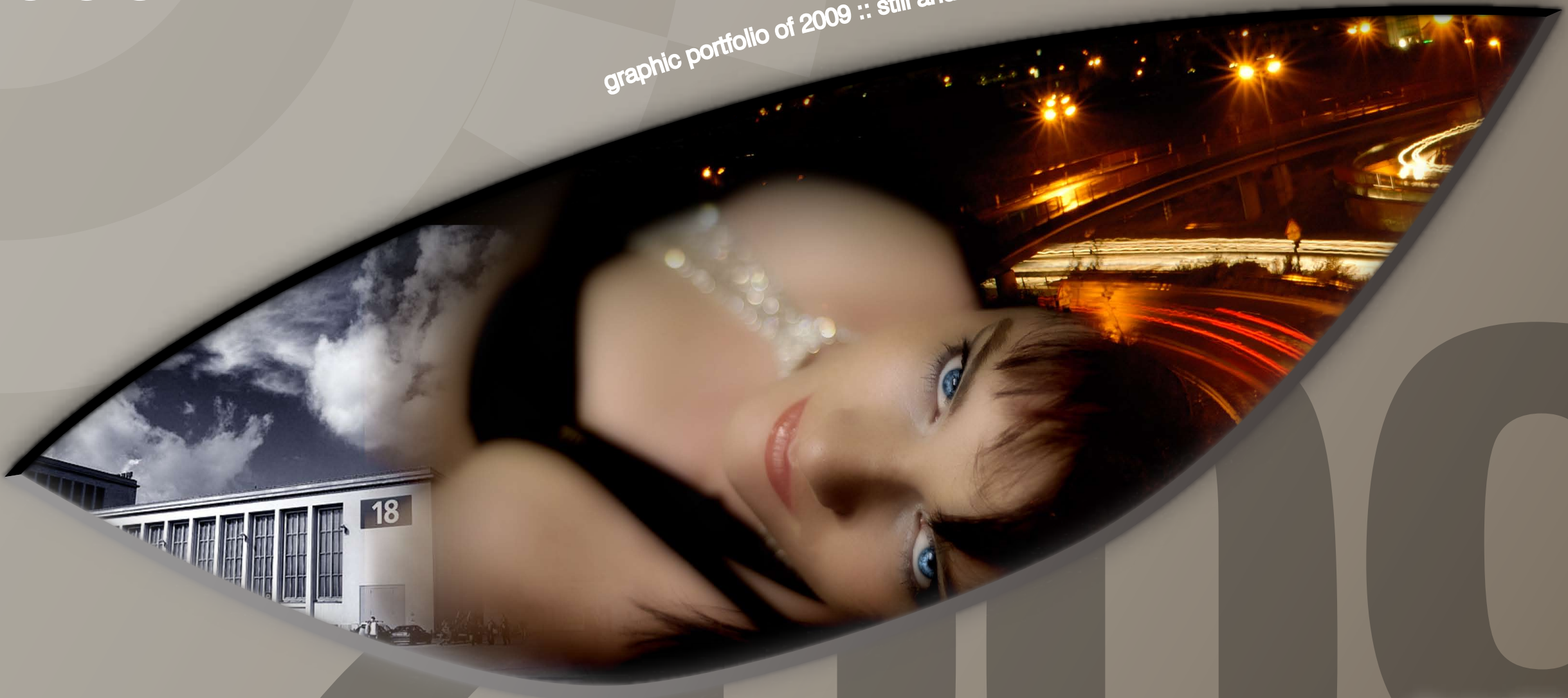
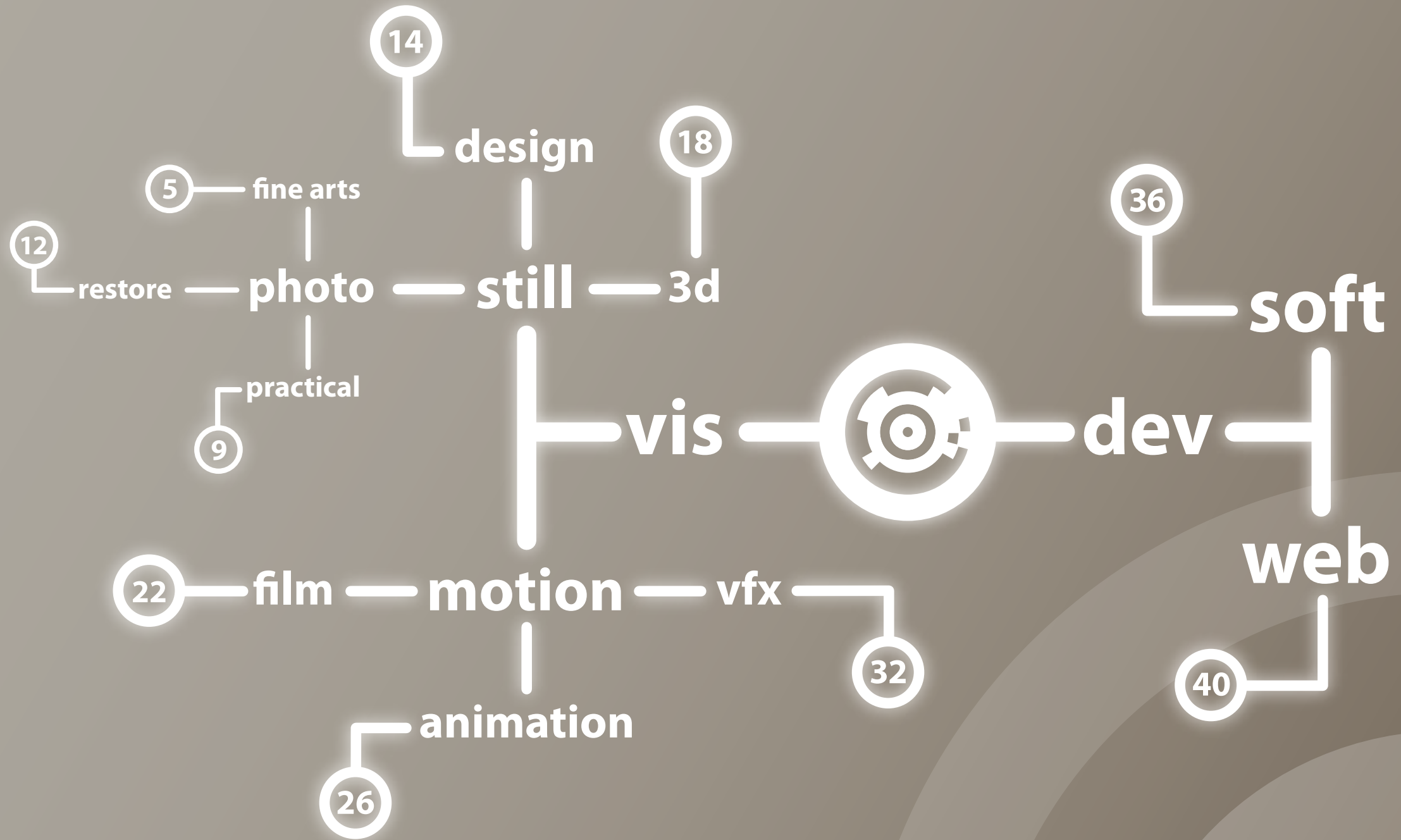


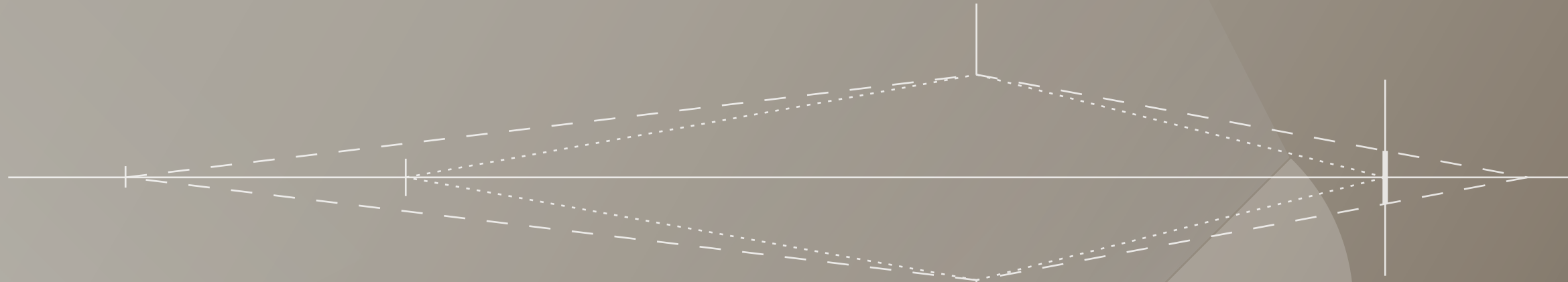
portfolio 2009

graphic portfolio of 2009 :: still and moving imagery :: visual media :: software and web development

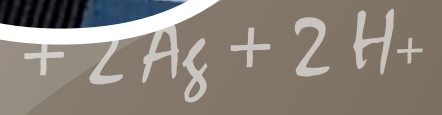


frank thomas





photo





Monochrome Fine Art

Photography is a way of artistic expression. Analog or digital is not a technical question anymore. It's the question of your way of taking pictures. In a time where images travel at the speed of light and manipulation is just one click away, analog pictures unspool photography and provide authenticity. Spending time in the darkroom is a very meditative task. Separated from the outside world you can experience your visions coming to life. Developing the film and enlarging prints is like a traditional craft. Everything you do influences the final result. You have to know what you do, because there is no 'undo'. Photography is a way to yourself.

left

SELENLOS

Nikon F65 w. Agfa APX 135

right

TAXI!

Nikon F80 w. Ilford HP5 135





Panoramic Pictures

When reality exceeds the human field of view there is the need to go panoramic. Pano photography can be used to capture the whole beauty of a scenery at once, to show a scenery from a new perspective by distorting it or to express a certain feeling artistically.

top

VIS-A-VIS

Nikon D70/Digital RAW

middle

DER SCHLUND DES MOLOCH

Nikon D70/Digital RAW

bottom

JAHNPLATZ BEI NACHT

Nikon D70/Digital RAW



Architectural Photography

Architectural photography is not just about depicting a building. It is a difficult task to visually present something that can be seen by people everyday. Thus it is the photographer's task to make architecture appear truly monumental and unique by showing it in an uncommon way. Be it the lighting, time or perspective - everything is a fair game as long as it supports ones vision.

right

BRANDENBURGER TOR
Nikon D70/Digital RAW





Street Photography

As a street photographer you need to be completely flexible. Take what you get and make the best of it. You only have some instances to capture the situation, thus you need a feeling for the right time, a vue for details, and control over your equipment. There is no second chance.

top left

POKERFACE

Welta Refleka II w. Ilford HP5 120

top right

THE STREETS OF MOABIT

Nikon F80 w. Kodak TriX 135

bottom left

ANOTHER BRICK IN THE WALL

Nikon F65 w. Agfa APX 135

bottom right

TREPP AUF, TREPP AB

Welta Refleka II w. Ilford HP5 120



Portrait: Baby

Newborn children are the worst and the best motif a photographer can work with. They never pose the way you want, they only grant you some minutes of their cooperation and they show no appreciation for your work. They do not pose, they act naturally. They do not appreciate, but their parents do. And when they cooperate, it is so worth it.

left

BLICKE

Nikon D70/Digital RAW

top right

SUNSHINE SUPERMAN

Nikon D70/Digital RAW

bottom right

SPIELZEUG

Nikon D70/Digital RAW





Portrait: Beauty and Couples

A portrait is more than just a snapshot of a person's state of the life. To me a face is a mirror of one's personality, it tells the story of someone's life. The eyes are the window to the soul, they tell about the emotional world of a person.

top left

FACETS: LUST

Nikon D70/Digital RAW

top right

FACETS: WHAT?

Nikon D70/Digital RAW

bottom left

UNTITLED SPRING SERIES

Nikon D70/Digital RAW

bottom right

TOGETHER 4EVER #8

Nikon D70/Digital RAW



Product Photography

Although the products may be differing from client to client, they all want one and the same thing: perfection. Shooting products takes more than just high-end technology. Items have to be put perfectly into focus to show them from their best side or visualize their function. Whatever fits best to a campaign and gives the strongest effect.

top left

PACKAGING FOR WINE BOTTLES

Client: LeCadeau

top right

PENDANT FOR MOBILES W. SWAROVSKI CRYSTALS

Client: LeCadeau

bottom left

NIKON F80 WITH 50MM 1:1.8 AF-D

Client: Private

bottom right

COGNAC SNIFFER

Client: Private





Digital Image Restoration

Like our memory, pictures fade. With growing age chemicals start to oxidize, mildew and dust damage the image surface. For an experienced restorator these flaws are relatively easy to fix. It starts to get head wrecking when images got accidentally damaged. Despite all our modern digital technology, this is something that can't be automatically fixed by a machine. Only a restorator with deep knowledge of pictures and digital imaging will be able to recover photos already thought to be lost.

left

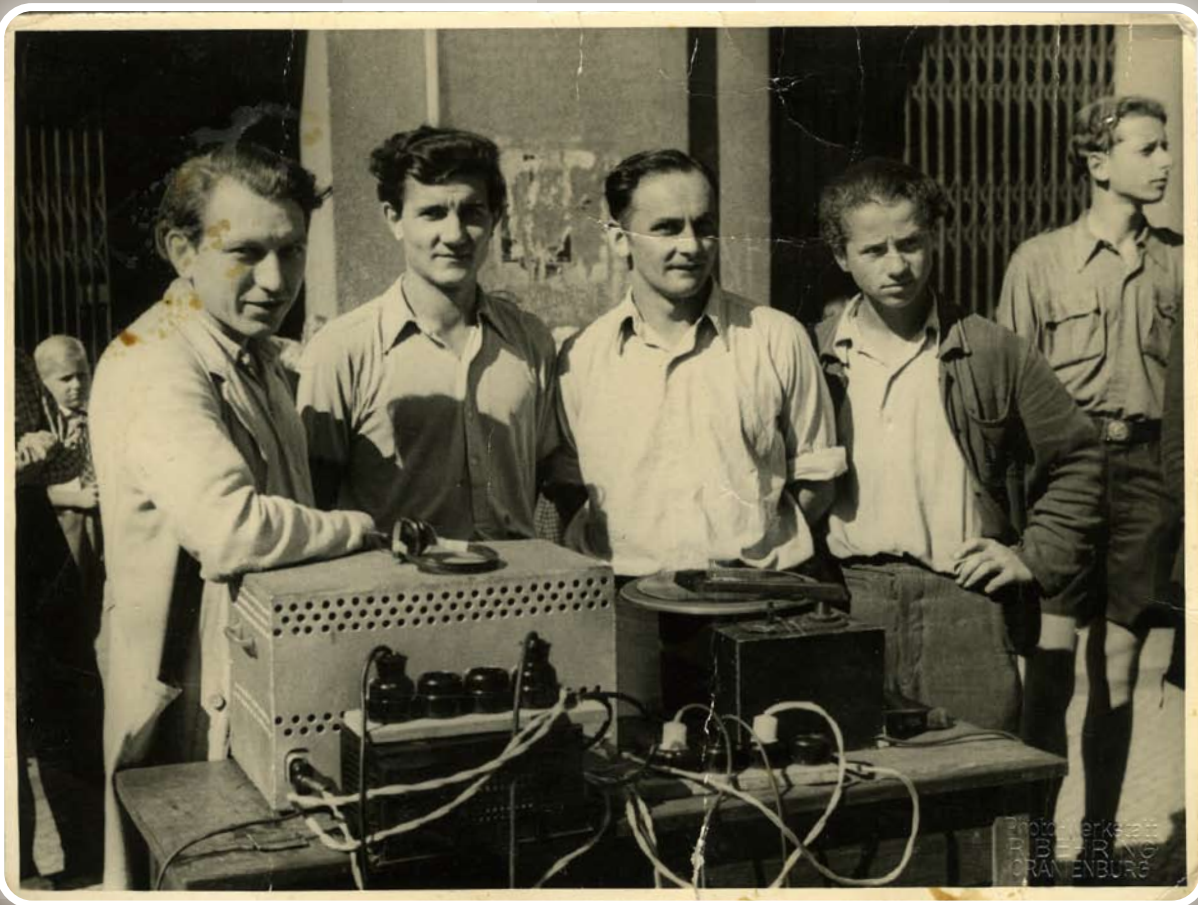
ORIGINAL DAMAGED IMAGE

Scratches, Ruptures, Ball-pen strokes

right

DIGITALLY RESTORED IMAGE

Working time: About 2 hours



Digital Image Restoration

Neither analog nor digital images are made to withstand the ravages of time. But digital painting tools can help to recover or touch up old images and extend their lifespan, keeping the memory of loved ones for a lifetime. Maybe even longer.

left

ORIGINAL DAMAGED IMAGE
Scratches, Ruptures, Mildew

right

DIGITALLY RESTORED IMAGE
Working time: 1 hour 30 min.

deSsign





Flyers and Posters

left

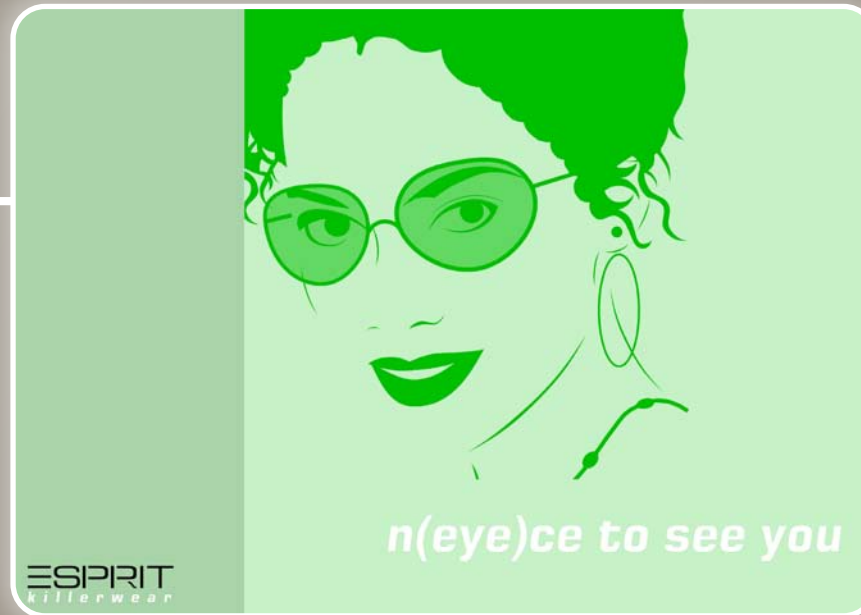
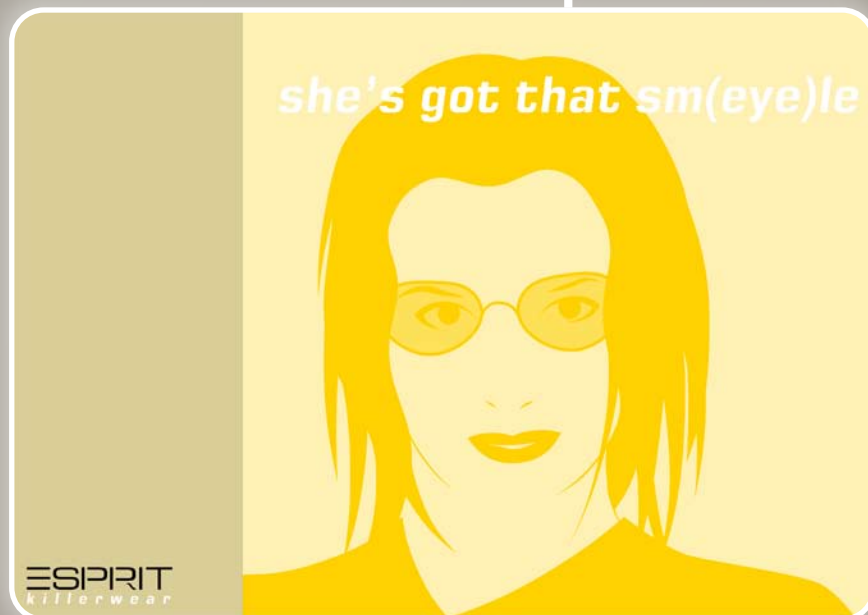
PROMOTIONAL POSTER 'COMA'

Part of the marketing campaign for my upcoming short film

other

FLYERS

Several flyers, mostly for LAN parties. All done with Photoshop, some include own artwork, some are collages.



ESPRIT Eyewear

A fictional marketing campaign for Esprit as a task in the 2nd semester's course "Media Strategy". The branding campaign included the production of four commercial posters and one magazine advertisement.

To promote Esprit's eye wear products, four illustrations of models and actors were produced with Freehand, each accompanied by a slogan with a pun on 'i/eye'.

top left

SL(EYE)GHTLY DIFFERENT

Model: Ivanka Trump

top right

NO NEED TO H(EYE)DE

Model: Charlize Theron

bottom left

SHE'S GOT THAT SM(EYE)LE

Model: Bridget Fonda

bottom right

N(EYE)CE TO SEE YOU

Model: Halle Berry



Logos and Logotypes

A selection of logos and logotypes for several occasions.

LECADEAU

A company designing custom presents and special packaging

UAR HEXPLORER

An application to visualize the Upper Austrian Research Net

FLIESENPALAST UHL

A company selling ceramic tiles

SPLIT PICTURES

A company producing moving images

SIMILE

A tolerant search engine

BIELEFELD SUCHT DIE SUPERBAND

A local band contest in Bielefeld in 2006

DISNEY TOILET PICTOGRAMS

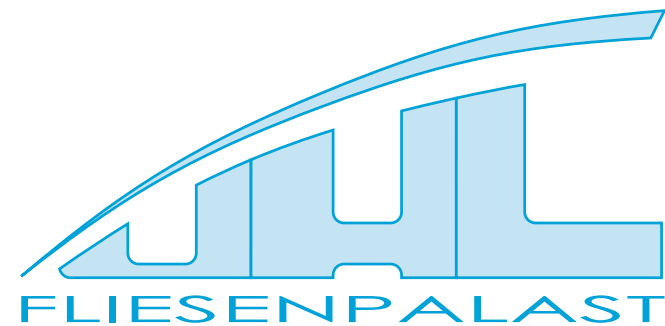
A first semester's task: Produce (fictional) toilet pictograms for EuroDisney Resort

RESEARCH NET



UAR HExplorer 1.0

(c) 2004-2005 Frank Thomas
Visualnet Technology (c) 2003 Jens Kanschik



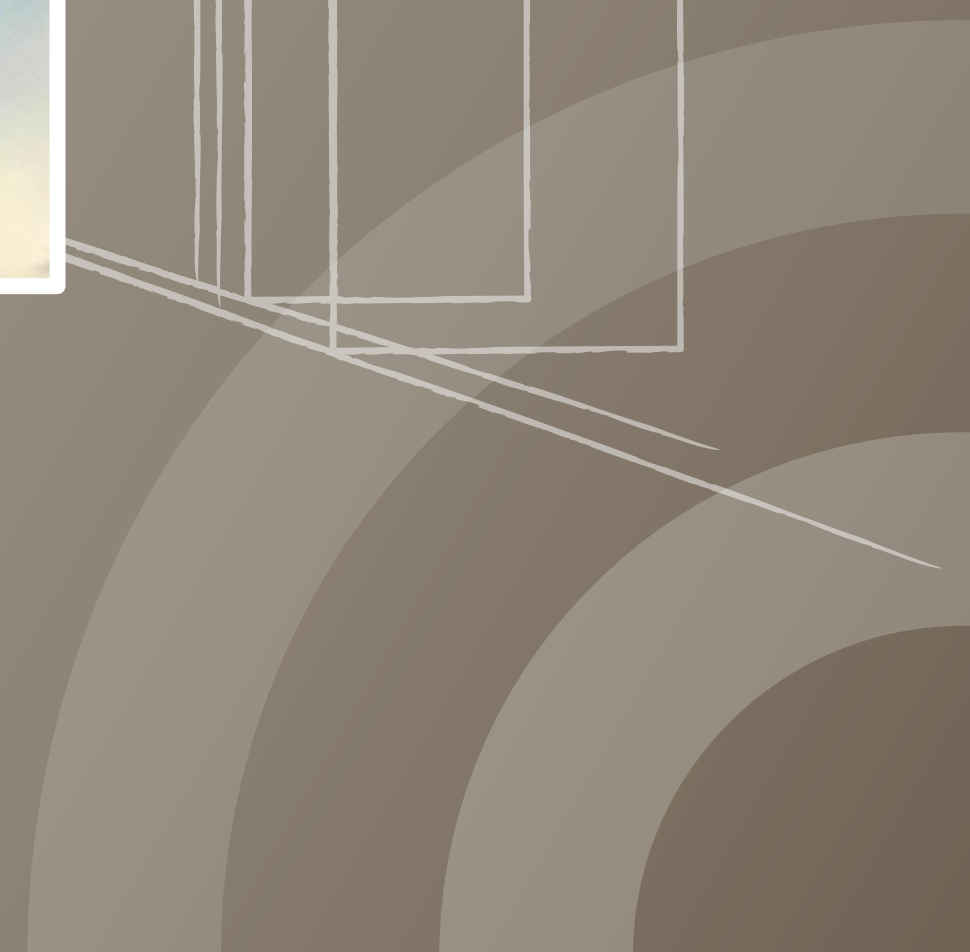
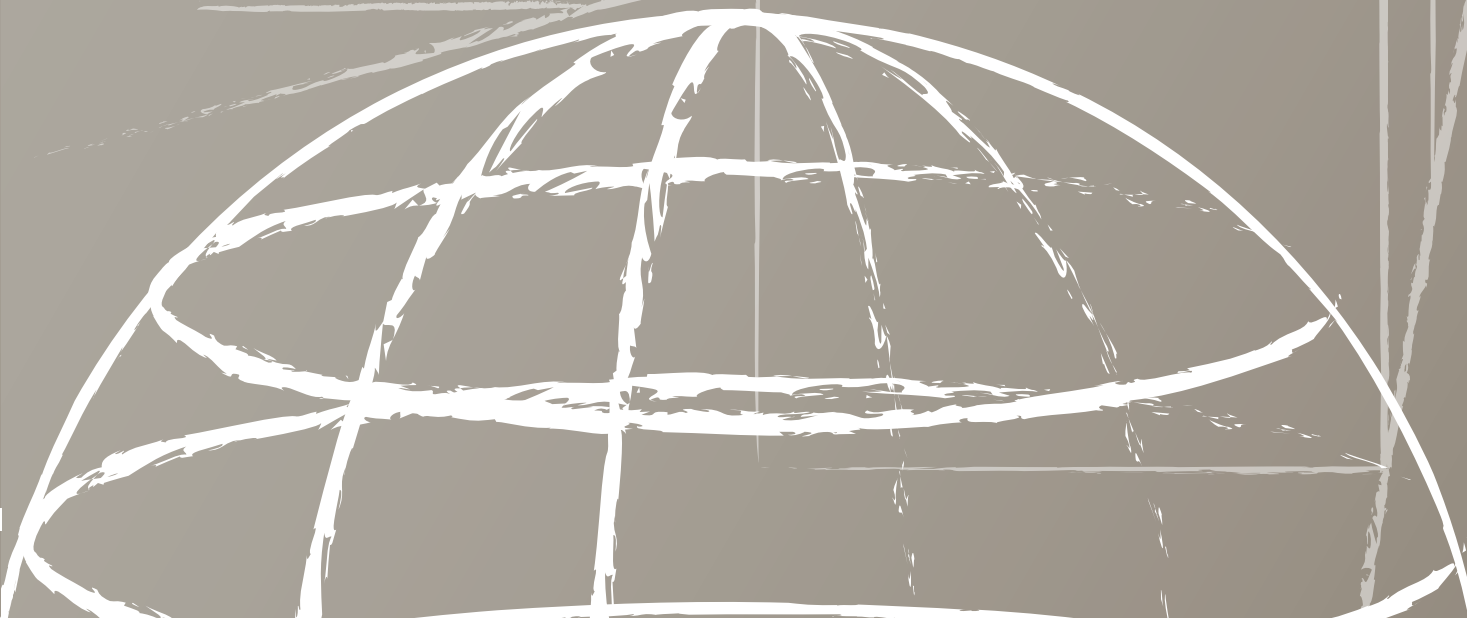
FLIESENPALAST

SIMILE[®]
the find engine

SPLIT PICTURES[®]



3d

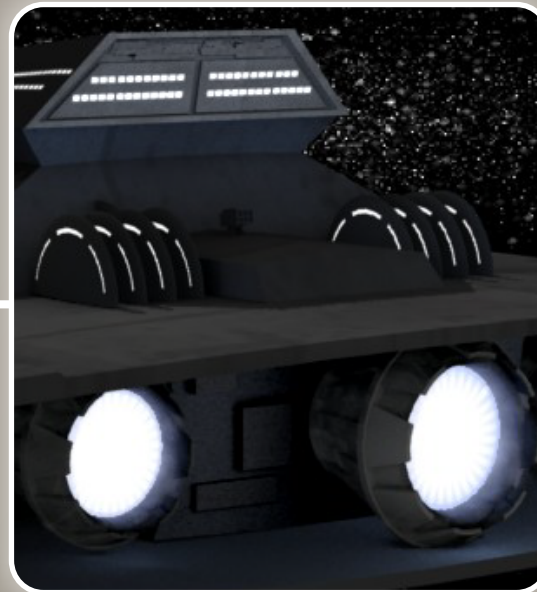




The Room

An article about Global Illumination rendering in the German magazine "Digital Production" inspired me to create a photo-realistic looking 3D image utilizing only indirect lighting. For this experiment I chose the free tools Blender - for modelling and texturing - and Yafray - for photo realistic GI rendering.





Spacecraft

This is a 3D model of a space carrier. A homage to typical space crafts in 1980s Star Wars influenced science fiction movies. With loads of nurnies and greebles, turbo-lasers, shield generators and of course giant engine boosters. In the beginning this was an assignment for an online game, which was actually never finished. Modeled, textured and rendered in Blender.





Audio Cassette

A task in 8th semester's course 'Computer Graphics' was to model an audio tape. The task required it to be detailed, more or less realistic looking, to use textures and include two mirroring and one transparent surface. The cassette was modeled and textured in Blender. It was image based lit with an HDR map and finally rendered with Yafaray.



film



Coma (2008)

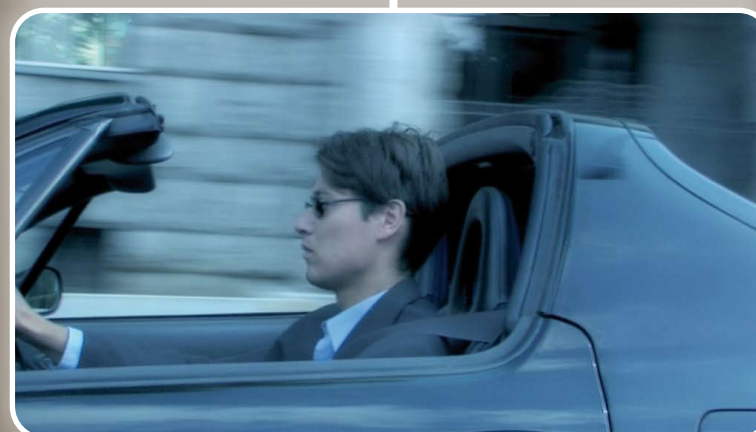
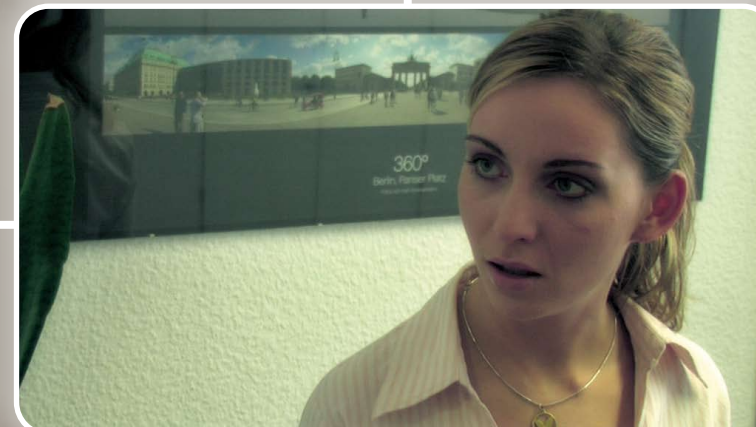
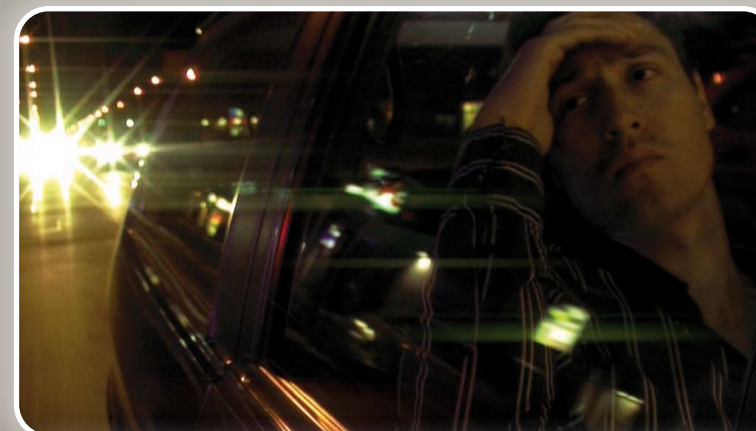
Running time: 35min.

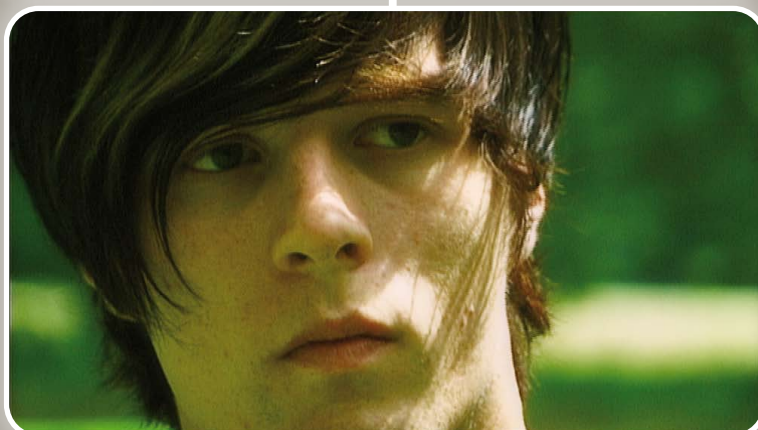
Genre: Short / Mystery

Format: DV, 1.85:1, DTS/DD 5.1

Jago is living a perfect life. He is a successful, wealthy and respectable young man. But one day all that changes when he gets haunted by the hallucination of a strange man. Things get worse and worse until he suddenly collapses.

'Coma' is the culmination of all my preceding short films. It is not only a part of my Master Thesis 'Film und Wirklichkeit', it is the wish to go feature length. Of all films I made, 'Coma' is the one with the longest time in pre-production, the biggest budget, the most locations and the longest playing time. It profited from more than 4 years of expertise in movie production. More than 60 people were involved in the production process that took more than 2 years to complete. Currently the movie is in the final stages of post production waiting for its theatrical premiere. Subsequently, it will be published on DVD accompanied by an extensive making-of documentary.





Trust (2006)

Running time: 10min.
Genre: Short / Action
Format: DV, 1.85:1, Dolby Stereo

Part-time killer Seth is offered an interesting job by his new girlfriend's brother: Eliminate the boss of a big company and get his suitcase containing two million Euros. But when the hunter gets the prey he realizes that he has been trapped...

'Trust' is another short that was produced in a film course. We already had produced three other shorts and were ready to head for a longer playing time. After many heated discussions, we produced these 10 minutes of action with almost no budget. A course mate wrote the story which I rewrote to a screenplay. During the production I was the Director of Photography. To me this short was the prototype for my next project called 'Coma', which directly profited from the knowledge and the experience we gained when shooting 'Trust'.

Though filmed with a DVCAM camera, at all time it was the goal to achieve a very film-like look.



Jack und Gretel (2007)

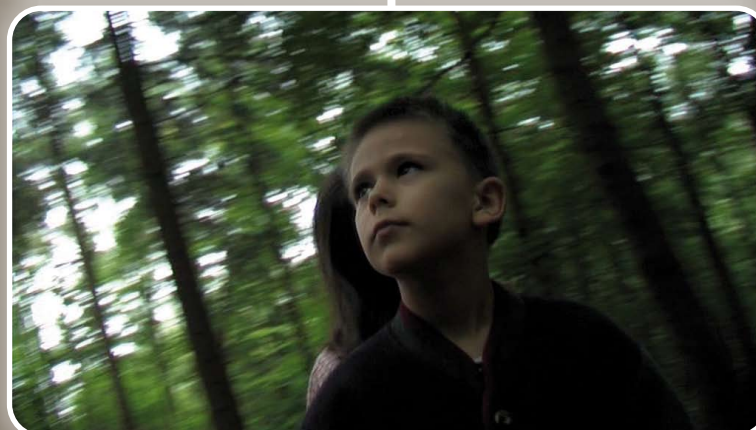
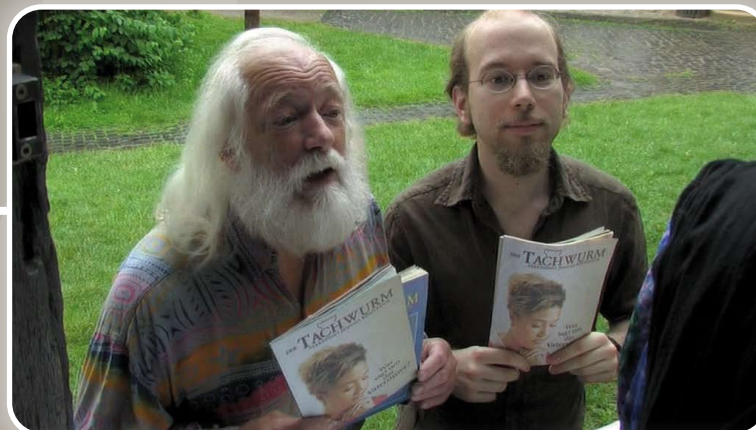
Running time: 5min.

Genre: Short/Comedy

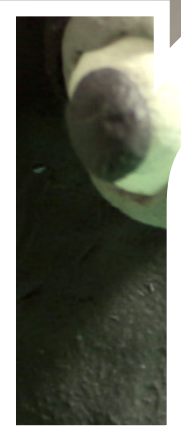
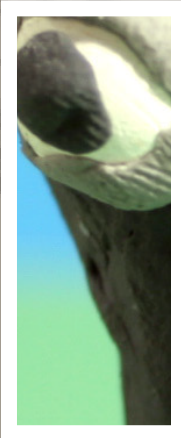
Format: DV, 1.85:1, Dolby Stereo

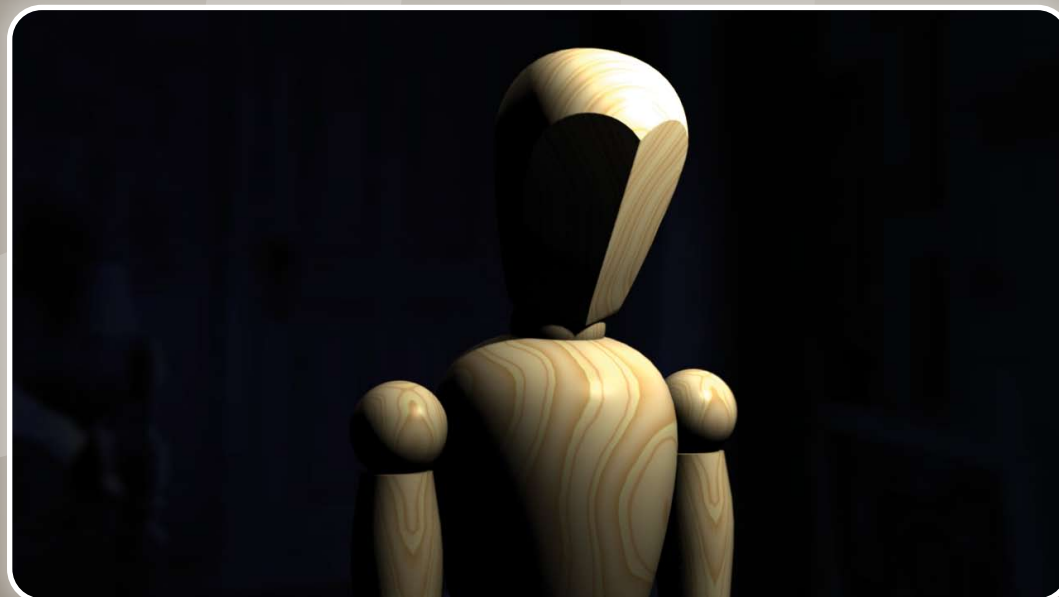
Two children are left alone deep in the woods by their father. They take shelter in the house of an old witch who keeps them like bondservants. One day Gretel discovers that their situation is a conspiracy between the witch, her father and her brother and that she is going to be eaten. She burns the witch to death, takes revenge on her brother and lives happily ever after.

This no-budget short was filmed during only three days of shooting on the property of an agricultural museum. It is a modern version of the Brothers Grimm's classic fairy tale „Hansel and Gretel“. On this film I could completely concentrate on my work as a Director of Photography. It is a very pure film without any effects or color grading. The look of the film was achieved solely by the naturalistic lighting and the camera, a Canon XL2. Although this short has some shortcomings in its screenplay and is a victim of its lack of a budget, it is one of the shorts where I like the pictures the most.



anima

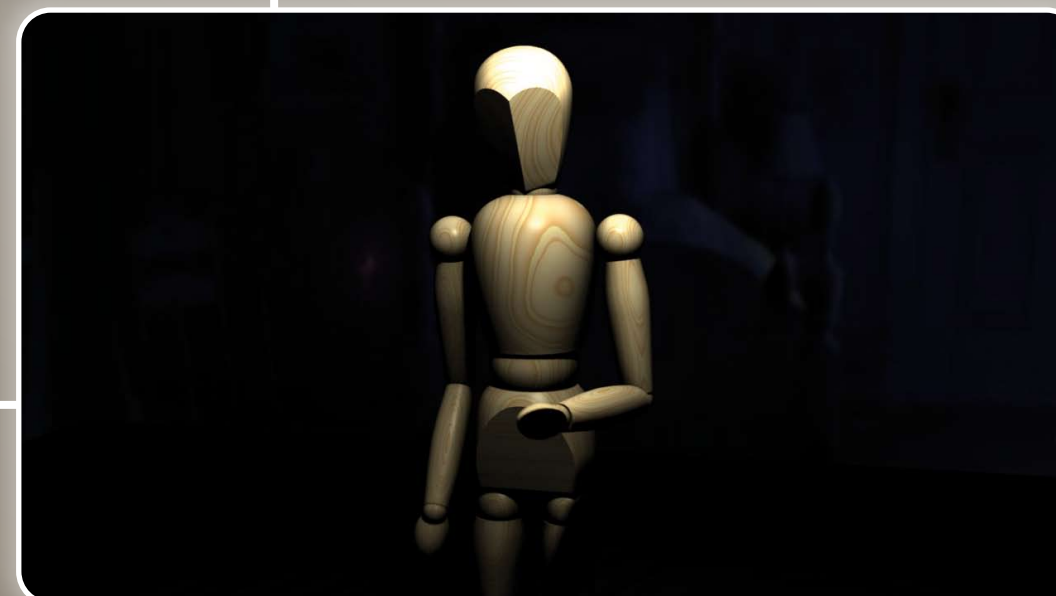




Mannequin

The final task of the 4th semester's course „Animation and Trickfilm“. A 90-second short-story about a puppet that is suddenly awakening to life. After getting conscious of itself, the puppet soon has to recognize that it is bound to a socket and no matter how hard it tries, it will get no progress in life. So finally it gives up its struggle and resigns.

Modelling, texturing, lighting, and animation was done in Blender. The short was rendered in HD1080p and edited in Adobe Premiere Pro. It took almost one month to render all 2638 frames.

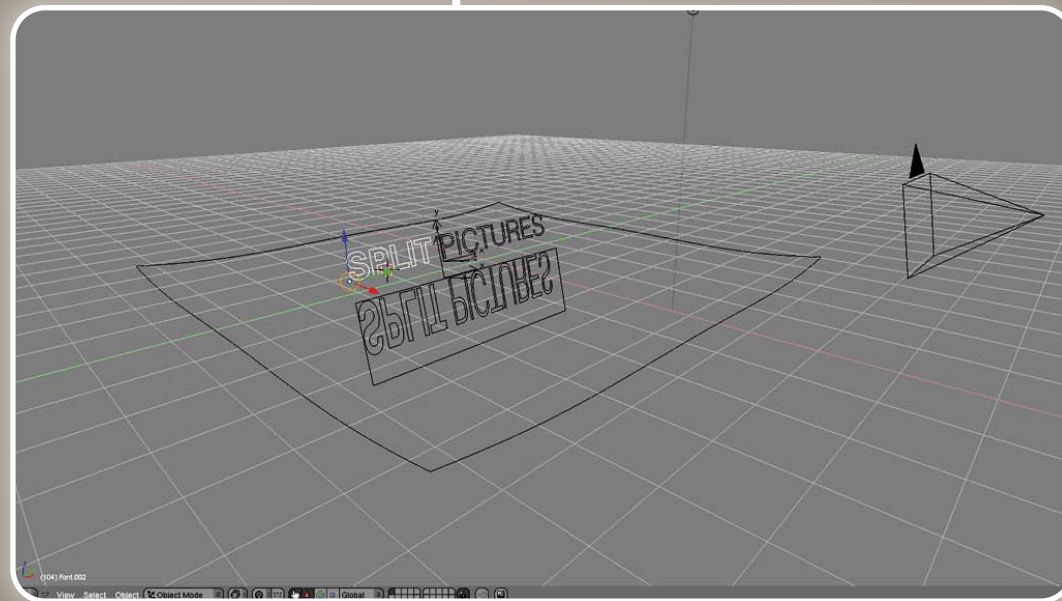




Logo Animation

This logo was animated for the 'Coma' project. It is the intro running right before the movie starts. It is a very plain and classic logo that appears right above a mirror surface. After a few seconds a drop of water is audible and the surface starts to ripple. Now the mirrored image fades away and leaves the type alone at the center of the screen.

Although it was produced entirely in a 3D application it was more a compositing task. Everything from start to finish was done in Blender which, for a number of reasons, is one of my favorite tools.





Motion Graphics

When typography, animation, 3D and filmed footage meet, that's motion graphics. Motion graphics are mostly used for broadcasting and commercials as eye-catching bumpers or interstitials enriched with flashy effects like glows, flares or particles.

top

BIELEFELD SUCHT DIE SUPERBAND

The organizers of a local band contest in Bielefeld wanted nice looking bumpers for an indoor projection in the style of „Deutschland sucht den Superstar“.

bottom

CLOSING CREDITS FOR 'JACK UND GRETEL'

For the short film 'Jack und Gretel' I designed some infernal closing credits as a proposal. Unfortunately the director decided to use a more simple design.





Southpark Animation

This animation was produced for the documentary film „Eine Hochzeit im September“ for introduction and intermediate purpose. The characters were modelled after the two married persons. The animation tells little stories of their life.

All characters and backgrounds were modeled with Macromedia Freehand. The final animation was made with Macromedia Flash and rendered for further editing in Premiere.





Clay Animation

Clay rocks! Four students, five hours of time and way too much clay. Finally a short stoptrick animation was produced with a Canon EOS 20D and AfterEffects.

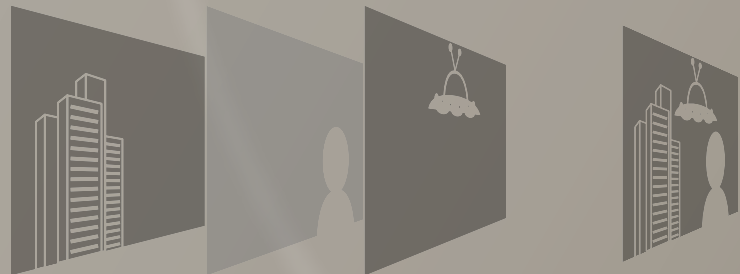
It was an enormously interesting project since you learn of the origins of some computer animation tools like a character rig. What we know as FK bones in digital animation, in clay animation is a metallic skeleton onto which the clay was modelled.

My part during the project was the concept art, some modelling and the photography. Sadly over the years the project files got lost and except of those five stills nothing remained. Just the remembrance of a fine day with four students, five hours of time and way to much clay.



pos Y=I racker I. I racker I Y

wfx





The Ambulance

One of the tasks during my internship at Fridthjof Film in Copenhagen was the post production of Laurits Munch Petersens feature film 'Ambulancen'. About 450 shots were filmed in front of a green screen and had to be keyed by me and three other digital artists. The footage was filmed with a Sony Cinealta HDW 900 and stored in HDCAM format. Shake 3.5 was used for keying and compositing. The shot on the right side was the very last effect shot in the film with lots of panning and motion blur, thus I could remember it well. It is always funny to watch a movie and to know: This shot was done by me.





Chroma Keying

Several chroma keyings done for a TV commercial (Energi Fyn) and a feature film (Steffen F. Kaminski's Project Mindlog). Since chroma keying accompanied me during many projects I dedicated one of my bachelor term papers to this topic. The paper can be found on my website.

top left

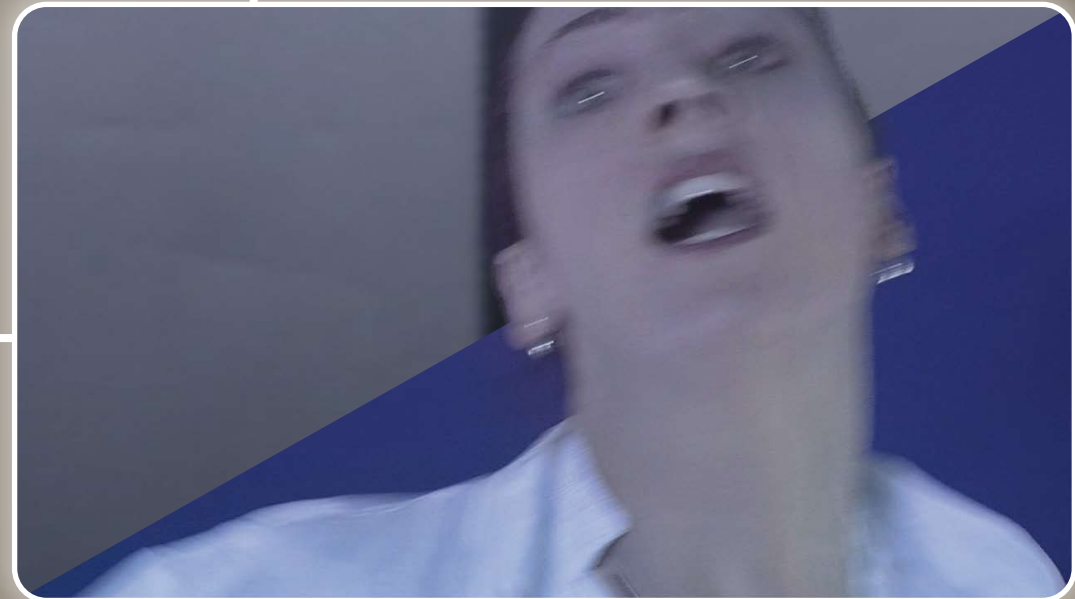
ENERGI FYN

bottom left

PROJECT MINDLOG

bottom right

PROJECT MINDLOG





Digital Visual Effects

Of all my previous short films, 'Coma' is the one that saw the most intense post production. Many digital effects came to use such as matte painting, CGI, set extensions, roto-scoping, even 3D modeled facial prosthetics. The focus on all effects was their seamless integration into the original footage to enhance the shot but not to distract the viewer.

top left

ORIGINAL FOOTAGE

bottom left

COLOR GRADING AND DIGITAL SET EXTENSION

top right

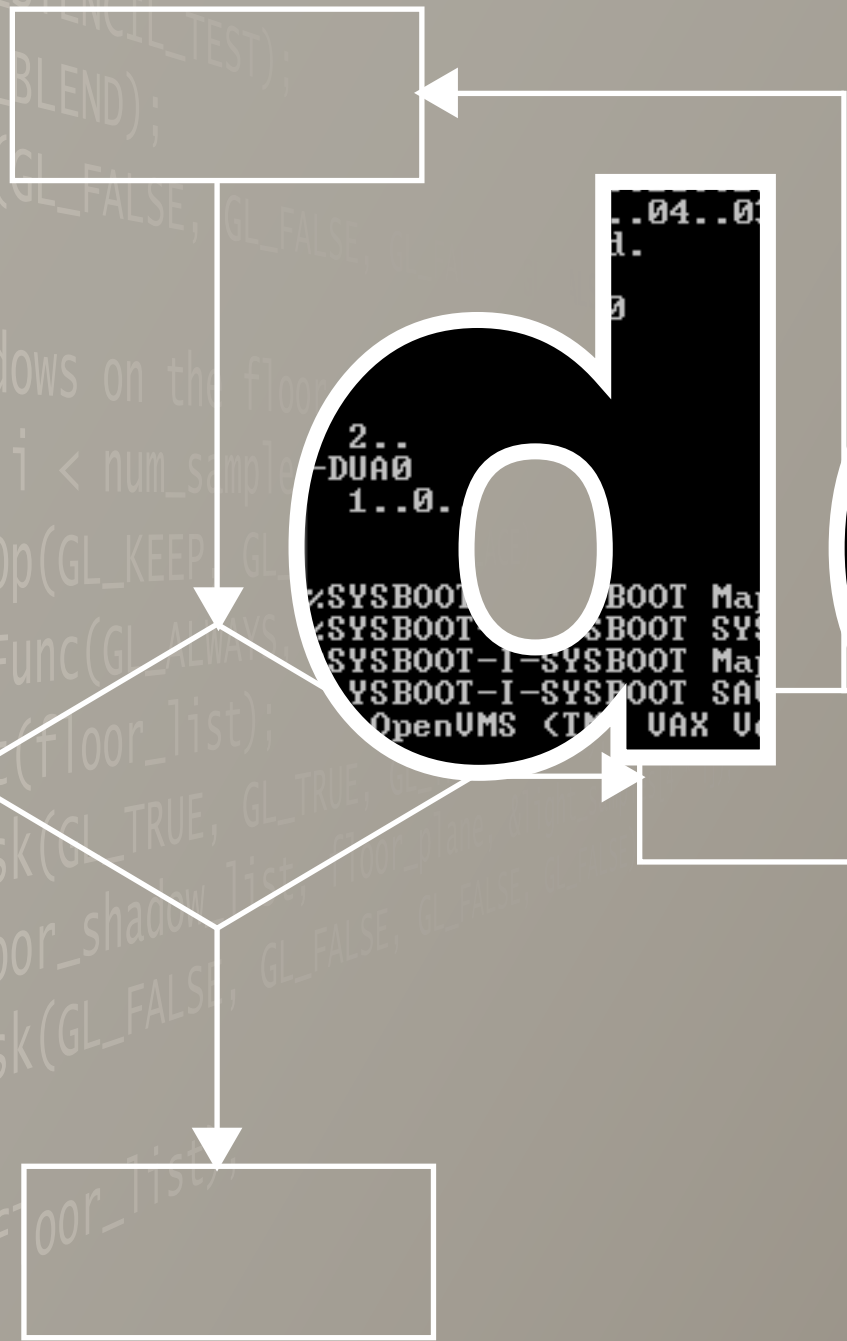
BASIC ROTOSCOPING

bottom right

ADVANCED ROTOSCOPING



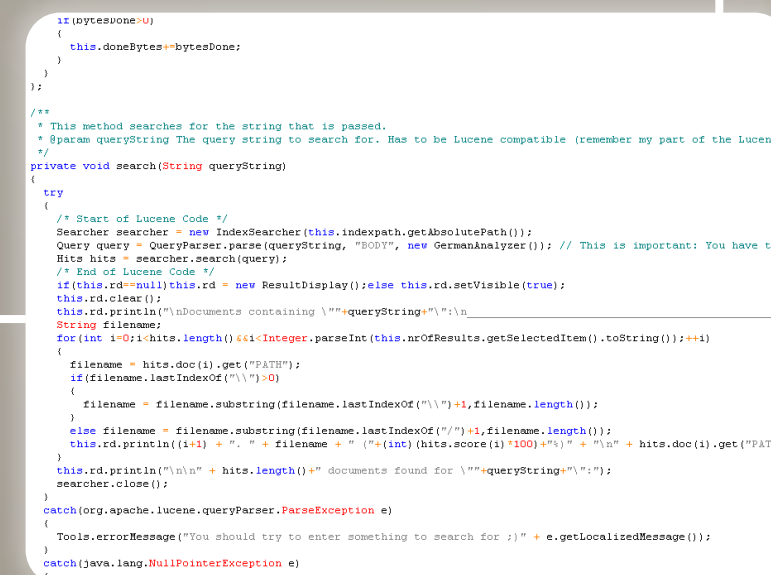
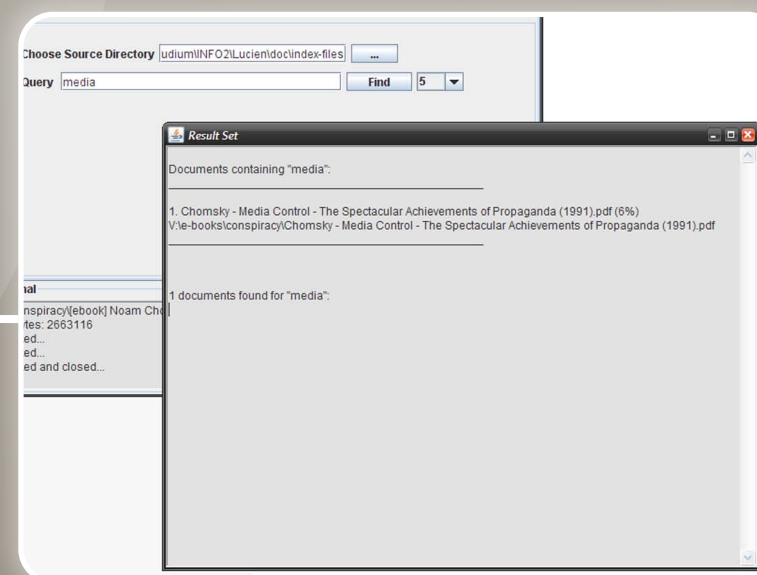
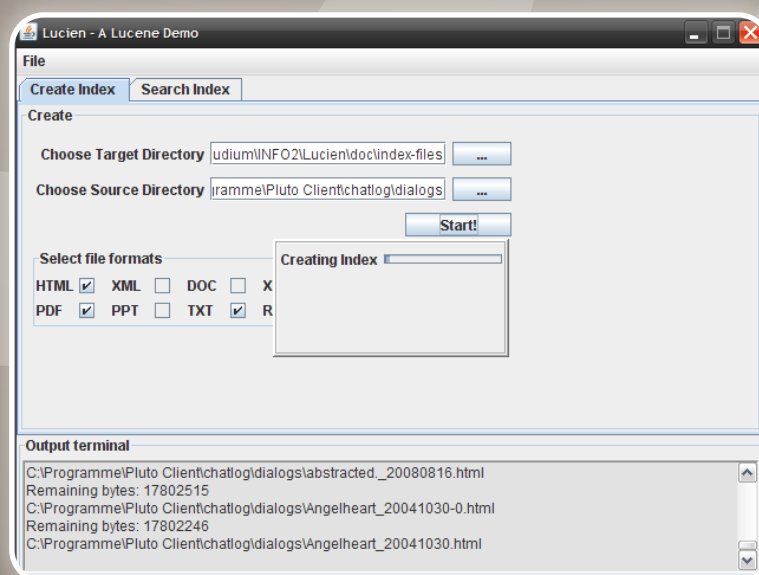
```
glDisable(GL_DEPTH_TEST);
glDisable(GL_LIGHTING);
glEnable(GL_STENCIL_TEST);
glEnable(GL_BLEND);
glColorMask(GL_FALSE, GL_FALSE,
/* draw shadows on the floor
for (i = 0; i < num_sample
glStencilOp(GL_KEEP, GL
glStencilFunc(GL_ALWAYS
glCallList(floor_list);
glColorMask(GL_TRUE, GL_TRUE
shadow(floor_shadow_list, floor_plane
glColorMask(GL_FALSE, GL_FALSE
}
glCallList(floor_list);
```



Host Layers

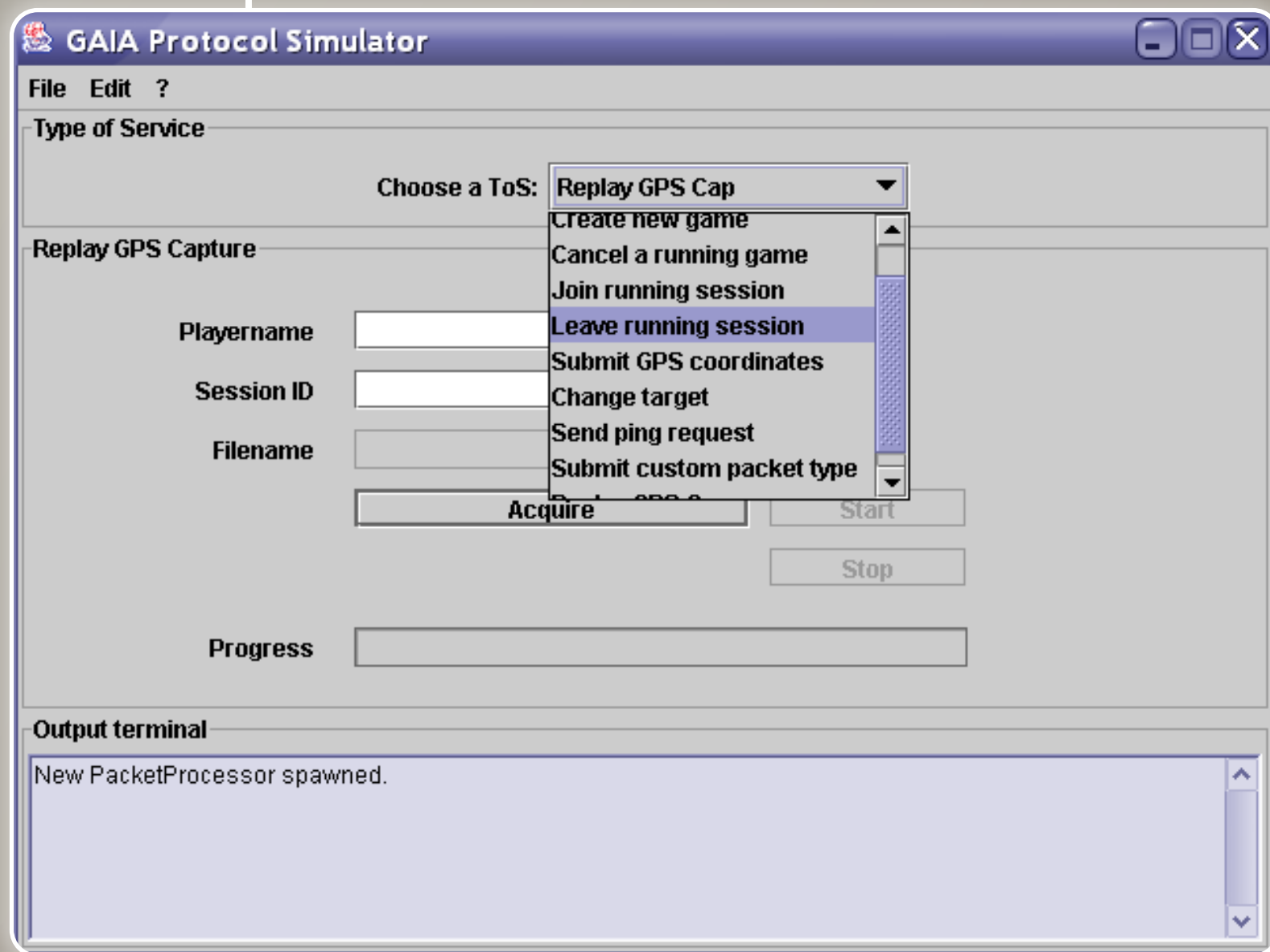
Media Layers

data	application Network Application to Network
data	presentation Data Representation & Encryption
data	session Peer-to-Peer Communication
segment	transport End-to-End Connections and Reliability
packets	network Path Determination & Logical Addressing
frames	data link Physical Addressing (MAC & LLC)
bits	physical Media, Signal and Binary Transmission



Lucien - A Lucene demo

Lucien is a demo application I developed for educational purposes. As a part of a presentation for a computer linguistics course about the apache project 'Lucene'. Lucien implements the Lucene classes and demonstrates how the search engine library works. Like Lucene, it is written in Java and uses SWING for the GUI part. To speed up indexing a large number of documents it is multithreaded thus the performance scales with the number of processors available. Since it is an educational project, the source code was made publicly available.



Team Tags & GAIA

Team Tags is a GPS based all-terrain mobile massively multiplayer game. It was developed for APOXI compatible mobile phones.

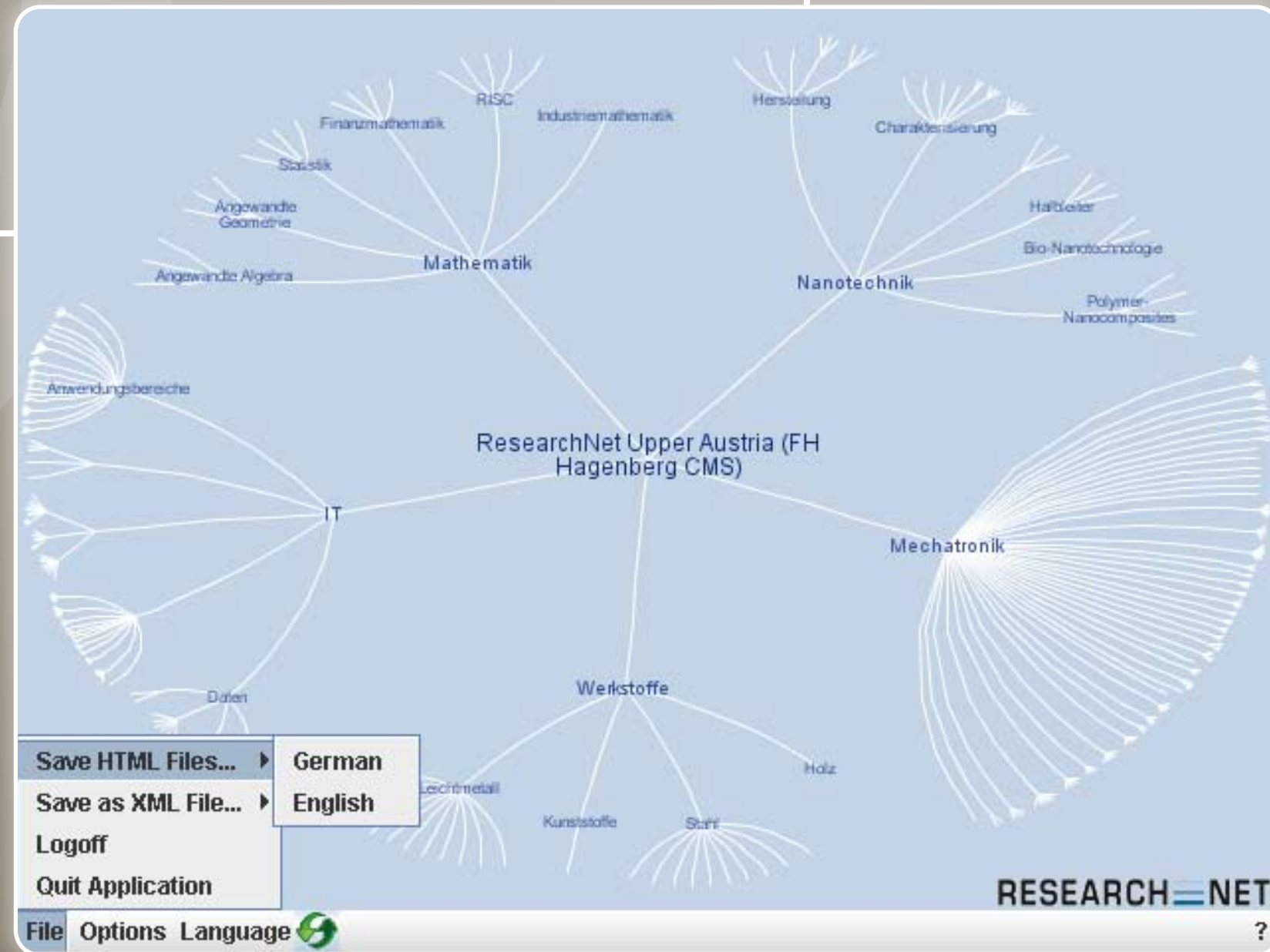
GAIA is the code name of the game server for Team Tags. My task was to develop the server and a simulation program in Java. It uses its own binary UDP based protocol (SCP/SDXP) to synchronize and control the mobile clients. To enhance performance the server supports multi-threading. The simulator was used to debug the server's functionality and the implementation of the SCP/SDXP protocol stack.



UAR HExplorer

This tool was developed for the Upper Austrian Research GmbH. To visualize the structure of the Upper Austrian research network, the company had started to use a Java based hypergraph applet. When the network's data became more and more complex, a solution was needed to WYSIWYG edit the network graph. So I started to extend the applet to be database driven and to support visual manipulation of the nodes inside the graph network. It supports various types of databases like MySQL, Oracle, Postgres or ODBC. Nodes and even whole parts of the graph can be added, deleted, edited or moved as well as exported to other formats such as hypergraph compatible XML files or plain HTML files.

The whole project lasted about three months.



www.eb

http://www

.cor



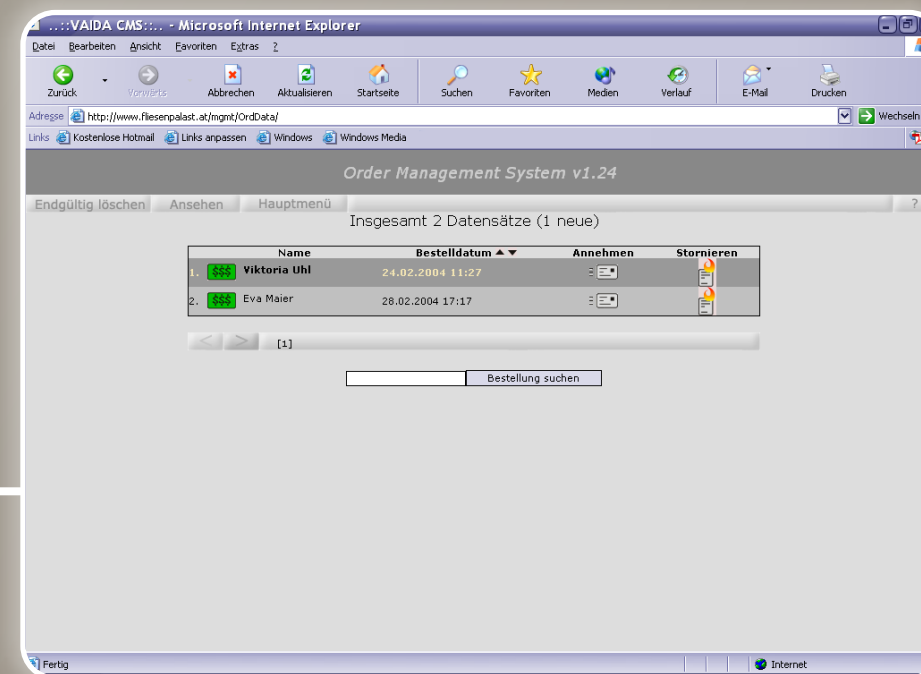
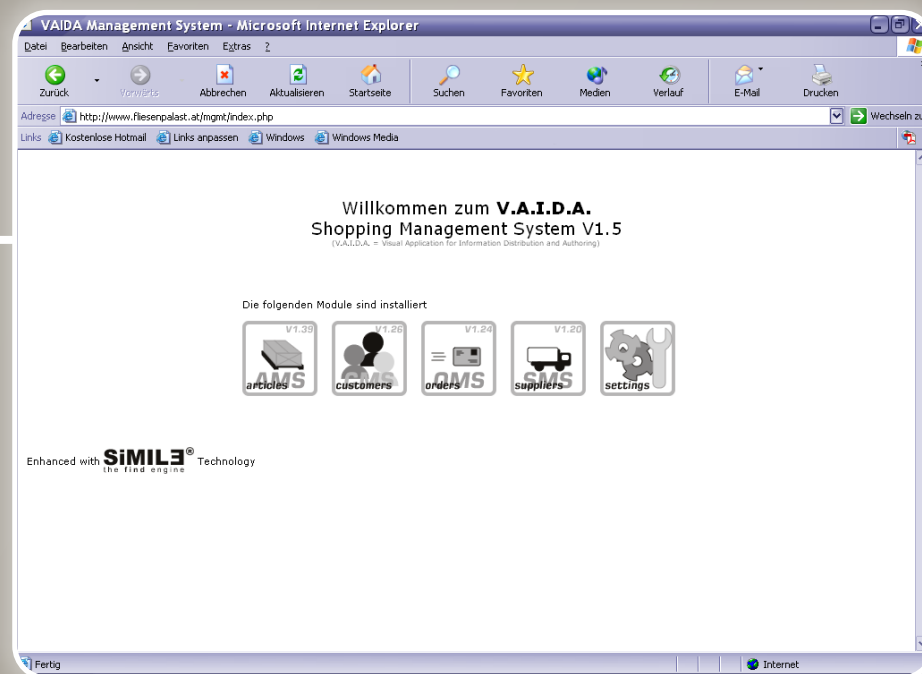


LeCadeau

The company 'LeCadeau' needed a new strategy for its online representation. The old website was made of static web pages and since the content had to be updated frequently, handling the site got more and more complex. It was obvious that some content management solution was needed. The ideal CMS for the size and structure of the site was Joomla. So I designed and implemented a template that conformed to the company's CI but also evolved from the old web site like a logical next step. I didn't want to reinvent the whole design, but to fresh up and modernize it (search function, dynamic banners). The big advantage for the company was that it didn't need any third party tools or file management strategies to keep the site up to date.

After the site was redesigned, the old content had to be migrated to the CMS. Due to the structure of the old files it was impossible to automate this process and all content had to be transferred by hand.





V.A.I.D.A. Shopping Management System

The V.A.I.D.A. shopping management system (V.A.I.D.A. is an acronym for Visual Application for Information Distribution and Authoring) was written for the austrian company FLIESENPALAST which specializes in ceramic tiles. It is a database driven, webbased application written from scratch in PHP connected to a MySQL database. Like any modern CMS it has a frontend/backend architecture. The frontend is used to reflect all of the offered products in a web shop style and is like an SDK, to be used as inline PHP code in HTML documents. The backend is an administration interface to manage enterprise resources like articles, customers, suppliers and orders. It also features a pronunciation based search engine called SiMILE to find articles without knowledge of their exact spelling. Incoming orders are managed like an IMAP style email account.

Impressum

This portfolio catalogue:

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Bachelor of Science in Media Technologies and Design
University of Applied Sciences Hagenberg, Austria

Master of Arts in Media Sciences
University of Bielefeld, Germany

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This portfolio represents a careful selection of my creative work
of the years 2004 - 2008. The catalogue was produced with
Adobe Illustrator and Photoshop.

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Special thanks to all my friends.

