Maciej Hajnrich

Digital Art Poland Poland

View the full portfolio at http://www.thecreativefinder.com/m_hajnrich

Professional Experience and Curriculum Vitae

Valp / Maciej Hajnrich is graphic illusionist, art director and illustrator based in Katowice, Poland

Previous Clientele

Ania Szarmach * Armada Skis * Axel Springer Poland * Back Row Productions * Beltaine * Bravado * Click5/Gong * Cogitatur Music Club * Copernicus Science Centre * ESPN The Magazine * Good Music Productions * Kraft Foods Poland * Lincoln * Odeon Design Studio * Pendulum * Pepsi * Platige Image * Priscilla Queen of the Desert Musical * SpotCo NY Design Studio * Unilever Poland * Warner Bros UK * Warner Bros USA * Warner Music Poland * Zjednoczenie.com and others.

Awards and Accolades

"Even if you don't recognise his name, you'll probably be familiar with Valp's artwork. Characterised by bright colours and a vibrant energy, the creations of the self-styled 'Graphic Illusionist' are unlike anything his contemporaries are doing – and have featured on websites, album covers, TV adverts and even London buses.

His work ranges from high-profile international campaigns to smaller, local commissions, and he counts Warner Bros Music UK, Warner Bros Games, ESPN The Magazine and Kraft Foods among his clients. In the last few years his success has gathered pace, and probably his most impressive – and best known – works are his illustration for the musical Priscilla – Queen of the Desert and the stunning underwater visuals for Pendulum's new Immersion album." Ruth Stokes, Wizz inflight magazine

Valp's work has received considerable recognition, featuring in Digital Arts, Advanced Photoshop Magazine, Los Logos, Aktivist and Wizz inflight magazine, among others. He has a passion for his chosen vocation – and what began as a hobby 15 years ago has grown into a fulfilling career. The self-taught artist takes his inspiration from the visuals in the world around him - from static to motion, ancient to contemporary – and uses a combination of photography manipulation and hand-drawn effects to make his ideas a reality. He extensively researches every piece he is commissioned for to ensure the right effects are achieved and the correct message conveyed.

In his spare time, he works on personal creative projects, experimenting with style and technique. He is also member of Keystone Design Union and Depthcore digital arts community.

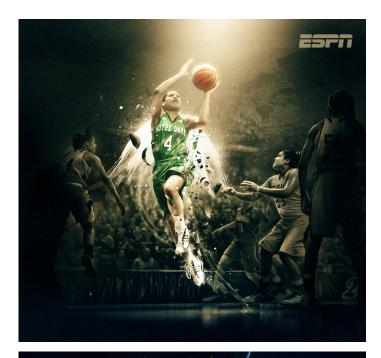
Awards and Accolades

Please find out more info at my ABOUT page.

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