



Aydin Thill

Visual Design, CGI and Animation

Aydin Thill

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Hello!

„Hello, I'm Aydin Thill, a Luxembourgish graphic designer, animator and audio-visual artist based in Berlin. With a Bachelor's degree in Communication Design from SRH School of Design, I've spent two years in the CG-industry, refining my skills and aesthetic senses. I'm currently pursuing a Master's degree in Creative Technologies at Filmuniversität Babelsberg KONRAD WOLF, where I continue to expand my artistic, conceptual and technical practice.

Having spent the last few years concentrating on the creation of complete animations, I now returned to my roots and focus on the conceptualisation of audio-visual experiences. I find immense satisfaction in the early stages of a project, where ideas are born and concepts take shape. Exploring the depths of visual storytelling and conceptual design is where I thrive, and I'm eager to delve deeper into this aspect of my craft.



SUBSURFACE, 2024

In 2024, I spent several months creating a fully computer-generated animation depicting a dystopian future.

Undertaking a project of this magnitude as a solo creator is rare and demands extensive preparation and execution time. However, it provides a unique opportunity to integrate a myriad of artistic disciplines that intrigue me, including animation, composition, fashion design, and storytelling.

Moreover, I've sought to infuse this project with a central theme focusing on the human experience and shedding light on the injustices faced by people worldwide.

Main Concept

The viewer is taken on a journey with a central protagonist and several supporting characters, from the vastness of a mysterious ocean landscape to a futuristic city towering above the clouds. As the narrative unfolds, it becomes clear that their journey serves as a metaphor for personal liberation, symbolised by their passage through a dystopian society.

Inspiration

The project draws inspiration from various sources, with specific nods to cinematic works such as Hayao Miyazaki's 'Spirited Away' in the initial sequences, and Ville Deneuve's interpretation of 'Dune' setting the overarching ambiance. Additionally, the design aesthetic is influenced by the emerging trend of Chrome art, which has gained prominence within the 3D scene and resonates with my artistic sensibilities developed over the years.







SUBSURFACE |
Character Design

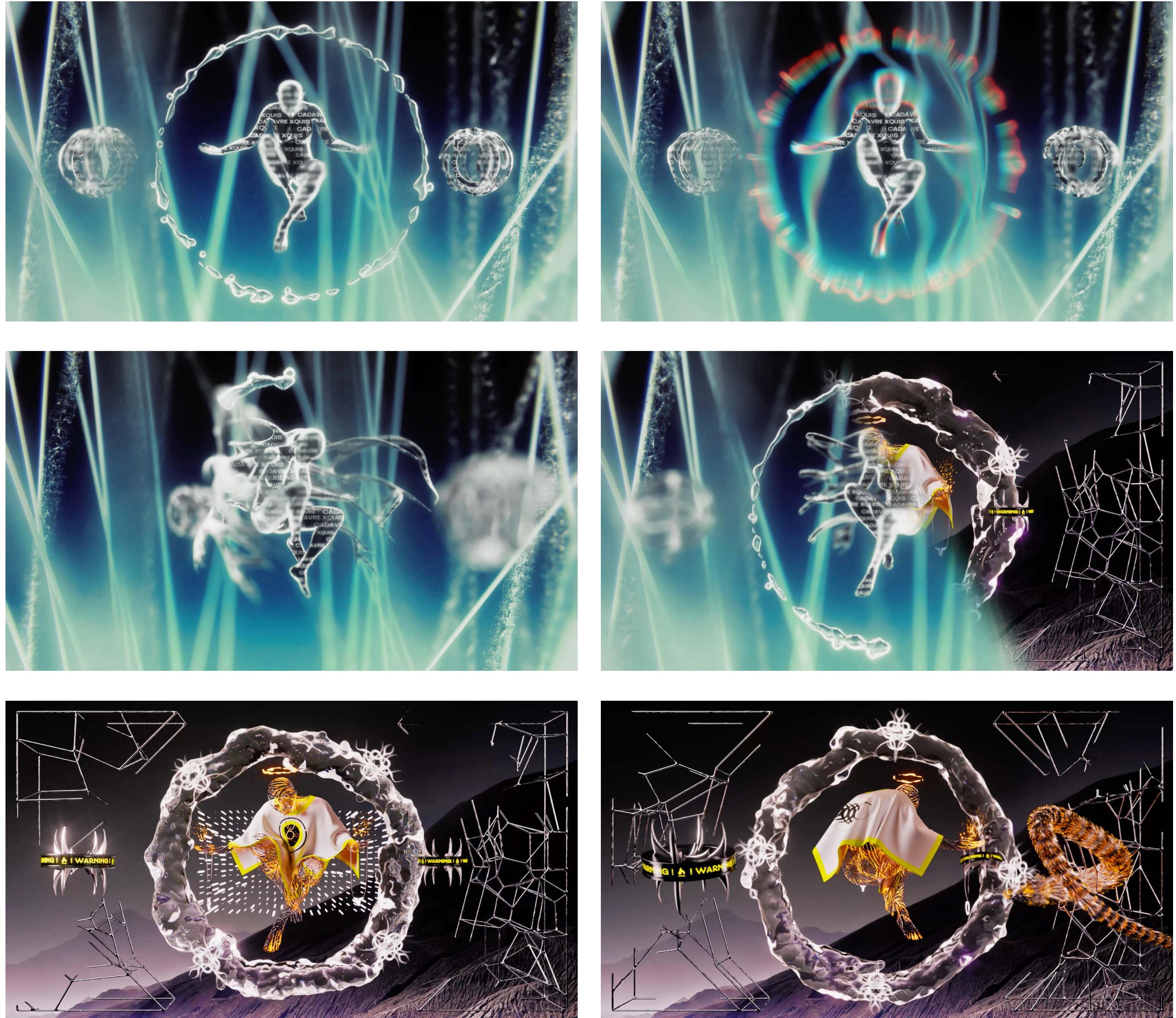


CADAVRE EXQUIS at Anomalie, 2023

3D-Animation for an exhibition in the Anomalie Art Club in Berlin

I had the opportunity to exhibit a project at the renowned night-club Anomalie in 2023. Collaborating with 3D artist Maxim Schroeder, we created a digital 'Cadavre Exquis,' a concept coined during the surrealist movement. In this process, each collaborator sequentially adds to a composition without seeing the contributions of the others.

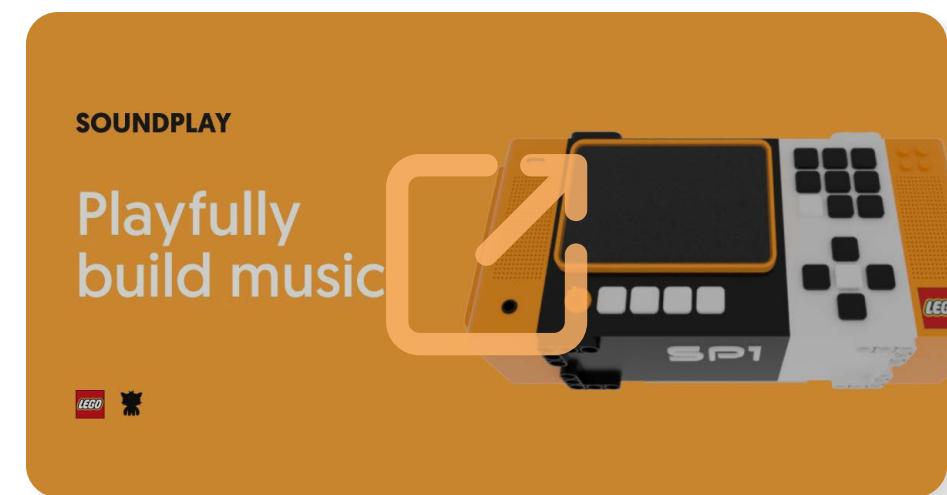
Maxim and I initially crafted an animated composition featuring a character flowing in the center. Subsequently, each of us independently developed our own version. Finally, we merged both animations, incorporating a dividing blurry line that dynamically animates, allowing viewers to seamlessly appreciate both animations simultaneously. I created the blue part of the video.



Lego Soundplay, 2021

In the year 2021, we participated in an international competition in a small group. Our task was to design a product or a new idea for Lego. Drawing inspiration from iconic music gear like the TR-808 and the TR-909, alongside the innovative Lego Mindstorm robotics kit, we set out to craft the Lego Soundplay - a revolutionary modular synth and MIDI controller.

Leading our team, my role involved conceptualizing the product and refining its user interface. Using Cinema4D, I meticulously brought our creation to life with stunning visualizations and dynamic animations, ensuring that every intricate detail of this groundbreaking device was highlighted.



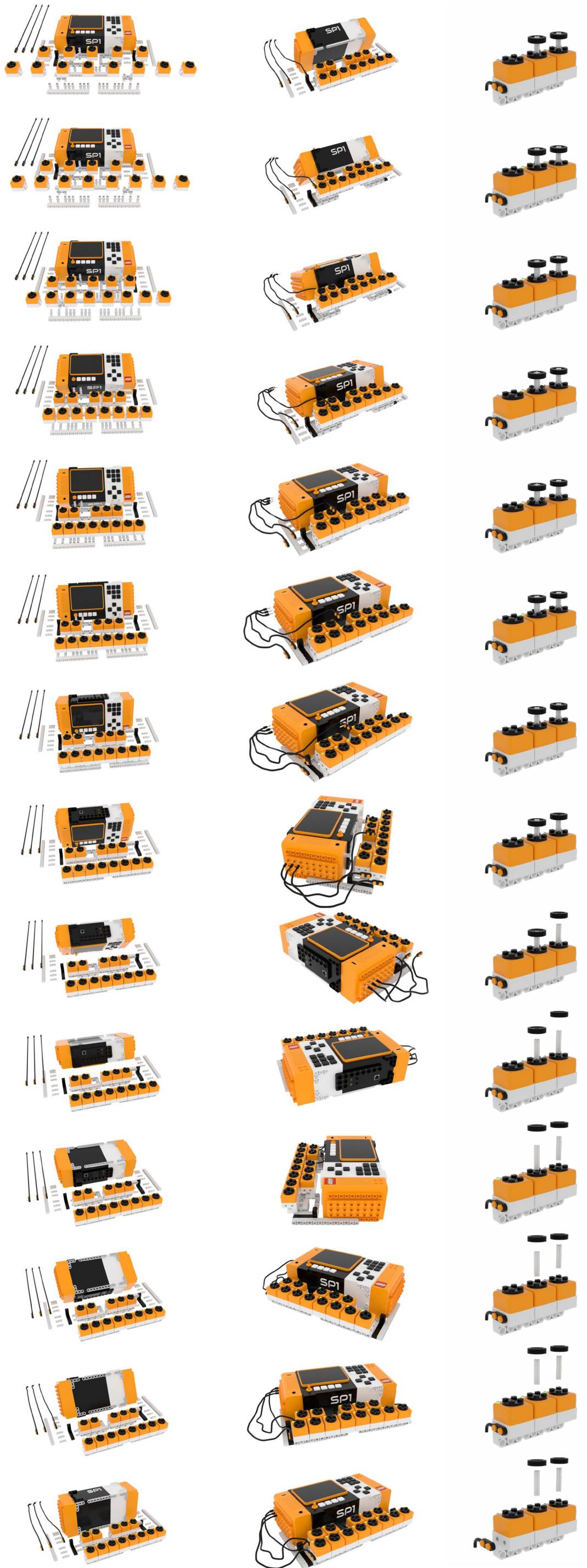
1 | Pitch-wheel Instrument



2 | Sequencer



3 | Keyboard



UNFOLD, 2021

Concept and 3D-Visuals for the album art of two consecutively self-released EPs.



POTSDAM MUSEUM

Kultur neu erkunden, 2022

The Potsdam Museum's distinctive statue of Atlas the Titan served as the inspiration for this project. I was fortunate enough to receive total artistic freedom from the museum director, allowing me to fully realize my vision. Thus, I envisioned a tribute where the burden of the sky, borne by Atlas, would dissolve, guiding visitors through the museum's exhibition rooms.

Assuming the roles of director, 3D animator, and post-production artist, I spearheaded the entire production process. Additionally, I took charge of producing the soundtrack for the video. While overseeing both the creative and technical aspects, three additional team members supported the project, contributing to filming and administrative tasks.



07 | All I know | 2024

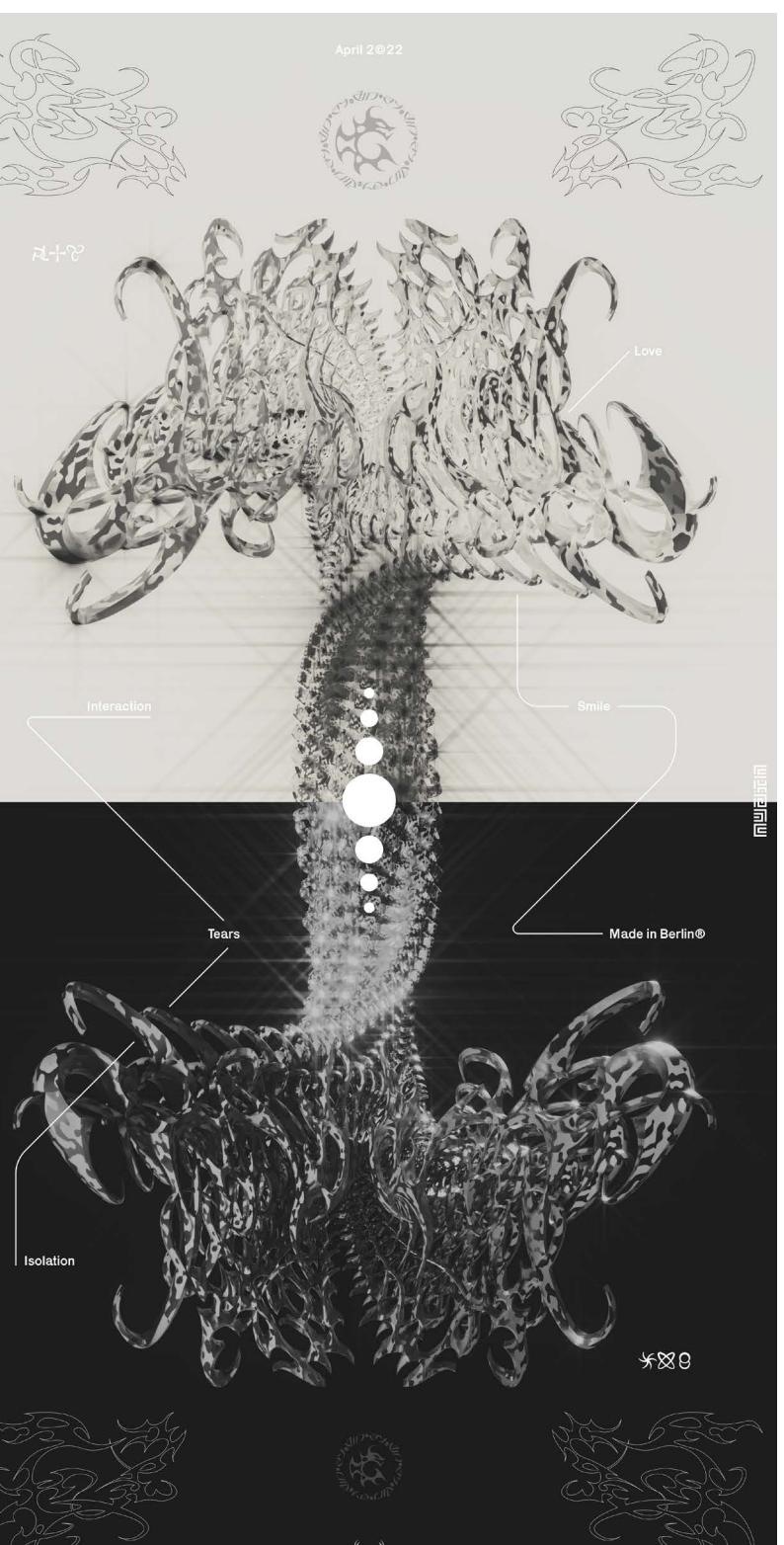
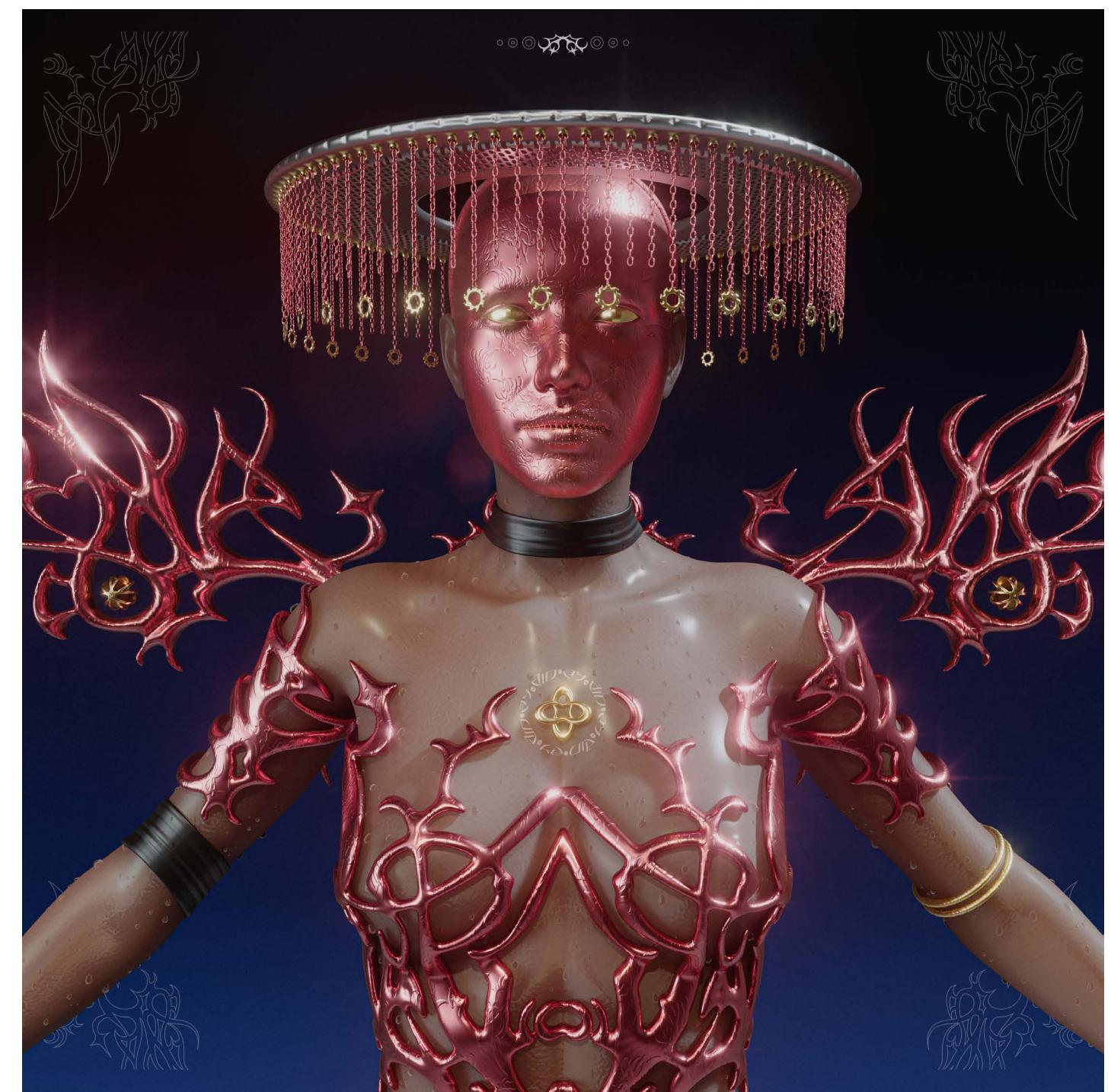


All I know, 2024

Album art for a collaborative EP between myself and Luxembourgish artist NINON

CHROME, 2022-2023

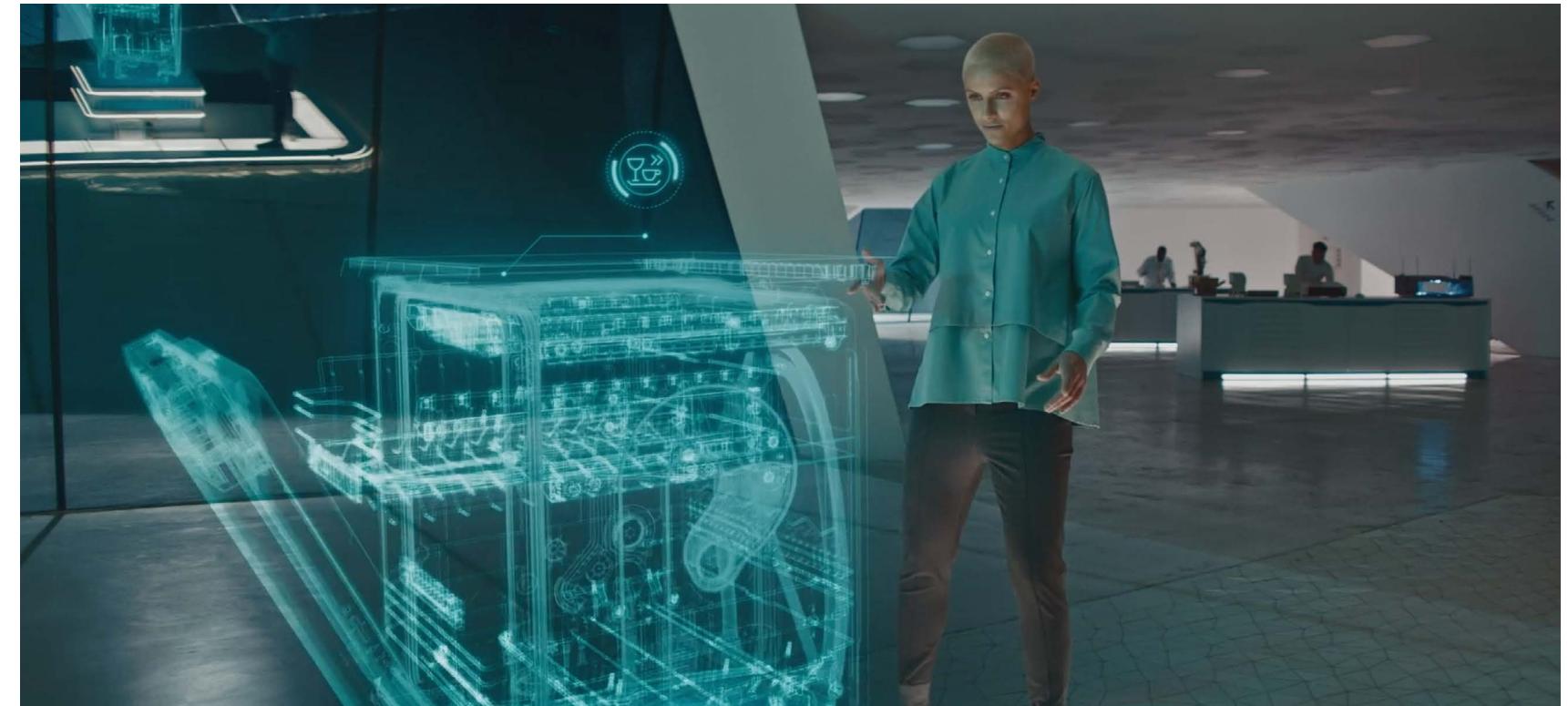
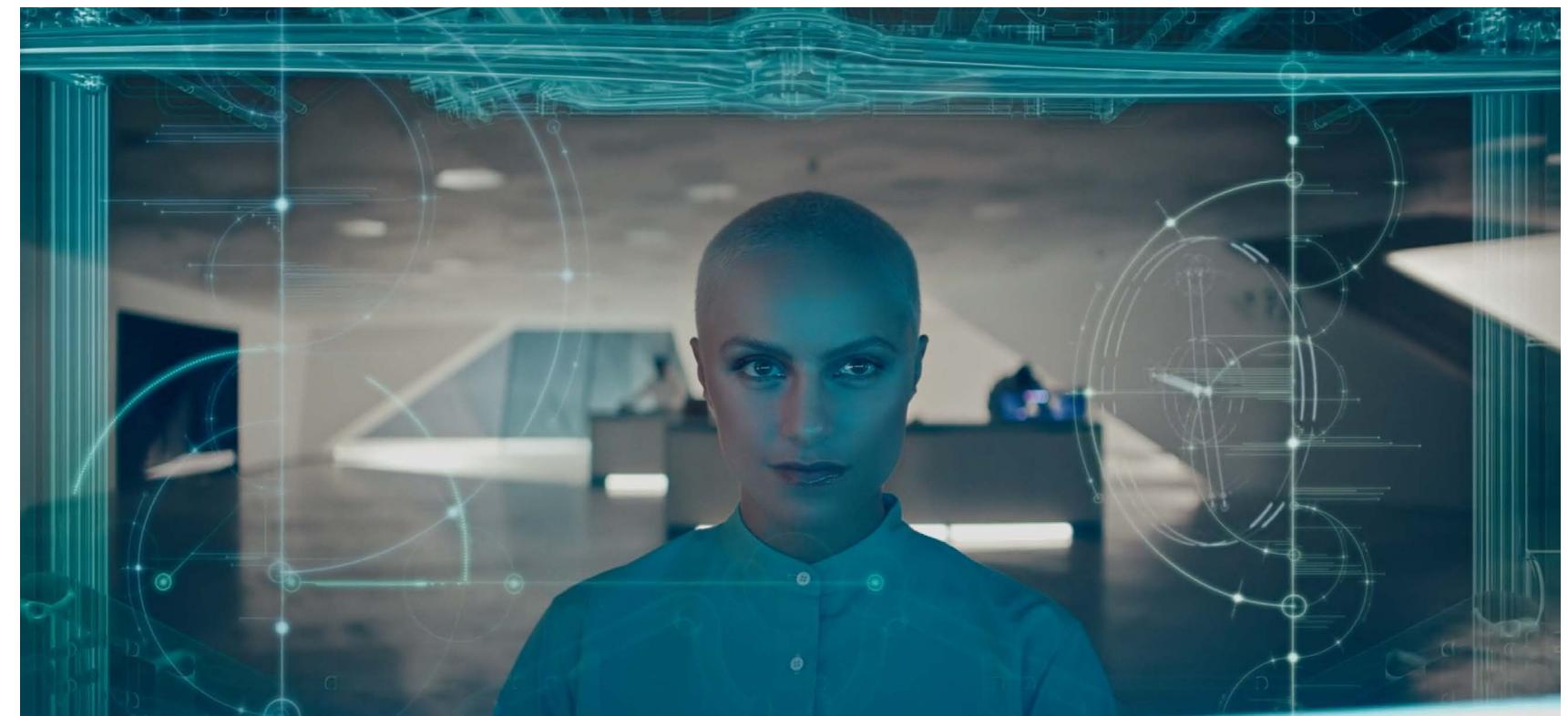
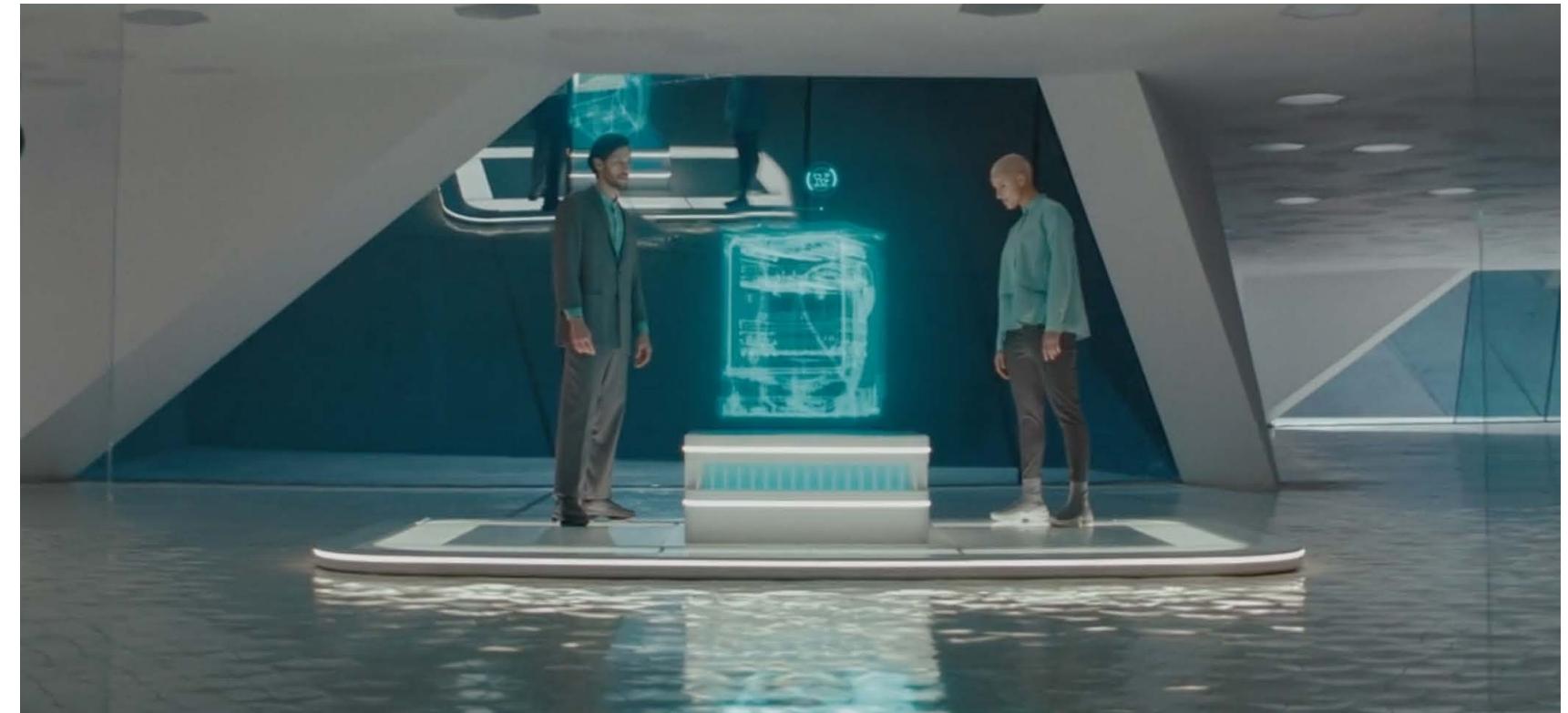
3D Visuals, Personal Project



SIEMENS CURIOSITY, 2023

The [Siemens Curiosity](#) Project was the largest professional production I contributed to. Our post-production team for this project consisted of ten individuals, including two creatives, two producers, one coordinator, two compositors, and one 3D specialist.

Primarily, I worked on the shots featured in the four excerpts provided. Specific tasks included creating the holo-shader, 3D assets and extensions, retouching videos (removing fire extinguishers, light switches, and other minor details), animating all HUD elements, and rendering individual passes for the compositors to seamlessly integrate everything at the end.





Shiny | Somnolence

Somnolence, 2021

Concept & 3D-Visuals for the album art of neoclassical artist Shiny

NOBODY KNOWS, 2023

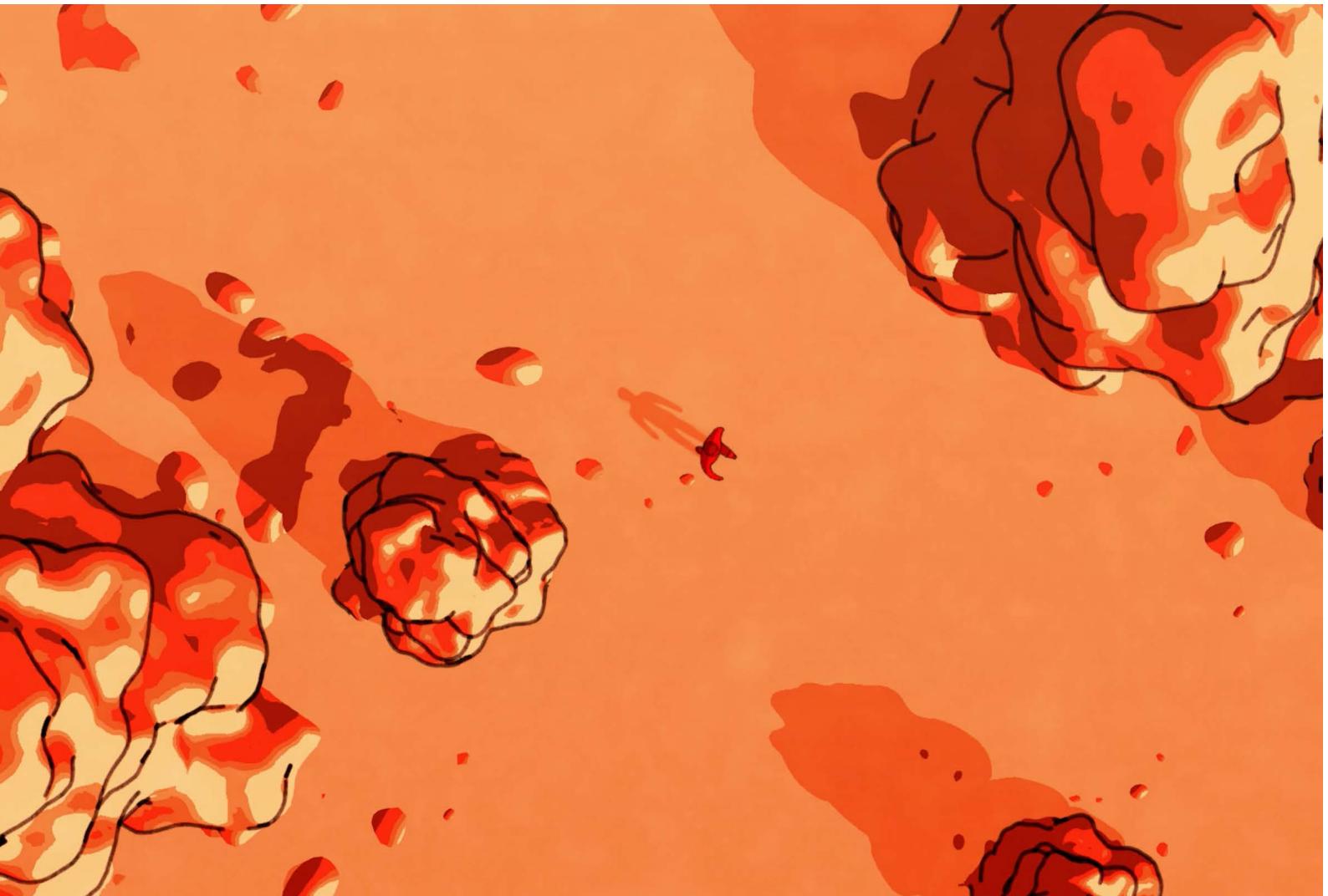
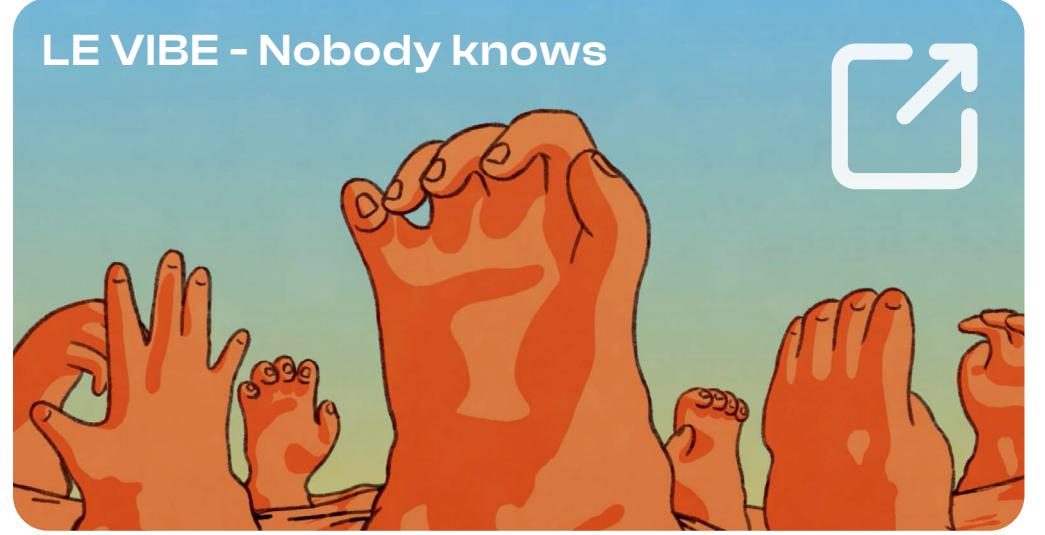
Animated music video for „Nobody Knows“ by the band Le Vibe



NOBODY KNOWS, 2023

The music video for 'Nobody Knows' by reggae band Le Vibe portrays a dystopian world marred by the impacts of global warming, depicting people in a state of disorientation and helplessness. Collaborating with illustrator and animator Claire Krack, we drew inspiration from the works of comic artist Moebius to shape our vision.

Together, Claire and I developed the concept for the video. Throughout the execution phase, Claire handled all frame-by-frame animation and still images, while I focused on creating the 3D environment using Toon-shading techniques to achieve the desired 2D aesthetic.





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