

Robolotion Graphics

name: Philipp Langer
job: media designer and visual artist
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Curriculum vitae

- 1967 born in Berlin / Germany
- study of chemistry and biology, Technical University of Berlin
- independent entrepreneur in real estate management
- media assistant at the workshop of German painter W. Schiffling
- study of media design (digital and print media)
- working as a graphic designer, photographer and 3d modeller
- several printed catalogues and web presentations for visual artists
- web: <http://www.kunstzeit.eu>

Participant in public expositions with mechanical models and digital graphics

1997 *alpha monemvasia omega*, group exposition, Humboldt University of Berlin
1998 group exposition, Rhineland Industrial Museum in Oberhausen
2000 group exposition, German Centre for Aerospace, Berlin-Adlershof
2001 *The Death*, art project M.A.I.S., group exposition, Wedding Bunker, Berlin
2003 *from earth mobile to mars mobile*, group exposition, Technical University of Berlin
2009 *Beam Team Berlin V*, collective studio exposition, Villa Pupp, Berlin-Wannsee
2011 *Beam Team Berlin VI*, group exposition, art room Streifler & Colleagues, Berlin
2012 solo exposition, Caffetteria Buchhandlung, art café, Berlin-Mitte
2013 solo exposition, Kunstkammer Friedenau, art gallery in Berlin
2013 *Macht Kunst*, group exposition, art project of the Deutsche Bank KunstHalle during Berlin Gallery Weekend
2016 *PARADOXA*, group exposition, Kunstkammer Friedenau, art gallery in Berlin
2016 group exposition, Caffetteria Buchhandlung, art café, Berlin-Mitte

Artist Statement

»Most of my works have been created relatively spontaneously. Due to their simplicity the view focuses on the essentials. My goal is to visualize thoughts and ideas rather than create perfect computer graphics embellished with numerous details. Besides my job as a media designer I deal with digital graphics, photography and sometimes erotic pencil sketches.«

Production Techniques

Combination of digital 3d modeling, real photography and image editing.
Production stages: sculpting of a model or scene, texturing of the surfaces, lighting of the scene, photography with a scene camera (so-called rendering process), post processing of the renderings

Buyable Products

Large-format giclée prints (inkjet pigment prints) on archival fine-art-paper (without watermarks), limited editions. Image brochures, postcards etc.