



Portfolio Reinhold Bidner

General Information Reinhold Bidner

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web:

<http://www.servus.at/subcute>

<http://www.goldextra.com>

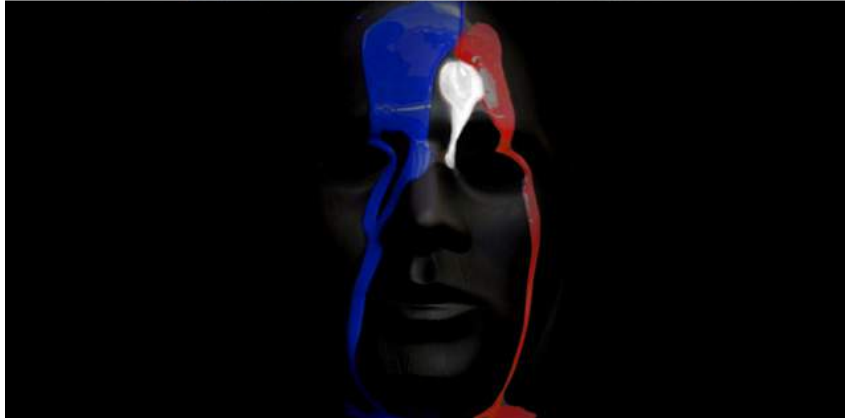
<http://www.1n0ut.com>

Fields of activity & interests: Media & Graphic Design / Video- & Postproduction / Motion Design / Animation / Editing / Media Art / Research and Education / Video Art / Audiovisual Live Productions / 3D / Photography / Music / Curatorial Work

Projects Excerpt



Sole City (2016) Serious Casual Game, dealing with Street Traders in Dar es Salaam (Tanzania), created with [gold extra](#) / my Part: Art Direction, Visual Design (Animation, Graphic and Motion-Design, Trailer, Part of the Concept Team)



Ex Terrat (2015/2016 Paris/Vienna) *Experimental Animation*

Category: Director, Art Direction, Animation, Visual and Motion-Design, Photography, Video, Music & Sound, Concept



From Darkness (2013-2016), with [gold extra](#)

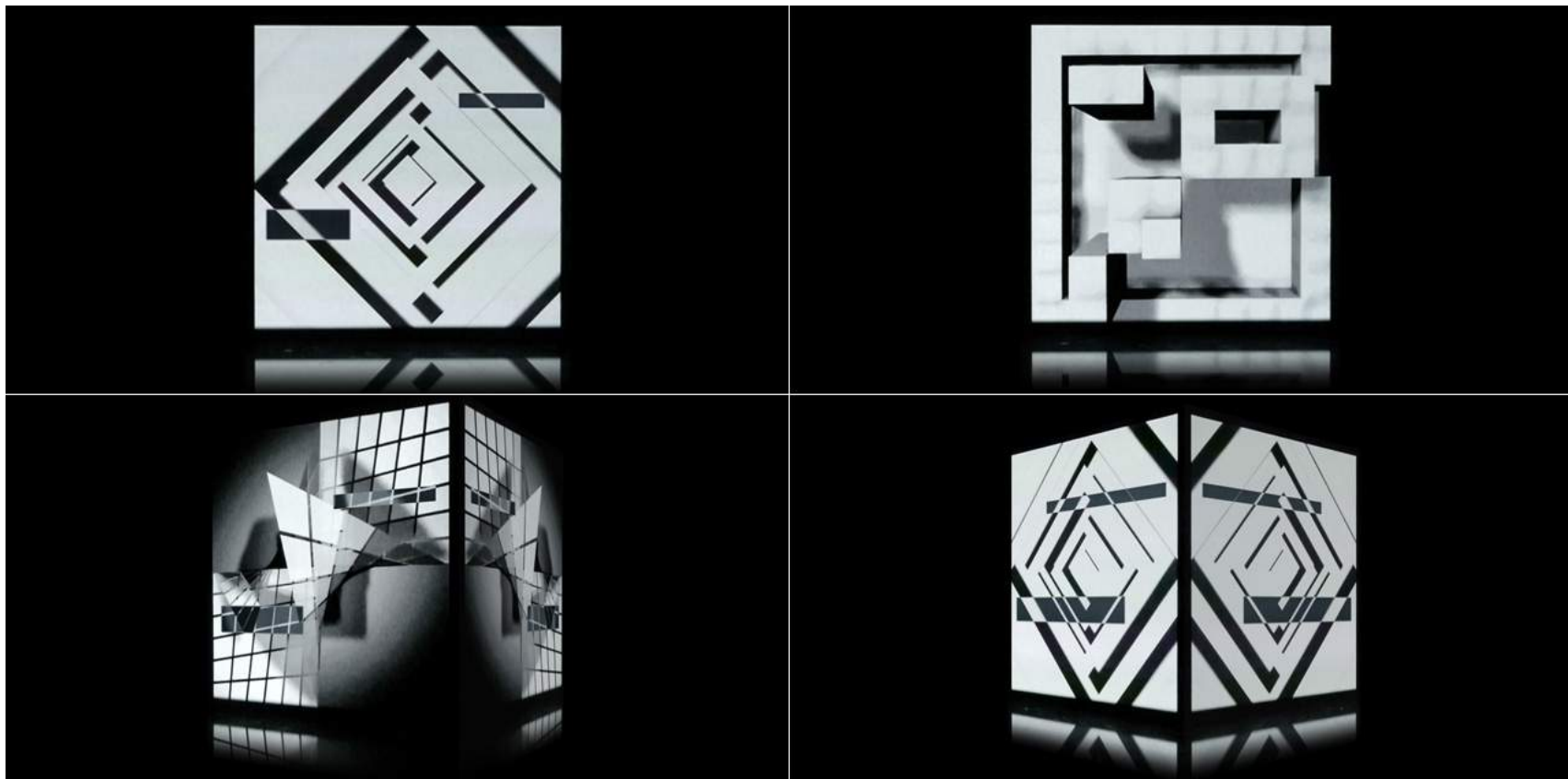
Salzburger Landesmedienkunstpreis

Category: documentaric Computergame / Serious Game

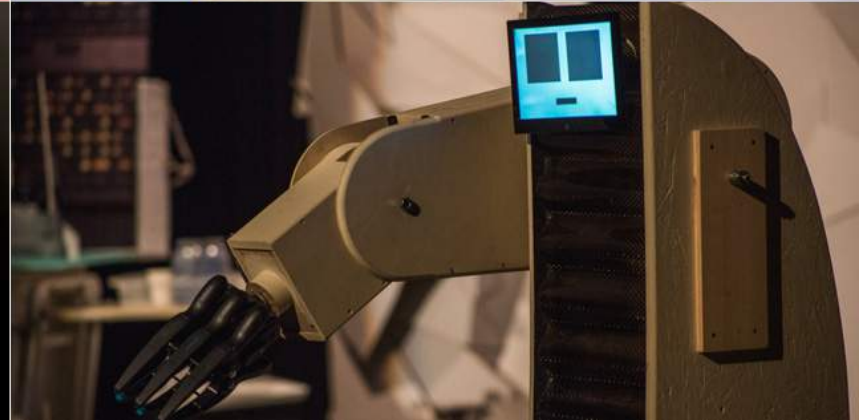
my Part: Art Direction, Visual Design (Video, Animation, Graphic and Motion-Design, 3D Design, Game Design with Unity) Co-Concept



***The Prism Project** (2015) Motion & Info-Graphics & Animation: as University Lecturer for Art University Linz, in Collaboration with Students my Part: University Lecturer, ArtDirector & Coordinator, Animation, Graphic and Motion-Design, Video, Editing, Concept*



***Shadowblade** (2015) Animation & Motion Graphics: for a Discussion-Event at MAK Vienna: Departure Creator's Lab / Soundframe Festival
my Part: ArtDirector, 3D Animation, Visual and Motion-Design, Editing, Video Projection Mapping, Concept*



Frankenstein (2014/2015), with [gold extra](#)

Category: Robotic Media Theatre

my Part: Art Direction of visual Imagery, Visual Design, Graphic and Motion-Design, Animation, Co-Concept



Live Visual Performance (2015)

Live Visuals, Animations, Motion Graphics & Visual Design for the Electro Jazz Act DA!



Video-Portrait for the Writer Teresa Präauer (2015): for Bachmann-Preis, Tage der deutschsprachigen Literatur 2015
my Part: Co-ArtDirector, 2D + 3D Animation, Visual and Motion-Design, Editing, Video Projection Mapping, Co-Concept



***Totem's Sound** (2014) Augmented Reality Installation. with [gold extra](#) for Ethnological Museum Berlin Dahlem
my Part: Art Direction, visual Designs, Animation, Graphic- and Motion Design, Implement. in Augmented Reality Software, Co-Concept*



If we had only tried

Winner @ Golden Kuker Intern. Animation Festival 2015 – Best Animated Music Video/ 2nd Place: Content Award Vienna – Shorts Category, Category: Director, Animation, Design, Photography, Video, Music & Sound, Concept



*The world we live in is a **technical** world.*

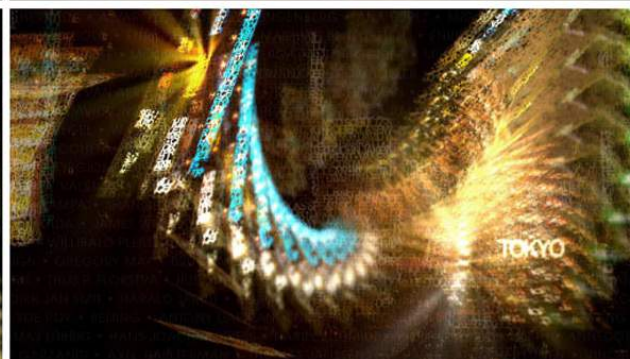
Impulse (2013) Experimental Animation, with Georg Hobmeier

Winner: Vienna Independent Shorts Festival: „Night of the Light“-Competition; Winner W24-Prize: Content Award Vienna

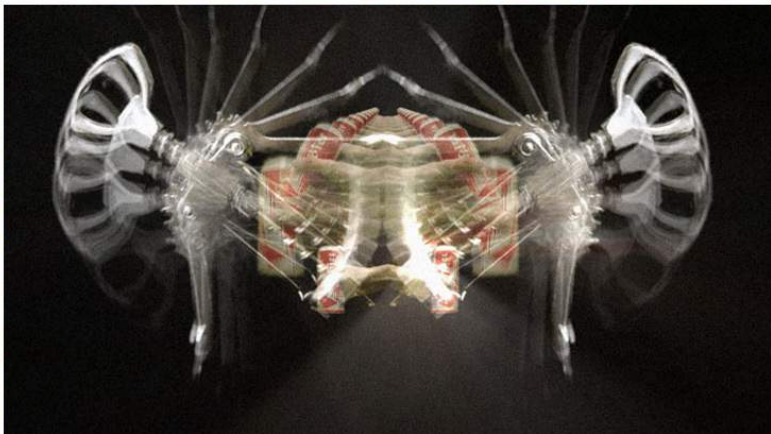
my Part: Co-ArtDirector, Animation, Visual and Motion-Design, Editing, Co-Concept



Exhibition @ Salzburger Kunstverein (Photography & Design & Concept)



Visualisations, animations & jingle productions for various events (Graphic Design, Motion Graphics, Compositing, Animation),



Cache - Audiovisual Project in collaboration with Christina Scherrer (Video, Design, Motion Graphics, Compositing, Postproduction, Concept)

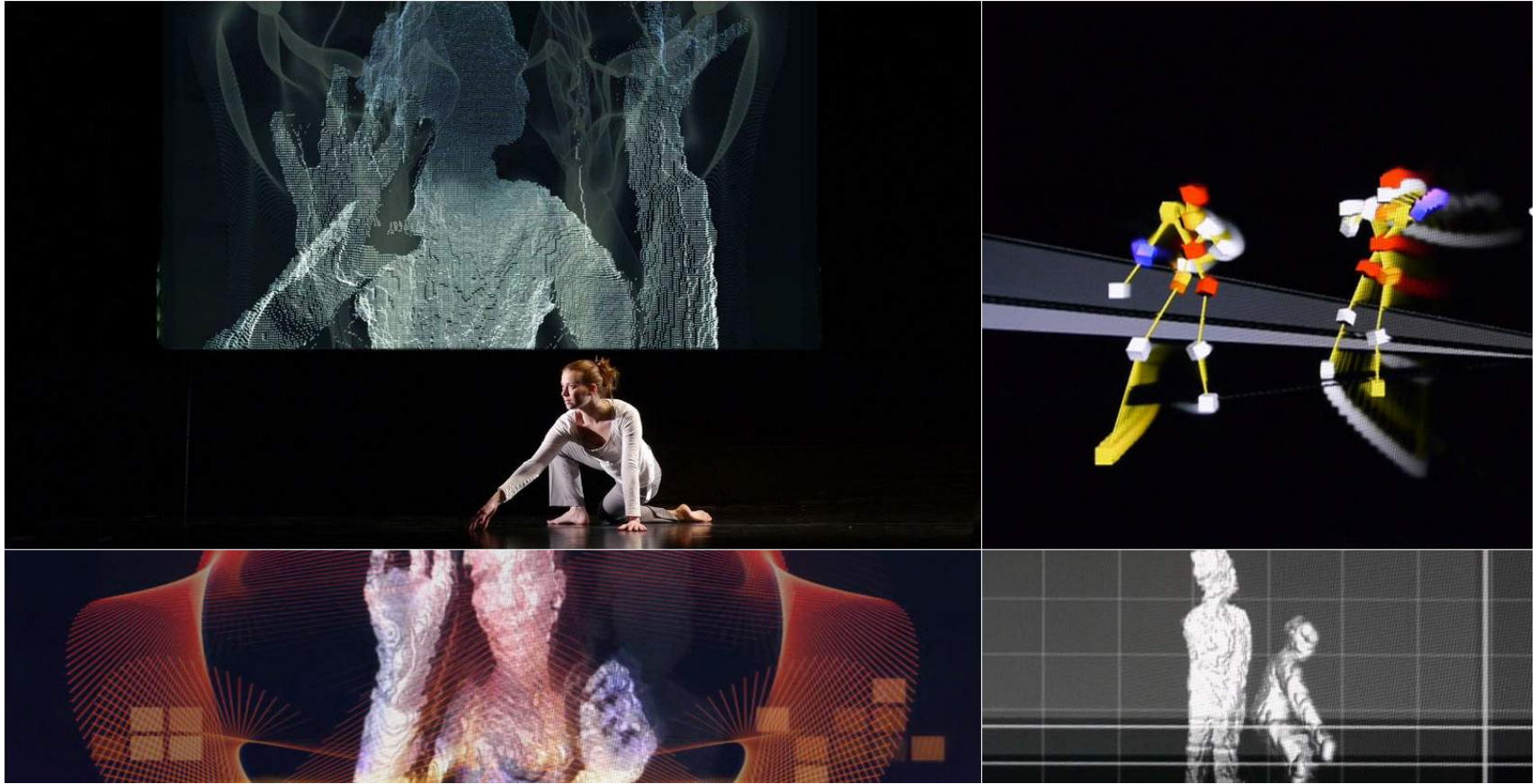


Commercial Projects, partly in connection with [In0ut](#). Graphic- and Motion Design, Visualisations, Animations & jingle productions, Concept. Clients (selection):

[Westacht](#), [Ars Electronica](#), EXPO 2010 Shanghai (connected to [Peyote](#)), Uefa European Championship 08, Ferrari/Denzel, Resag, Lufthansa, LT1 TV Channel, Red Bull, Siemens, Swarovski (connected to Ars Electronica Futurelab)



*Teaching assignment at a) [University of applied Sciences Salzburg](#) in the field of Media & Postproduction.
at b) [Art University Linz](#) in the field of Motion Graphics, Interactive Video & Animation.*

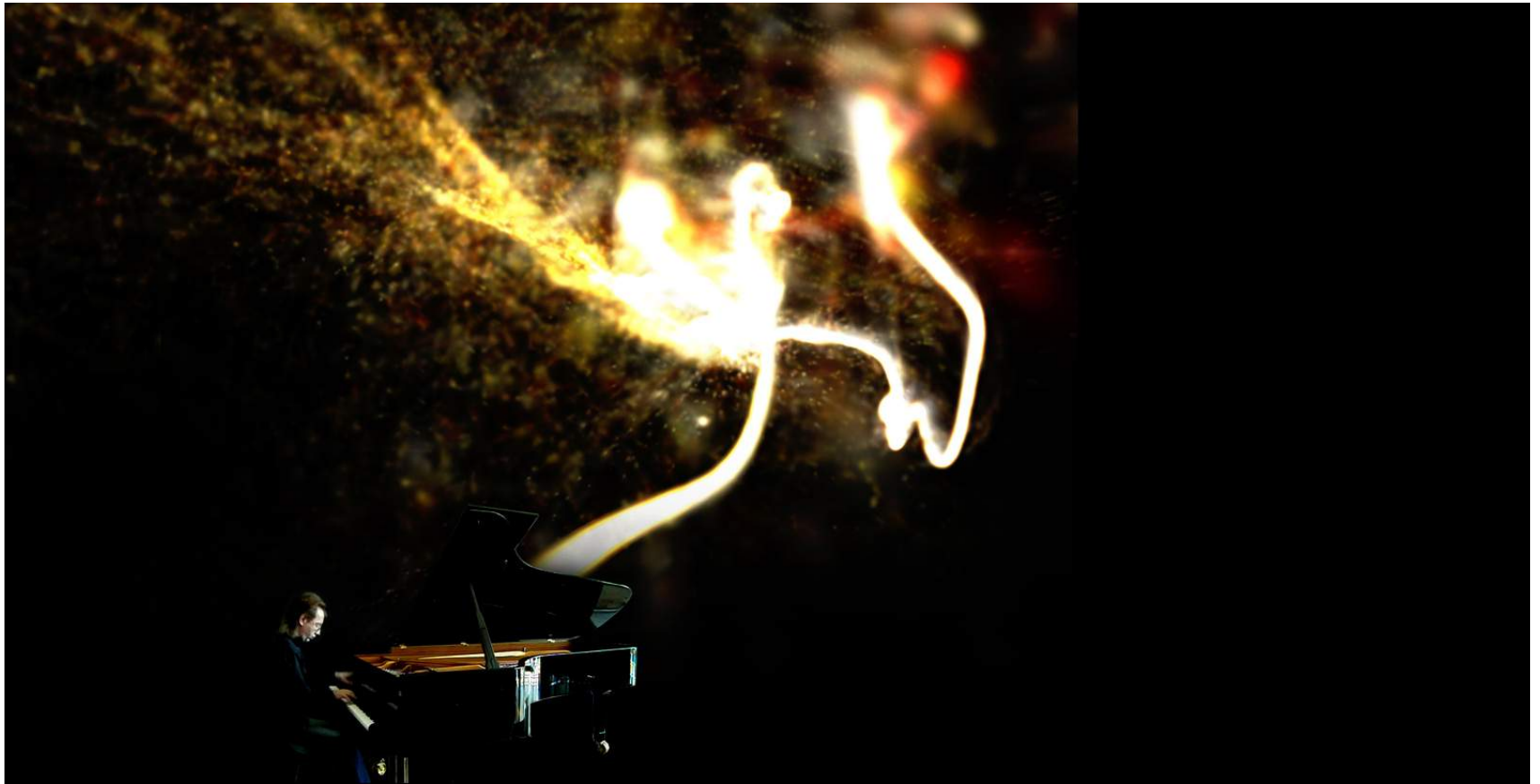


Projects with [In0ut](#) (Robert Praxmarer & Reinhold Bidner) in the fields of Live Visualisations, Performance, Motion Graphics, Design, Media Art.

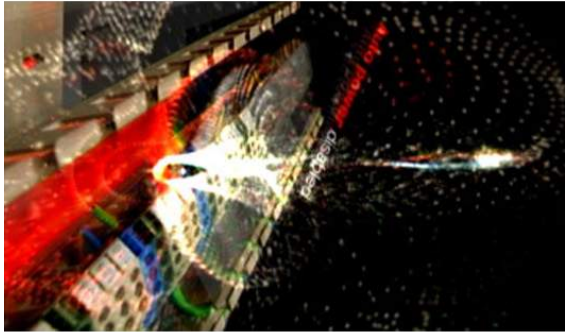
***Versus:** 3D stereoscopic Live Media Performance (Winner Podium 09 Award of the Region of Salzburg)*



Projects with [In0ut](#) (Robert Praxmarer & Reinhold Bidner) in the fields of Live Visualisations, Performance, Media Design & Media Art. [Classical Music Visualisations](#) at various Ars Electronica Festivals, performed at Brucknerhaus Linz with Bruckner Orchester Linz.



*Projects with [In0ut](#) (Robert Praxmarer & Reinhold Bidner) in the fields of Live Visualisations, Performance, Media Design & Media Art.
Klangdimensionen: Classical Piano Concert Live-Visualisation with the Russian Piano Player Juri Sachno.*



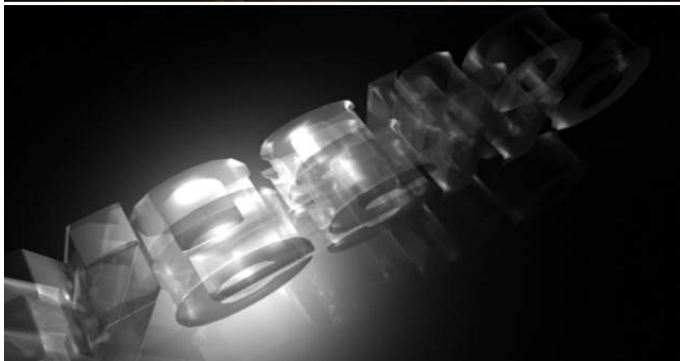
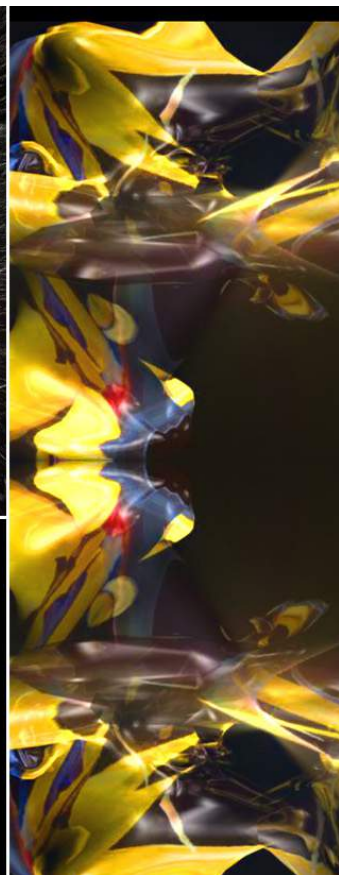
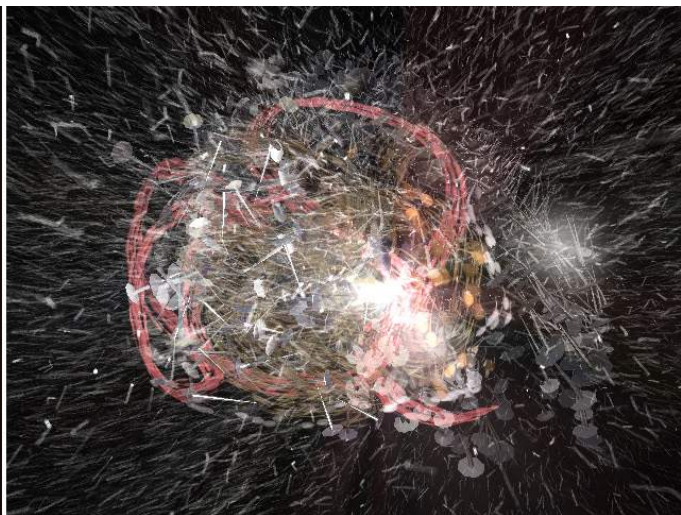
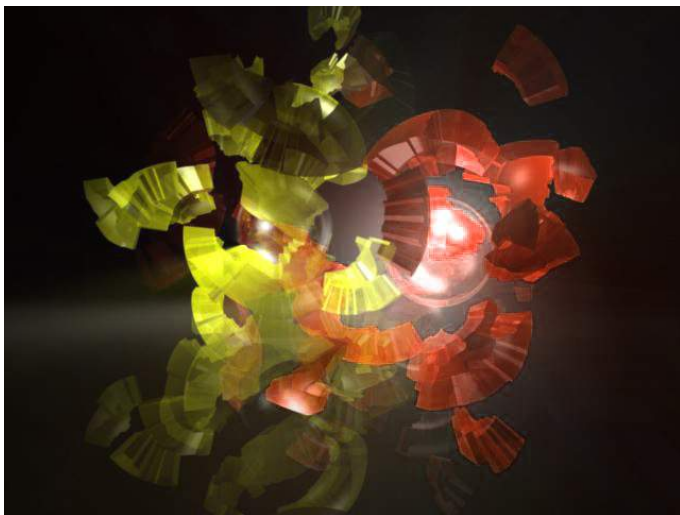
*Projects with [In0ut](#) (Robert Praxmarer & Reinhold Bidner) in the fields of Live Visualisations, Performance, Animations & Media Art.
[Various Visualisations](#) for Events and Clubs (Video, Design, Motion Graphics, Compositing, Postproduction, Co-Concept)*



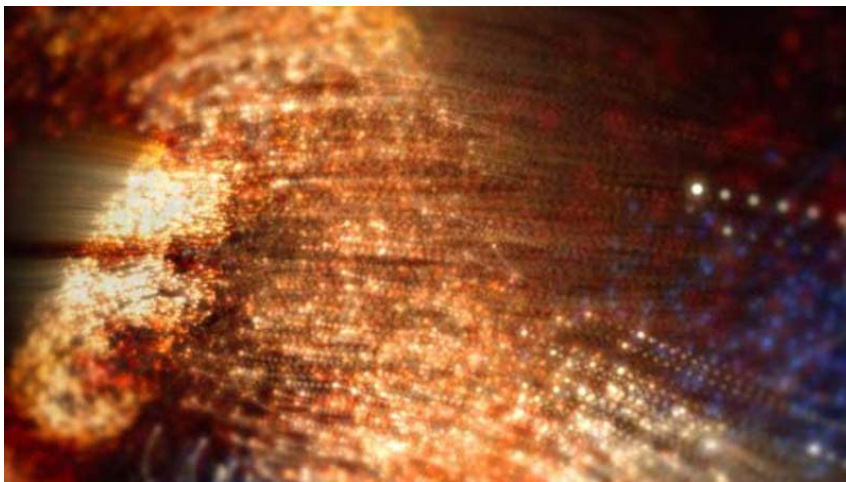
Co-Curator and Co-Organizer of the Austrian Flipbook Festival in collaboration with [Christian Korherr](#)



Jingles, Event Visuals, Animations and (Motion-)Graphic Design for [Ars Electronica](#) and [Ars Electronica Festival](#)

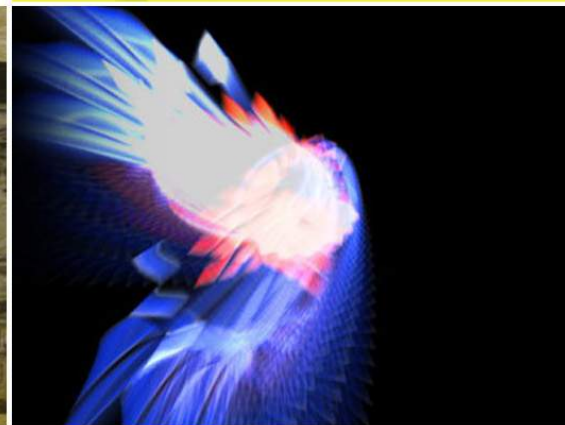
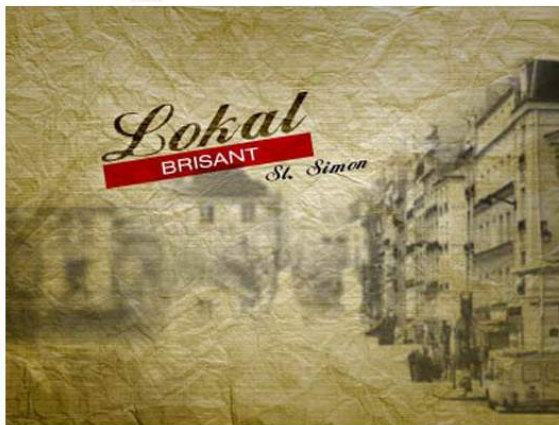
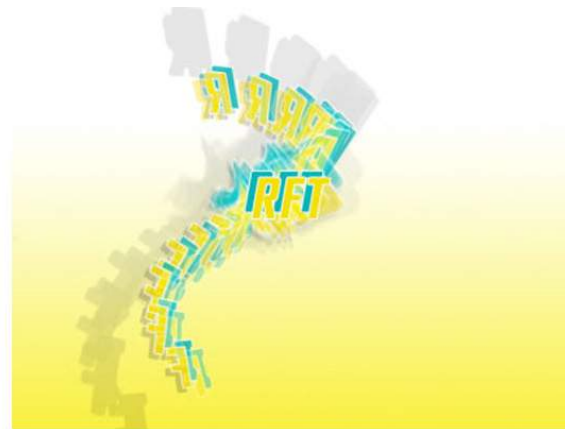


3D Designs / Animations (with Maya)

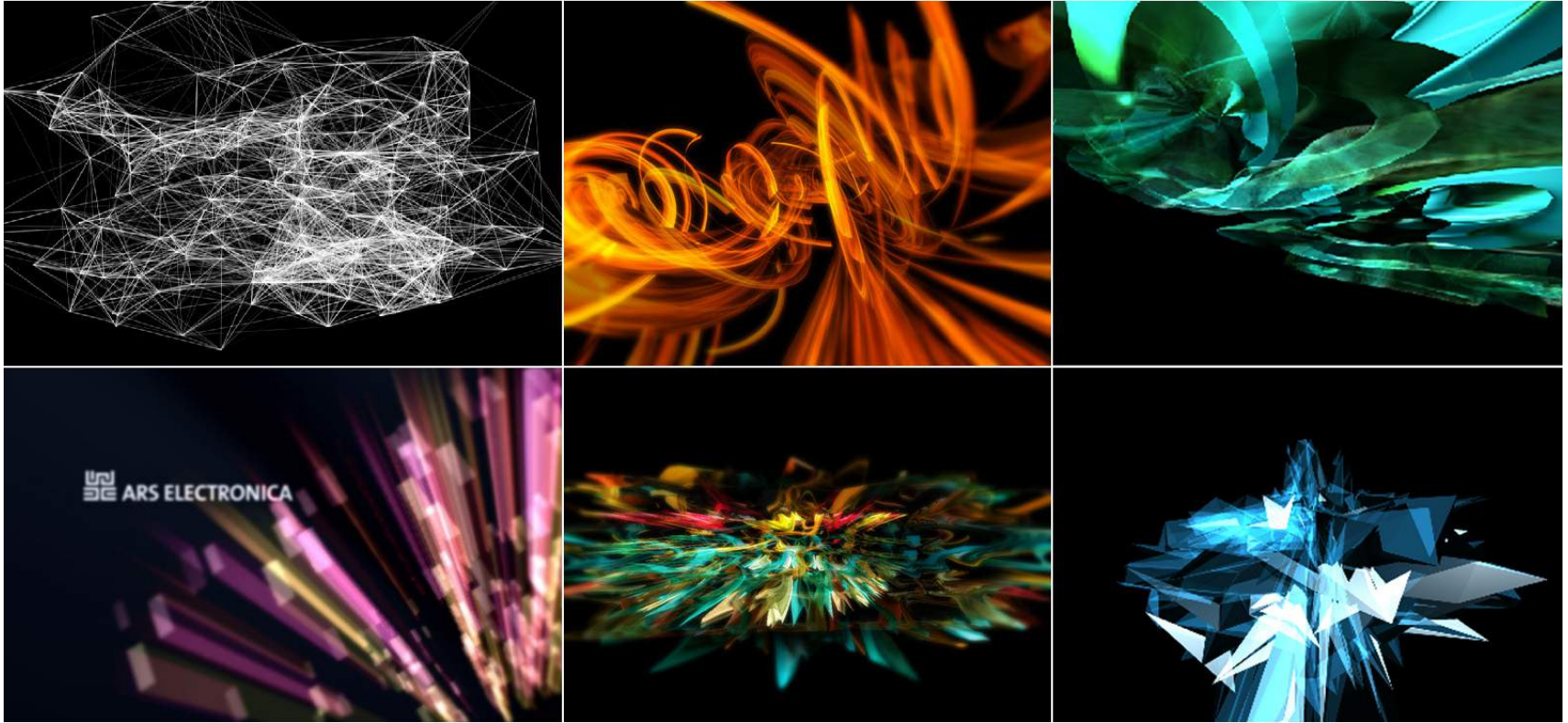


Artist Video Portraits

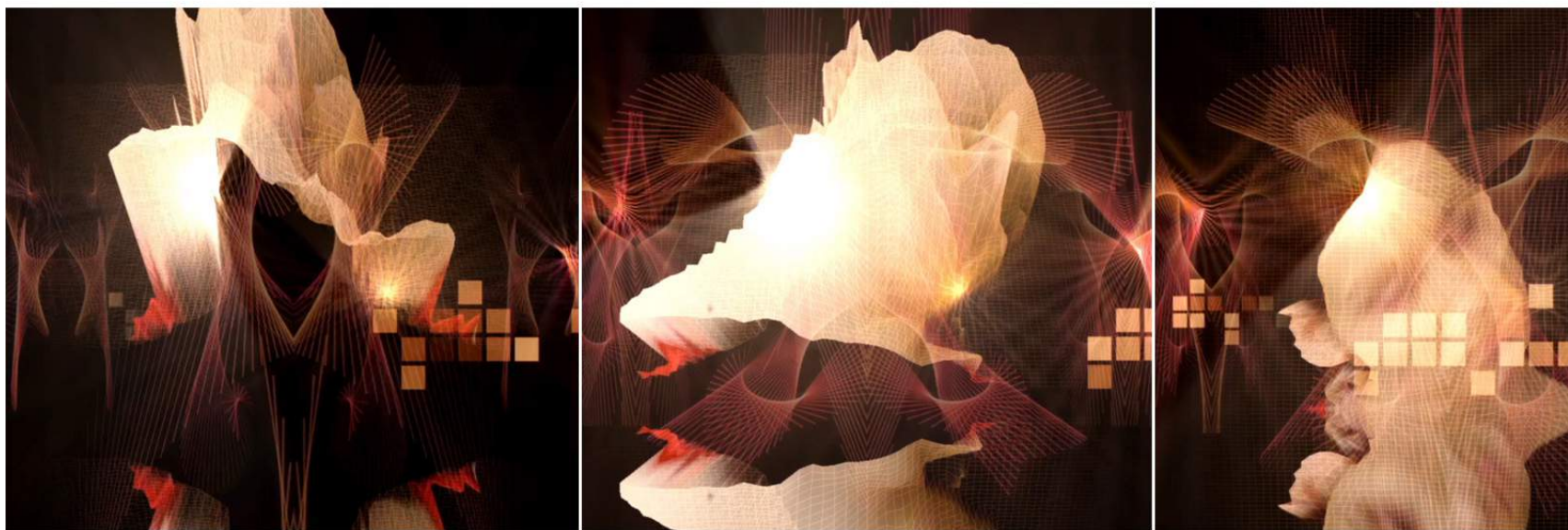
for the award show of the art laureates of the Region of Salzburg, commissioned by the Cultural Department of the Region of Salzburg (Video, Design, Motion Graphics, Animation, Compositing, Post Production, Concept), presented at Residenz Salzburg.



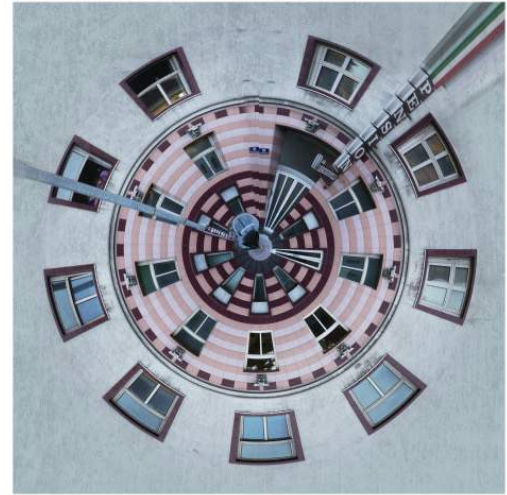
*Projects with [gold extra](#), in the fields of Video, Graphic & Motion Graphics, Animation, Compositing, Post Production
Same Time Same Station Media Performance*



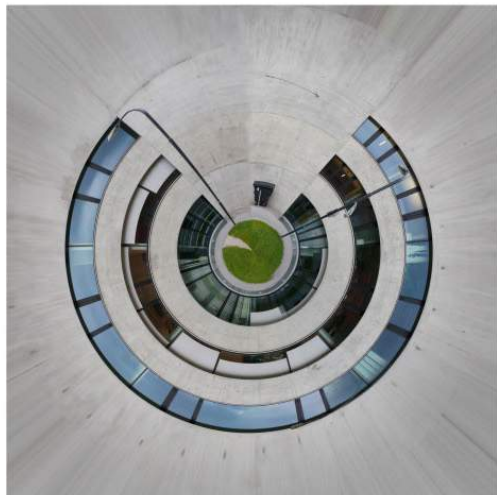
Design Experiments with the realtime software/general purpose toolkit vvvv.



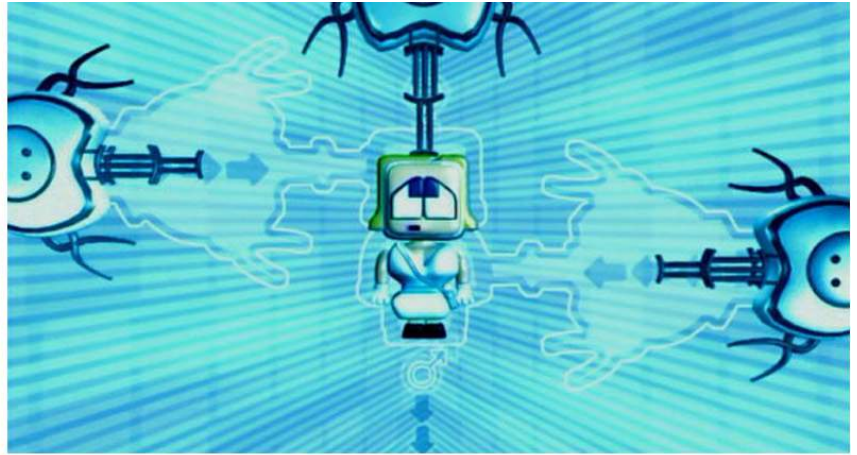
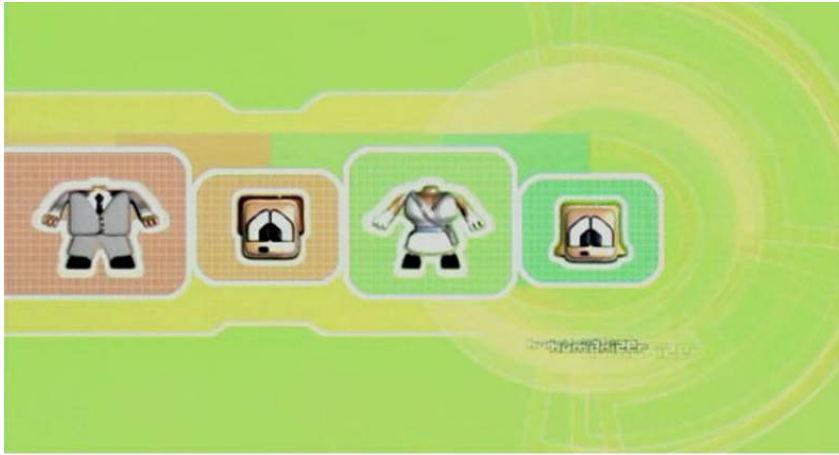
Cache - Audiovisual Project (Design, Animation, Motion Graphics, Compositing, Postproduction, Music, Concept) with Christina Scherrer



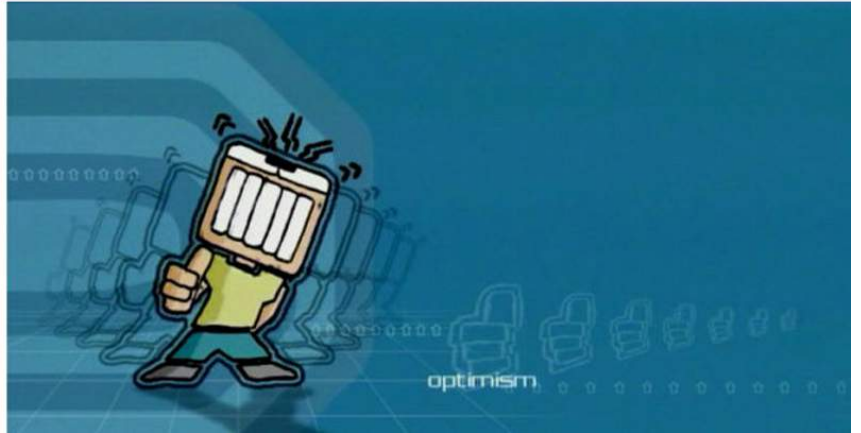
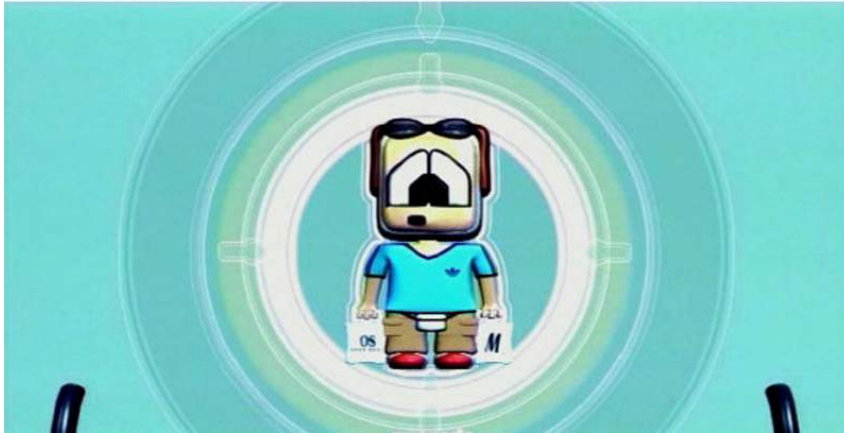
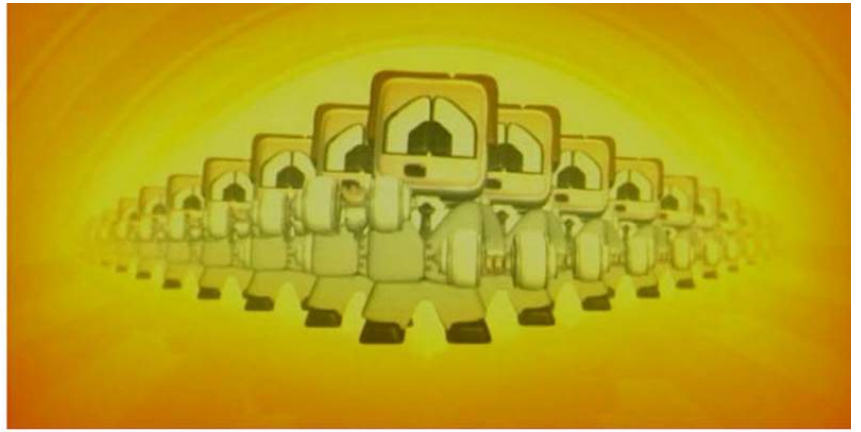
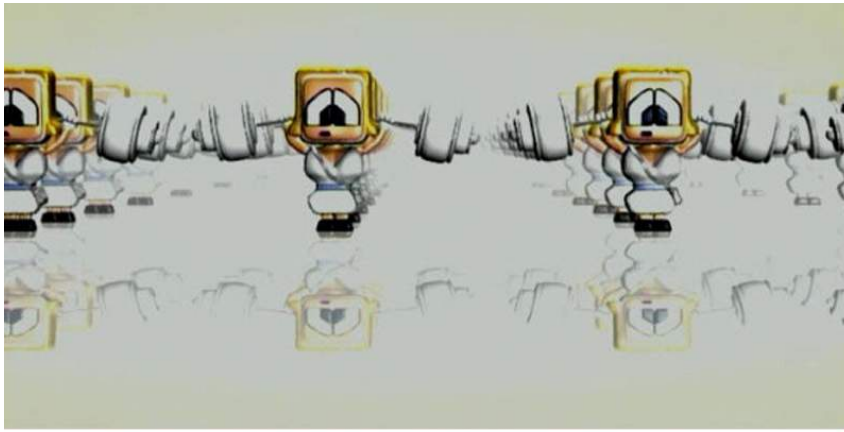
What goes around comes around – Architectural Photo/Design Project



What goes around comes around – Architectural Photo/Design Project



one zero hero – final year project at [University of applied Sciences Salzburg](https://www.unisalzburg.at/en), music video, (3D, Graphic- and Motion Design, Animation, Compositing, Post Production, Concept) Diploma with Distinction, **Winner** at „Mecon new talent Award“ Cologne (3rd place)

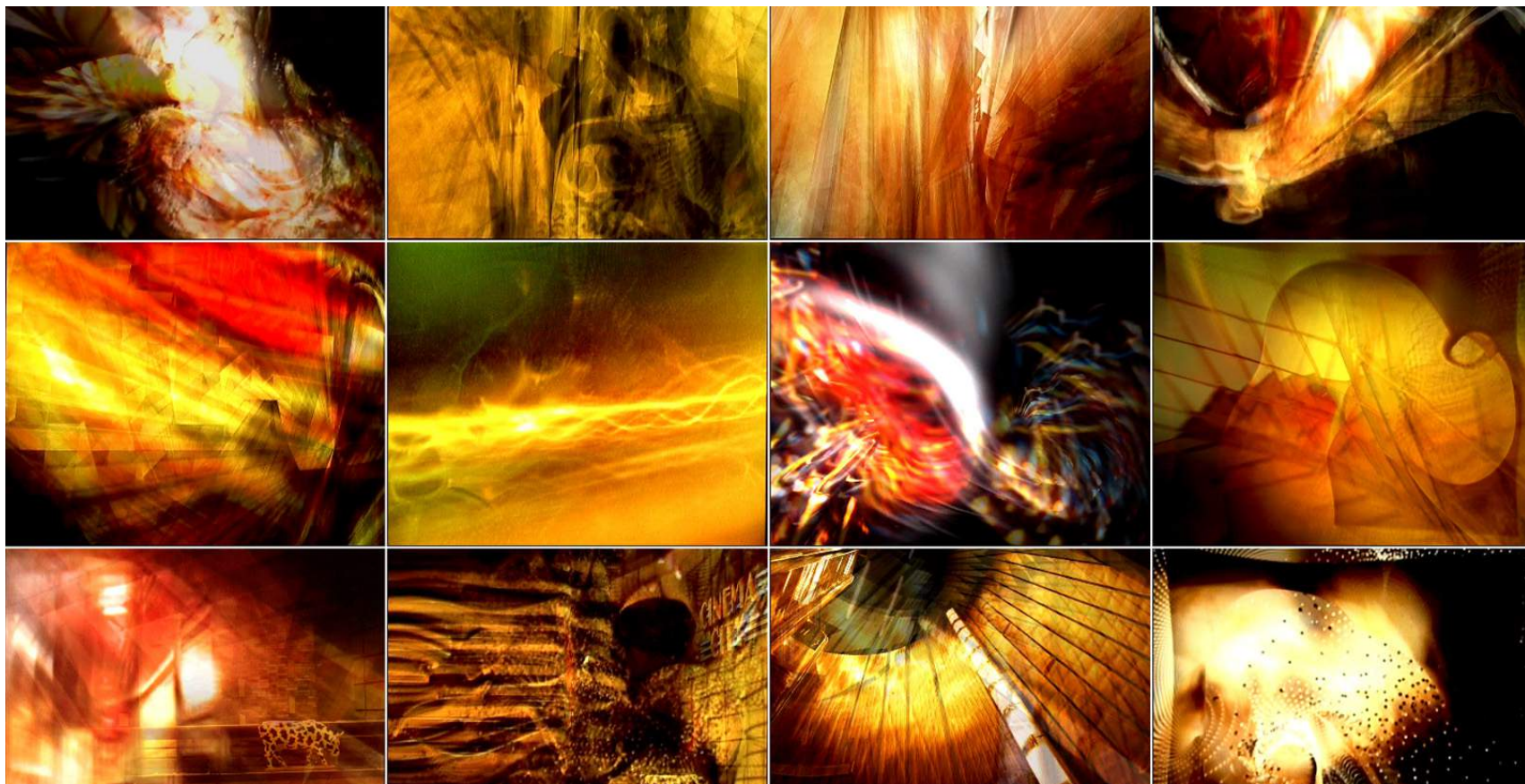


one zero hero – final year project at [University of applied Sciences Salzburg](https://www.unisalzburg.at/en), music video (3D, Graphic and Motion-Design, Animation, Compositing, Post Production, Concept), Diploma with Distinction, **Winner** at „Mecon new talent Award“ Cologne (3rd place)



Son LeWitt

audiovisual work inspired by Sol LeWitt. Animation, Graphic- and Motion Design, Concept



Project with [In0ut](#) (Robert Praxmarer & Reinhold Bidner) in the fields of Live Visualisations, Performance, Motion Design & Media Art. [CONfusions](#) is an experimental realtime video sound portrait of Prague. Produced at Palac Akropolis Prague & CIANT Prague, during Pepinieres pour les jeunes artistes residency. Presented at ARCO Madrid (in the Digital Transit Program)



*The **STRIXELS** (= street pixels)*

AudioVisual Project (Motion Graphics, Design, Animation, Compositing, Concept)

Contact

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