PORTFOLIO



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CHRISTIAN SCHWALLER

Borne 1979 in Bern - Switzerland. After his art studies in Basel and Lucerne he has been working as a 3d-modeling and concept/storyboard artist. Today he lives and works in the area of Zürich. He follows his own research creating sculptures and pictures with a strong connection to digital 3d art. He is also doing commission-based work and gives lectures in 3d modeling at the University of Design and Arts in Lucern.

METHOD & INSPIRATION

The work displayed here is an interaction between drawing, sculpting and 3d computer-generated images and forms.

Working in the virtual 3d space reflects back into creating in real world. I am interested in forms and structures defined by various influences from natural science, a mix between classic sculptures and machineworld but also comic and game art. Currently my focus is on researching virtual made forms and transporting them into objects and sculptures.









TABLE EXHIBITION & PUBLICATION

2024	GALERIE 16B - Kunstrausch - Group Exhibition Galerie 16B, Zürich
2024	GALERIE 16B - Group Exhibition Galerie 16B, Zürich
2023	LA FRAISE GALLERY – Solo Exhibition La Fraise Gallery, Zürich
2023	ARTCON / ATELIER KALK – Group Exhibition Popup, Badenerstrasse, Zürich
2022	VISARTE ZUERICH – Group Exhibition Photobastei, Zürich
2022	ARTCON PORTFOLIO EXHIBITION – Group Exhibition Reseda Zürich
2018	FRAMING SCIENCE – Group Exhibition Folium, Sihlcity / Zürich
2018	VISUAL ART WEEK - Screening
	VAW Mexico City
2017	9
2017	VAW Mexico City WELLCOME IMAGE AWARD – Group Exhibition / Award
	VAW Mexico City WELLCOME IMAGE AWARD – Group Exhibition / Award Wellcome Collection, London LUDICIOUS – Art-Collaboration / Key Visual
2016	VAW Mexico City WELLCOME IMAGE AWARD – Group Exhibition / Award Wellcome Collection, London LUDICIOUS – Art-Collaboration / Key Visual Ludicious Zurich Game Festival SILENCE II – Visual Installation
2016 2015	VAW Mexico City WELLCOME IMAGE AWARD – Group Exhibition / Award Wellcome Collection, London LUDICIOUS – Art-Collaboration / Key Visual Ludicious Zurich Game Festival SILENCE II – Visual Installation Profitreff, Zürich KIOSKTABAK – Exhibition





- ATELIER -













FIGURINE ANDROMEDA CLASS BLACK EDITION

Cast / Plaster 17 x 4 x 8 CM



SMALL BLUE TETRAHEDRON

3d Print / Coated PLA 7 x 7 x 6 CM







BLACK TETRAHEDRON

3d Print / PLA 17 x 16 x 16 CM

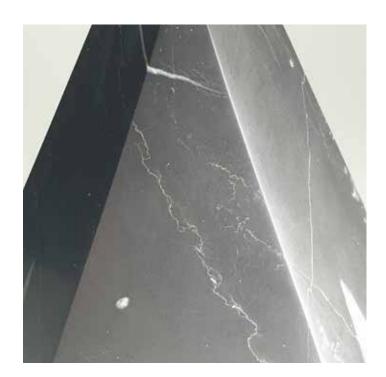




ARTEFAKT II Triangulation of a Starsystem

Stone - Basalt 9 x 14 x 3 CM

2021







FIGURINE ARRAY ANDROMEDA CLASS

Full Array / 40 Pcs.

Cast / Plaster 17 x 50 x 50 CM

2022



FIGURINE ANDROMEDA CLASS

Single Figurine with Box and Inlay

Cast / Plaster 17 x 4 x 8 CM

RELIEF SMALL

Cast / Coated Plaster 12 x 9 x 2 CM

Edition of 6 + 1 AP 2020







SPACE-TRAY

3d Print / PLA 29 x 24 x 11 CM

Edition of 5 + 1 AP 2021

CHAT MAITRE

3d Print / Coated PA12

29 x 24 x 11 CM

Edition of 3 + 1 AP

I - Light Blue II - Purple III - Grey AP - Dark Blue

2020













NAUKRATIS CATS ON TRAY

3d Print Assemblage 25 x 12 x 6 CM



FIGURINE RNDS - 1235

3d Print / Coated PLA 15 x 12 x 18 CM

VARIOUS STONE ARTEFACTS







DIGITAL SCULPTURES













SILENCE SERIES

Digital Print / Framed 47 x 63 CM



FIGURE GEO

Digital Print / Framed 47 x 63 CM









FRACTAL SPACE Tableau Square I - IV

Digital Print on Canvas 100 x 100 CM

FRACTAL SPACE Tableau Portrait

Digital Print on Canvas 140 x 71 CM

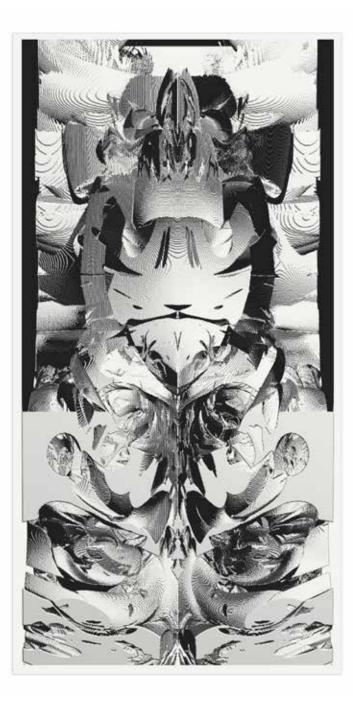


FIGURE PORTRAIT

Digital Print / Framed 47 x 63 CM





DRAWINGS CLOUD

Charcoal on Paper / Framed 66 x 47 CM

2017







DRAWINGS SKETCHBOOK



DIGITAL SKETCHBOOK

