

# Maximilian Fabigan

Graphic Design & Multimedia

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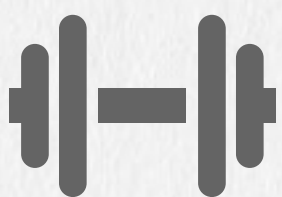
## Qualifications and Hobbies



Driving



Running



Weightlifting



Repairs



Photography



Console Games



Vacuum Cleaning



Cooking



Native Speaker



Near Native



Basic Skills



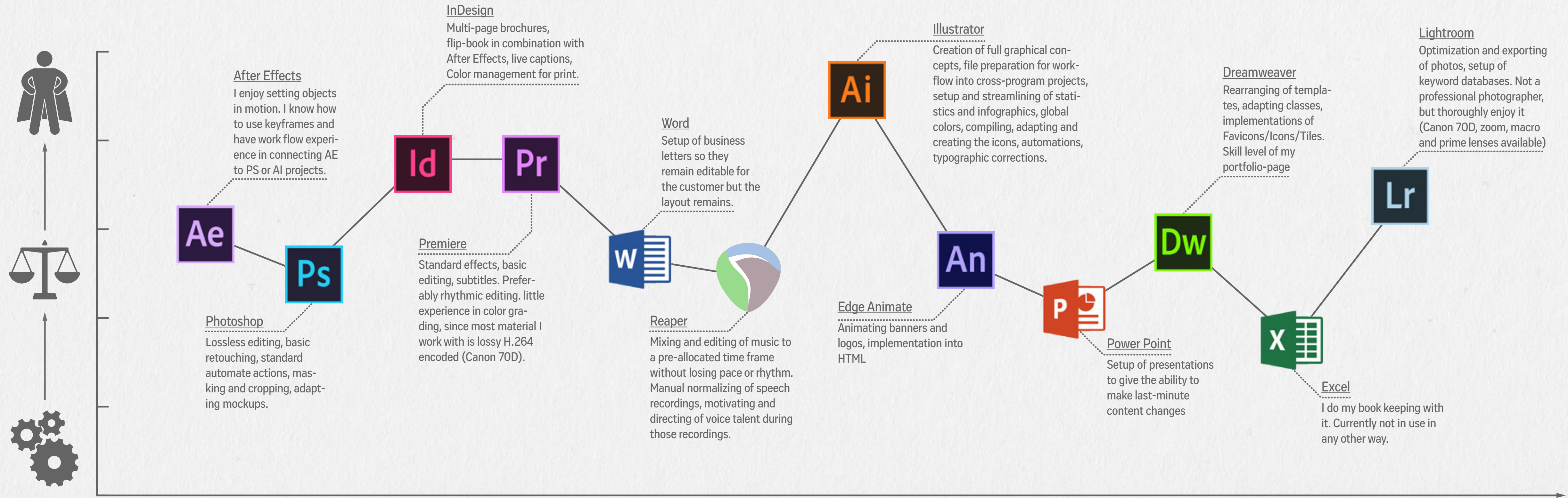
office@maxfabigan.at



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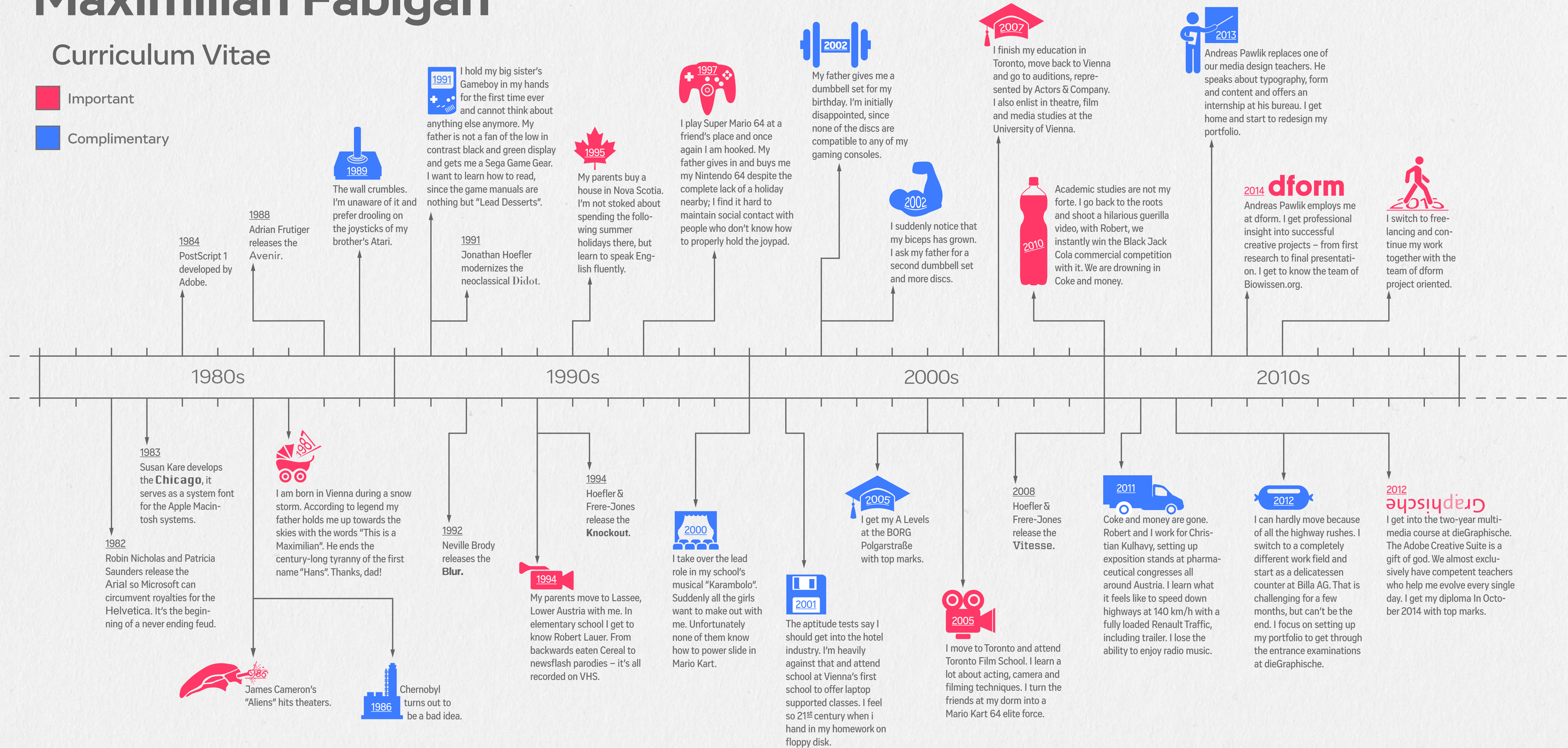
EHZ See X/1  
A-2291 Lassee



# Maximilian Fabigan

## Curriculum Vitae

- Important
- Complimentary

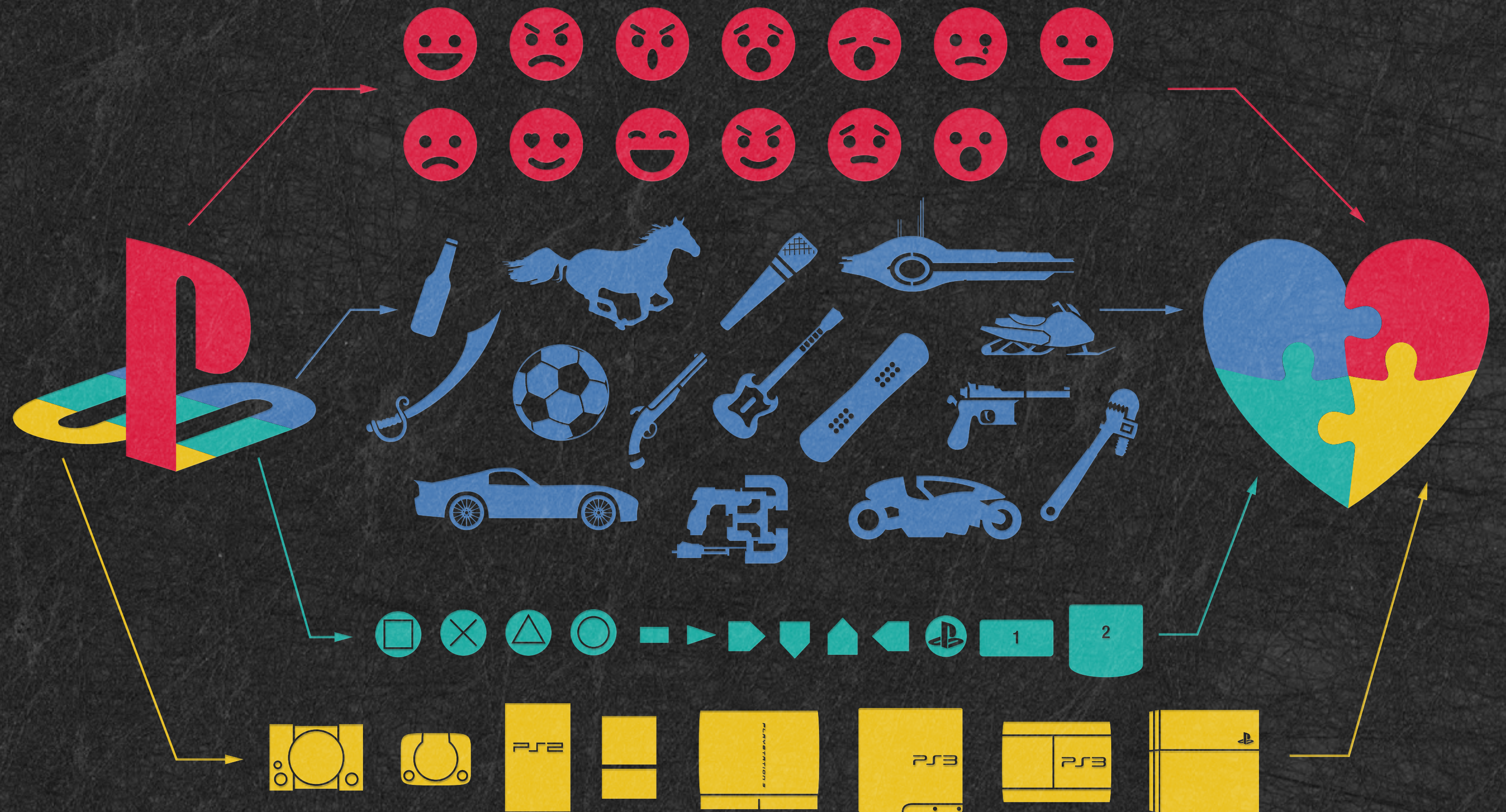


# What does Playstation mean for you?

## Competition Chart

During the holiday season of 2014 Sony announced a competition to win one of twenty 20th Anniversary Editions of the Playstation 4. The means of design were free to choose, I went for a textless infographics concept that dissects the iconic Playstation logo into its four color elements and re-assembles them into something new.

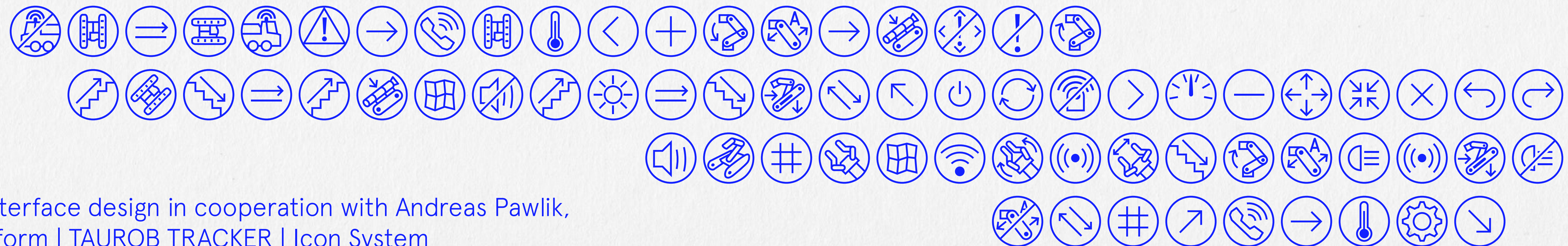
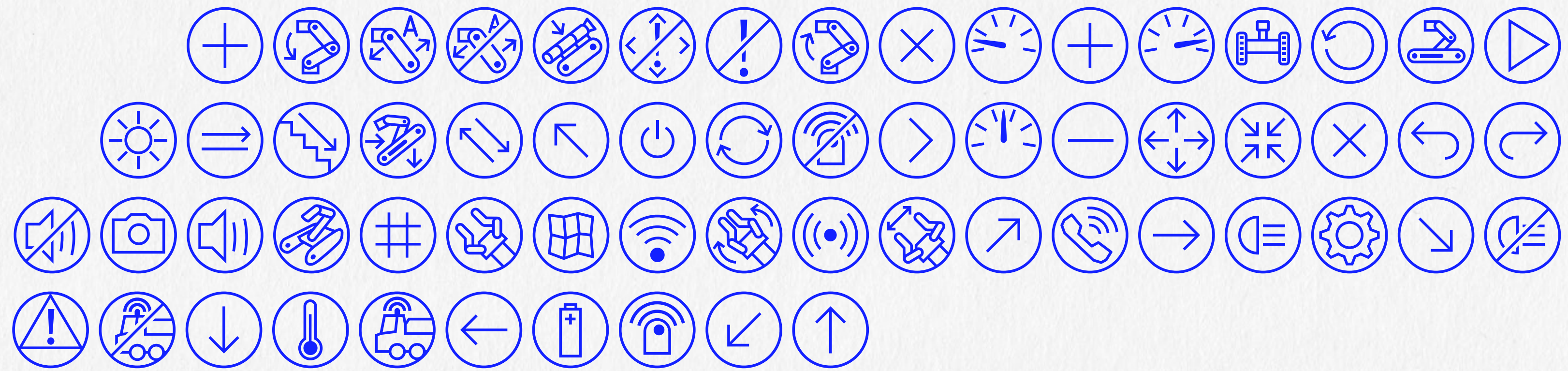
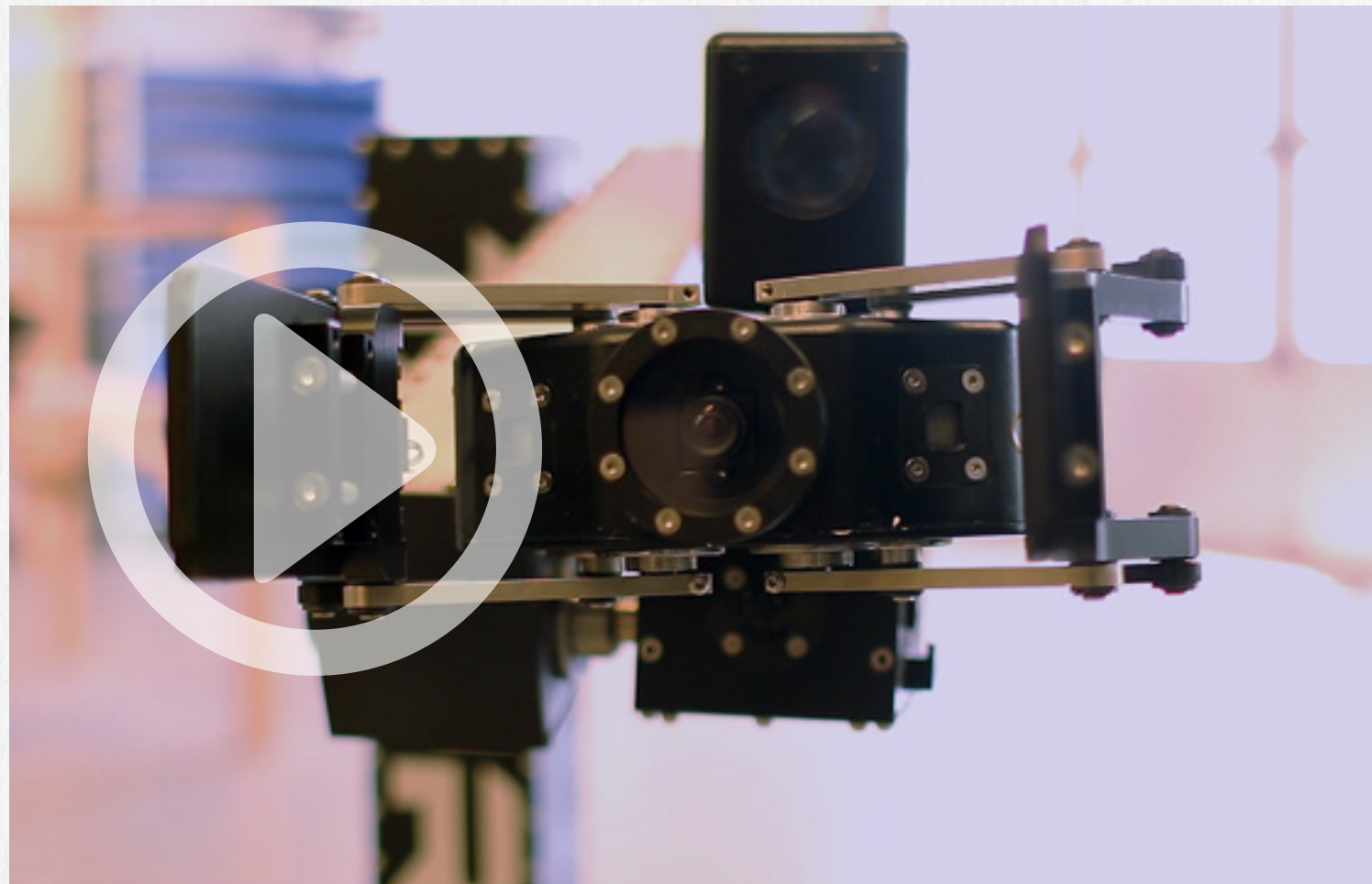
Apart from the horse and the soccer ball all icons are either completely drawn and vectorized from scratch or strongly adapted from existing ones. Unfortunately I didn't win, nevertheless I am proud of this work. Words couldn't describe all the emotional attachment I have for video games any more accurately than this chart.



# TAUROB

## Interface Design

My first involvement in a true commercial project was the redesign of the icon system for the Taurob hazard mission robot. Under the guidance of Andreas Pawlik I also helped to redo parts of the entire interface such as simplifications of compass and artificial horizon and a better legibility of atmospheric values. I also took care of an internal production phase video to document the work done and boost morale of the team.



Interface design in cooperation with Andreas Pawlik,  
dform | TAUROB TRACKER | Icon System

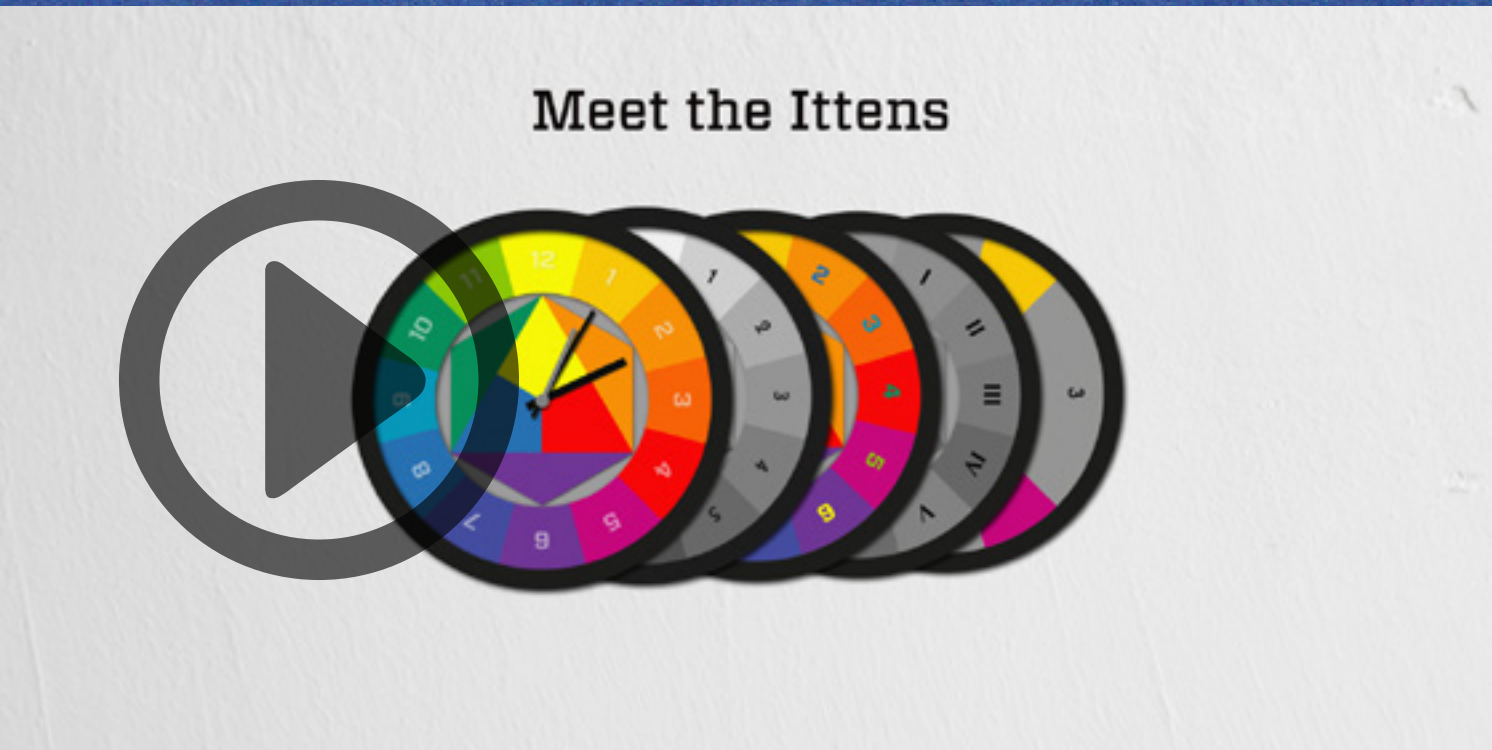
# Meet the Ittens, Bio-Bee & THE PARADIGM OF 7

## Animated Videos

“Meet the Ittens” is a fictitious collection of wall clocks i designed during my time at dieGraphische. Inspired by Johannes von Itten’s color wheel i created five individual design ideas. I designed to animate my collection, since the movement and transformation of both the hands and clock face are key in two of the concepts.

“The Paradigm of 7” is a pixel based animation, both conceived and created during my final exam week. The time was limited to a total of 24 work hours separated into three days in which everything had to be personally be done. (Conception of idea, editing of text, voice recording and normalizing, recording of video material, setup of necessary animation files, final animation.)

Currently there’s a flip-book about to be released for Biowissen.org. It was an interesting challenge to adapt the After Effects workflow so it could be adapted to a print document via InDesign in order to print out and bind the finished flip-book.



# BIO-WISSEN

## Sketchbook

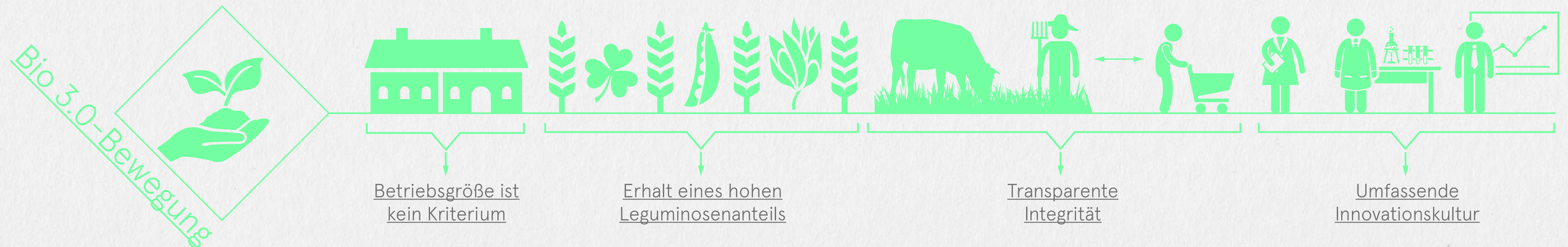
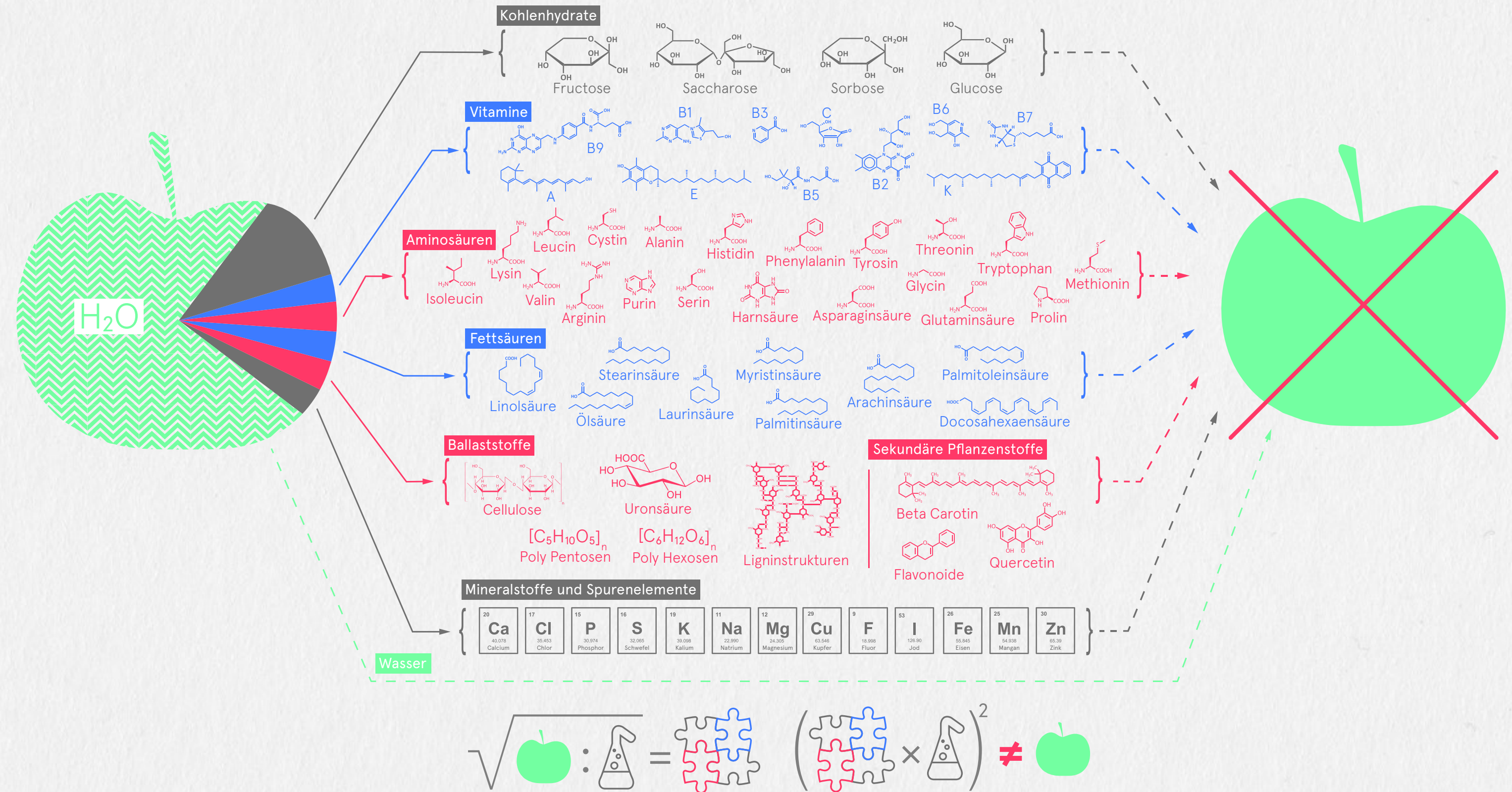
### Graphics Series

Since May of 2014 I'm in a regular working relationship with the team of Biowissen.org. Together we are setting up graphical concepts for educational purposes about all topics surrounding the theme of a diet according to european organic biological standards.

From insights to historic development up to detailed analyses into food groups or control mechanisms we take care of a visually interesting and informative way of presenting our content. Over fifty complex graphics were already created that way.

Our team is:

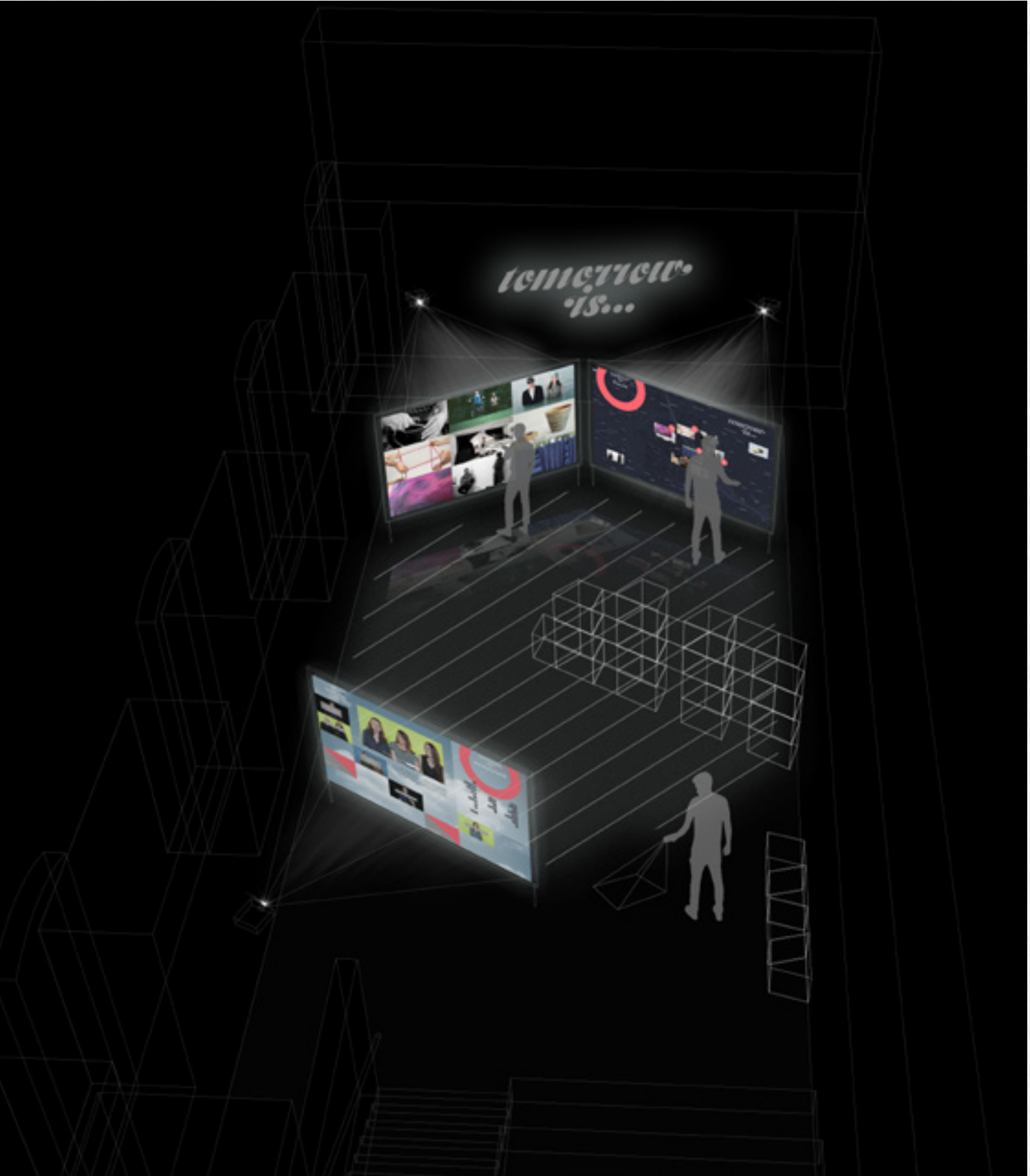
- Reinhard Gessl, Elisabeth Klingbacher and Alexander Martos (topics, research, editorial corrections)
- Andreas Pawlik, Christoph Höbart and I (graphics, research)



# Tomorrow Is...

## Exposition Design

At this MAK exposition during the fall of 2014 I was involved in designing bill-boards, the creation of wireframes during the pre-production phase as well as content selection for the interactive video walls and video guides. It was a true multimedia exposition about the tenth year anniversary of Departure Vienna, one of the main economic supporters of the creative industry in and around Vienna. The combination of several interactive media channels in a huge museum that is usually a place without visitor interaction, led to me being on location for the five week duration of the exposition, to guide visitors through the interactive content, which gave the exposition its final media channel, the human interaction. I also shot a promovideo as a reference to the amazing work done by the team around dform.



Exposition design under lead art director of Andreas Pawlik



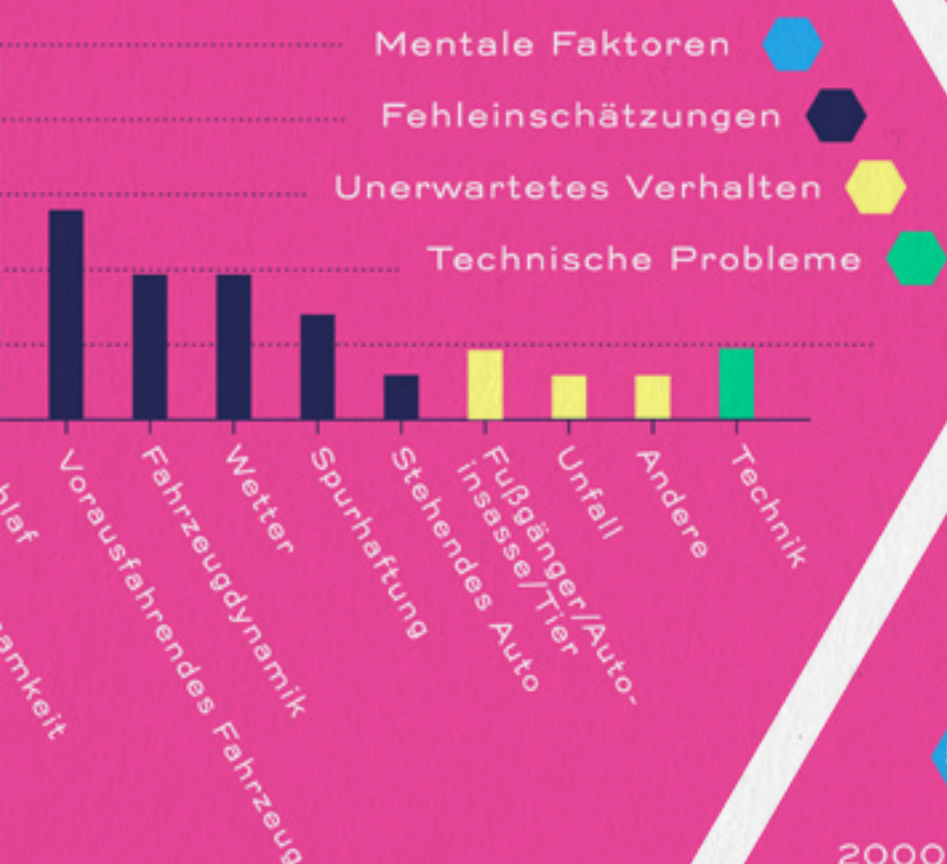
# Futurelab - the World in 50 Years

## Statistics Design

The exposition "Futurelab - the World in 50 Years" took use of the same infra red touch screen technology of the preceding "Tomorrow Is.." exposition. Since the content was completely different, i focused on envisioning future styles of infographics perception that simultaneously comply with timeless principles of visual intake of information and also challenge the recipient to think ahead into an even louder, faster and technology driven world than we currently live in.

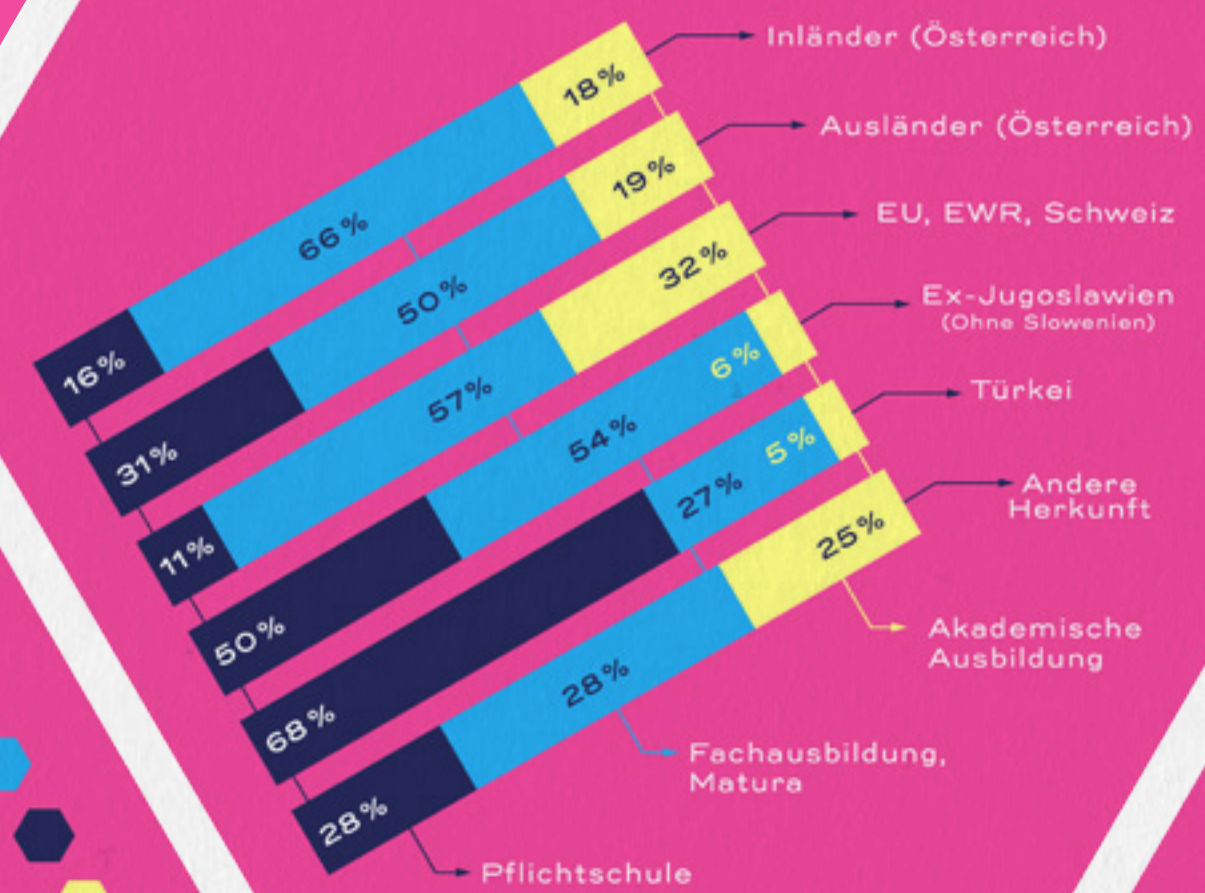
### Verkehrsunfälle

er Ursachen für Verkehrsunfälle auf menschliche Fehler zurückzuführen. Intelligente Systeme können helfen, solche zu verhindern.



### Ausbildungsgrad der MigrantInnen

Erwerbstätige nach höchster abgeschlossener Ausbildung in Prozent (2007)



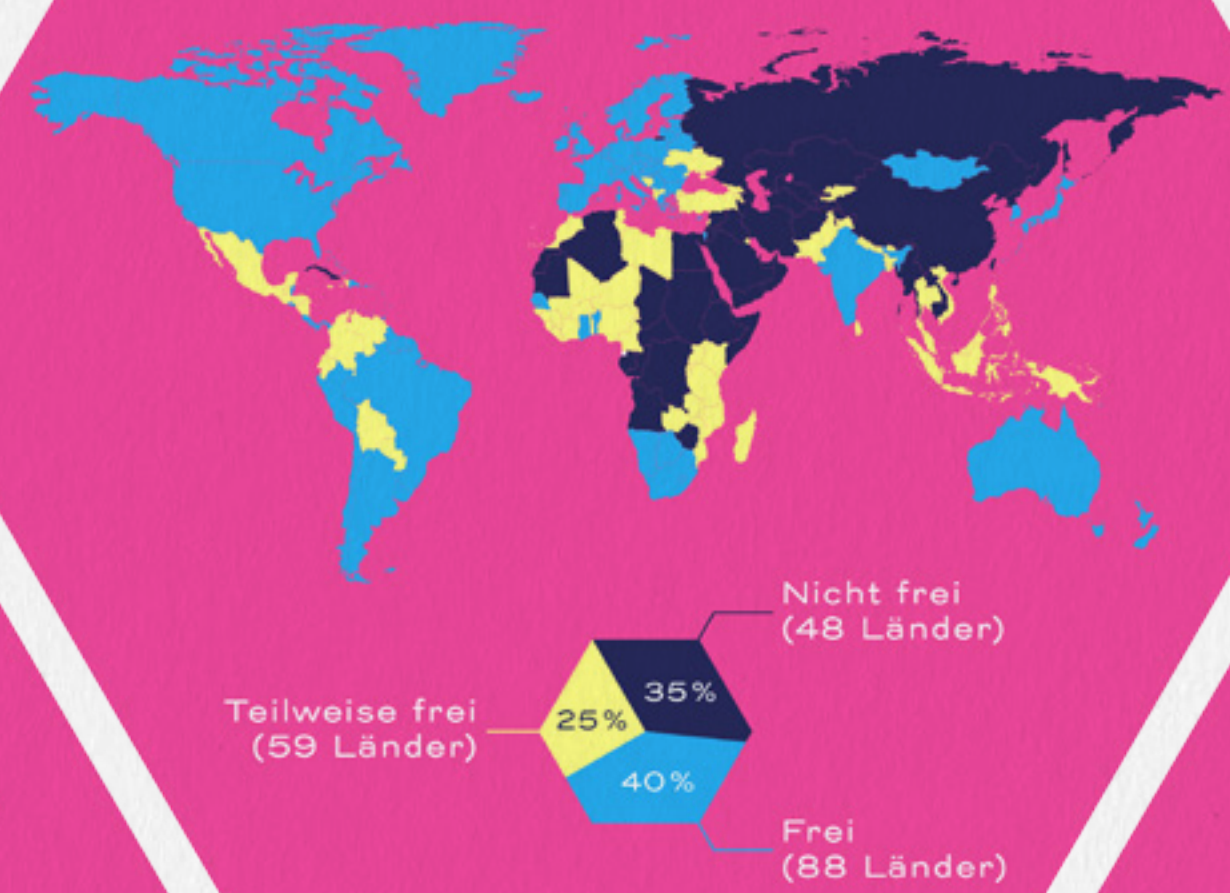
### Neuerkrankungen Krebs weltweit

In den vergangenen Jahren ist die Zahl der Krebsfälle stark angestiegen - Tendenz steigend.



### Freiheit weltweit

In Prozent der Gesamtbevölkerung (7,11 Milliarden, Stand 2014)



### Erde und Mars

Der rote Planet ähnelt dem unseren in mancher Hinsicht wie z.B. mit Temperaturen zwischen 20° und -120° Celsius und 25h-Tagen. Der Druck in der Atmosphäre ist allerdings lebensunfreundliche 100x geringer.

	Erde	Mars
Entfernung zur Sonne	149,5 Mio. km	227,9 Mio. km
Atmosphäre	N <sub>2</sub> , O <sub>2</sub> , Ar 78%, 21%, 1%	CO <sub>2</sub> , N <sub>2</sub> , Ar 96%, 2%, 2%
Tageslänge	23h 56' 4,1"	24h 37' 22"
Druck	1,014 bar	6 x 10 <sup>-3</sup> bar
Masse	5,97 x 10 <sup>24</sup> kg	6,42 x 10 <sup>23</sup> kg



### Gehirn vs. Computer

Ein Computer ist dem Gehirn durch geringere Schaltzeit eigentlich überlegen. Seine hohe Rechenleistung verdankt das Gehirn aber den vielen parallelen Verbindungen.

	Gehirn	Computer
Verarbeitungselemente	10 <sup>11</sup> Neuronen	10 <sup>9</sup> Transistoren
Art	massiv parallel	im allgemeinen seriell
Speicherung	assoziativ	adressenbezogen
Schaltzeit	10 <sup>-9</sup> s <sup>-1</sup>	10 <sup>-9</sup> s <sup>-1</sup>
Schaltvorgänge theoretisch	10 <sup>13</sup> s <sup>-1</sup>	10 <sup>18</sup> s <sup>-1</sup>
Schaltvorgänge tatsächlich	10 <sup>12</sup> s <sup>-1</sup>	10 <sup>10</sup> s <sup>-1</sup>

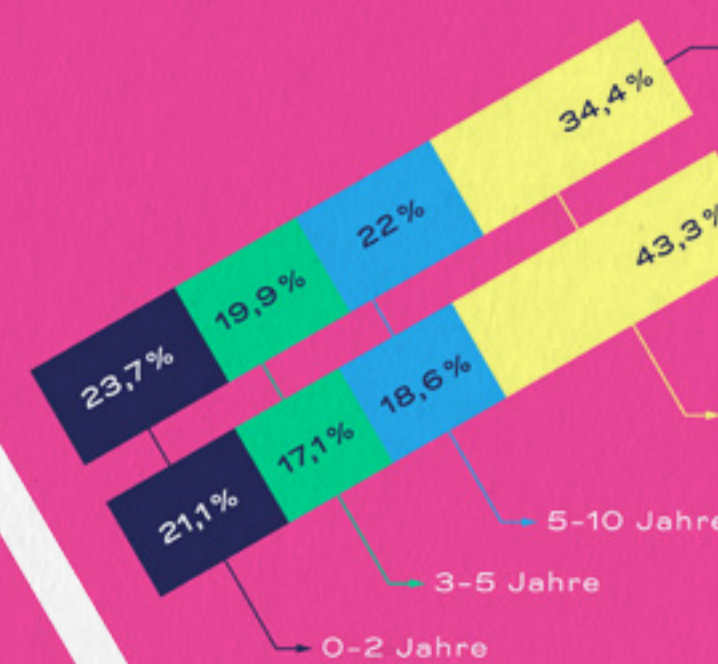
Legende: Stärker (blau), Schwächer (schwarz), Aufgabenabhängig (grün).

### Wasserbilanz Österreich

Die Wasserbilanz war 1981-2010 fast ausgeglichen: Das Plus durch Niederschläge, Zufluss, etc. stand einem um 0,6 km³ größeren Minus gegenüber.

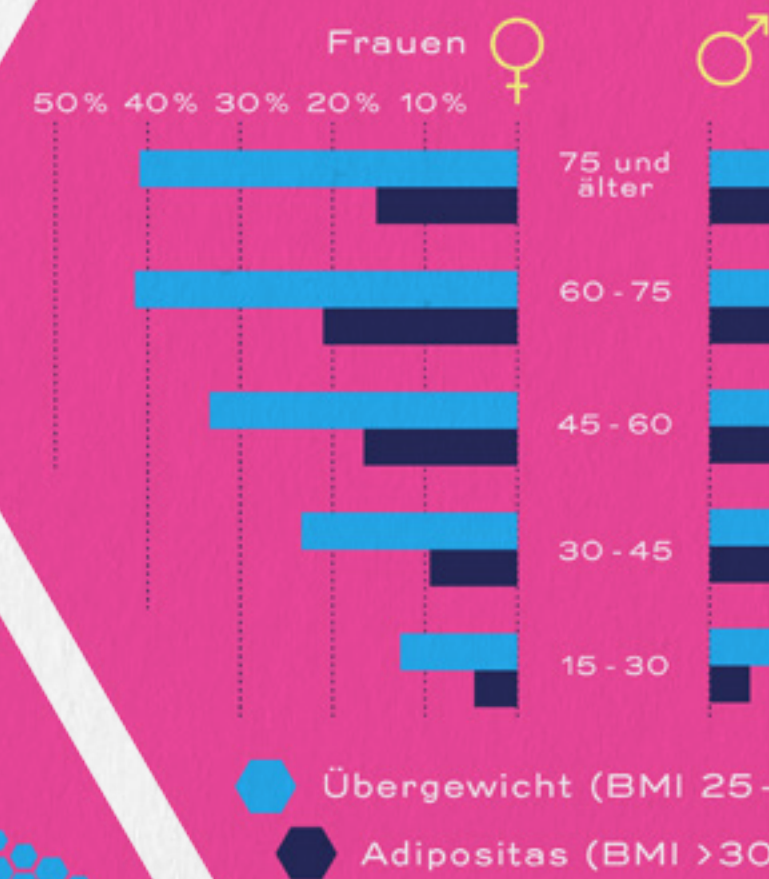


Überleben mit... Ende 2011 lebten in Österreich 8,1 Millionen Menschen. Bei 34,4% der männlichen und 43,3% der weiblichen Betroffenen lag ihr Lebensalter über 65 Jahren.



### Übergewicht

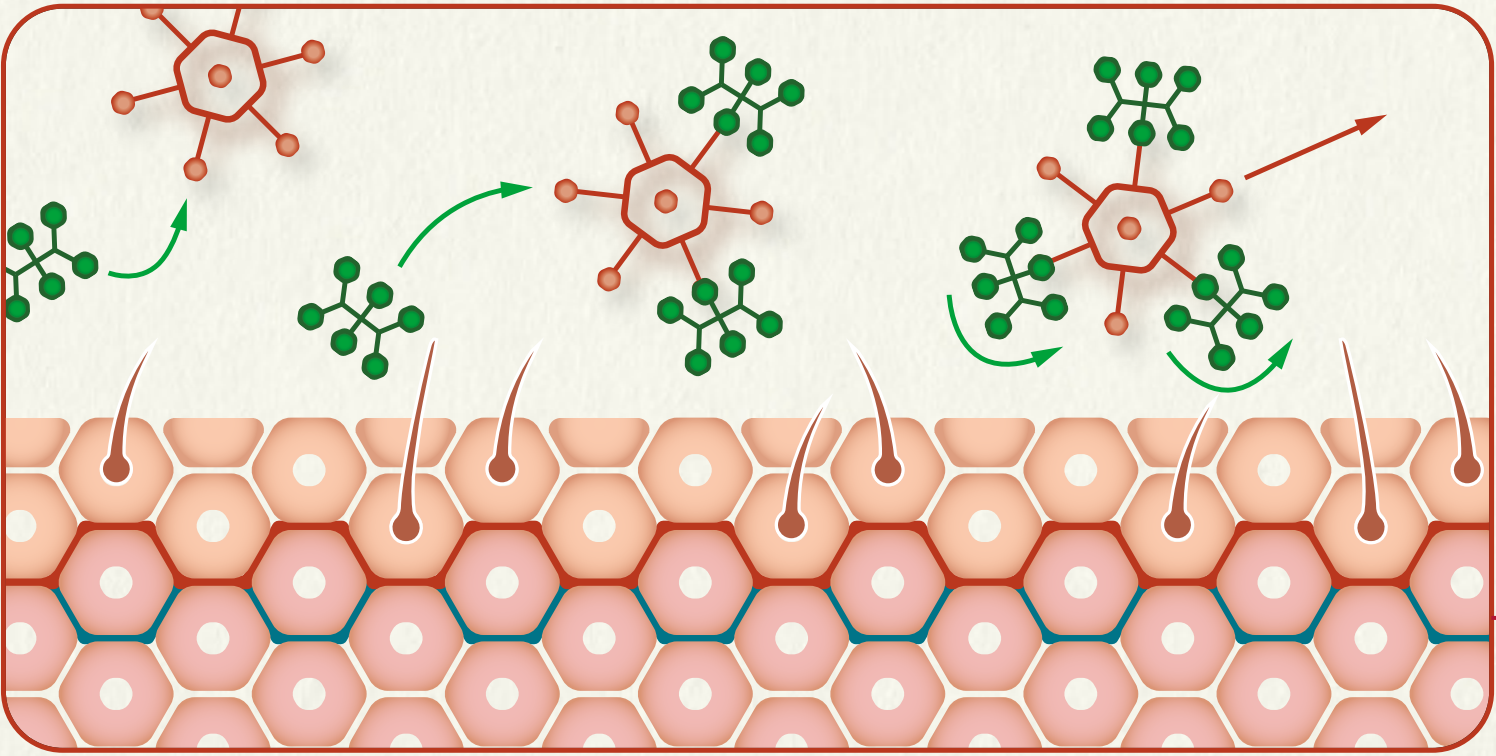
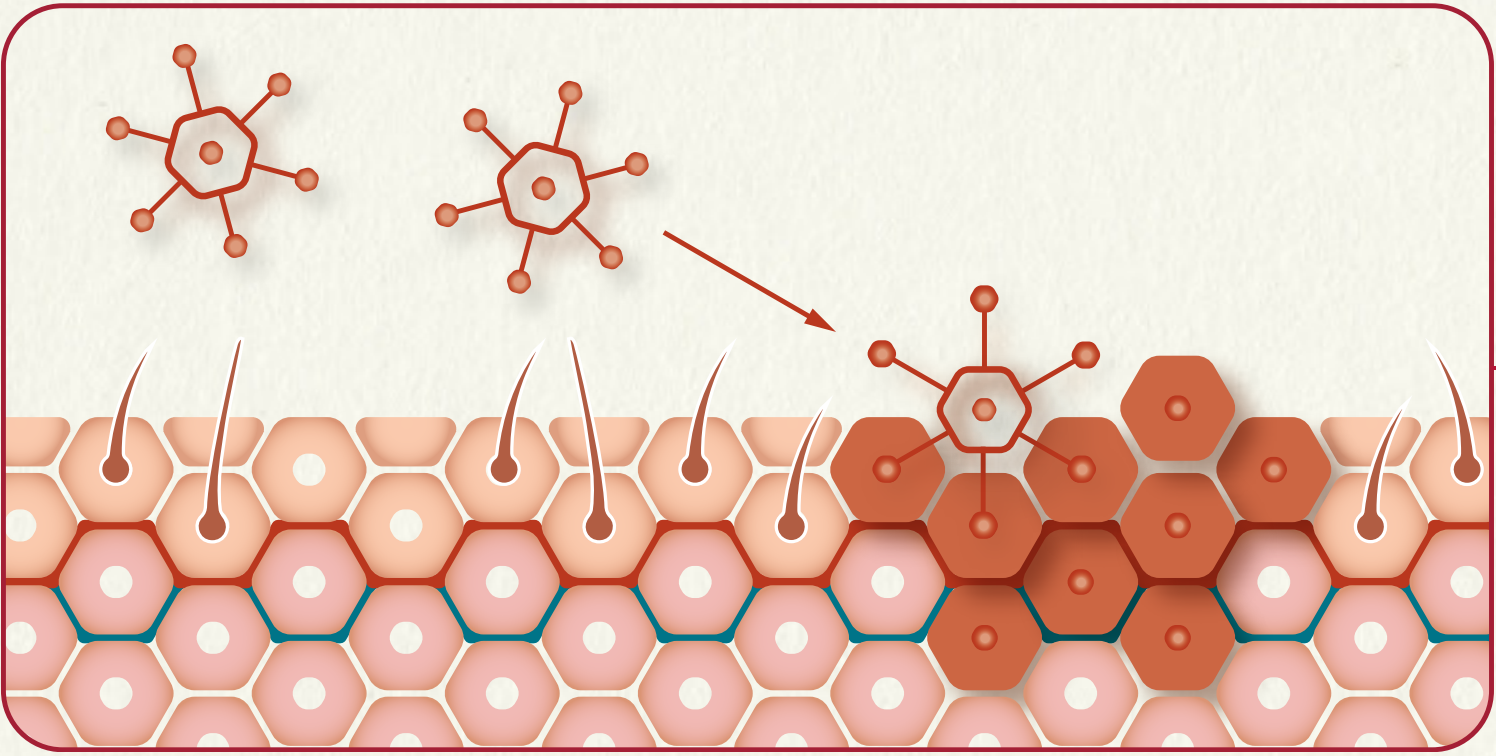
In Österreich leiden mehr als 12% der Bevölkerung an Übergewicht: 43% sind übergewichtig, aber 13% gelten als adipös.





## Package Design

During my work at dform I was regularly involved in redesigns and new projects of Pelpharma. Often based on pre-existing Illustrator files, the main work consisted of color scheme adaptations and typographical alterations. This detail focused work honed my skills of applying strict measures and parameters to a project, as they are legally paramount in the pharmaceutical business for example. I was also introduced to the concept of Pantone colors – and how important it is to double and triple check the color values via Acrobat before the final printing order.



Bakteria without Poxclin®

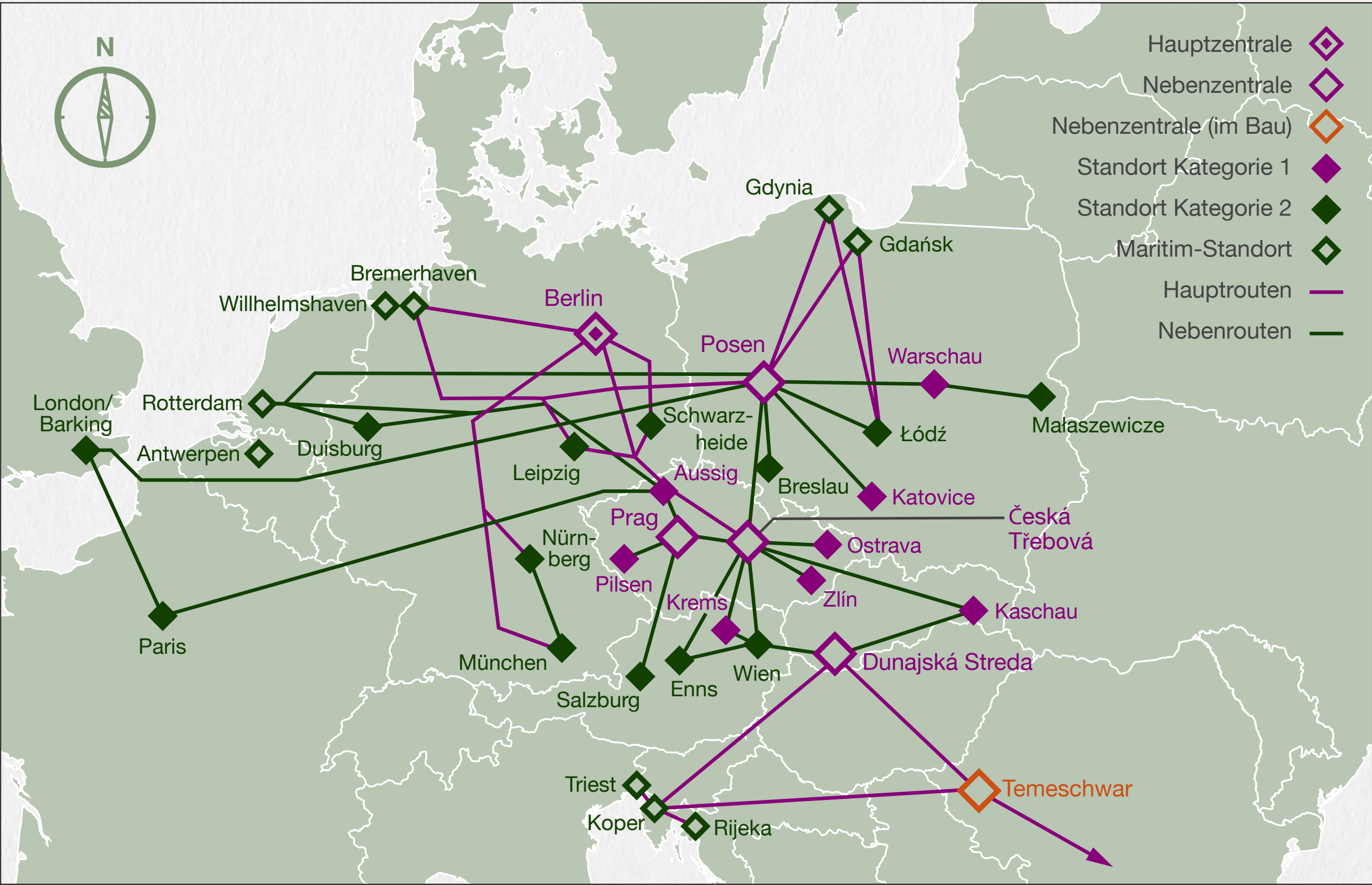
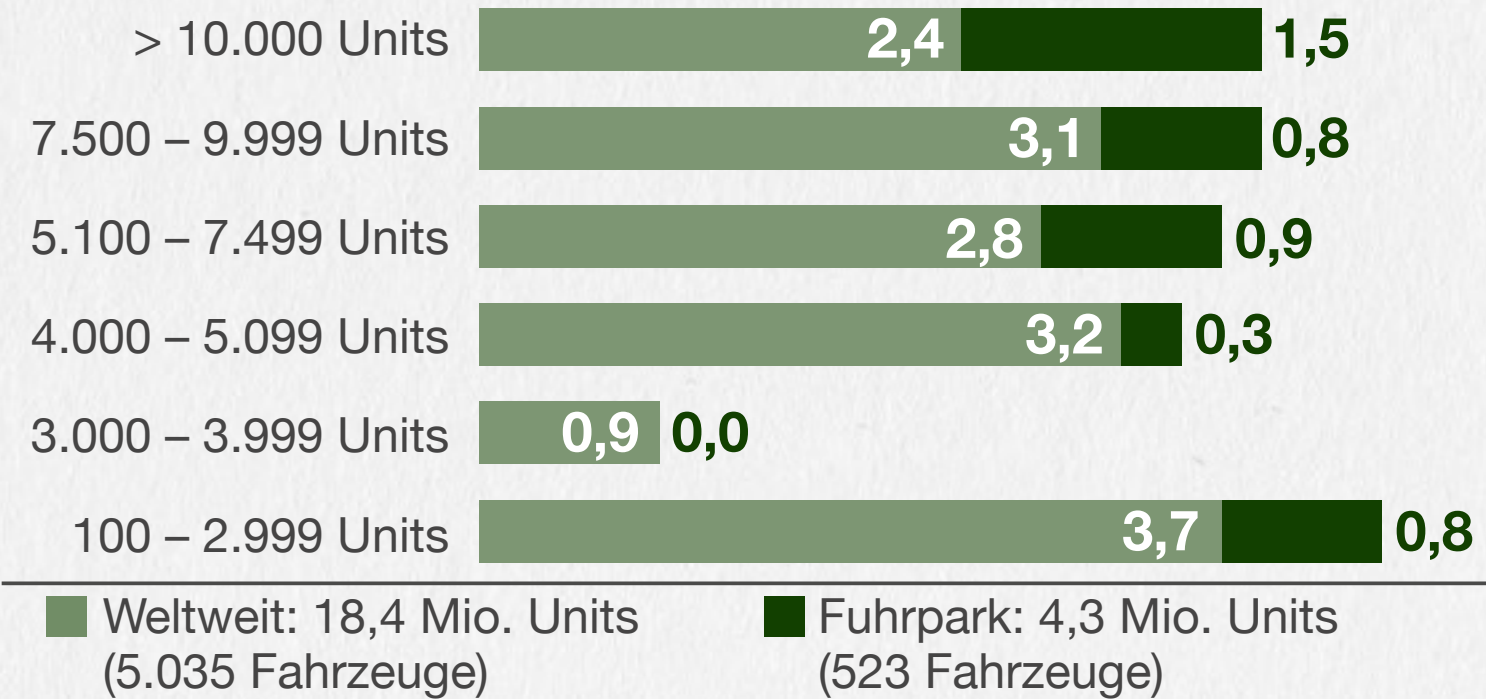
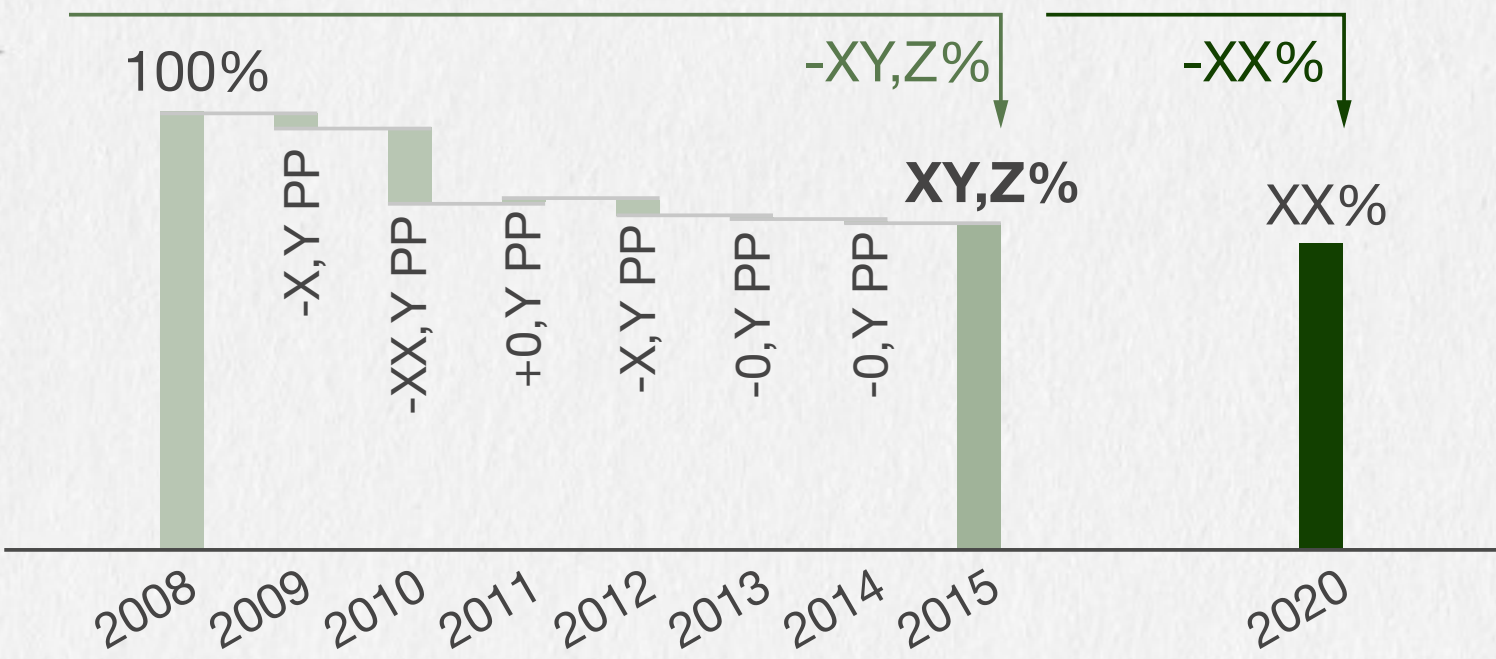
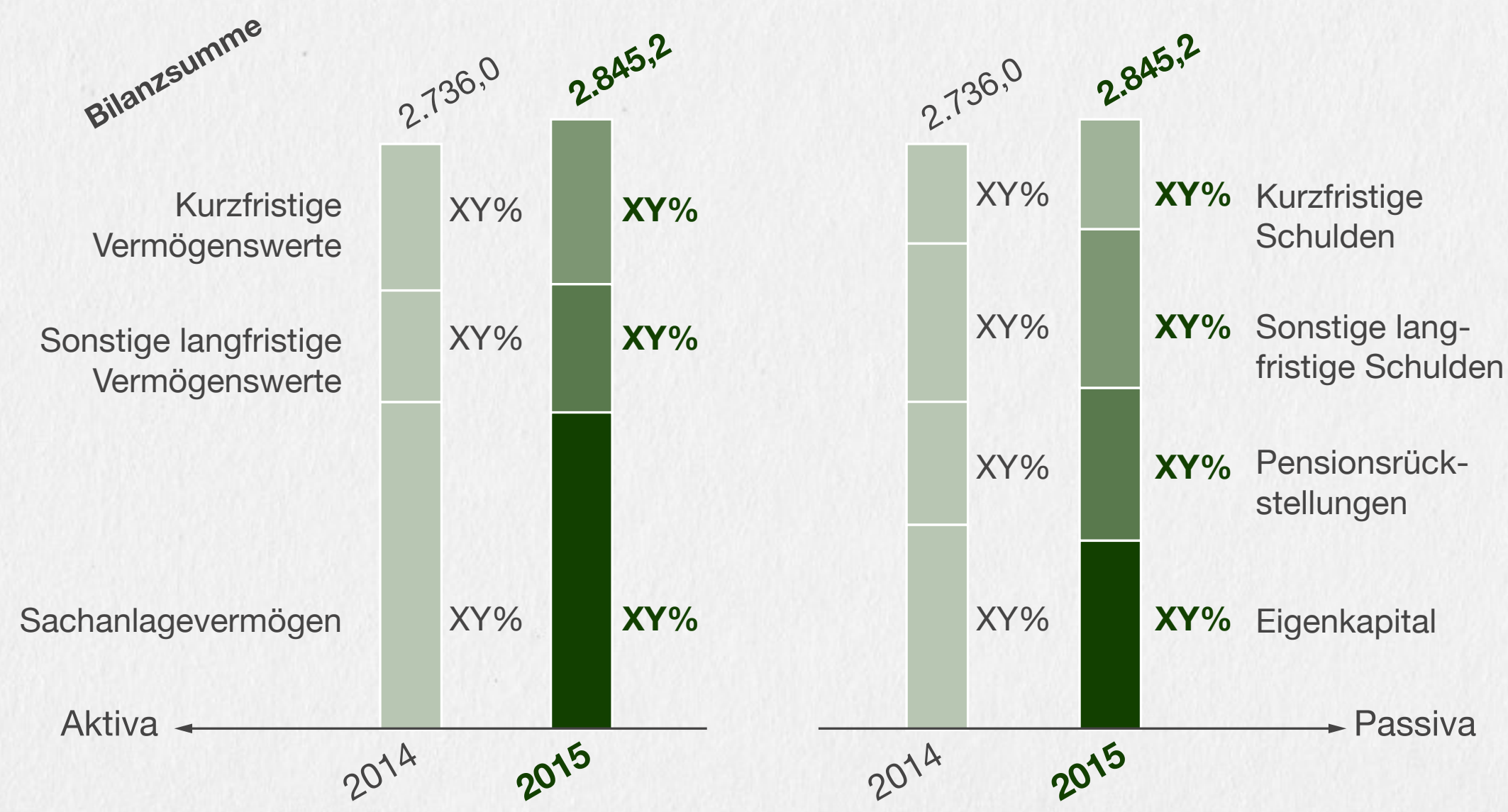
Bakteria blockade  
with Poxclin®



# Annual Report Graphics

## Part of an annual online report.

The field of statistics design is definitely one of my strong suits, also beyond exposition design. The ever growing trend towards online-first annual reports has specific workflow requirements for responsive web design such as the compliance of specific widths to ensure a flawless reflow to a number of screen sizes. There's also the requirement to comply with the existing design schemes of clients, but to simultaneously maintain a high level of last minute editing freedom via Illustrator in order to correct values and to optimize the work flow for future annual reports. Since these are real examples from an upcoming report, I decided to change both values and color schemes to protect the property of the client.



# ALTE FELDAPOTHEKE

## Wine Bottle Promotion



For the holiday season 2015, the pharmacy Alte Feldapotheke asked for a fitting design for their wine bottle promotion. The style was only vaguely defined as »dual colored« and »historic«. I went for the direction of end of 19th and beginning of 20th century.

Personally I slightly prefer the neoclassical concept the client chose the Fin de Siècle design on the left. Above all I was happy to be able to help the pharmacy in this rather urgent matter, since it wasn't the first time members of my family helped them. Decades ago, my grandmother and great grandfather took care of the setup and design of the show windows of this business.



# Basketball, Muesli AND COKE

## Commercials and Satire Videos

In the seasons of 2013 and 2014 I took care of some of the video impressions of the home matches of the Traiskirchen Lions basketball team. Since it was a rather unlucky period, it was all the more challenging to edit uplifting summaries as a service to the loyal fans. I also took care of coverage of the Snickers Playoffs press conference.

Much longer ago, I shot a personal classic, “Three Things Man must Do” which was edited years before my acceptance at dieGraph-ische. From a technical standpoint the video has not aged well, but the idea in combination with Robert’s fast paced acting led to us winning the Black Jack Cola commercial competition, with our commercial being aired for over a month on Austria’s GoTV.

Back in school we once again revived our slapstick skills and shot “Kaspersky Muesli”, a fictitious commercial for the virus software of the same name.



# Werbegestaltung Walter Winkler

## Business Print Material

As a token of gratitude for continuous help in the field of house renovations and repairs, I decided to set my brother-in-law up with new business print material. His wish was to include a logo mascot based on a fox sketch carved into leather. My focus was to find a pleasing font combination that would imply both a friendly working atmosphere as well as solid work and products to future clients.



it harder faster do it makes us ever hour it harder make ever hour  
make it better after our work is it better do it faster work is  
stronger more than harder never it better do it faster never  
ver hour after our work is never more than ever hour after our  
work it>harder>make it>better>do it>faster>makes us  
more than>ever>hour>after>our>work is>never>over  
work it makes us w.rk .t h.rd.r Workit  
h@RzeRç î faster æ,m.k. .t b.tt.r  
work it harder WORK ú .:o :t fsster m.k.s .s (make it better) do it faster  
make it better our work is makes our work is now work it harder  
do it faster e won't r work is make it better dooo  
IT makes us stronger our work is O never over is never it faster makes us  
won't gooo and let that

