Hand-drawn worlds, one shot.



Théo Garnot, aka Ogarno, is a French illustrator and art director based in Paris. He hand-draws entire worlds, then makes them move two ways: as **infinite zoom films** for Formula 1, Ubisoft, Disney, Activision and 45+ brands — and as **playable, explorable zoom worlds** where the audience does the zooming. Thousands of hours of drawing, for the love of it first.

01 — INFINITE ZOOM FILMS

One continuous shot that never cuts. The camera dives from one hand-drawn world into the next — a whole story in a single take, vertical-first.

Formula 1 season recap · Adventure Time 15th anniversary

02 — PLAYABLE ZOOM WORLDS

The same worlds, turned into a game. The audience holds the camera: pinch, explore, find what's hidden — in the browser, no download.

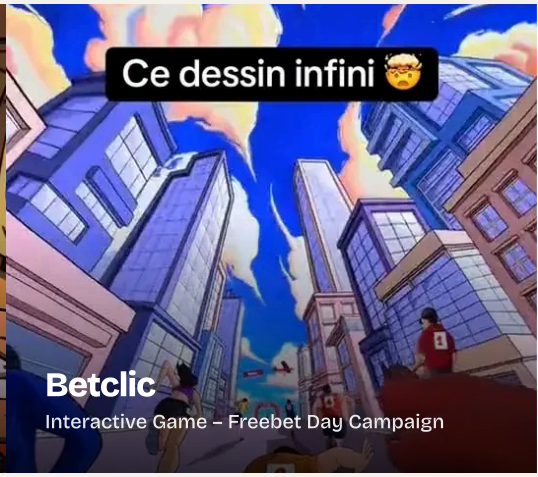
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Formula 1
2025 Season Finale Recap



Cartoon Network
15th Anniversary Tribute



Betclic
Interactive Game – Freebet Day Campaign

350M+ views
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900k+ followers
ALL PLATFORMS COMBINED

45+ brand films
UBISOFT, ACTIVISION, DISNEY & MORE

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As seen on

What the brands themselves called it.

Shell Motorsport

4 September 2026

“LET. HIM. COOKKKK. @the.ogarno turned this #ShellVPower infinity drawing into a masterpiece. #ShellVPowerGames”

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UFC Europe

11 July 2026

“All eyes on Europe’s elite talent at #UFC329 TONIGHT 👁️🌍👁️🎨🖌️ @the.ogarno”

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Call of Duty UK

21 December 2023

“This outstanding infinite zoom art by @the_ogarno just keeps going 👀”

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Complex

23 July 2025

“This artist made an infinite zoom masterpiece out of Adventure Time.”

On the Adventure Time film — Cartoon Network / HBO.

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Call of Duty France

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Apex Legends

16 May 2024

“We can’t stop watching this incredible infinite zoom art by @the.ogarno”

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31 March 2026

“Pringles x Sea of Thieves — Illustration par @the.ogarno”

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Assassin’s Creed

6 July 2026

“The honor is ours, it’s an amazing piece!”

Ubisoft — public reply from the official account.

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Diablo

5 November 2024

“Look closer. CLOSER 👁️👁️ Praise @the_ogarno for this endless abyss”

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Wimbledon

7 July 2022

“A century of history 💯 #CentreCourt100 🎨”

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One film, ten languages, in one afternoon.

When a brand publishes one of these, it rarely publishes it once. The Assassin’s Creed film for Mirage went out on eleven official Ubisoft accounts in eleven markets — Japan, Korea, Brazil, Canada, Turkey, Spain, Italy, the Nordics, Latin America, the Middle East, France — inside a few days, each one crediting the artist by name. Call of Duty did the same across six languages. Diablo across six accounts. Apex three times in two years.

5
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