

PORTFOLIO

QUENTIN KOHLER

MAISON MITOYENNE

Infographic for a private client created
using Blender.



OPEN FIELD

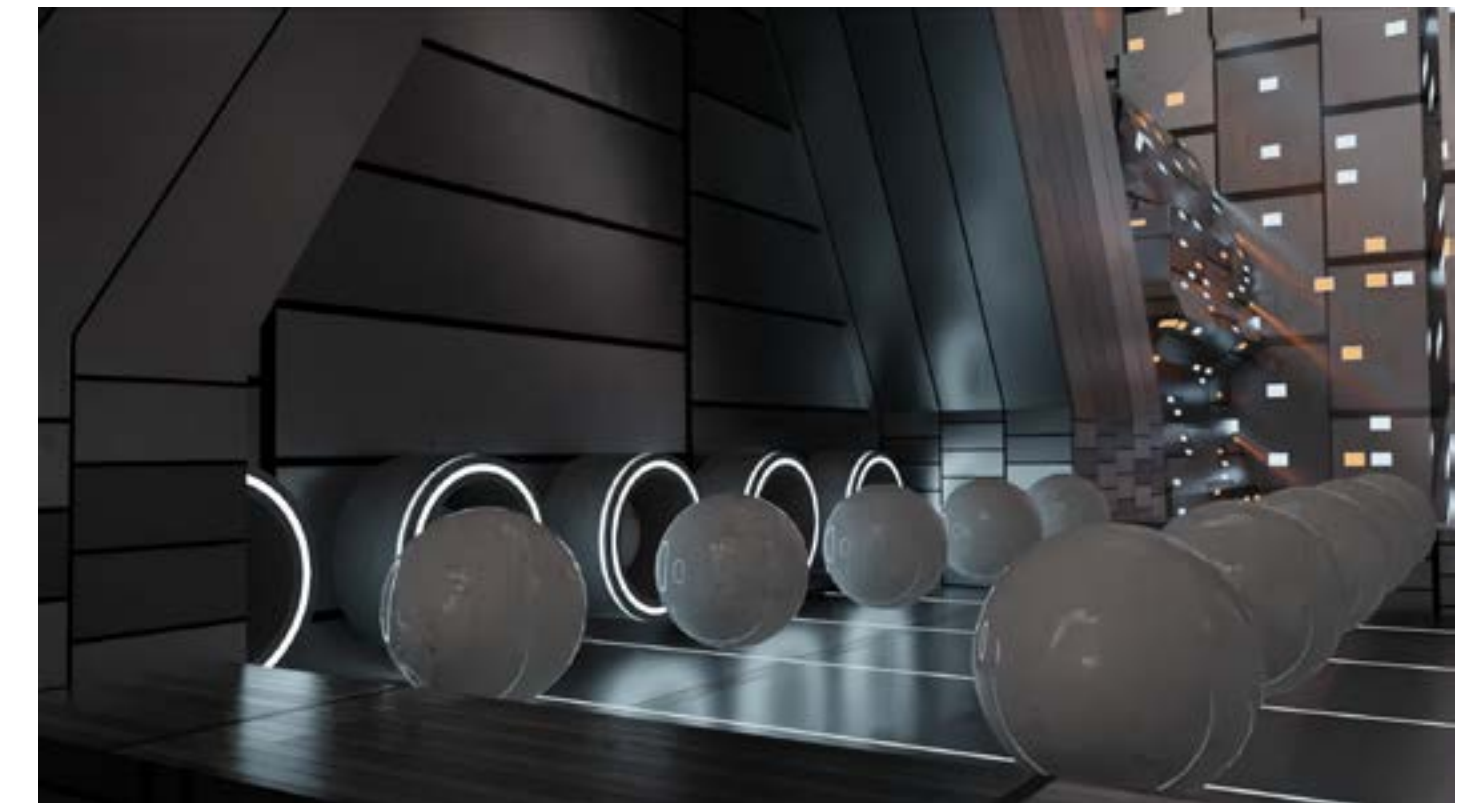
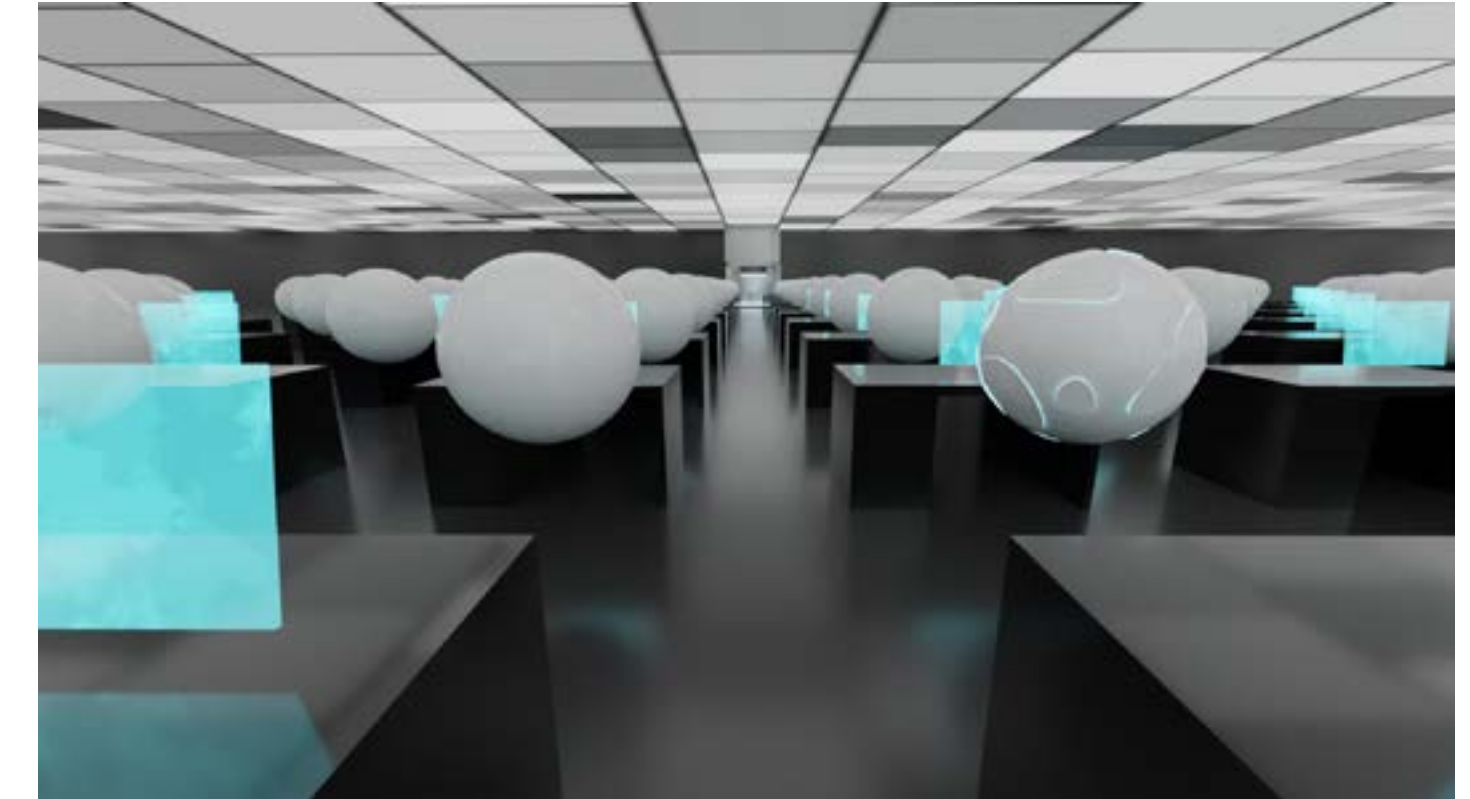
Project produced at ECAL

This 3D video was created using the software Blender

Based on the music «OPEN FIELD» by the artist Kiln, this video follows the day of a character who decides to break free from their gray and monotonous routine

Link to video:

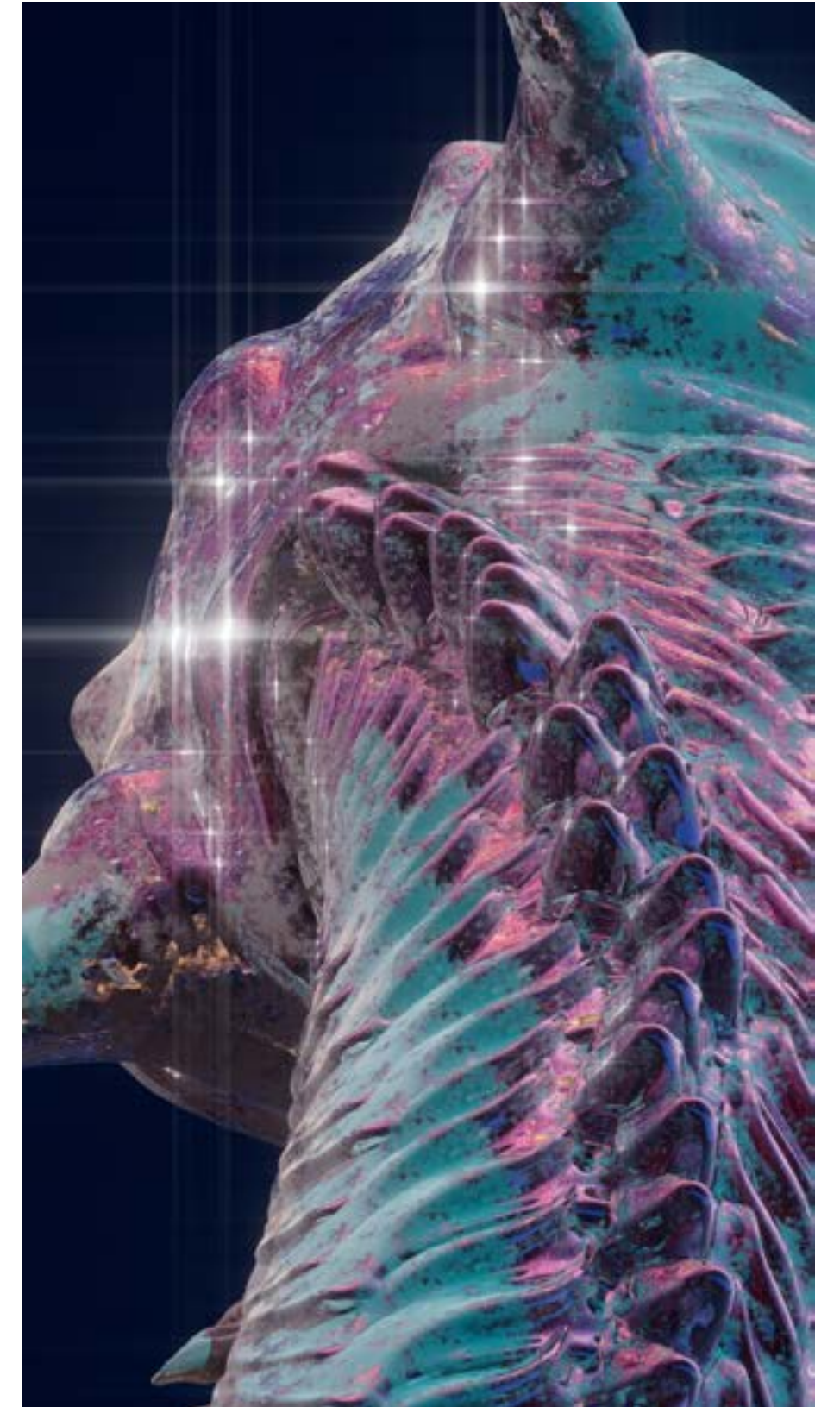
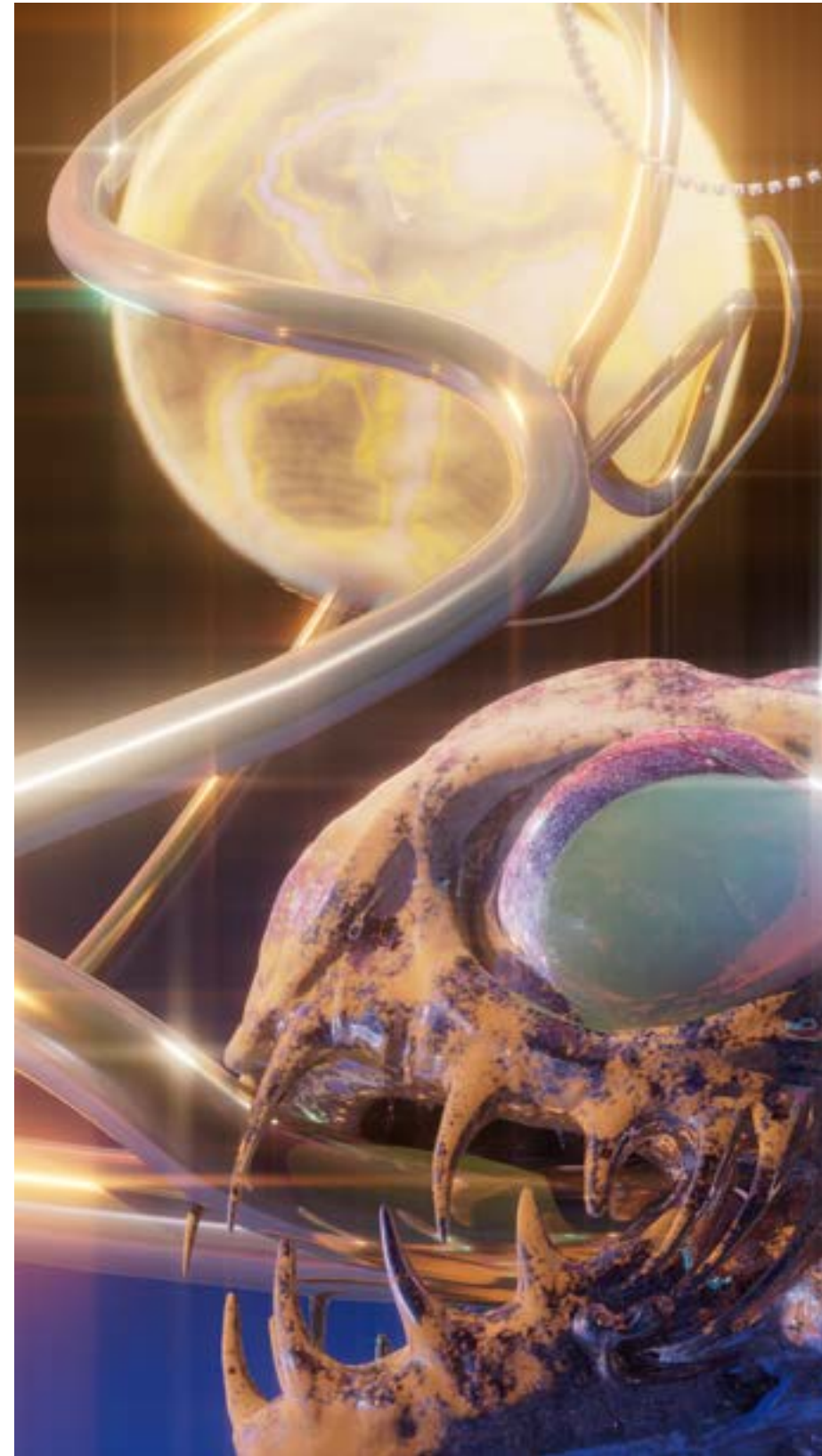
<https://youtu.be/-uENpAC3il4>



INSECT FROM OUTERSPACE

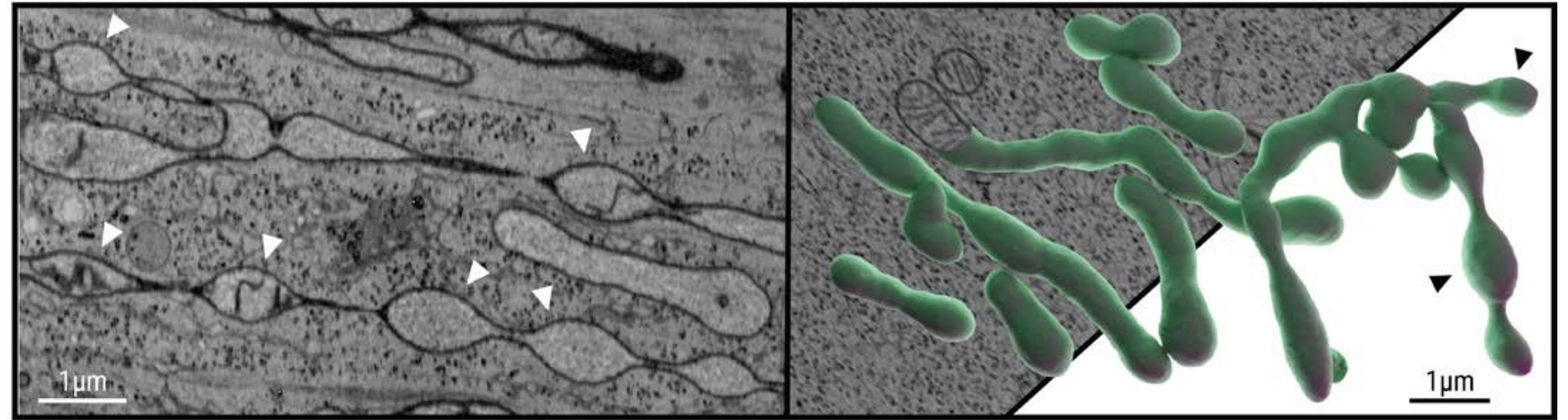
Project produced at ECAL

Sculpted with ZBrush and composed with Cinema 4D, this project was realised during a workshop with the artist Kushlet.

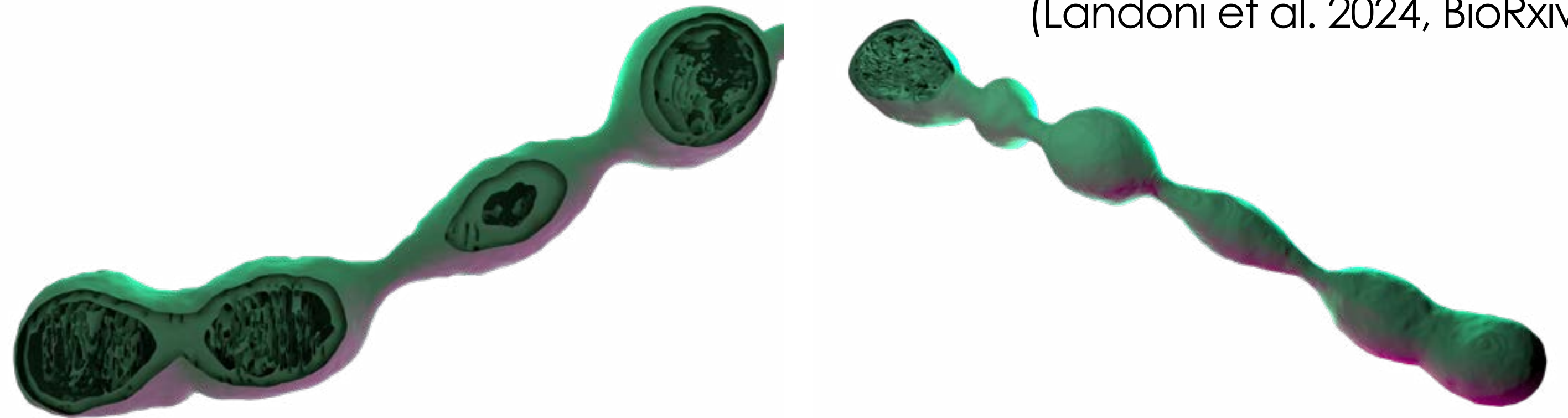


MITOCHONDRIAL PEARLING

3D visualization of mitochondrial membranes in cultured cells during pearling using Blender, based on segmentations by ariadne.ai from electron microscopy data (Focused Ion Beam Scanning Electron Microscopy, FIB-SEM).



(Landoni et al. 2024, BioRxiv)



GREEN UTOPIA

Project produce at ECAL

3D animation depicting the relationship between human civilization and nature based on the “Past/Future” thematic, using the Cinema 4D software.

Link to the video :

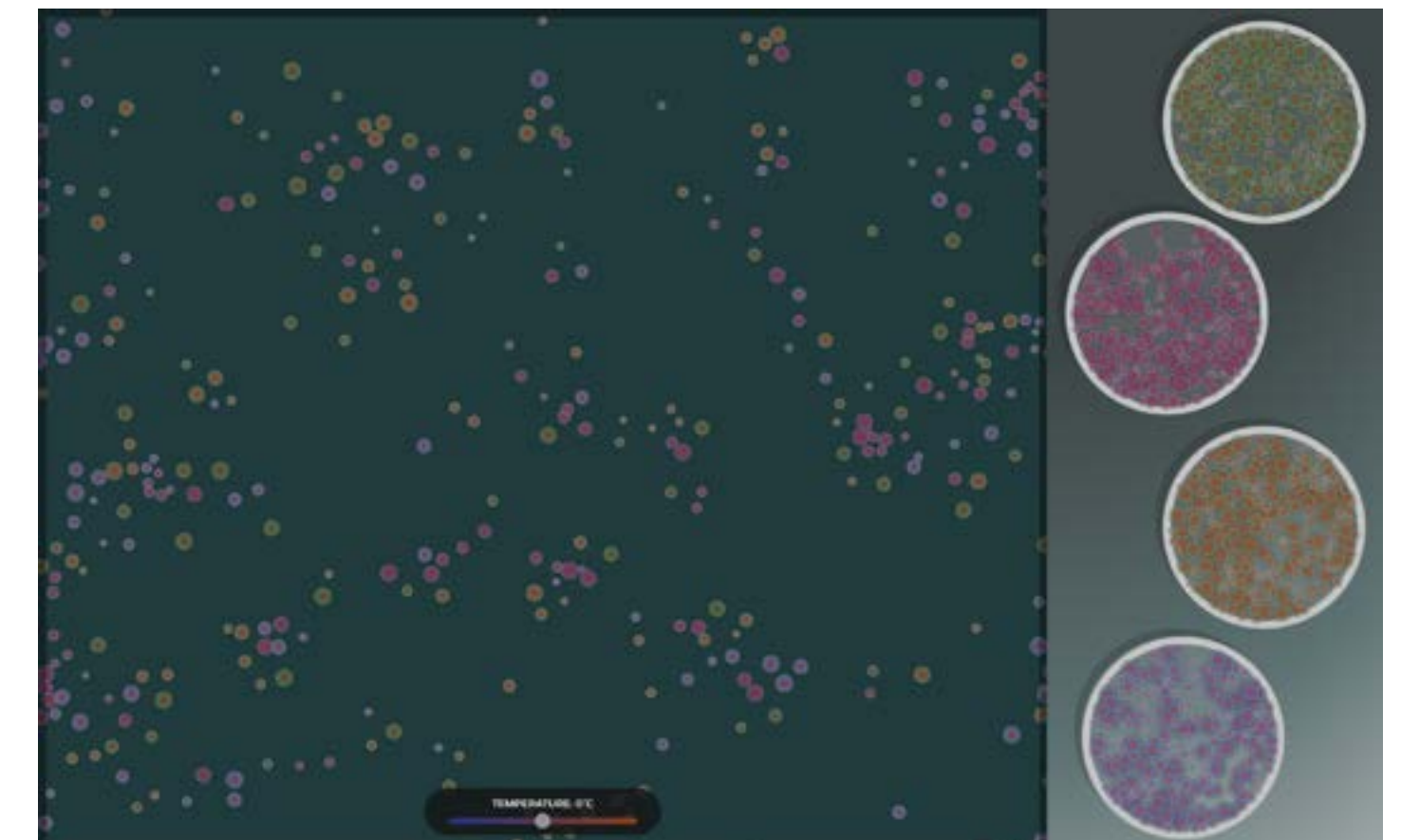
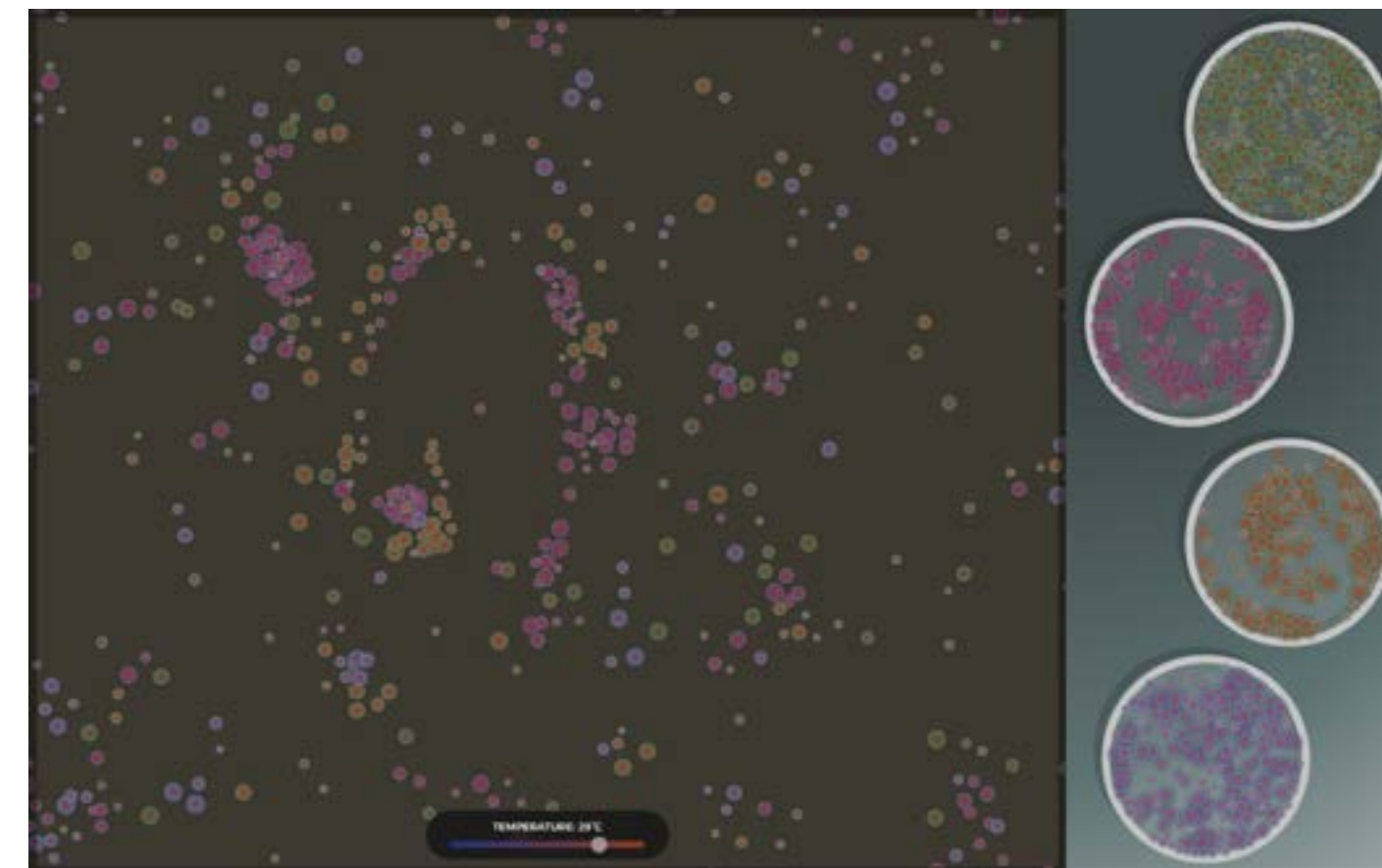
<https://ecal.ch/fr/feed/projects/7321/pastfuture/>



EMERGENCE(S)

Project produced at ECAL

Programmed with JavaScript, this project explores how, with simple rules such as an attraction force and a radius of detection life-like behaviors can emerge within a particle ecosystem.



MARGIN OF SILENCE

Project produce at ECAL

A 3D triptych using the Cinema 4D software providing an interpretation of the 20th century artwork "Margin of Silence" by Kay Sage, playing with different textures and materials to make the art piece come alive while keeping its original simplicity.

Link to the video:

<https://youtu.be/ZDNosgr4UQ>



NUMERIQUE RESPONSABLE

Project produce at ECAL
in collaboration with ELena Biasi

Animated posters representing somewhat unexpected facts regarding the environmental impact of everyday technology under the theme of sustainability and responsibility in digital technologies.

link to the video:
<https://youtu.be/ozoj1NVOm6c>



YGGDRASIL

Project produce at ECAL

3D animation created using the software, Blender. The Character and the assets were all sculpted in virtual reality and assembled to create the biome of a fictional carnivorous plant named Yggdrasil.

Link to the video :

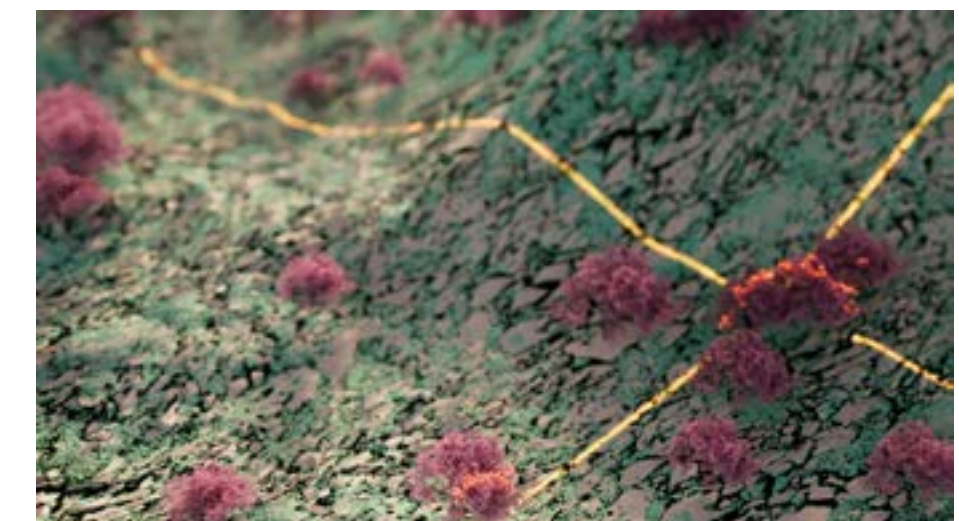
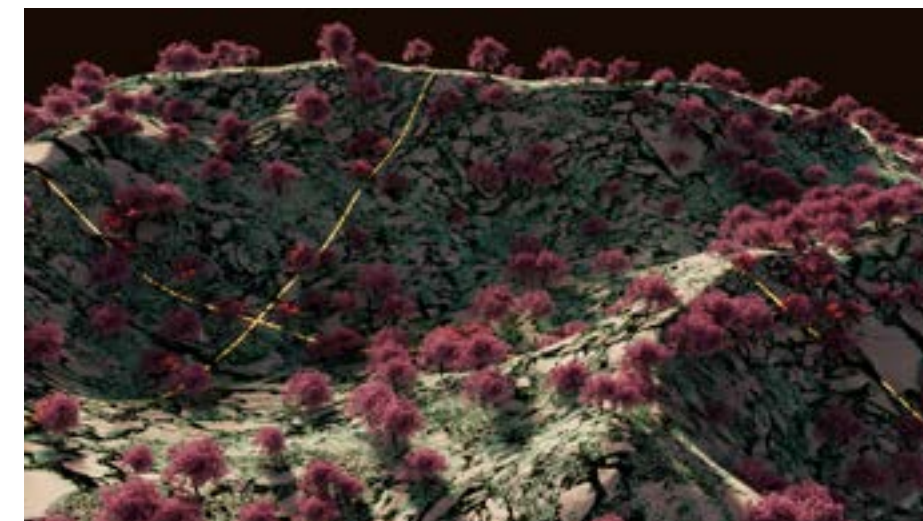
<https://youtu.be/cw0PG UE2eA>



FLOATING PAST

Project produce at ECAL
in collaboration with Elena Biasi

A contemplative, VR artwork imagining parts of Switzerland thousands of years in the future dancing around us while slowly transforming into the Switzerland we know today.



GREEN STREAM

Project produce at ECAL

This project is the prototype of an application created with the Figma software, addressing the theme "Much faster / Much slower". It offers a version of a streaming application that is environmentally friendly and seeks to raise awareness of the impact of streaming. The advertisement video created with After Effect explains the concept of the application.

Link to the video :
<https://youtu.be/UOuqRAd6Uqk>



LIFELINK

Project produce at ECAL

These necklaces were made using the 3D software Blender. They are part of a website project, showing the evolution of the guillotine in a fictional reality.



LA SUISSE D'EN TEMPS

Project produce at ECAL

Representations of Swiss fairy tales and legends, illustrated in vector format with the Illustrator software.



Horizon perdu



Châlet bien servi



Du lait à la crème



La douceur des fées



Jeu de quille

Scintillement blanc

GRIEF

Project produce at ECAL

In this game, created with the Unreal Engine 5 game engine, the player enters an introspective journey into the mind of a man trying to overcome a period of grief.

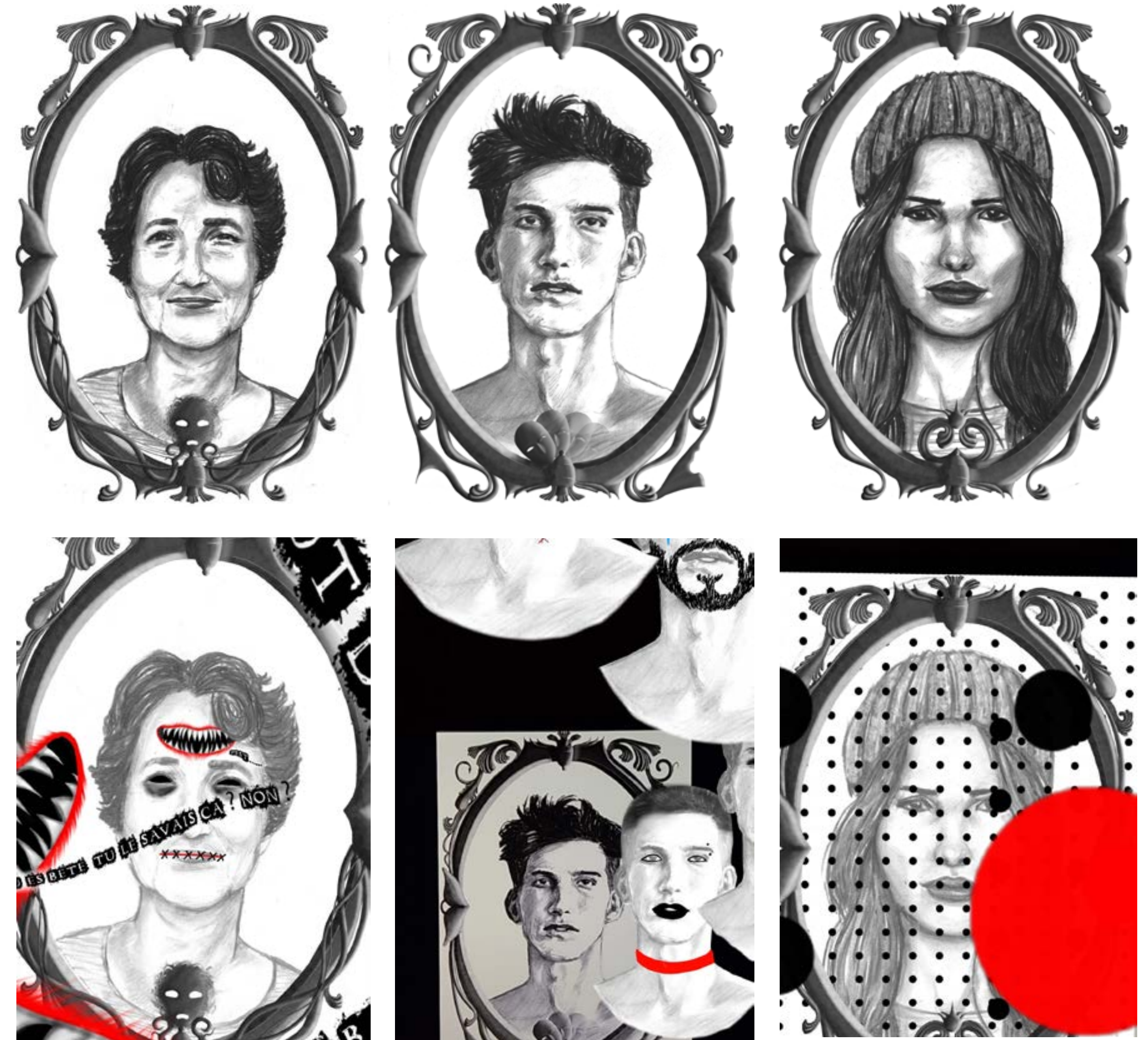


HIDDEN FACES

Personal project

Through these portraits, the project aims to raise public awareness about mental disorders. The project unfolds in two stages: the physical part and the digital part, accessible via the Artivive app, which shows the hidden side of the portraits.

To observe the second part, you can download the Artivive app on your phone and scan the drawings.



PERSONALS DRAWINGS

