



## CASE STUDY

# Disguise helps to put Junior H centre stage at Coachella

Using Disguise Designer Pro and powerful plugin integrations, Charly Camina delivered a pixel-perfect visual show for Junior H's Coachella debut — all pre-programmed and simulated ahead of time for flawless execution on one of the world's biggest stages.



# Summary

Since self-releasing his debut album in 2019, Mexican rapper Junior H has come to be known as one of the defining artists in the trap corridos genre. Off the back of his wildly successful album *\$ad Boyz 4 Life II*, Junior H was given a prime spot on the main stage of the iconic Coachella music festival in April 2025, sharing the bill with Post Malone and Megan Thee Stallion.

For his debut performance at the festival, Junior H wanted to bring the underground Latin trap aesthetic to one of the world's biggest stages. His vision was to translate the look and feel of his *\$ad Boyz* albums into a fully immersive visual journey.

Record label Rancho Humilde turned to Charly Camina and his team to help bring this ambitious performance to life. Using Unreal Engine and the plugin framework within Disguise's Designer Pro software, the team set about preparing the show of a lifetime for Junior H.





# The challenge

**Festivals present one of the biggest challenges for teams creating live performances for artists. The stages only exist for the duration of the event, making it hard to plan ahead, and the sheer volume of artists appearing onstage across the day makes quick and effective changeovers a priority for everybody involved.**

While a tech-heavy show simplifies a large amount of this process, the reliability of the tools being used is more important than ever. In designing Junior H's set, video director and Disguise programmer/operator, Charly Camina, took on multiple tasks. "We had to build the entire set in Unreal Engine with precise mapping," says Camina, who also needed to export 3D visuals that would work perfectly with the curved LED wall of Coachella main stage, as well as integrating effects from Notch while maintaining pixel accuracy.



The challenges were plentiful; Camina needed to ensure that Junior H's live performance was seamlessly aligned with the visuals, which would be seen by tens of thousands of audience members in the moment, as well as hundreds of thousands of viewers at home.

To add to the pressure, Camina had just four weeks to deliver the entire project, from concept development to final rehearsals.



“The objective was to create a narrative-driven video show that matched the emotional arc of Junior H’s set. Disguise allowed us to work pixel-perfect from Unreal to screen, and Designer Pro made it easy to build, preview, and validate the show in 3D before arriving on-site.”

**Charly Camina**

Video Director and Disguise Programmer/Operator



# The solution

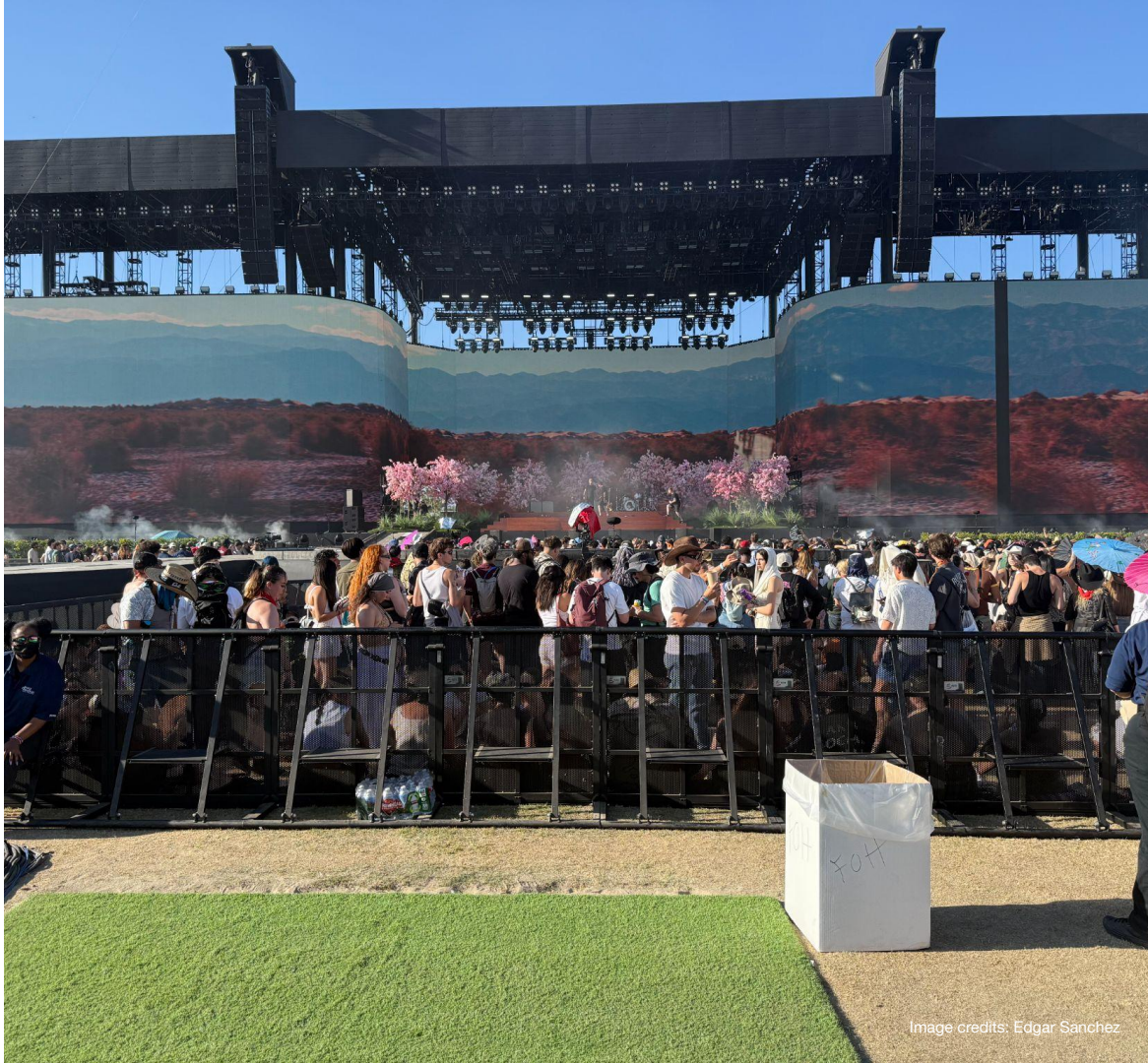
Camina tested multiple hardware configurations to find the one that perfectly suited their needs. “Ultimately, we selected the EX3+ server,” he says. “It surprised us in terms of power, and ensured that the software platform felt more adaptable and robust than ever.”

Using Designer Pro, the team was able to simulate and pre-program the entire show before stepping into rehearsals, buying precious time to ensure that every aspect of the performance would live up to expectations. Camina credits Disguise’s pre-visualisation tools with helping him make quick decisions during the development process.



Thanks to Disguise's new plugin framework in Designer Pro, Camina was able to seamlessly integrate his own custom software — making Junior H's Coachella debut one of the first major live productions to harness this powerful new capability.

This flexibility allowed his team to operate the show using their preferred tools, without compromising performance. 'No other platform offers this level of flexibility with such a solid performance,' says Camina. 'Seeing a Latin artist like Junior H deliver such an emotional, high-tech show at Coachella was incredibly rewarding. I'm deeply proud of being part of a team that brought a unique cultural perspective to one of the biggest music stages in the world.'






# Disguise equipment used



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## DESIGNER PRO

Designer is the ultimate software to visualise, design, and sequence projects at every stage, from concept all the way through to showtime.


**Find out more** 



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## EX3+

The EX hardware range is the entry point to Disguise, designed to provide live events and experiences with a powerful yet accessible video playback solution.

**Find out more** 



# In Partnership with

**Creative Director/Video Director/Show**

**Programmer:** Carlos Camina Antúnez

**Head Creative / Disguise assistant:** Edgar

Sanchez

**Lighting Designer:** Jorge Caraballo

**Project Manager:** Lionel Genazzini

**Unreal Engine Creators:** Samuel Martinez, Carlos  
Camina, Edgar Sanchez, Miguel Ortega

**Notch Effects:** Carlos Camina , Edgar Sanchez

**After Effects Team:** Edgar Sanchez, WaveWolf,  
Sissi Gento

**Content Creation:** XR Creative

**Rental Services:** Global Trend Pro



# Get in touch

**Curious to know more about us?**  
**Want to master our production toolkit?**  
**Need support on your project?**

Our team will be happy to speak to you,  
whatever your query.

Get in touch

Get Started

