

PORTFOLIO
MATTHIAS SCHÜPBACH

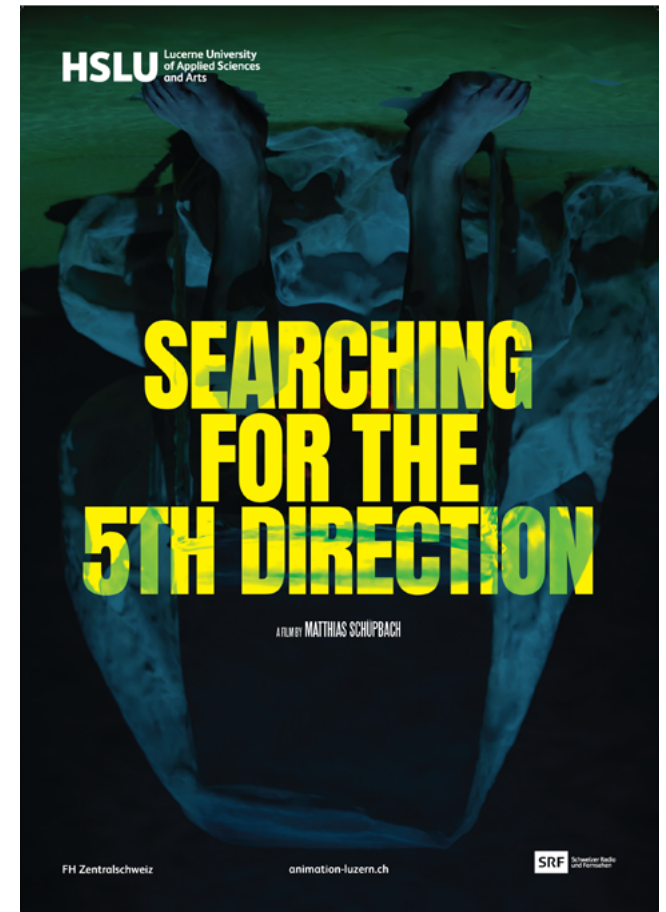
I like the processual way of working. By consciously perceiving my surroundings and making precise observations, I develop initial ideas. My works often take me to the border regions of human existence, to places that are repressed by society. I feel an urge to bring these to the public and to thematise them. A central element in my work is to convey a certain feeling to the viewers that encourages them to think further.



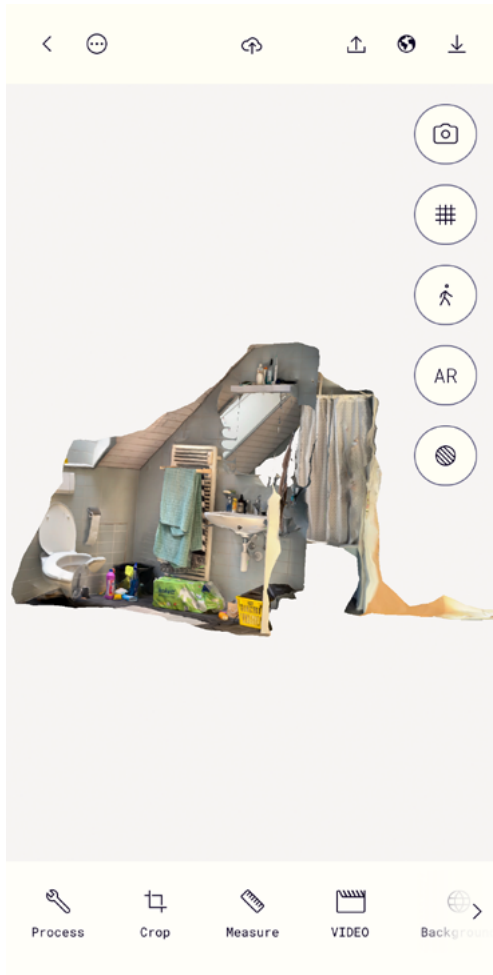
SEARCHING FOR THE 5TH DIRECTION

A Film by Matthias Schüpbach
Genre: Experimental Animation
CGI, 3D-Scans
Lenght: 07:05 min.

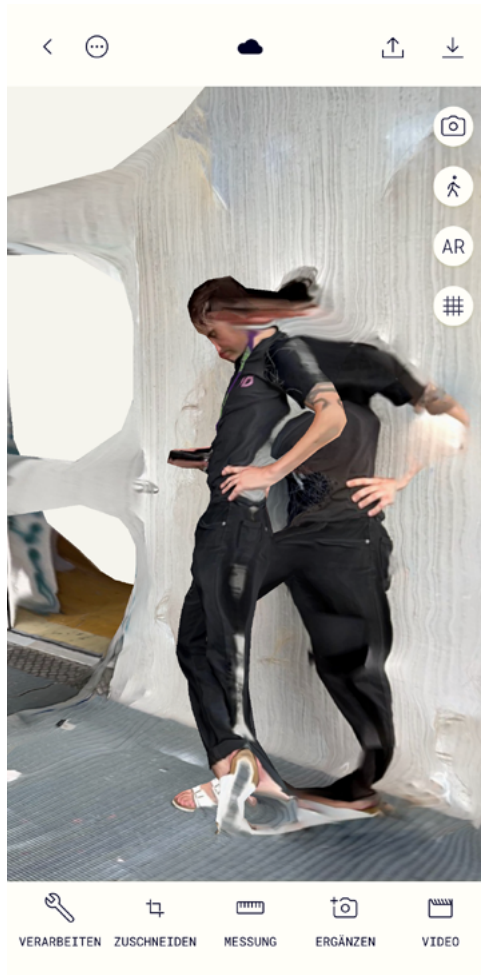
The search for the self and the memories and emotions associated with it lead us through forgotten and dark places of an inner world. We move in an apparent interactivity, generated by the camera work, through spaces created from around 150 3D scans, torn between curiosity and resistance.



[PLAY TRAILER](#)



3D scan bathroom, Mirror surface is interpreted as additional space



missing or misinterpreted information connects the body with its surroundings



Part of the later collaged machine room

PROJECT - WORKFLOW

COLLECT CONTENT

- Image collection / 3D scan
- Sound collection/everyday sounds

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TEST PHASE

- Compilation of the rooms (3D collages)
 - Camera movements
 - Scene changes/transitions
 - Sound/image (jam session)
 - Consistency of style
 - Test rigging/animation/effects
- Integrating rooms into a sequence
 - Editing in Premiere
 - Render, export as mp4
 - Reflection

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REVISION PHASE

- Make discussed and reflected changes.
 - Editing in Premiere
 - Render, export (.mp4)
 - Revision

Repeat the revision process

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FINAL VERSION

Make discussed and reflected changes

- Finalisation
- Rendering
- Compilation
- Editing in Premiere
- Sound mixing

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DELIVERY

EXECUTION OF THE PROJECT

The idea for the film came about during an animation course at Lucerne University of Applied Sciences and Arts in the Bernese Alps. The nature and the tranquility led me to intuitively start looking at myself and my inner world. The title «Searching for the 5th Direction» refers to the four cardinal points. The fifth direction stands for the centre, one's own self.

The unique inner life of the human being has fascinated me for a long time. This gave rise to the desire to visualise the fears and compulsions I experienced in the past, to express them and thus give the viewer access to an inner world. An intense and emotional journey through hidden spaces awaits them. Curiosity should be an important driving force here. Each room brings the unexpected to light.

The camera work, which imitates a natural view from the first-person perspective, is intended to suggest a supposed interactivity.

The rooms are constructed in such a way that the viewers penetrate deeper and deeper into the interior from place to place.

A change of space means resistance. This is created, for example, by having to walk past frightening objects and passages that are hidden or difficult to reach.

The resistances symbolise our fears that arise when we try to enter the repressed, dark spaces of our inner world.

I used sound as an important element to support the dramaturgy of the film. Everyday sounds are manipulated, distorted and combined to trigger the desired irritations in the audience. Jam sessions during the testing and revision phase influence the process.

Another focus is on the film montage. I experiment with rhythm, repetition and manipulation in the editing process.

The use of 3D scans leads to an independent form. They form the visual basis of the film. For example, I work with „glitches“ (disturbing impulses) that can be deliberately caused during scanning. The realistic representation on the one hand and the deformation of the objects on the other create an exciting aesthetic. The scans represent inner-worldly images that are assembled from abstracted copies of my outer world of experience.



Sculpture by Eva Talesia Maspoli shortly before the combustion performance

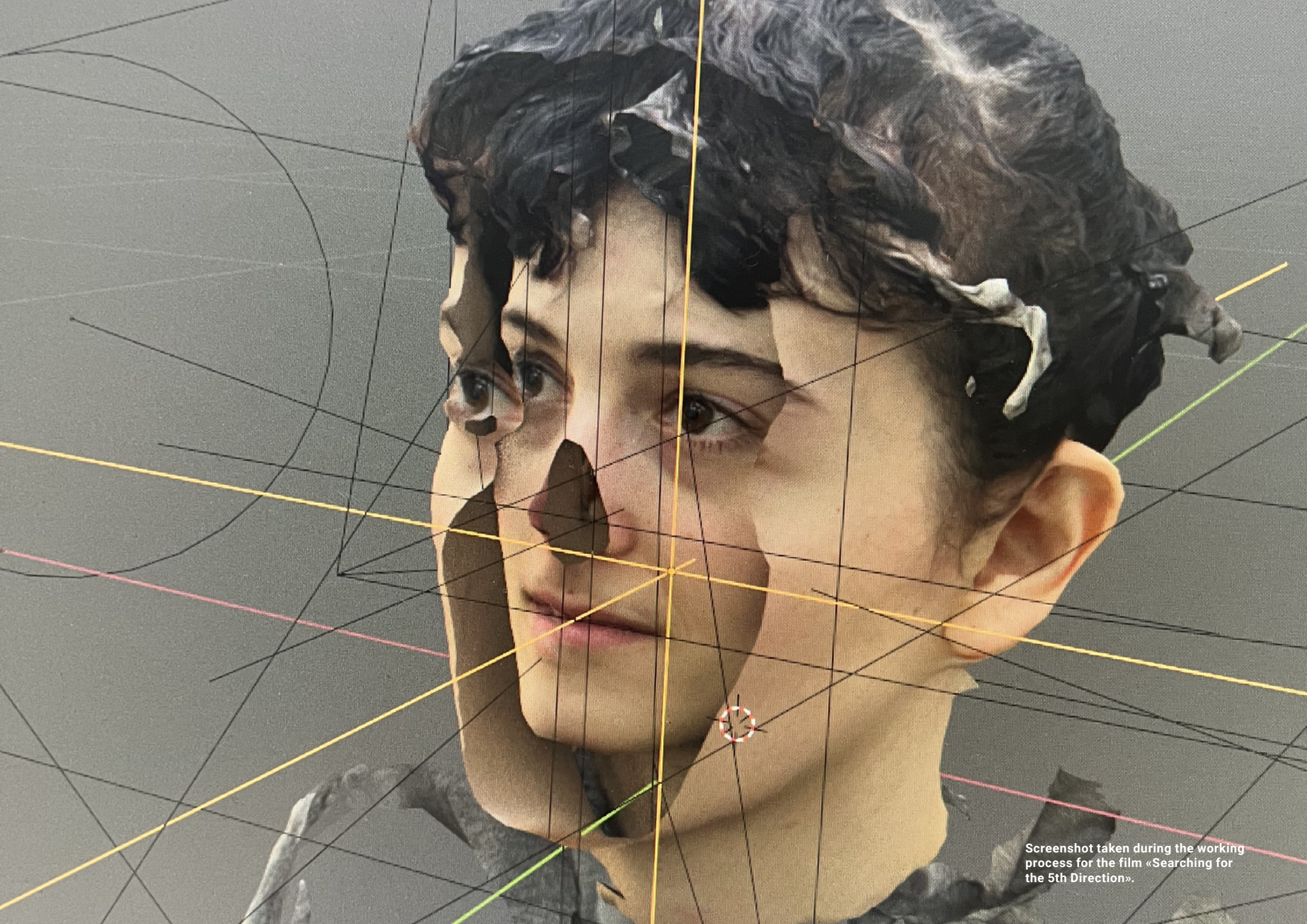


Jam session for the first film sequences.
Left: Alex Danuser on the modular synthesiser.
Right: Mario Mauz on the guitar.



**SEARCHING FOR
THE 5TH
DIRECTION**

Video still
Engine room scene. Approaching out of curiosity,
despite inner resistance and fear.



Screenshot taken during the working process for the film «Searching for the 5th Direction».

BIG BANG

A Promotion Teaser for the SiFi festival in Munich.
Theme of the festival: Future Love
by Babbs Byron, Matthias Schüpbach, Noah Lüthi
Genre: Experimental Animation, Mixed Animation
Lenght: 00:27 min.

Somewhere in our galaxy we witness a truly spectacular event.
The sexual union of two creatures leads to the creation of a new star.



[PLAY CLIP](#)

PROJECT - WORKFLOW

CREATE 2D CONTENT (TV PAINT)

- Individual layers of the main characters drawn in 2D (colours, light reflections, shadows)

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2) COMPOSITING (NUKE)

- Merge 2D layers
- Background
- Colour corrections, effects (fog), additional texturing etc.
- 3D elements (cloud of lights between the creatures, drum head)

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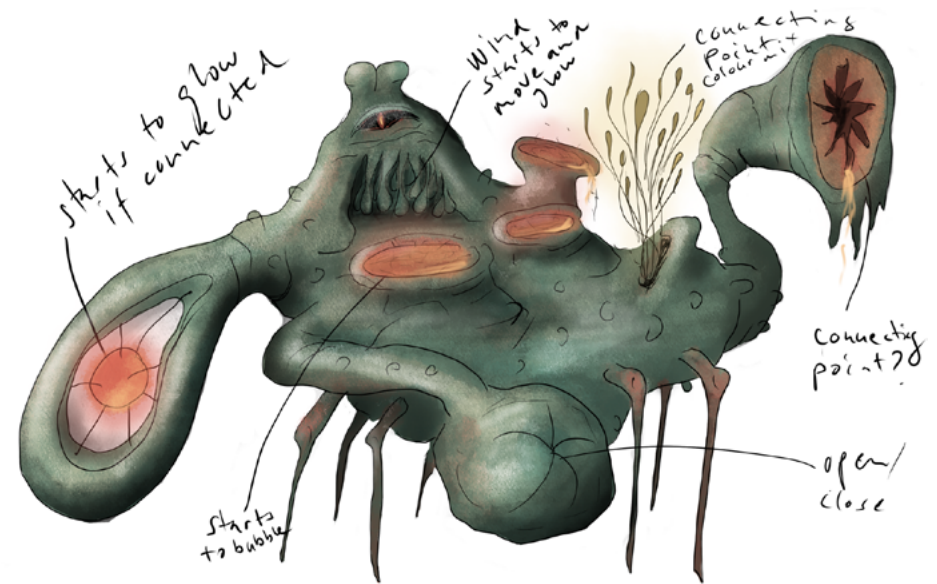
3) EDITING (PREMIERE PRO)

- Editing video and sound

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CAVE TRACKING SHOT

- 3D cave created in Blender
 - Cave import in Nuke
 - Texture added (TV Paint)
- Inserting the 2D elements into the 3D space of Nuke
 - Camera movement in 3D room Nuke



Sketch of a possible creature and his functions

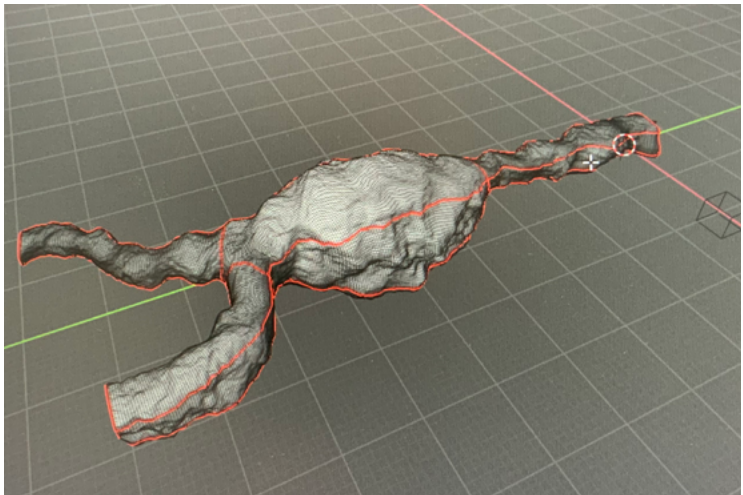


BIG BANG

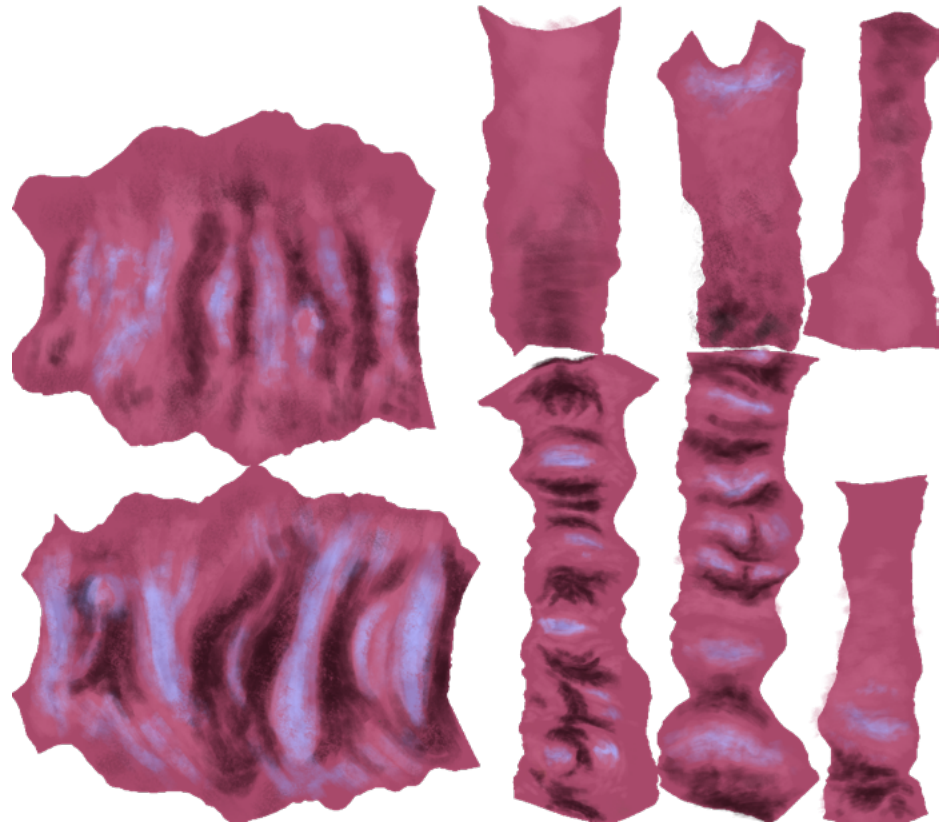
Video still
As soon as the drums beat, the act of love begins.



Sketch cave



3D cave, Blender



Texture Cave, TV Paint



Work in progress, rendered image
of the cave in Blender



Screenshot taken during the working process for the film «Searching for the 5th Direction».

TORTERED

Installation, Animation
Lenght: 00:27 min.

A medial journey through the kingdom of darkness.



[PLAY VIDEO INSTALLATION](#)

PROCESS / TRANSLATION

Original painting by Hieronymus Bosch, Triptychon
«The Garden of Earthly Delights»

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Detail of the original
black sprayed plexiglass pane
using the scratching technique

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Photograph of the scratched plexiglass pane
(backlighting)

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Digitisation
Camera movement

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Projection
Room installation

Close-up of the scratched
Plexiglas pane





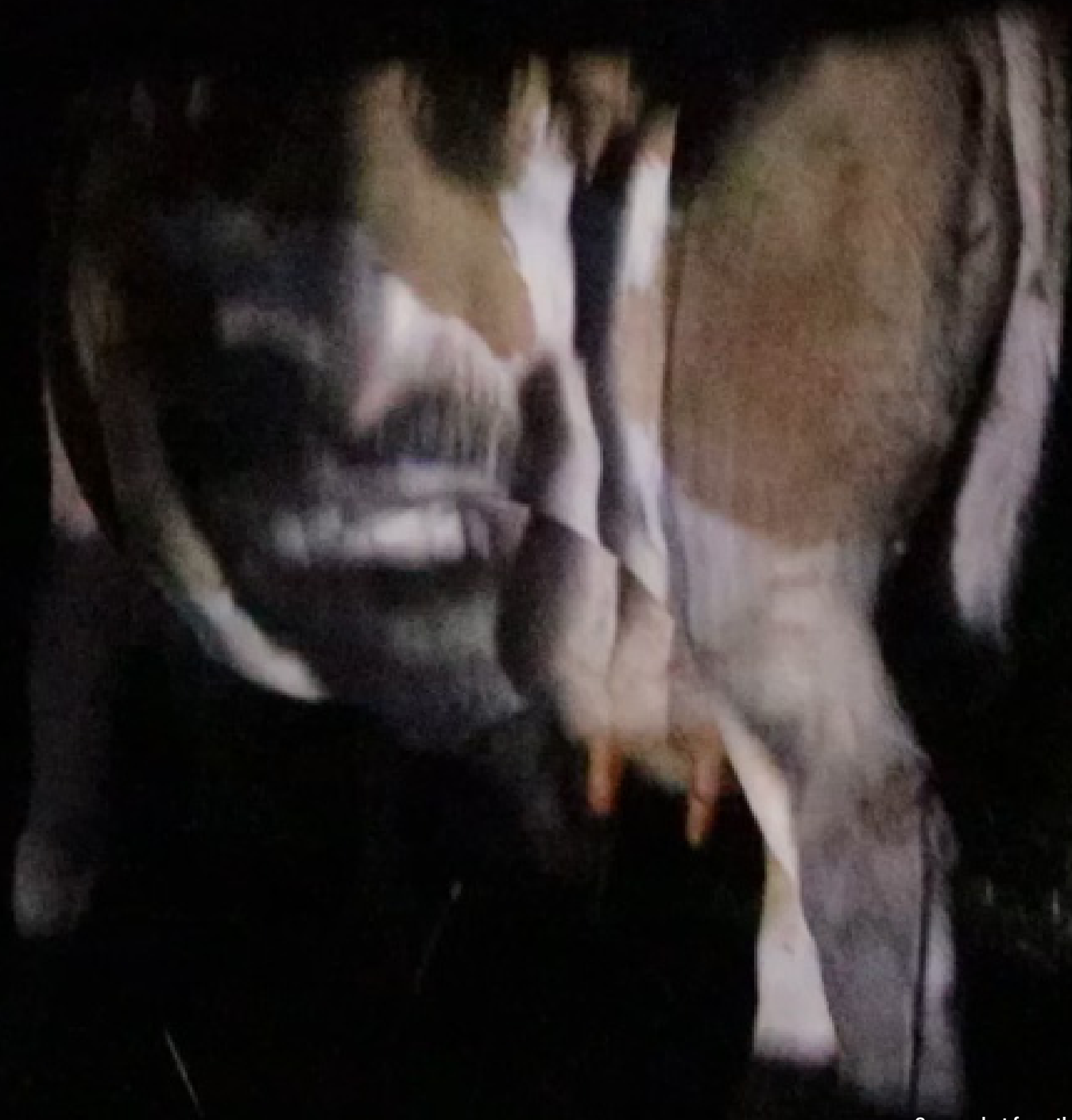
Photo of the installation «Tortured» during the all inclusive festival at the HSLU D&K



Recording the scratched image for further digital processing



From the view of the projector
Technical room, basement
HSLU K&D, Viscosistatt



Screenshot from the shortfilm
«Nightshift»

ORIGIN

Experimental Animation, Pixilation
Lenght: 02:03 min.



[PLAY SHORTFILM](#)



Still from the shortfilm «Origin»



Object Mode

View

Select

Add

live

Collection | textured.001

Object

View

Select

Add

Node

Use Nodes

Slot 1

DSCF2400_00000

2

Principled BSDF

BSDF

Material Output

Surface

Screenshot while experimenting

FILMOGRAFIE

2023 «**Searching for the 5th Direction**»
00:07:05
Screenplay/animation/production
Festivals: Locarno Film Festival, Winterturer Filmtage, others



2022 «**Rage against the Machine**»
00:03:10:00
Screenplay/animation/production
Festivals: Illuminarium, Zurich



2022 «**Nightshift**»
00:04:04:00
Screenplay/Animation/Prod./Sound
Festivals: House Emma



2021 «**Future Love**»
00:00:27:00
Design/Animation/Production
Festivals: Munich Science & Fiction Festival (Olympic Park, Munich)



2021 «**Dude**»
00:03:00:00
Sound design
Festivals: Fantoche and others



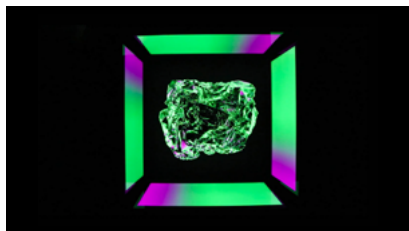
2021 «**Origin**»
00:02:03:00
Screenplay/Design/Animation
/Production/Sound Design



2020 «**tortured**» (Installation)
00:07:19:00
Screenplay/design/animation/production/sound design
Festivals: All Inclusive Festival HSLU



2019 «**Questitem**» (Installation)
00:03:00:00
Screenplay/Design/Animation
/production/sound design





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Schulen / Ausbildung

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|--------------------|--|
| 2020-2023 | Bachelor's degree programme in Animation
University of Art and Design Lucerne |
| 2017 - 2019 | Propaedeutic GBS, St. Gallen |
| 2010 - 2019 | dipl. Medientechniker HF ZBW, Abtwil |
| 2005 - 2006 | Gestalterische BMS, Bern |
| 1999 - 2003 | Apprenticeship as draughtsman, Muri-Gümligen |