

YAN CASPAR HIRSCHBÜHL

Visual Director | Motion Designer | VFX



Information

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Languages German / Swiss German (native)
English | Italian | French

Summary:

Experienced and passionate Visual Director, 2D/3D Motion and Visual Designer

Former teacher in motion design/3D at a Swiss university, I worked as an art director and co-founded a Swiss agency for communication and design. After several years and many projects for Swiss television, national directors and in advertisement I decided to study VFX in Vancouver Canada, at lost boys studios. This and my previous experience opened the doors into the visual effects industry for blockbusters where I could work on some amazing productions like Bladerunner 2049 (for which our VFX team got the Oscar for best visual effects), Wonder Woman, Annihilation, Deadpool 2 ...

After some years in VFX for movies/TV and moving to the wonderful city of Montréal, I wanted to go deeper into audio-visual immersion and motion design/3D and started working for Moment Factory, one of the world leading companies in public entertainment, projection mapping and audio-visual immersion always at the state of the art of technology. I had the pleasure and chance to work on small intimate productions (like the Grammys, “Alta Lumina” in France or Japanese theatres) up to big productions like Hong Kong Airport, AT&T Texas (new headquarter), Disney world, MTV music awards or the lovely new NYC Moynihan Train Hall.

Now back in Switzerland for a new exciting chapter to bring and use all my skills, knowledge and creativity for great projects!

I have a strong artistic visual sense for immersion and emotion and an eye for detail, light and color. I studied classic graphic design and typography and have a sense of aesthetics, style and gestalt. I co-founded and managed a company, was a prep-lead on VFX productions and art directing several projects in advertisement and communication.

Fast learner, leader, decision taker, team player, very interested and open minded and always up to date with technology.

I work both fast and precise with efficiency and am constantly eager to learn new things.

Working Experience

Freelance motion/3D designer and art director / mentor & University teacher	current
various projects for/with UNITY, Victorinox, NZZ, Aprilia, HORDE, Shed Montréal, ESMO group, RSI/SRF ...	
Moment Factory, Montreal QC, Canada	2018 – April 2021
Motion designer lead/direction for multimedia entertainment productions, traditional and real time	
Framestore VFX, Montreal QC, Canada	2017 – 2018
senior paint / junior comp / (supervisor outsourcing) on various productions like Bladerunner, Deadpool 2, Mary Poppins returns ...	
Third Colony Music	2018 – ongoing
Cofounder and visual artist	
Double Negative visual effects, Vancouver BC, Canada	2017
prep supervisor on productions like WonderWoman and Alpha	
Double Negative visual effects, Vancouver BC, Canada	2015 – 2016
VFX artist (prep) on various projects like StarTrek, Fantastic Beasts, Annihilation ...	
CVD VFX, Vancouver BC, Canada	2015
VFX Compositor – «X-Files» (2015 / 16)	
SPAID productions, Lugano Switzerland	2010 – 2015
Art director, motion designer for Swiss State television and European productions: Identities, promos, corporate, VFX	
Motion design & post production, Lugano Switzerland	2009 – 2013
Swiss / Europe cinema productions: titles, VFX, post production / color	
Co-founder & Art director “Hirschühl + Hug”, Solothurn Switzerland	2008 – 2015
Communication, marketing, concept, team management for corporate design, branding and advertisement	
Collaborations in animation and post production	2012 – 2015
with filmmaker & director Stefano Knuchel	
University Teacher, Lugano Switzerland	2009 – 2013
SUPSI Lugano, Switzerland – compositing, motion graphics & 2D / 3D animation	
Designer & Art director, Olten Switzerland	2011 – 2013
Marktik, marketing, advertisement & graphic design	
Studio Hegner, visual communication, Solothurn Switzerland	2004 – 2005
Photographer (studio) & Video editor	

Education

Various courses and intensive trainings in 2D and 3D animation tools and real time	ongoing
“Visual Storytelling” – classes, Moment Factory	2019 – 2021
Advanced visual effects compositing diploma – Lost Boys School of Visual Effects, Vancouver BC, Canada	2016
Bachelor of Arts in «visual communication» – Professional College SUPSI, Lugano, Switzerland	2009
Award (Swiss economy) for «best diploma 2009 in visual communication» – Lugano, Switzerland	2009
Certificate «Art and Gestalt» – University of Arts, Bern Switzerland	2004
Higher school certificate (pre-university) – High school of Solothurn, Switzerland – focus on «Art & Drawing»	2002

Skills

Teaching / Team / Seminars

- Teaching and lecturing at University level
- Public speaking, presentations, holding seminars/conferences, taking tough decisions
- Leading teams and artists, motivating and giving detailed feedback and inputs, small to big scale
- Leading, co-leading projects as well as executing
- Testing, bug fixing, debriefing

Directing / AD / R&D

- Developing visual story concepts: research, case studies, cultural/political history, emotive psychology
- Elaborating and testing audio-visual concepts and emotive immersion concepts
- Technical strategies, tech-check and reports
- Research and development of current and new audio-visual tools to serve the concepts and directions
- Technical tests and refinements

Static

- typography, graphic design, layout / Web
- Illustration and drawing
- character development and design
- Look development / matte painting / visual concepts
- 3D modeling (hi- / low poly), sculpting, UV unwrapping, texturing, lighting, shading, animation, multi-pass & multi-layer rendering
- Photography, photo editing & manipulation, digital painting, video editing

Dynamic

- 2d / 3d animation, particles, dynamics, mograph, smoke/fire, rigid and soft body dynamics
- Photo realistic 3d texturing, lighting and rendering
- Motion graphics, motion typo, motion experiments, editing, projections
- VFX compositing: 2D/3D & multi-pass compositing, rotoscoping, keying, 2D/3D & planar tracking, BG prep, set extension, 3D projections, color correction, grading, 2D/2.5D relighting, grain matching, matchmoving, CG integration
- Real time visualization and basic interaction, GPU rendering/raytracing
- Projection mapping
- Sound design, composition, music production and mixing/mastering

Software

- After effects, Particular, Photoshop, Premiere, Illustrator, Indesign
- Maxon Cinema 4D | 3D Paint, Autodesk Maya (basic), Synth Eyes 3D Tracking, Final Cut Pro, Edius, Davinci Resolve
- Redshift / Octane / Arnold
- Xparticles, Turbulence FD
- The Foundry Nuke, Mari, Modo | Silhouette FX | Imageneer Systems Mocha Pro
- SideFX Houdini (training)
- Unreal Engine/blueprint visual scripting/VR
- Propellerhead Reason, Logic Audio, Cubase, FL Studio
- Linux, MacOS, Windows
- AI image/video tools, EbSynth ...

Special Skills / Hobbies

Technology, science fiction, video games, drawing, illustration, 3D modeling, lighting, rendering, photography (studio, outdoor), filming, electronic music production, sound design, advertisement, blockchain, sport/bike, snowboarding, hiking, nature, cinema, comedy, psychology

CREDITS / CLIENTS

**MOMENT
FACTORY**

 **FRAMESTORE**

ONEG



SHED



UNIVERSAL


**SONY
PICTURES**

Disney



VMA
VIDEO MUSIC AWARDS



LANDOR



SRF **RSI** SPAID | PRODUCTION
& RESOURCES

**TRUE
COLOR
FILMS**

SUPSI | + |

HORDE

 **Unity®**



ESMO GOOD SCIENCE
BETTER MEDICINE
BEST PRACTICE


VICTORINOX



3M, USM, Aprilia, NZZ, Emmi, ESMO group, Borer Chemie
Audemars Piguet (pitches), Breguet
Città di Lugano
Moynihan Train Hall, NYC, USA
Kung Fu Panda entertainment park, China
Paradise City, South Korea
Disney World, Orlando Florida
Alta Lumina, LesGets France
Hong Kong Airport
Columbia Pictures
Dreamworks
Marvel
Focus Features
PANDA PIX
Crazy8s Film Society
Third Colony Music – t3K records – Vykhod Sily
Imago Film
AMKA FILSM
PARANOKIKO
Venus and beyond
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