2011

Mathias Rehnman - Portfolio
the works of Nutty Fanboy Productions

Introduction

In a finite universe, there is only so much that can be said or done before it starts to repeat itself - this is especially true of human language and perception, which only has a finite number of states, a finite number of stories to tell.

Similary unremarkably my story begins when I was born on November 1st, 1984 in Vienna, Austria.
Once I had my first contact with computers at age 5, it was pretty much clear that I was destined to be a nerd - video games naturally formed a significant part of my entertainment from then on.

As soon as I had to pick which path to choose through the secondary education, it was crystal clear that information technology would be involved to a high grade.
I chose to attend the HTBLuVA Spengergasse, located in Vienna, in their Electronic Data Processing & Organisation branch, where I was from 1999 to 2005;

Around 2000 my interest in games increased beyond only playing them; I started to modify Activisions real time strategy game Star Trek: Armada, at first only in the text areas; Later this grew into an interest to actually create new models for the game, to be more independent of the other modders of the time.

Needless to say, it went downhill from there...

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NewTron (2008 Video Game)

NewTron was a semester-long project at the University of Applied Sciences Hagenberg in Austria.

The team consisted of 9 persons. It was decided to program a 3D clone of the game 'Tron', similar in gameplay, though with added features.

Beyond the classic Tron gameplay, we added a 'Snake' mode - the tail after the character was of a finite length, and could extended by picking up treasure chests lying around on the arena floor;

We also implemented powerups, that could both be benefactory and dectracting to you - for example, you could be slowed down, speed up, gain an erratic movement for a couple of seconds.. you get the picture.

My primary responsibility in the team was the 3D art. I created and textured all of the playable characters (shown to the left; From left to right 'Grumpy Grandma', 'Racecar', 'Garbage Guy', 'Race Snail', 'Rocket', 'Boat')

To differentiate ourselves from other Tron clones in existence, we decided to use a cartoony style for characters, arenas and textures.

Marcus Eriksson is generally considered a bright boy, with one problem: He's not a people person. His choices drove him more and more to the fringe of society, until, one fateful day, he is picked up by two strangers, offered a clean slate And a job that sounds like science fiction come true.

Elsewhere, a young Reiko Yoshida, entangled in the midst of a secret fleet only few on Earth know about, chooses to follow the very footsteps her mother had laid out nearly two decades earlier.

Soon, by skill and sheer audacity they find themselves paired up, training to become Blue Lions, the very heart of Earths fledgling fleet, learning that the galaxy is a bigger and more dangerous place than either of them had imagined - a galaxy in a state of cold war that could turn hot quickly.

The pieces are set, the players are ready.. until during a training flight the disparate pair discovers something that upheaves the very foundation of the fleet...

Tears of the Stars
Grieving Suns

TEARS OF THE STARS

Grieving Suns

NEIL F. PRESBY

TEARS OF THE STARS (BOOK COVER)

Expression in form of written words was always a notable hobby of mine during the school years, and I produced more than one piece of fan fiction and original short stories - a hobby that continues to this very day.

In early 2007 I started to write a story, that just would expand to proportions that could be described as 'epic' - to date, it is not finished and writing is still ongoing as you read this text.

I decided, a story of such dimensions - whether or not it is professionally published or distributed for free on the web - deserved a true book cover.

All elements visible are created in Photoshop with the help of a trusty old tablet; The only exceptions to this are the fighters and the image of Earth at the very bottom as well as the faces of the character; The fighters are, naturally, 3D models of mine.

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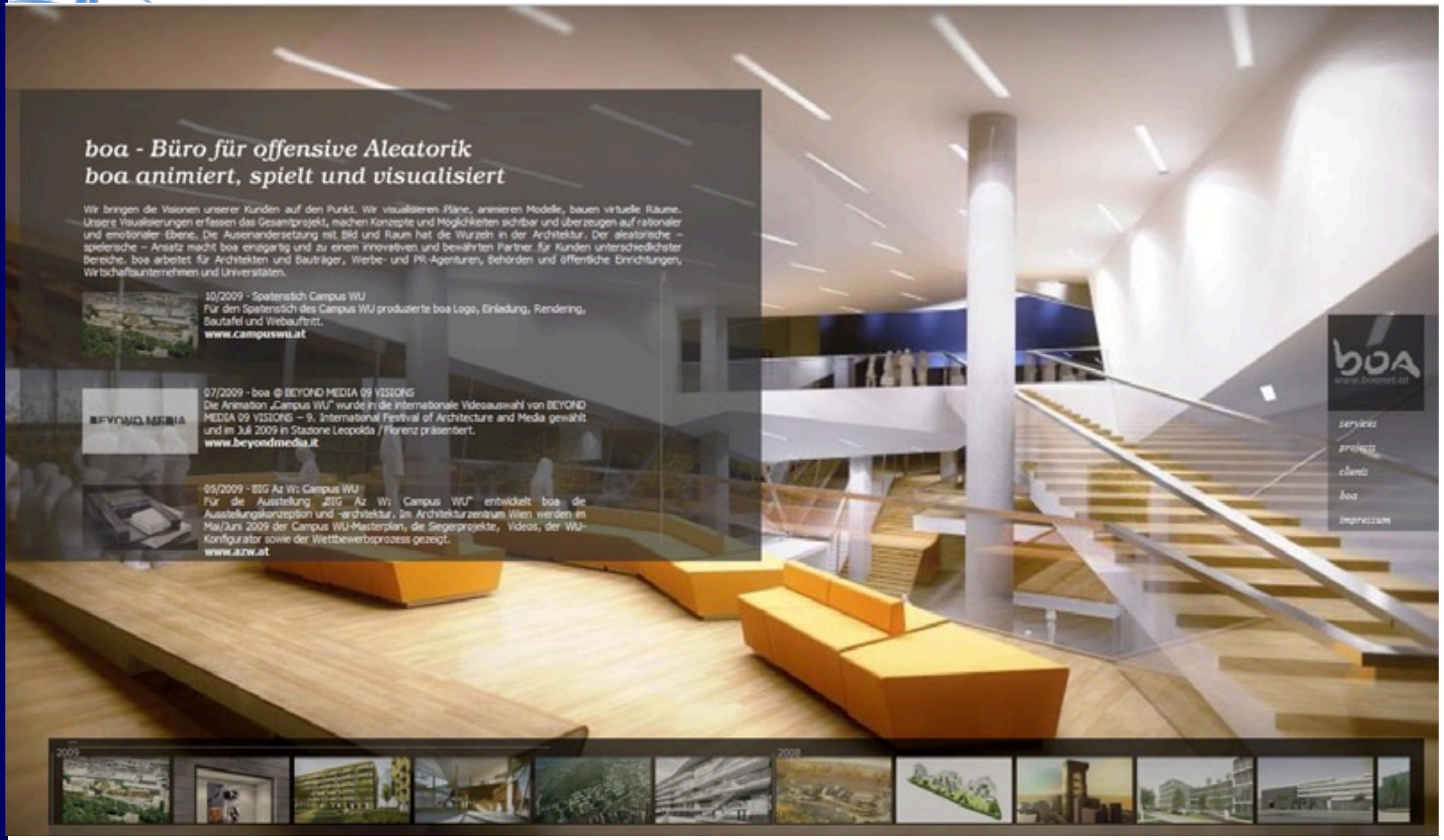
boa - Büro für offensive Aleatorik
boa animiert, spielt und visualisiert
Wir bringen die Visionen unserer Kunden auf den Punkt. Wir visualisieren Pläne, animieren Modelle, bauen virtuelle Räume. Unsere Visualisierungen erfassen das Gesamtprojekt, machen Konzepte und Möglichkeiten sichtbar und überzeugen auf rationaler und emotionaler Ebene. Die Auseinandersetzung mit Bild und Raum hat die Wurzeln in der Architektur. Der aleatorische – spielerische – Ansatz macht boa einzigartig und zu einem innovativen und bewährten Partner für Kunden unterschiedlichster Bereiche. boa arbeitet für Architekten und Bauträger, Werbe- und PR-Agenturen, Behörden und öffentliche Einrichtungen, Wirtschaftsunternehmen und Universitäten.
10/2009 - Spatenstich Campus WU
Für den Spatenstich des Campus WU produzierte boa Logo, Einladung, Rendering, Bautafel und Webauftritt.
www.campuswu.at
07/2009 - boa @ BEYOND MEDIA 09 VISIONS
Die Animation „Campus WU" wurde in die internationale Videoauswahl von BEYOND MEDIA 09 VISIONS – 9. International Festival of Architecture and Media gewählt und im Juli 2009 in Stazione Leopolda / Florenz präsentiert.
www.beyondmedia.it
05/2009 - BIG Az W: Campus WU
Für die Ausstellung „BIG Az W: Campus WU" entwickelt boa die Ausstellungskonzeption und -architektur. Im Architekturzentrum Wien werden im Mai/Juni 2009 der Campus WU-Masterplan, die Siegerprojekte, Videos, der WU-Konfigurator sowie der Wettbewerbsprozess gezeigt.
www.azw.at
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2009
2008

WWW.BOANET.AT RELAUNCH

While my main focus is certainly found in the area of 3D modeling and animation, different kind of technologies are no strangers to me. During my education it was made a priority to broaden my horizons, teaching me proper programming skill and related experience. As a result I'm also adept at web technologies such as PHP and MySQL.

In this case I was tasked with re-launching BOAs homepage. The original page as I found it during my tenure there was a single behemot of a flash file, with all content lumped together.

As a result, the page was bloated and tiresome to load (as it had no preloader), as well as practicably unmaintainable, as changes had to be edited directly at the source - not to mention that the codebase consisted of a whole lot of disorganized Actionscript 2.0 code.

I rewrote the entire page in Actionscript 3.0 from scratch, outsourcing the content to a series of XML files. Additional content (such as images and a few short video clips) would only be called upon if needed, as well as several enhancements to the navigation (such as the project bar at the bottom of the page, granting quick access to several projects, instead of a cumbersome 'thumbnails on a subpage' navigation that was part of the unmaintainability of the entire page).

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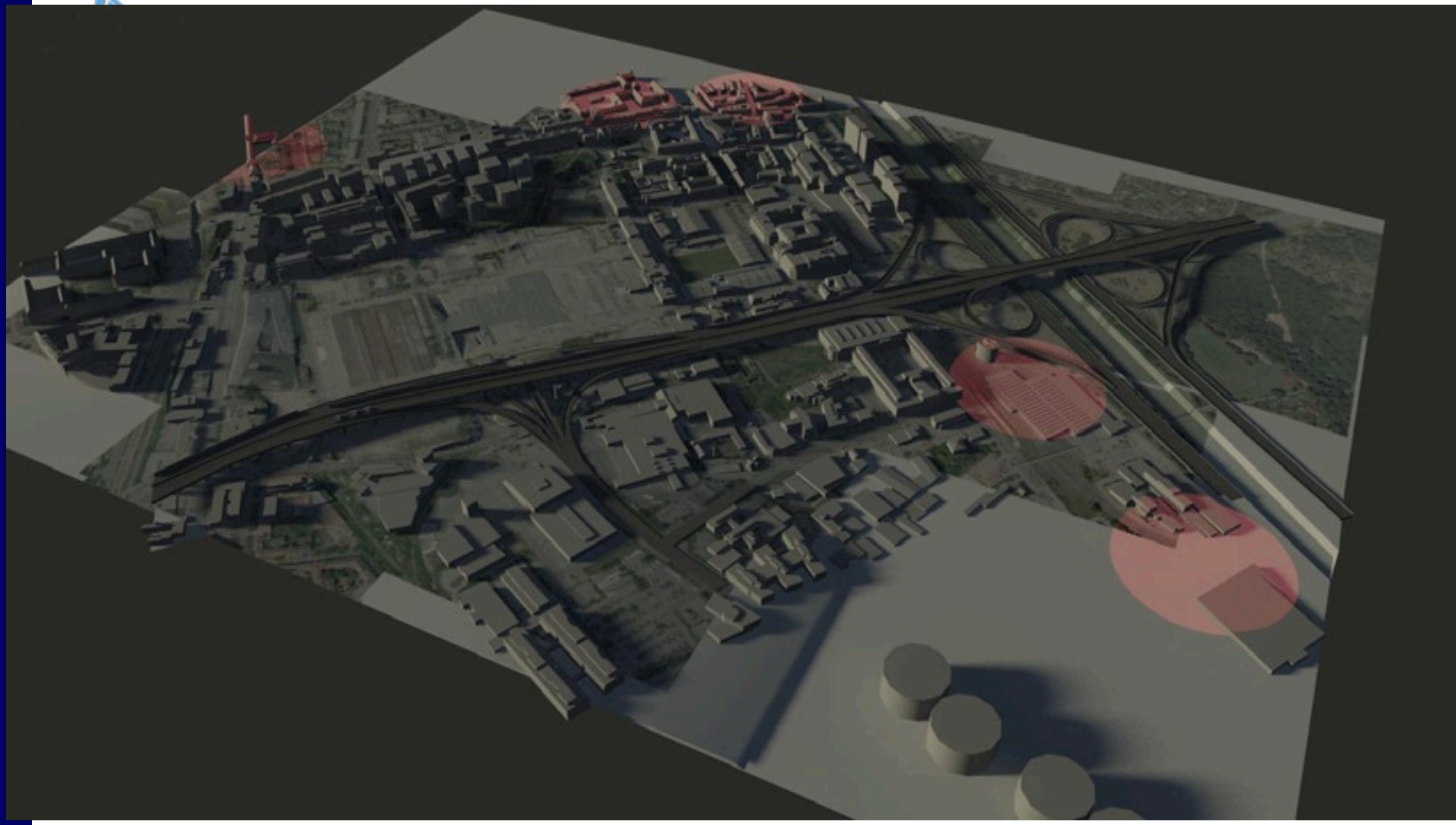
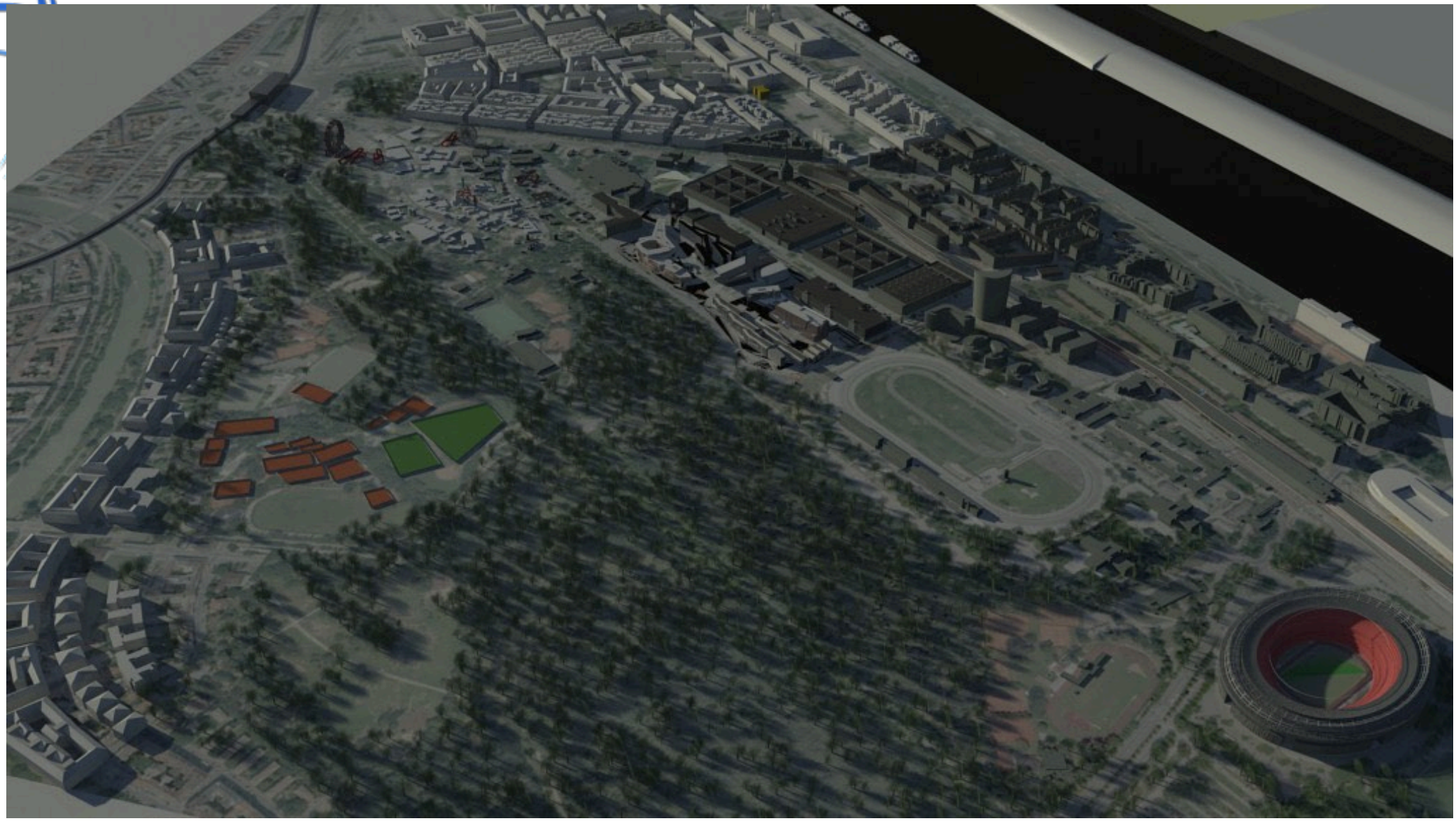


St. Marx cityscape along with the Südosttangente and Ostautobahn highways. Viewing direction is approximately north.

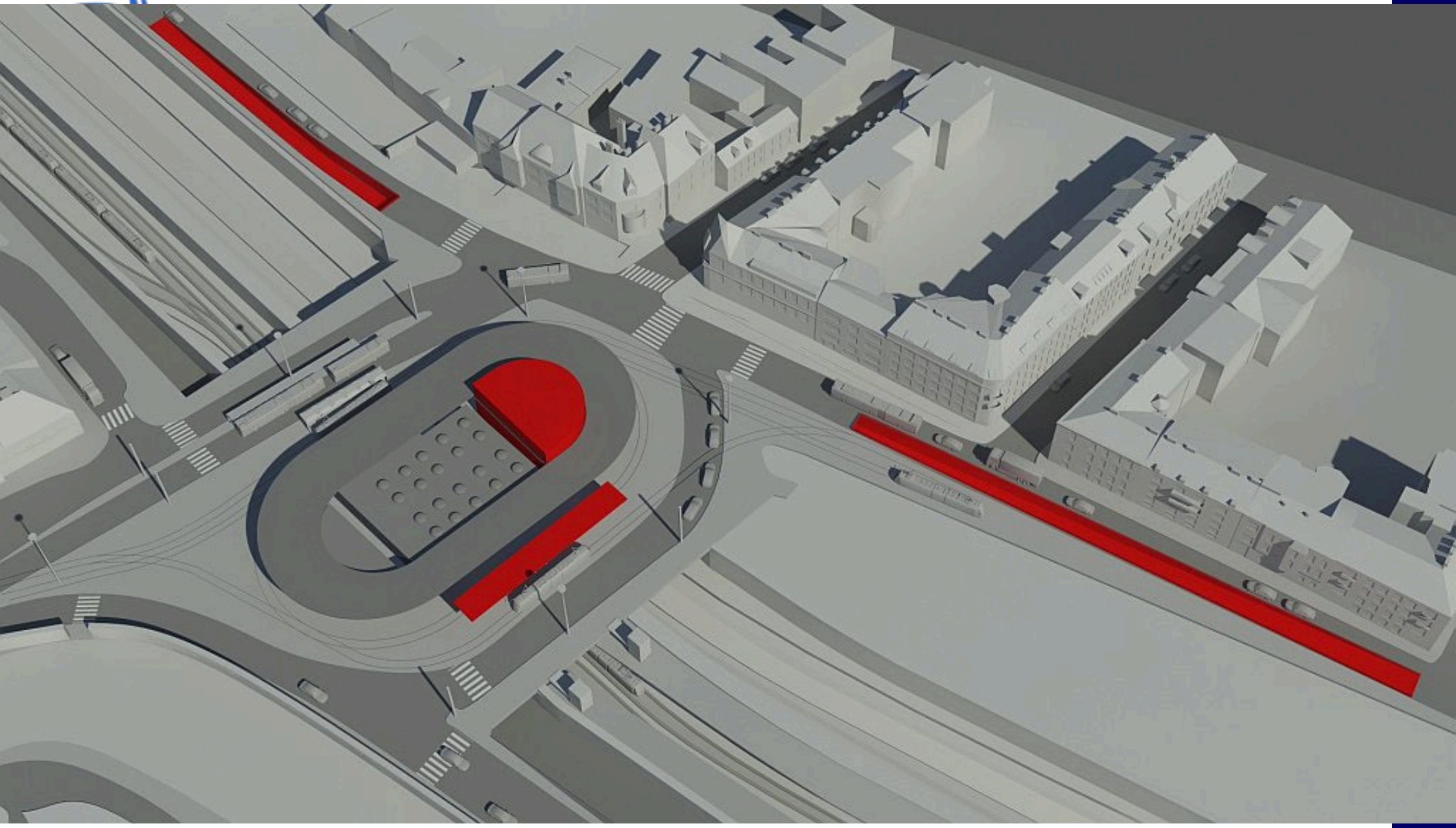
Cityscapes

Also during my employment at BOA, I was tasked with building a multitude of low detail cityscapes depicting various areas of Vienna.

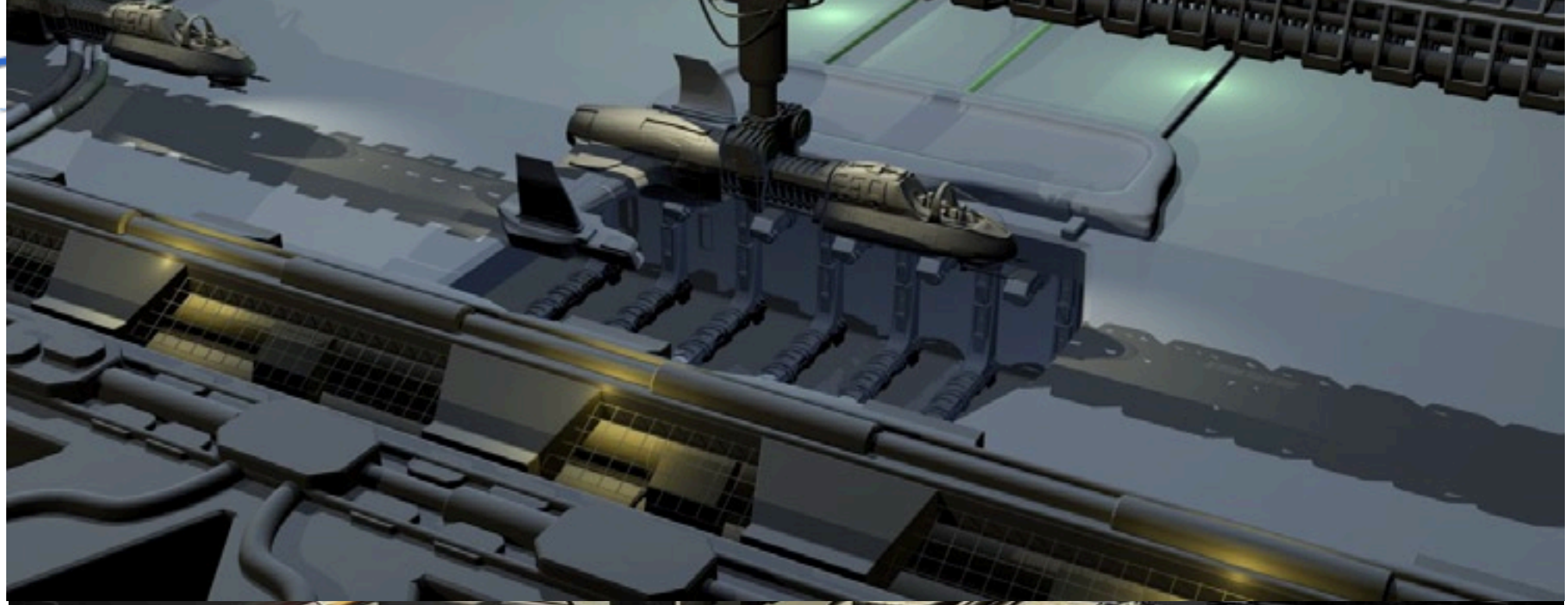
Among those areas were the St. Marx quarter, the area around the Prater in the Leopoldstadt district of the city, and a small segment surrounding the subway station Kennedybrücke in Hietzing district.

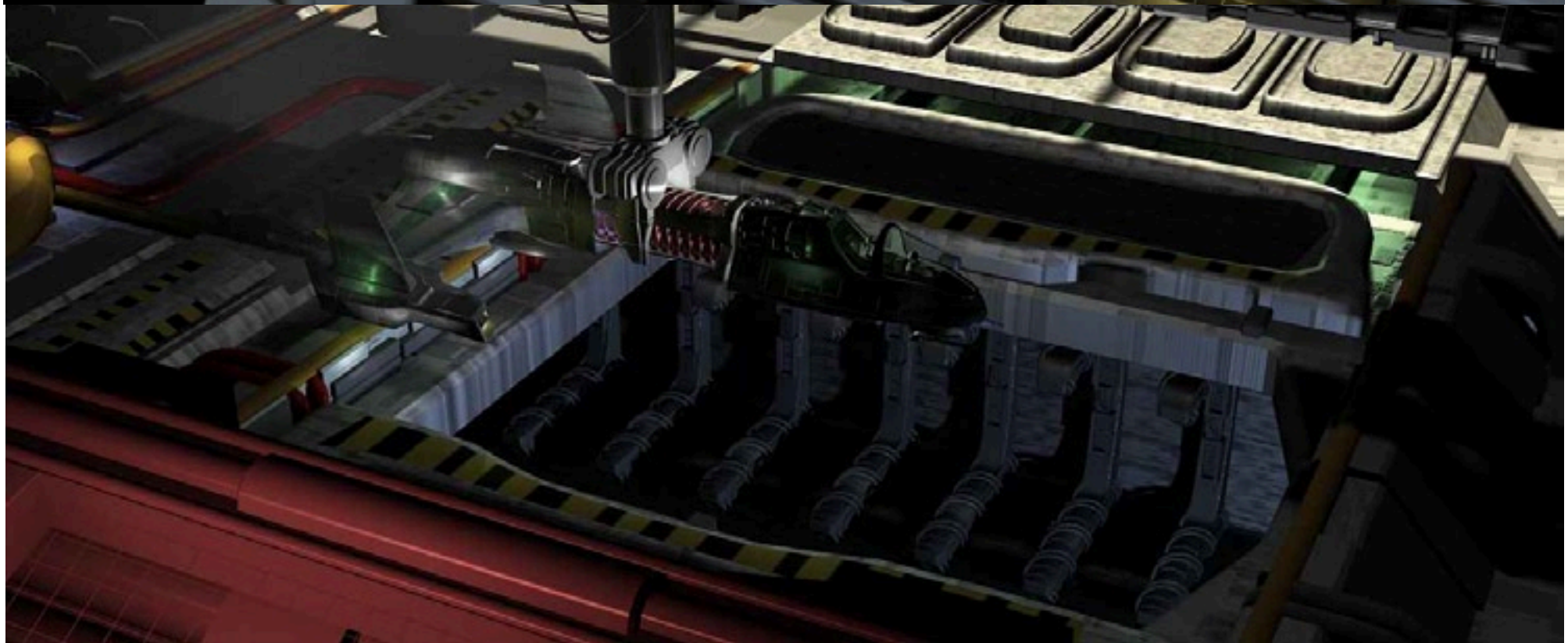


Vienna in the Prater area. In the top left the amusement park is hinted at with the famous Riesenrad, in the top right the river Danube separates the western and eastern parts of the city.
In the center the planned new University of Economics is located on the Messegelände area (my models are along the fringes of this scene). Viewing direction is approximately north.



Aerial abstract view of the Kennedybrücke area, depicting the surrounding buildings and the station, as well as the U4 subway tracks running parallel to the Wien river. Marked in red are proposed extensions to the station as well as an additional underpass for cars to improve the flow of traffic out of the city. Viewing direction is approximately north.





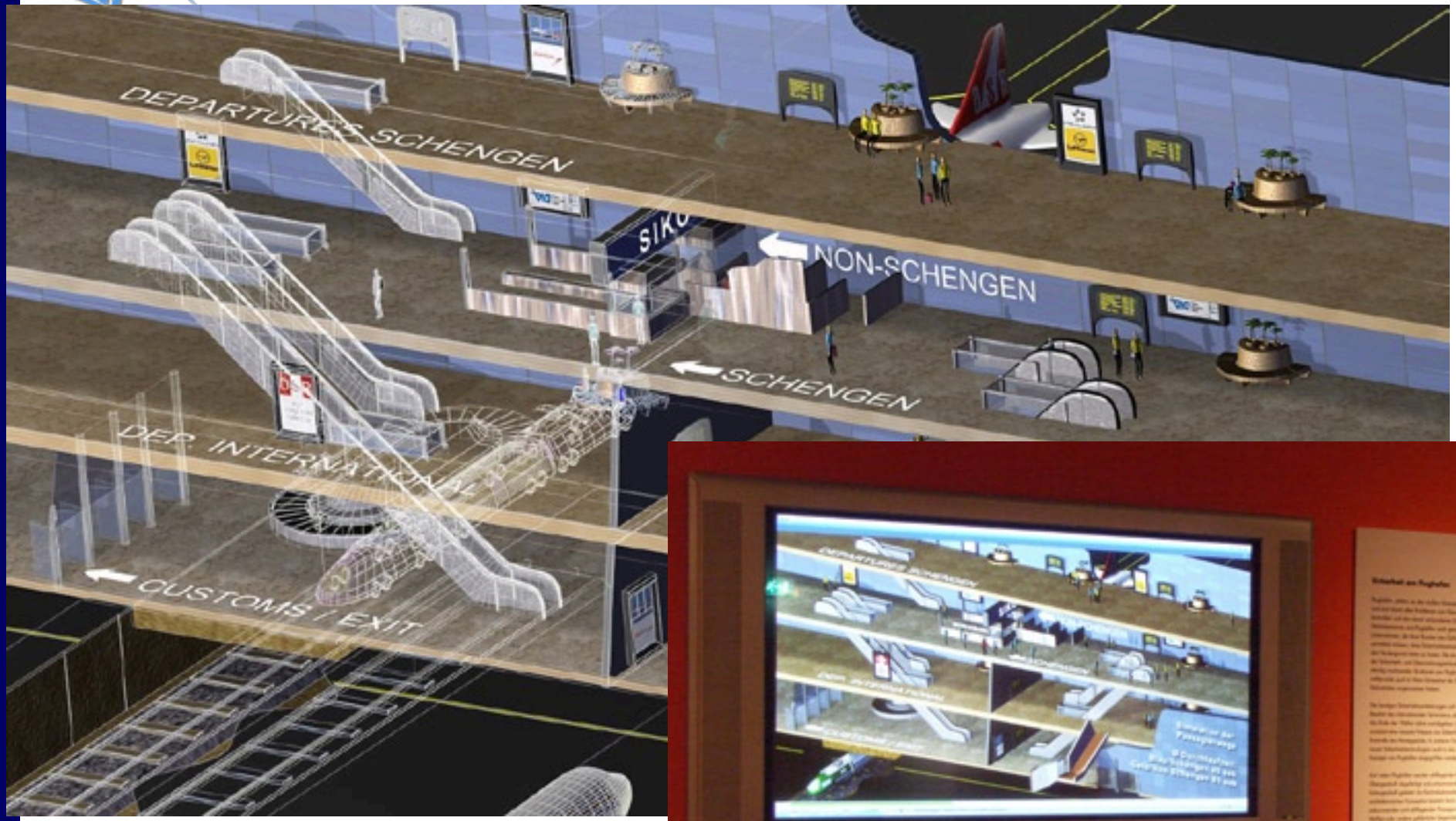
TEARS OF THE STARS (2008 ANIMATION)

During the 4th semester at the university one of the classes was handling animation.
The final assignment of this class was to produce a 15 to 30 second animation with multiple camera angles and - of course - animation.

I once more decided to show that I fully deserve my 'Nutty Fanboy' moniker and went overboard with the concept, eventually producing an entire film trailer type animation.

The animation is based on the book mentioned before and took a good three and a half months to complete.

Major style and design influences come from the TV series Babylon 5 and Battlestar Galactica as well from the computer games Freespace and Wing Commander Prophecy.


DEPARTURES SCHENGEN
NON-SCHENGEN
SCHENGEN
CUSTOMS / EXIT

AIRWORLD (2006 ANIMATION)

In early 2006, roughly half a year after graduating from Spengergasse, I was approached by a colleague if I could lend a hand in a project for the Vienna Museum of Technology.

The museum was preparing an exhibition about the history of flight, and part of this exhibition was to be a simulation of the passenger flow on Vienna International Airports new terminal 'SkyLink', which is still undergoing construction as of this date.

Naturally, I accepted.
The whole animation was designed to be loopable. After some testing it was decided an isometric projection (as seen in the final result on the left) was the best solution for layer visibility reasons.

Over the course of a month, I had animated about 150 persons, as well as built the entire environment according to the schematics I had received, simplifying them enough to this state.
As the photograph to the left shows, the animation was exhibited in the museum from March to June 2006.

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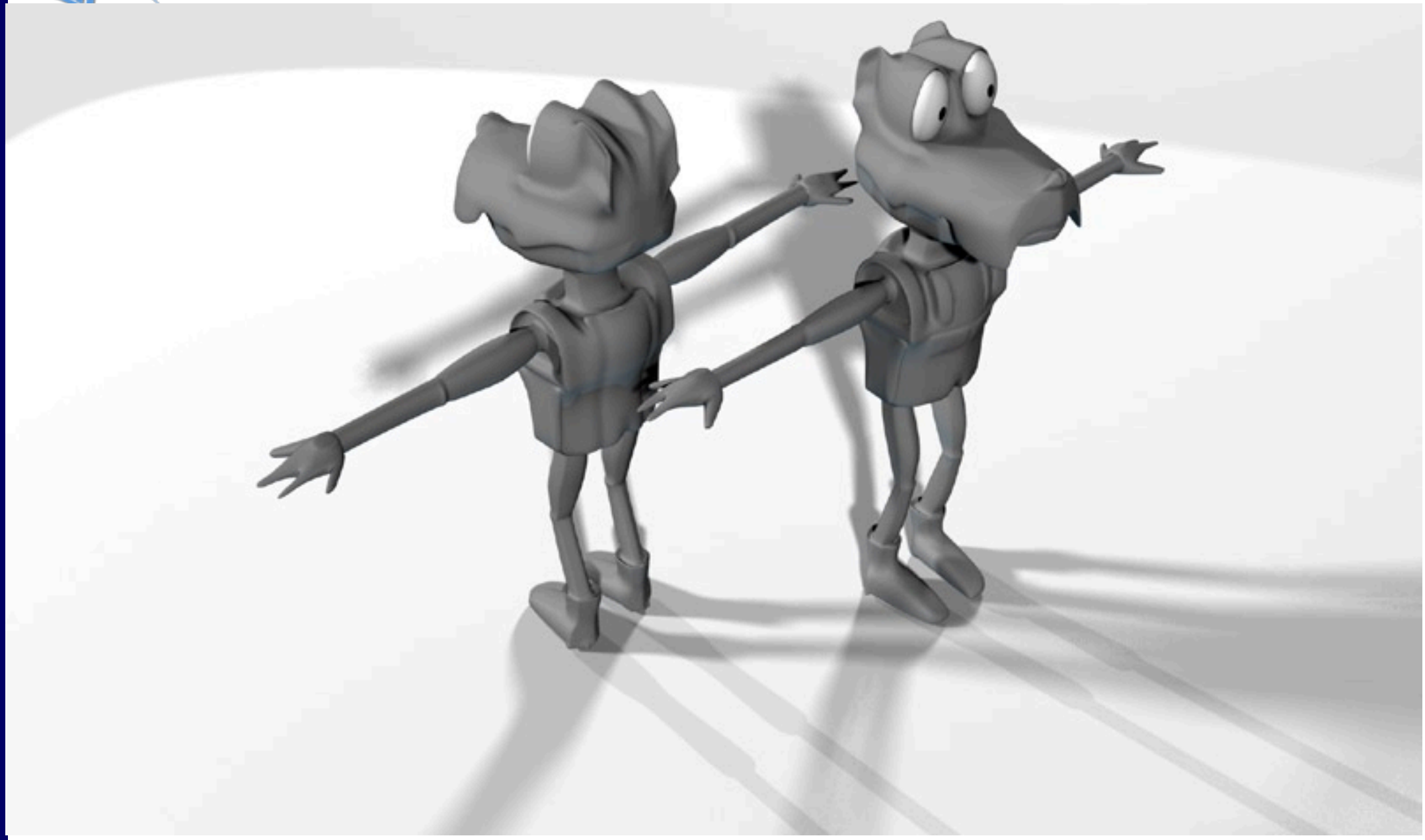

Seargent Terry (2008)

Seargent Terry is one of my few pieces of actual character work. The character was created during the 3D modeling classes in the 3rd semester.

Terry currently has no rig, but is laid out and modeled to obtain one at some point.

The low poly cage (not shown here) has about 1300 polygons and would be perfectly suitable for games after texturing.


NCC-1066
P.F. Wyrus

P.F. Wyture

I didn't hesitate for a very long time when a friend of mine asked me to design and build a 3D model of a Star Trek Federation starship for our forum RPG, the ÖSF.

Based on the Akira class of Star Trek fame, it merged design elements from other ship classes from the Star Trek universe (most notably, the Defiant, Norway and Sovereign classes) , as well as an adjustment in proportions to give it more of a 'schoolyard bully' mean look, as it was to serve as an antagonist in one rpg mission.

The model weighs in at around 300.000 polygons (which is owed to the fact that much of the detail is actually modeled - the windows, escape pods and sensor detailing (in the pits) are actual geometry.

See the next pages for further shots.

UFO fake shot (2007)

In 2007 there was a particulary bad outbreak of UFO fanatics at a certain Internet forum I frequent.

I usually just sit back and watch the show (It's not often you need popcorn for reading a thread on a forum!), but in this particular case the discussion got very heated, when one of the UFO fanatics posted 'genuine' UFO photos - which were evidently CGI, and the creator was found within a matter of hours, complete with test shots and composites proving that it was fake.

Yet, the UFO faction denied this, claiming no one, especially not one right in their mind, would go through the effort to build a model and fake a shot.

That was the last straw for me and I started to build a model.

While the ethics of this measure can be thoroughly debated, the results were satisfactory. Even less clear 'photos' produced by me were accepted as true photographs of alien craft visiting Earth;

I withheld this particular shown on the left - because, while it was the most aesthetically pleasing of the bunch I manufactured, it was also the by far least UFO-typical picture, with no shakiness and a lot of detail visible.

Pegasus Medaillon (2007)

How do you say 'Happy Birthday' to a friend you hold dear?

Some purchase gifts, a husband might buy jewellry.
But what do you do, if you lack the funds to actually buy something?

Build a 3D model of jewellry.

Knowing her passion for Greek mythology and the Pegasus in particular, I started to design and build this piece of virtual jewellry.

The material's not perfect, but they say, it is the thought that counts.. and you bet such an image is more personal than a random greeting card bought at the shop on the way home.

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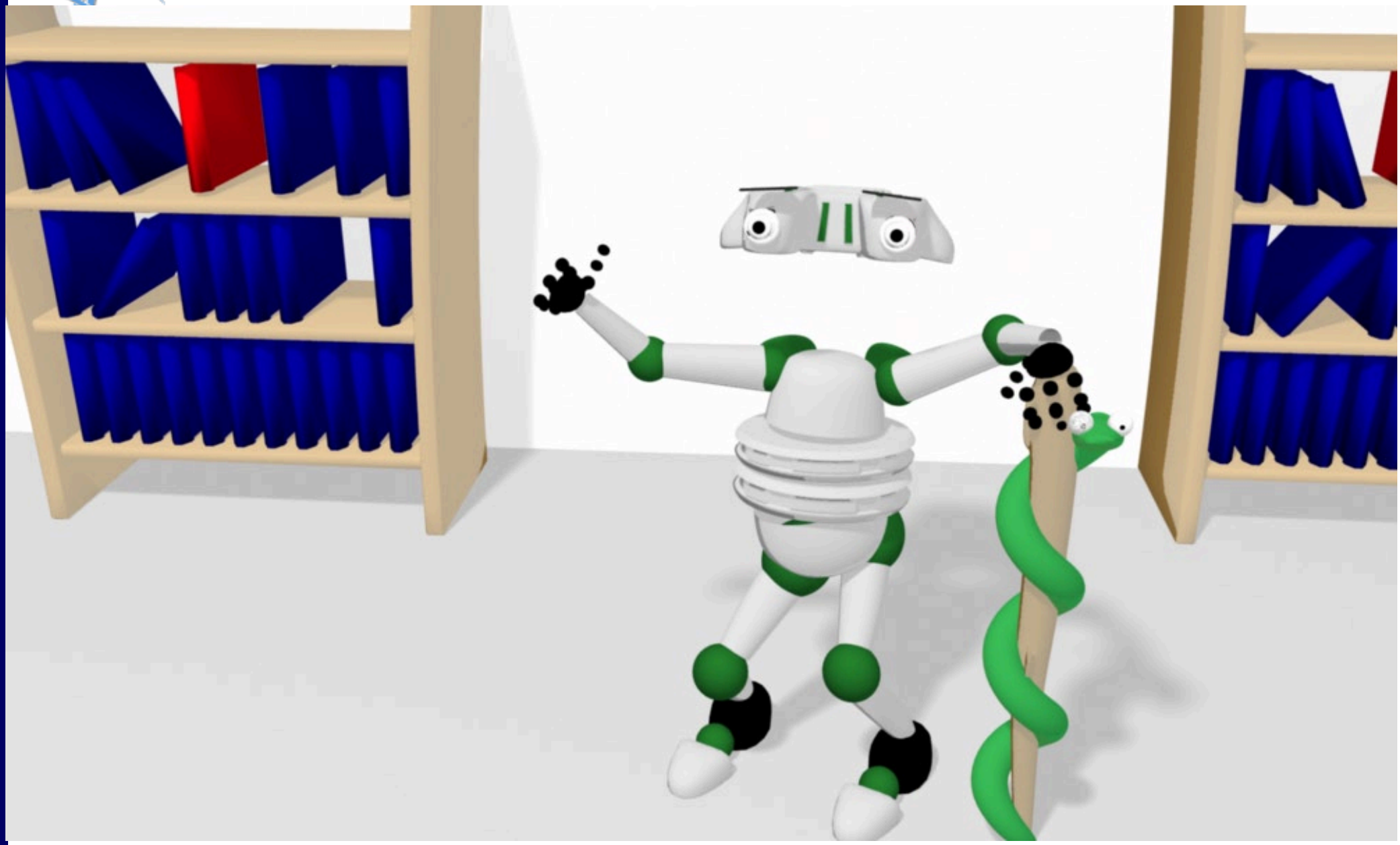
The Desk (2007 Illustration)

While vector graphics and Illustrator in general are not my strongest point , I from time to time exercise in there to sharpen my keen sense of three-dimensionality of objects.

On the left is an example of such work. Using a product photograph as a visual template (I did not put it as bottom-most layer in Illustrator) I started to construct this desk, paying attention to shading, reflection and refraction and similar elements.



GRADUATION (2008)

Created in Maya in May 2008, this image was a graduation present of sorts for a close friend of mine, who graduated Med School in July.

The character is only partially my work, as it is based off the Digital Tutors 'Animo' character, which we had to modify for our walk cycle and pickup animations.

Given the WALL-E craze that was going around at that time, I went robotic. ;)