

# Christian Bornhauser

Model Maker  
& Idea Developer

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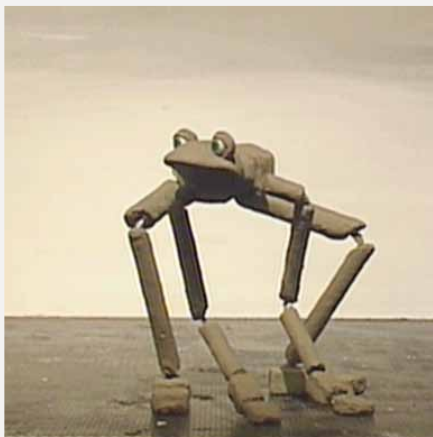
Self-developed fictional characters. For animated movies like «Treasure Planet».  
(Production time per figure: about 2 hours · Size: 5 inches · Material: plasticine)



Self-developed fictional characters. For videogames like «DOTA 2».  
(Production time per figure: about 4 hours · Size: 8 inches · Material: plasticine)



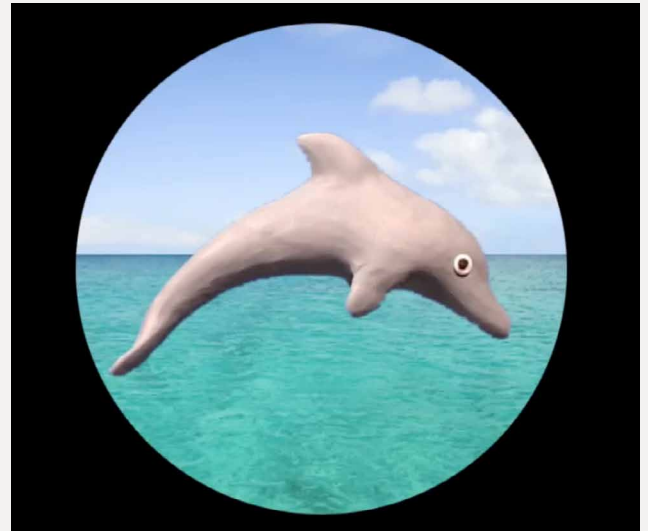
My artwork for a Swiss documentary movie about charcoal burners.  
Short animated part telling a mythological story.  
(Production time: about 2 days · Tools: plasticine & «Photoshop»)



Scenes from my schoolwork at the «Bristol School of Animation»  
(Production time: 3 months · Material: plasticine, metal armatures, foam-latex)  
To watch the movies click [here](#).



Animation project in a small swiss studio about an unusual campsite. Self crated scenes made of plasticine. The movie has never been realized.



Scenes from the animation clips I made for my employer, the Swiss department store chain «LOEB». They were presented in the shop window. (Production time per clip: about 1 month · tools: plasticine, «Photoshop» & «After Effects»)  
To watch the movies click [here](#).

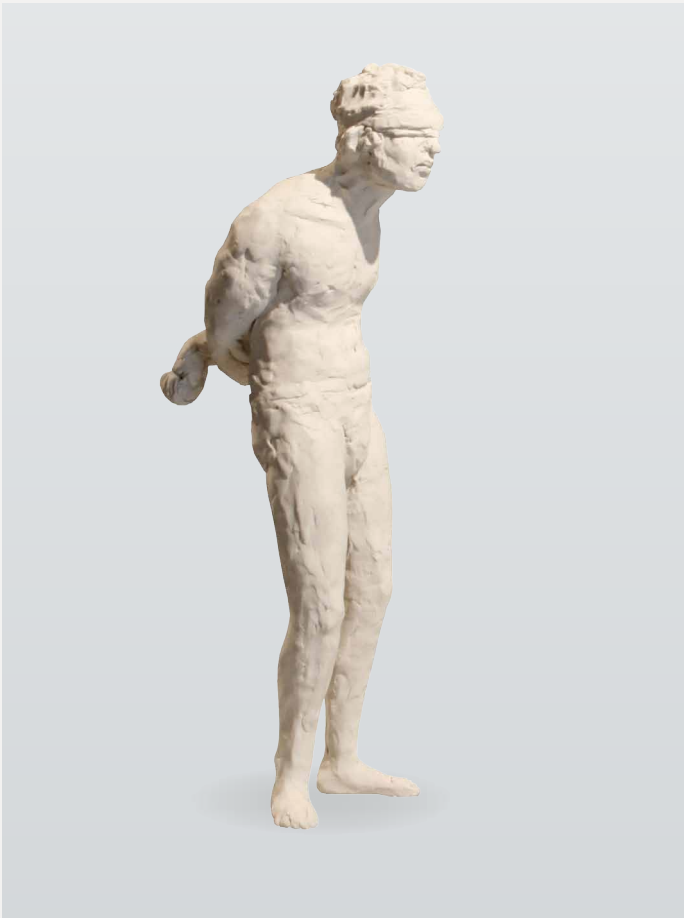


I created these fable characters with plasticine for an italian mafia subject.  
A project for the department store chain «LOEB».  
To watch the movie click [here](#).





This is a mascot I've created for the child section in the department store chain «LOEB». Flying penguins with colored feathers. This subject was used in the shop window during Christmas.



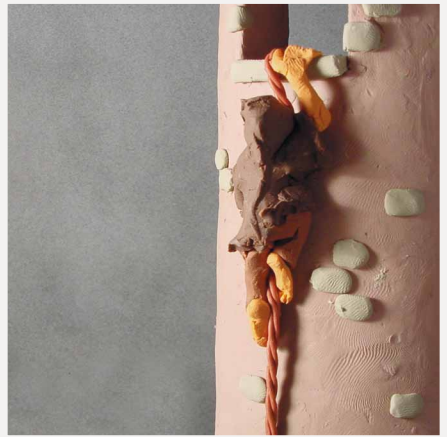
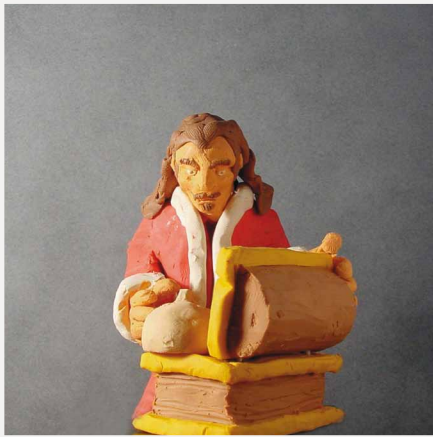
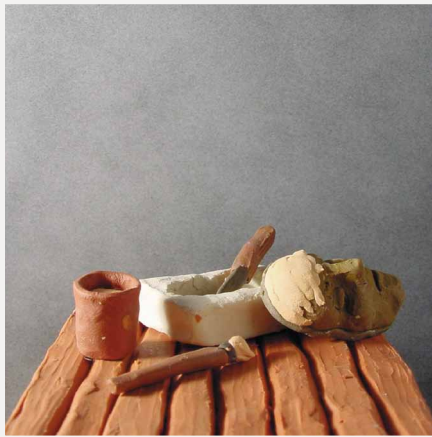
Some bodystudies with plasticine.



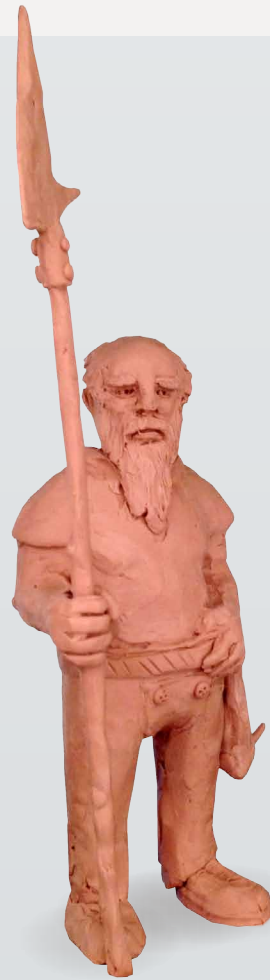
Some exercises for character design.



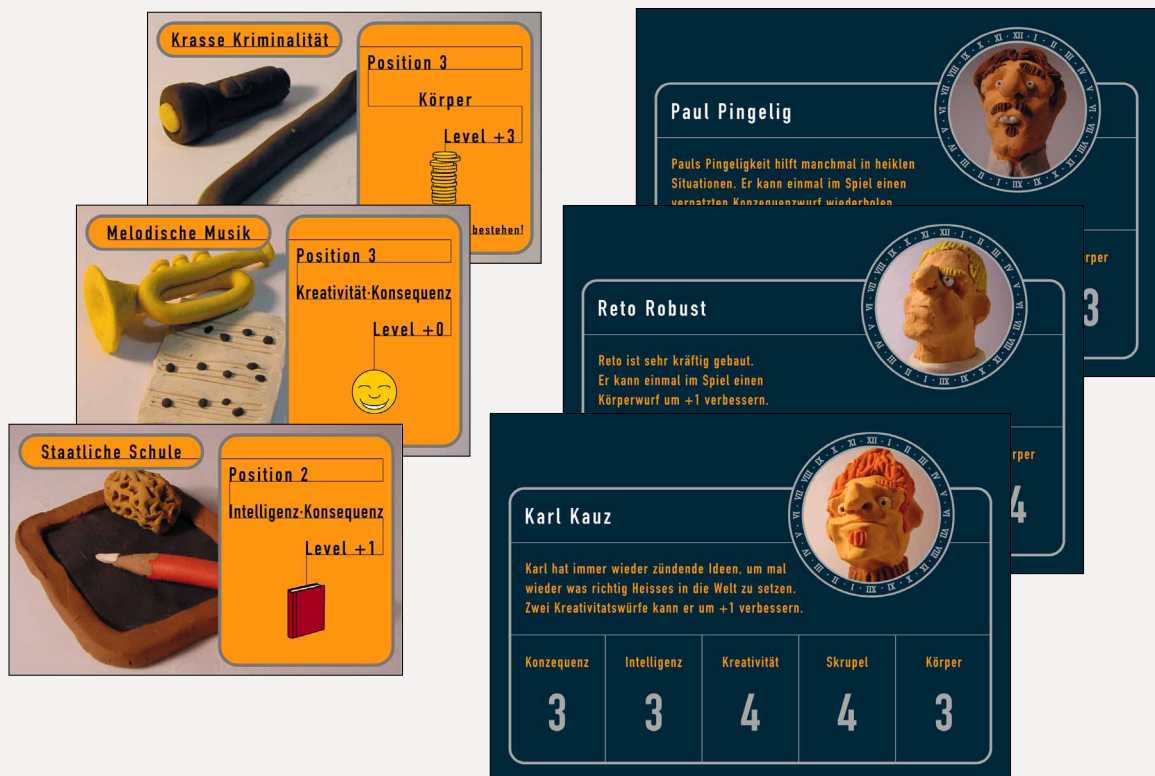
My experiments with plasticine monsters.



These plasticine-illustrations were used in a fairytale book.



More studies for character design.



This was my graduation project as graphic designer. I developed a complete boardgame.