

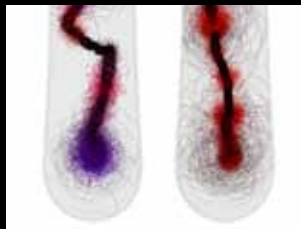
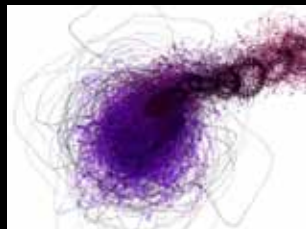
PUSH SNOWBOARDING

02 / 2011

Push Snowboarding is a collaboration between Nokia and Burton that equips a rider and his board with a number of sensors and a Nokia N8 to record detailed data while out on the piste. Now they have started a small competition how to visualize and make use of this data.

When first looking at all the data collected by the sensors some kind of information analysis to be used for training purposes or statistical analysis immediately pops in your mind. As this seemed too obvious for me I tried to find a different approach towards the data.

I soon realized that it's about snowboarding. A fun sport, one that isn't only athletically challenging but also features a huge amount of beautiful artistry. So why not use the data to capture this beauty in an abstract way? Like this you can save the beauty of a snowboard ride in an image that you can then print and hang on your wall or use as a wallpaper for your Nokia N8 that helped you get to this in the very first place. Why not even print it on your unique snowboard, that you can use later on to collect the data for even more amazing snowboarding visualizations.



TIPCHIP

01 / 2011

<http://www.tipchip.com/>

TipChip aims to modernize the casino experience with an innovative gaming chip and a combination of wireless and multi-touch technology, making it possible in the future to gamble without cash as well as pay additional services with one single chip. To illustrate this vision in a real situation Airborne created an amazing promotional video. It then was my job, in cooperation with Ast&Nebel, to create a website that showcases this video as a central element, while also offering additional information through a number of access levels. To achieve this instead of creating a classic website an online presentation was created. The user navigates horizontally from "slide to slide", always having the video as a central element in the background. All this has the big advantage of making the website directly usable for presentations.



SCHLAUMEIER entdecken Mathematik

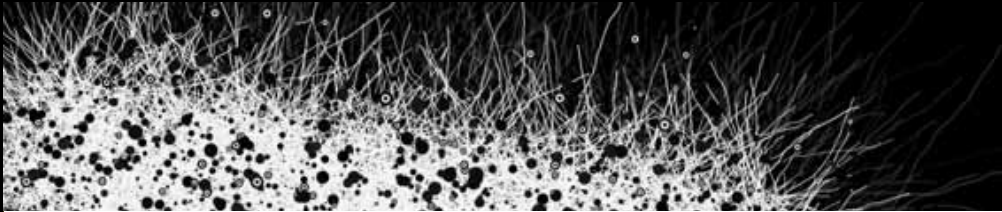


SCHLAUMEIER 1&2

12 / 2010

Attention Schlaumeier! For those of you who have already finished all the exercises from E.Dorner's SCHLAUMEIER entdecken Mathematik there are new challenges coming up. With the CD-ROMs for the exercise books SCHLAUMEIER entdecken Mathematik 1 and 2 thanks to the random generator there are an almost endless number of exercises. And as for both CD-ROMS there is no installation it's just put your CD in and get started.





WRITTEN IMAGES

11 / 2010

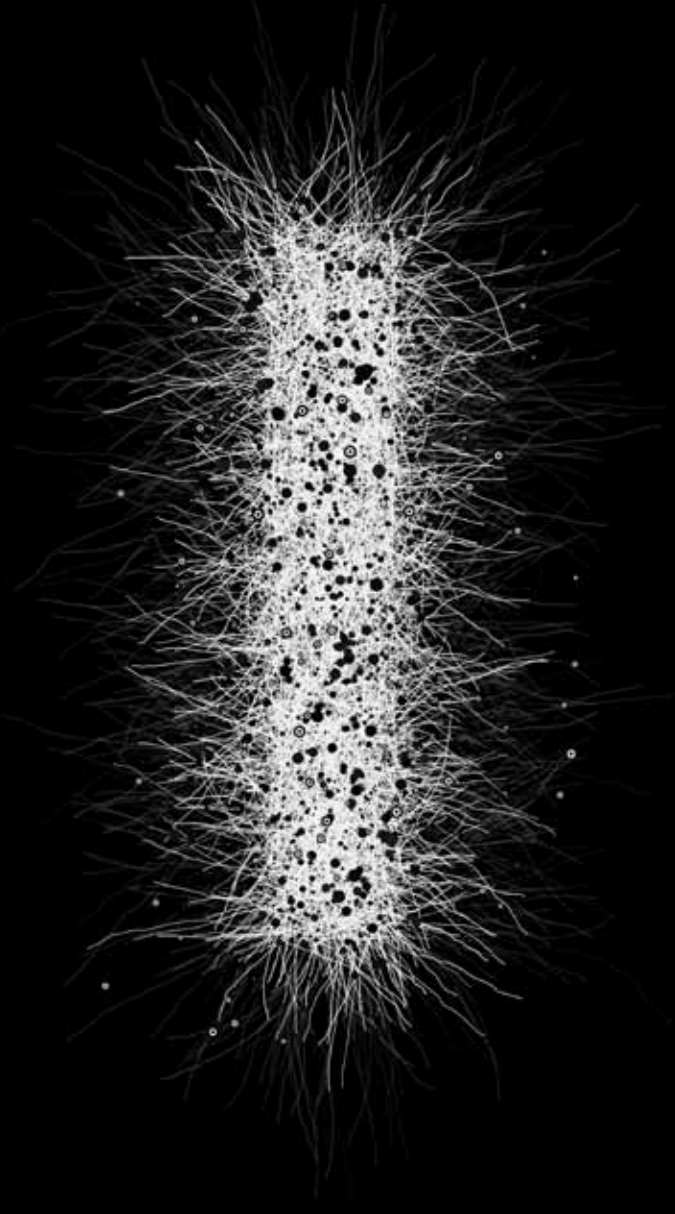
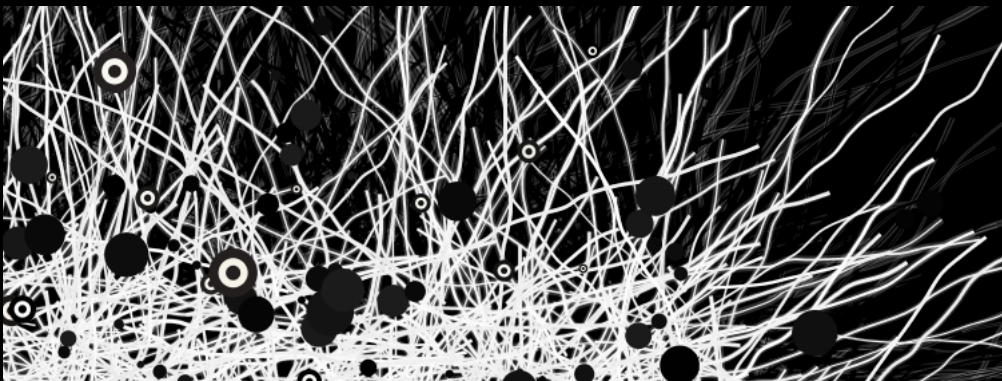
<http://writtenimages.net/>

For a quite ambitious project on the topic of Generative (Print) Design Martin Fuchs asked for submissions of programs capable of creating an unlimited amount of similar unique artworks in a fully automated process.

Or in his own words:

Written Images; a project in contemporary generative print design and art. The final product will be a book that presents programmed images by various artists. Each print in process will be calculated individually – which makes every single book unique.

I have the honour of having been selected by the Jury and will appear in the upcoming book.



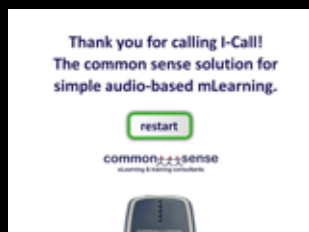
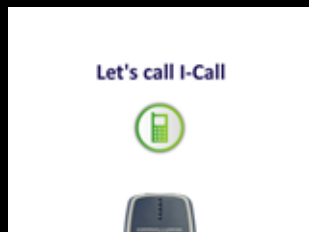


I-CALL

11 / 2010

<http://www.common-sense.at/i-call/>

Everyone is talking about mobile. Apps and mobile websites are sprouting everywhere, no matter if it's mobile entertainment, mobile e-learning or mobile storytelling. What's often overseen is the fact that in developing and emerging countries a lot of people have mobile phones, but due to bad internet availability not many do have smartphones. This fact is what I-Call, a project for mobile story-based e-learning is focusing on. On behalf of common sense a first prototype was therefore developed to evaluate concept and handling of I-Call.



WEINBAU SCHMID

06 / 2010

<http://schmidpepi.at/>

The brand new website of the "Heurigen" (typical Austrian wine tavern) of the Schmid family in Perchtoldsdorf presents information on wine and food offered. Thanks to a virtual tour can get an impression of the tavern itself and the well-thought-out route map doesn't only allow you to see where the tavern is located but as well find nearby parking space and how to get there using public transport. Of course you can also find information on opening hours and even reserve a table using the online reservation form. Last but not least for all those wine- and winegrowing fans out there there is an extra section with loads of images and interesting information on the year of a winemaker.



ARBORNE MOTION PICTURES PRODUCTION

AIRBORNE

07 / 2009

<http://a-mp.at>

As a film and motion graphics company the main requirement was of course to showcase the videos. Already when entering the website you are welcomed by a fullscreen video. This concept then continues throughout the whole site. The simple navigation always puts the attention on the video and presents the world of motion design through soft animations and fluent transitions.

If you want to take a closer look at a video the navigation disappears completely and makes it possible to enjoy the video without any distractions. Like that it was possible to create an experience that goes way beyond what classic websites can offer and feels more like a video portfolio than a website.





CODED BEAUTY - THE GENERATIVE METHOD AS AESTHETIC PRACTICE OF COMPUTER GRAPHICS

10 / 2008

<http://codedbeauty.kraftner.com>

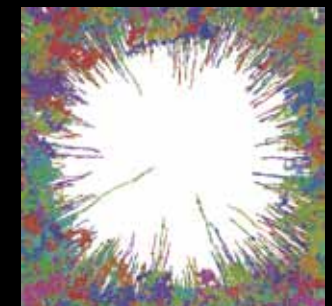
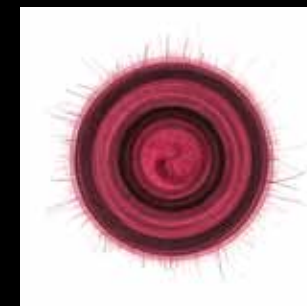
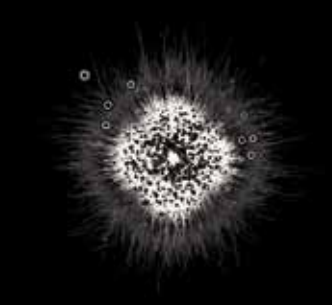
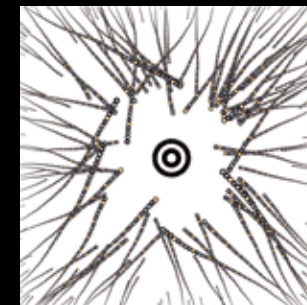
Today's creation process is already digitally informed in much of the media sector. Nevertheless the methods used remain bound to the pre-computer era. Generative Computer Graphics in contrast offer new approaches that do justice to the potential that lies within New Media.

If someone comes up with an idea for a media production he first has to realize it. That takes time. And if you change the idea you have to start from scratch. Does it have to be like that? What if you could "explain" your ideas to the computer so he then carries them out automatically and variably? That would save time, money and nerves. That's exactly what the Generative Method does. The diploma thesis "Coded Beauty" offers some interesting insights into this method.

The reader is confronted with the principles of the Generative Method and the potential that lies within. Thereby this thesis constantly crosses the boundaries between computer science, natural science, mathematics, design and art. Programs as creative material. Mathematics and science as creative playground. Art as Design.

But still people who think like that are rare. But those who are create astonishing works. Looking at people like Joshua Davis or Mario Klingemann who create Generative Computer Graphics you can already see the possibilities that lie within this method. There are several fields of application for the Generative Method like visuals, music videos and data visualization.

For those who can't see what this is all about by now should read the thesis and have a look at the program accompanying it. With this program everyone, not only programmers, can explore the potential of the Generative Method. With simple examples everyone can find a starting pointing from there on the only barrier are the own ideas.





CARPE DIEM

04 / 2009

In cooperation with FONDA two newsletter templates were developed. One was built for the newsletter system of Eyep and one for the manual sending via a standard mail client. Each of these two ways of sending needed special care which meant that e.g. various webmail providers and mail clients were tested to secure maximum availability.



GENERALI TEAMEVENT

11 / 2007

This project was created during my internship at FONDA. For an internal event for Generali we distributed disposable cameras for the audience. Afterwards the photos were scanned and sorted. The website is a mosaic made out of these pictures which form the Generali Viva Logo. You can click on each photo to see it bigger and skim through all the images.



FH CAMPUS WIEN

04 / 2008

In cooperation with YODA.DESIGN.ANIMATION a couple of Flash-Banners were created, which aimed to attract the attention of potential students.



CELEBREMUS.COM

01 / 2008

<http://celebremus.com>

Before and during my studies this was my personal experimental ground. Meanwhile you won't see anything of this no more. As the site did transform more and more into a pure photo album at the beginning of 2008 I took the leap to totally change it to fully fit this new usage. The current state of this website now is a flickr frontend that offers an easy and comfortable way of skimming through my photos.

By the way, this was the first time I used the wonderful SWX-format developed by Aral Balkan which enables an easy communication between Server and Flash.



SPRINGSEVEN

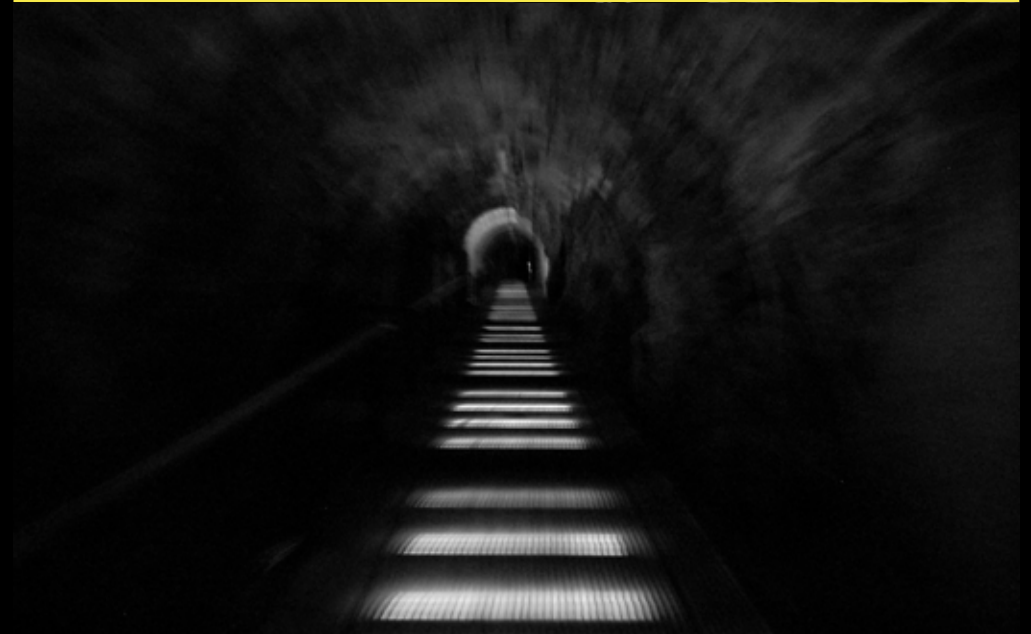
05 / 2007

[Springseven@Youtube](#)

At the springseven Festival a lot of exciting things happened, among which are a music video for Amtrak, an exhibition as well as two days of live VJ performance at the Kunsthaus Graz.

The music video for Amtraks Bass or die is situated in an empty city, threatened by an unknown menace glowing above the city. Based on nightly pictures of Graz you can see the last minutes of the city through the eyes of a fugitive. Does this sound like Film Noir to you?

During the festival this and a couple of other music videos were presented at an exhibition, while next to it a live VJ performance took place.





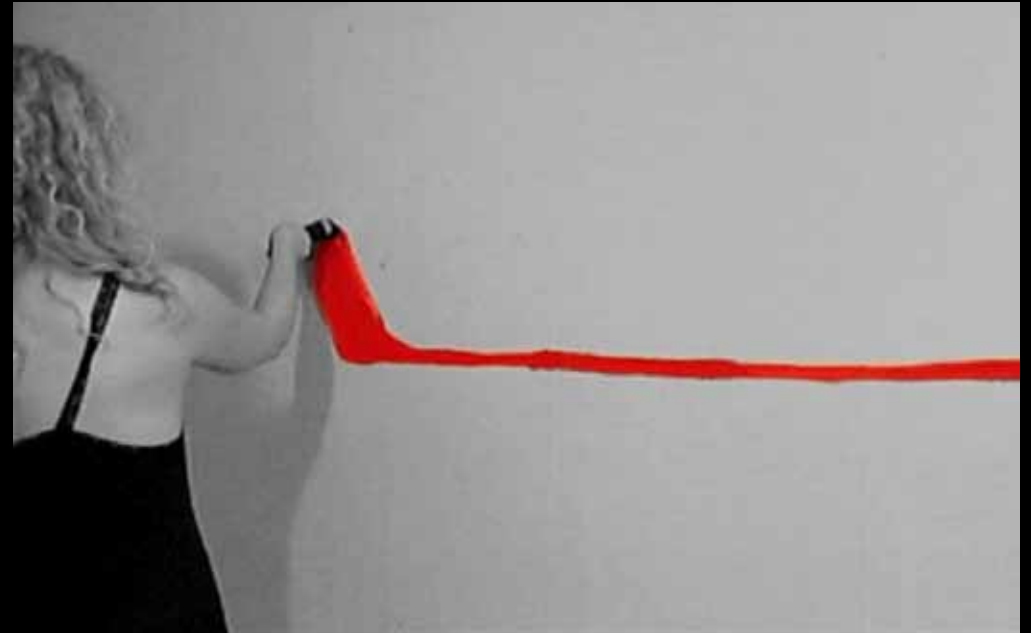
RED

12 / 2006

Red@MySpace

Up to now I would call Red the most professional film I've ever worked on. It is a story about the try and failure to break out of an unpleasant situation. Sometimes even small things can make us stop and start new plans. As intended the idea behind doesn't reveal itself easily, but only gives subtle clues. The overall experience of "RED" may therefore be more based on the visual language and simplicity of this film. The visual effects also were what I mainly worked on in this production.

When I did this short film I was doing my semester abroad in Finland working in a team with people from all over Europe. What I found interesting was the fact that the same ideas and concepts can have hugely different impact on people from different nations and backgrounds.



BrickOut



BRICKOUT

07 / 2006

Who doesn't know those little guys from our childhood – LEGO! Originally started as a first personal experiment with stop motion, with a little digital post-processing this soon transformed into a short film. Even though stop motion is a time-consuming and laborious process, honestly, who wouldn't love to play with LEGO from time to time?

