creative Director and 3D Generalist who lives near Lisbon.

Before that, he spent two decades in Berlin's ad and VFX world, working for Pixomondo, Sehsucht, Congaz and more on TV commercials and large-scale event visuals. He is curious about new AI, but is also practical about where it actually adds value.

When projects require it, he is hands-on too, working with 3D in Cinema 4D, Maya and Houdini, as well as compositing in Nuke, Fusion, DaVinci Resolve and the Adobe Creative Cloud suite.

Outside of work, he enjoys travelling, surfing and exploring places off the beaten track by motorbike, hitchhiking or public transport — he very much believes that 'the journey is the destination'. Five years ago, he swapped the fast pace of city life for beach life in Portugal.