



Nicolas Imhof
Visual Artist



Nicolas Imhof - Biography

Nicolas Imhof is a swiss digital artist who started his career, by accident, as an employee of Rhythm & Hues studios in LA, where he spent 7 years working on projects including Scooby Doo, The Sum of All Fears, Harry Potter, all the way back to Batman&Robin.

Aiming to see the sunlight again, he left the dark cubicles of the blockbusters' industry to specialise in production design with Gene Allen's UCLA class. He then contributed to american independent feature films (Levin Bedford, Stargeeks, Passages, The Art of Being...)

Nicolas returned to his Swiss homeland in 2003, where he spent the following years as a freelance production designer and VFX supervisor for european feature films, commercials and corporate films.

In 2007, his passion for fantastic universes led him to present his first digital paintings exhibition at the Swatch Group "La Cité du Temps" in Geneva. At the same time, he got part of the international « Swiss Design in Hollywood » project. Between 2007 and 2012, his paintings and him traveled to Europe and Asia, (China, Malaysia, Singapore, Taiwan, Macedonia & Switzerland) where he also gave conferences about the productional, financial and political realities facing a CG artist in business.

Nicolas' vast panel of abilities led him to wear many different hats, such as animated film director (he created monumental, standard and 360°degrees screenings) - museum set designer & illustrator as well as scenographer.

In 2015, he jumped into a new adventure and produced « La Bibliothèque » an outstanding theatre play that allied CG sets to real fly. Next to his mandates, he engaged in educational initiatives with swiss art schools and as technology & art advisor for startups with the EPFL.

Realising he was enjoying sharing his knowledge and techniques, but not enjoying the art school's teaching methods, that tended to set aside the ability to draw without copying, he established his own art classes – Atelier La Linea.

He is now living in the country side of Switzerland, which landscape made of vineyards and forests is an unlimited source of peace and creativity. He is a married man with two fantastic girls who with he plays Dungeon & Dragons role-play games for hours. Nicolas is also studying collapsology, and is willing to think of the art impact in balance with nowadays evolutional times.

Nicolas Imhof, August 2019

Intro to my artwork....

Working for the Hollywood film industry sounds fancy. However, most employees evolving in such community are just a link in the chain of developpement.

I learned my trade in LA. I developped progams, worked on 18 blockbusters, tens of commercials, 2 theme parks. However, most employees evolving in such community are just a link in the chain of developpement: task permformers, no proper creative artists.

As long as I refused to obtain the American citizienship, my works systematically belonged to supervisors. Fighting for developping further without renouncing my Swiss nationality was a lost battle. Still, I applied fo an O1-Visa. But just before finalizing, I realized I was fooling myself and left the industry after 7 years of devoted service.

I got off the beaten track and started freelance.

Since then, I have appreciated, even if it is far less impressive, to work as a freelance artist for smaller entreprises. This position allows me to develop projects from A to Z, starting with scripts and storyboards, to animation and color effects,...

Jack-of-all-trades, I love to put myself in danger and embark on the unknown.

Lately, I started a job... whose goal is to make a thrilling and dynamic 5 minutes animated film that tells the daily life of cisterian monk in the 10's century. What a challenge!

Thus, I've experimented working on 360° degrees animated film, designing kinetic machine, animated set theater play, life video screening, promotional images (also for vineyards even if I don't drink alcohol), events&musems sets designs, next to personal exhibitions and teaching.

When I started teaching rough design in a professional swiss art school, I realised the students had a lack of knowledge about arts fundamentals. They weren't able to lay out their ideas and had to copy from samples...

"- What!?"

Well, my problem was not to teach them how to draw... But first, motivate them making the effort to learn their trade.. from the basis. They first acted like pianists aiming for success but refusing to practice. As if art should be innate instead of acquired.

I still wonder whether this is a matter of society, location or education... Let's talk about it.

As I am conviced our world needs artists, no copyists, I opened my own drawing classes I've run two days a week for 5 years. My 72 students follow me since the beginning. To get new students, I would have to become a full-time teacher, which is for the moment not my goal. Well, I used to be a dunce, and I now have fun as a teacher...An act of fate.

I always had a passion for sci-fi. My digital art pieces are inspired by those unreal but plausible worlds I used to visit in my head. When I have time, because it's just a matter of time, I make them come to life under my pen.

My paintings, digital and more recently by hand, mainly represent deserted places, where nature took precedence over humanity. Nothing dark, quite the contrary, but scenes that should make you wish to be part of. I usually don't draw people nor animals in scenes I create. I'd rather consider them as a window on another world, and let the possibility to immerse into it.

But what has been written in the sci-fi books since the 40's, considered at the time as pure fantasies, now happens to be real. And I wonder whether this was essential to the trade of evolution. I wonder if art, as a form of consumption, is a real benefit.

Nicolas Imhof, August 2019

NICOLAS IMHOF

VISUAL ARTIST



PRODUCTION DESIGN & FILM DIRECTOR

Animated films

- 2019 Payerne Museum (In progress)
- 2018 Camille Bloch - 360° film
- 2018 Sauberlin & Pfeiffer
- 2017 Fête des lumières St-Maurice - monumental screening
- 2017 Ulysse Nardin
- 2016 Fête des lumières St-Maurice - monumental screening
- 2015 La Bibliothèque – theatre play CG sets
- 2014 Airbus - live show

CONCEPT ART

Events

2007 – 2019 Philip Morris, Febex, Bcv, Sicpa, Chuv, Merck, Maréchal, Cartier, JoJ, FJF, Nestlé, Espace Gruyère, Garrett, Alain Roura, Richemont, Giroud Vins...

Museums

2014 - 2019 Chaplins's Word, Aquatis, Swiss games Museum, Gustave Courbet, Camille Bloch.

Feature films

- 2005 Paris, je t'aime Gesine Thompson
- 2001 StarTrek Nemesis Universal
- 2002 Hybrid R&Hues Studio

TECHNICAL DIRECTOR

Feature Films

- | | | | | | |
|------|----------------------|-----------|------|----------------|------------|
| 2002 | Scooby Doo | Warner | 2000 | Little Nicky | New Line |
| 2002 | The sum of all fears | Paramount | 1999 | Mystery Men | Universal |
| 2001 | Harry Potter | Warner | 1999 | Stuart Little | Sony |
| 2001 | Dr Dolittle 2 | Fox | 1998 | Babe II | Universal |
| 2000 | The 6th day | Sony | 1997 | Mouse Hunt | Dreamworks |
| 2000 | Battlefield Earth | Warner | 1997 | Speed II | Fox |
| | | | 1997 | Batman & Robin | Warner |

Commercials - & Theme Parks

- 2002 Disney Magic, Disney, Orlando
- 96-02 Polar Bears, CocaCola, Dodge, Dodge Neon,.. (can't remember)

VFX - RESEARCH & DEVELOPEMENT

Feature Films

- | | | | | | |
|------|----------------------|-----------------|------|------------------|-----------------|
| 2007 | Pacific film Trailer | Pacific Films | 2001 | Cats and Dogs | Warner Bros/R&H |
| 2005 | Paradis Trailer | EMN Productions | 1999 | Brother Termites | James Cameron |
| 2005 | Mon frère se marie | Box Production | 1999 | Mystery Men | Universal |
| 2001 | Along came a spider | Paramount/R&H | 1998 | Babe II | Universal |

PRODUCTION DESIGN

Feature Films

2007	La Minute kiosque	Flair Prod.	2002	The Art Of Being	Paramount
2006	Nos Archives Secrètes	Point Prod'SA	2002	Passages	MagicLight Studio
2005	Tentation de la Marchandise	SF DRS	2001	Levin Bedford	DangerMan Films
2004	Nachbeben	Dschoint Ventschr	1999	Stargeeks	DangerMan Films

Solothurn Film Festival - Jury Price / Best film
Europa Film Festival Viareggio – Best film
Zurich Film Festival - Zurich Film Price
Berlinale – official selection

Commercials & Music Videos

2007	Renault	2006	Mercedes
2007	Samsung	2000	Nada Surf
2007	Diva Avari		

Corporates

2003	Clinique La Prairie	2003	Glion Institute Higher Education
2003	Bionus & Clinique Bon Port	2003	IMD
2003	Marbres & Granites, Stecher S.A.	2003	CPW
2003	AIHH	2003	TSR
2003	Nestlé S.A.	2003	OTV
2003	CRN, Nestlé	2003	AXAIR Cobras S.A.

EXHIBITIONS

2019	Lavaux	Fête des Vignerons, Vevey	Switzerland
2014	Terre & art	Les Ruinettes, Verbier	Switzerland
2013	Worlds	Art Expo Malaysia, KL	Malaysia
2013	Visions de L'invisible	Le Diable Vert	Switzerland
2013	Terre & art	Fondation Valette, Ardon	Switzerland
2013	Fields	Ambassade Suisse de Singapour	Singapore
2012	Fields	Art Expo Malaysia, KL	Malaysia
2012	Fields	Château de la Roche	Switzerland
2012	Momentum	Horlogerie Joaillerie Lionel Meylan	Switzerland
2011	Orient Express	Hostellerie de Genève	Switzerland
2011	Un Monde à L'autre	Galerie de la Monneresse	Switzerland
2010	Home	The One Gallery	Malaysia
2009	Athanor	Galerie Clément	Switzerland
2009	Citadelles	Le Vème	Switzerland
2008	Zéphirs	MAG (Montreux art Galery)	Switzerland
2007	Mondes	Swatch Group	Switzerland

«SWISS DESIGN IN HOLLYWOOD» Exhibitions, Workshop & Conferences

2012 CHINA	Beijing – Tsinghuai University	2011 TAIWAN	Taipei Ming Chuan University
	Shangai - Institute of Visual Art	2010 MALAYSIA	KL - The One Accademy
2012 MALAYSIA	KL - The One Accademy	2008 SWITZERLAND	Neuchâtel – Niff
2011 MACEDONIA	Bitola - Manaki film Festival		
	Bitola – Galerie Magaza		

TEACHING

2015 till now	Atelier La linea - Art School - 2 days a week - 72 students.
2012 till now	Workshops in rough design / concept art / digital art / drawings
2012 - 2017	CFMS - stroyboarding