

Mathilde Périat

www.mathildeperiat.ch
contact@mathildeperiat.ch
@mathildeperiat

Academic Background

2021-2024	Bachelor in Visual Communication HEAD – Geneva, Switzerland
2023 (11.02-05.07)	ERASMUS at BAU, University Center of Arts and Design of Barcelona
2017-2021	CFC Graphic Design ERACOM Lausanne – Switzerland
2016-2017	Pre-apprenticeship ERACOM Lausanne – Switzerland

Inside the portfolio

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100 emotype 100
250 emotype 250
450 emotype 450
650 erotype 650
750 erotype 750
900 erotype 900

[01] Emotype
2024 – Bachelor
HEAD – Genève

Editorial work
Typography
Poetry

Formats: 1110 × 175 mm + 230 × 300 mm
Pages: 144 + 144
Paper(s): Lessebo Rough Natural,
Sirio Color Ultra Black, Profimatt

Emotype is a variable typeface designed as a graphic tool to manipulate text, shifting it from a state of stability to one of instability. By adjusting the font's parameters, the text can be transformed from a clear and legible presentation to a deconstructed form. This formal typographic approach is based on controlled degradation, directly impacting the text's readability and comprehension, reflecting a pursuit of evolution and movement.

The typeface is brought to life through various graphic objects that vividly demonstrate its graphic potential and the range of possible variations.



[01] **Emotype**
2024 – Bachelor
HEAD – Genève

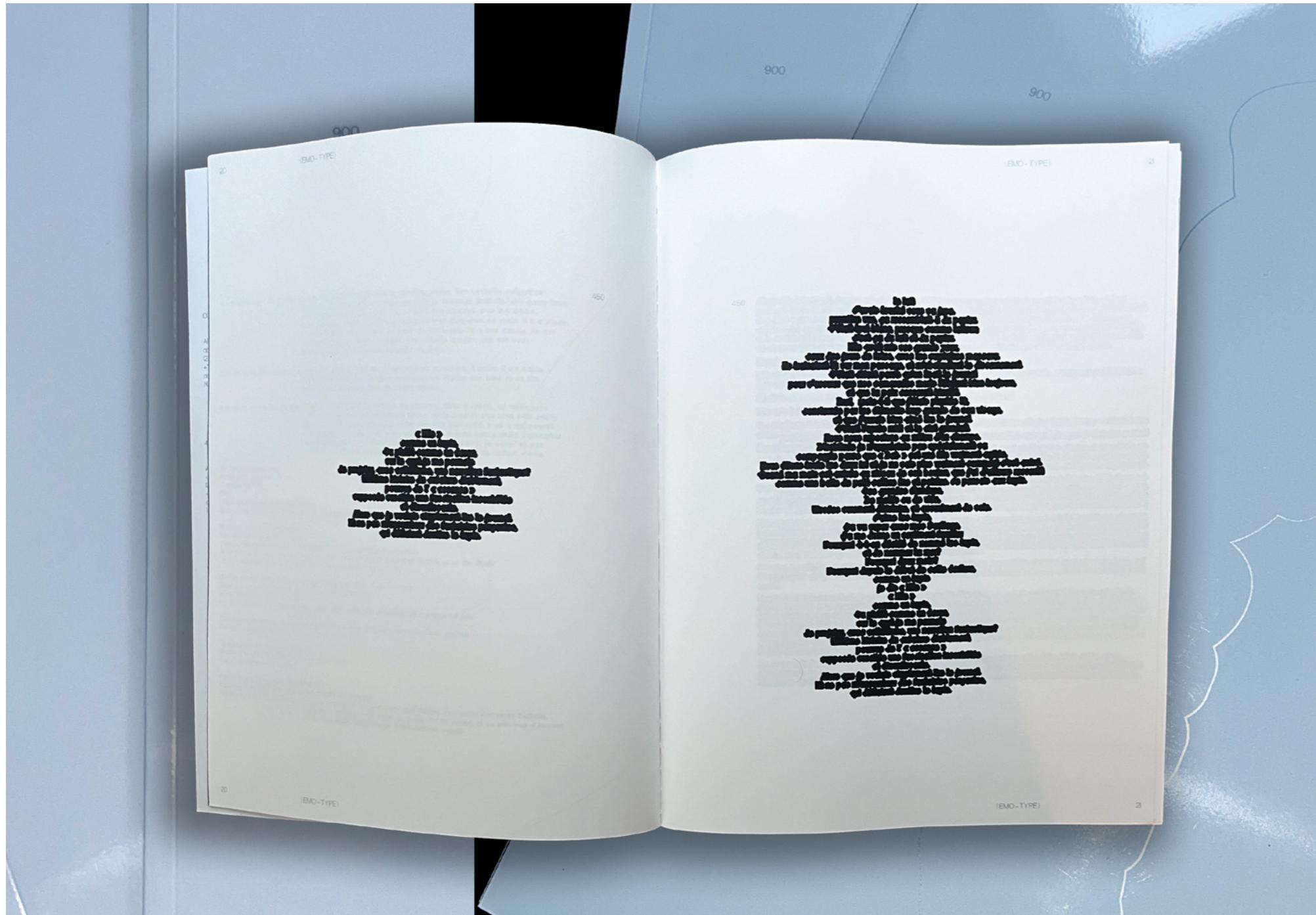
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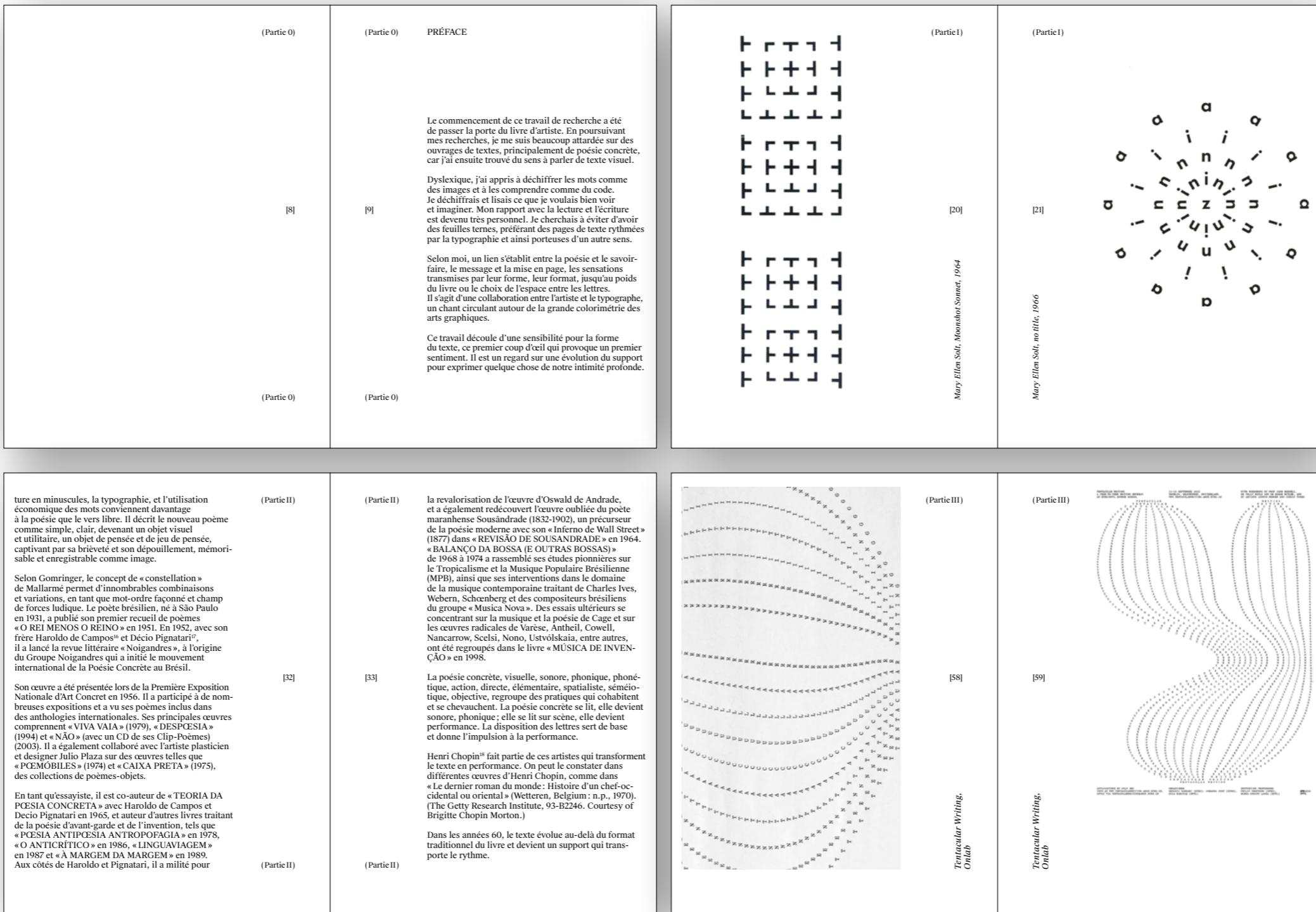
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Suivi par: Florence Marguerat	Corrections & relecture: François Zay	Remerciement: Pour les blagues et la vie, Pour les avis et audio, Pour le suivis d'impression, Pour les corrections, Pour le soutien, Pour le tutorat,	[0]	[0]	[0]	[0]
Écrit par: Mathilde Fériat			[0]	[0]	[0]	[0]
Mise en page: Mathilde Fériat			[0]	[0]	[0]	[0]
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Forme contenu	[0]	[0]	[0]	[0]	[0]	[0]

Travail de mémoire, BA/Communication Visuel HEAD -2024	[0]	[0]	[0]	[0]	[0]	[0]
Police de caractère: Oracle book, Dinamo, abedniamo.com						
Suisse Works Swiss Type faces, swisstypefaces.com						





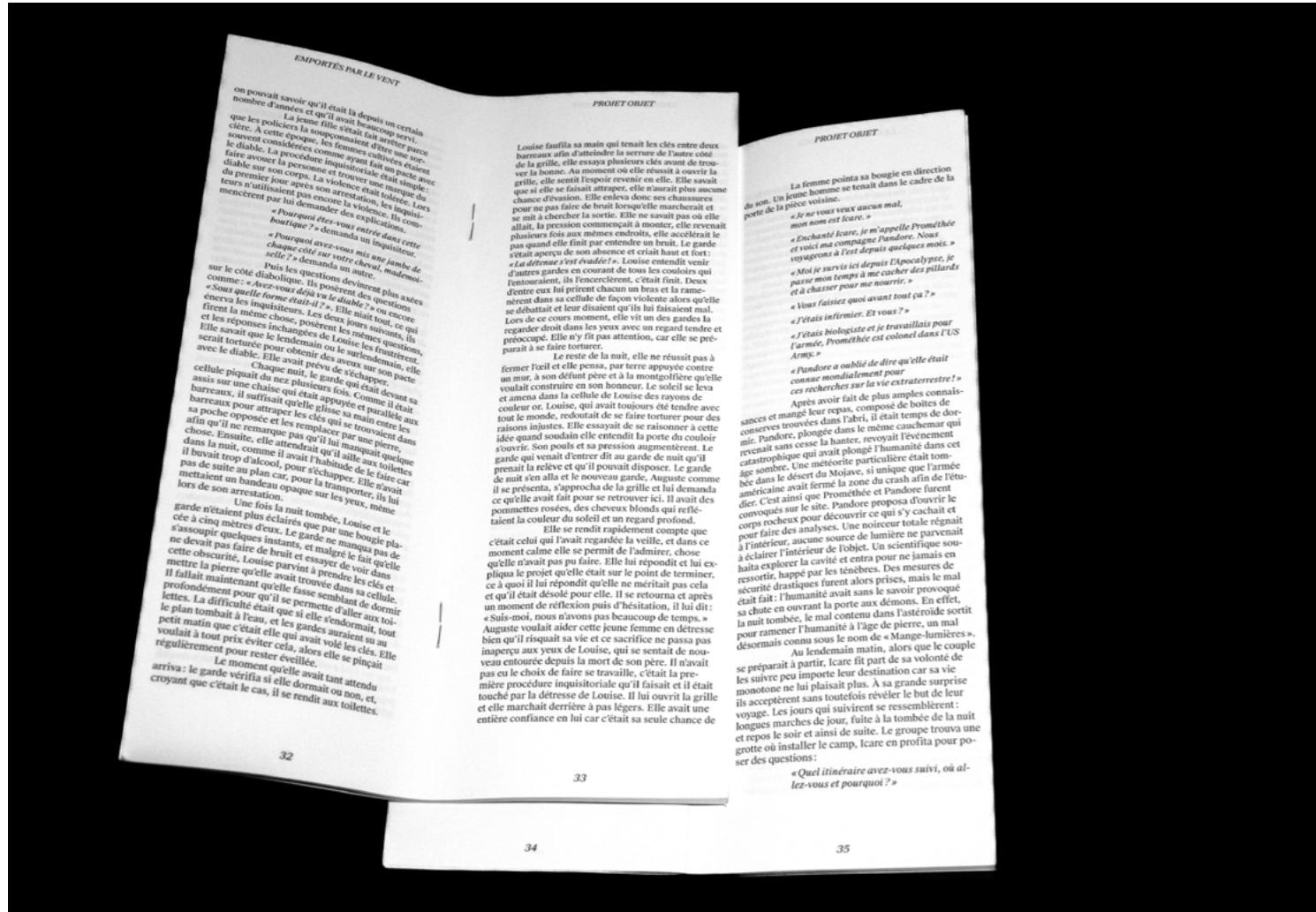
[03] Pixelle Panthère Scarf
2024
Project for Pixelle Panthère

Textile object
Design scarf

Formats: 190x25 cm
100% Acrylic; ca.

Scarf, a visual creation based on a projection that was captured and then reworked.





Gymnase Provence 2024

[04] Edition Project Object 2024 – Commission for the Gymnase de Provence

Editorial work

Formats: 105 x 297 mm
Pages: 64

Editorial project designed specifically for the Gymnase de Provence, featuring short stories created by the students of the Provence class.

Exploration des formes à travers la manipulation de machines de traitement vidéo analogique

Vol.01

Janvier 2025, Edition Pixelle, Mathilde Périat

Ce livre est la première étape d'un projet de recherche initié en janvier 2025. À travers la manipulation de machines de traitement vidéo analogique, comme la table de mixage Roland V-4 et une pédale de glitch, l'auteur transforme des images fixes en une archive visuelle unique.

Chaque image présentée témoigne d'un processus expérimental où interférences et distorsions deviennent matière à création. Plus qu'un simple recueil d'images, cet ouvrage ouvre la voie à une réflexion graphique et typographique. Les formes générées ici sont envisagées comme des glyphes potentiels, posant les bases d'un alphabet visuel en constante évolution.

Ce livre n'est qu'un point de départ : une documentation vivante d'un travail en cours, où les technologies analogiques rencontrent une démarche artistique contemporaine.

Exploration des formes à travers la manipulation de machines de traitement vidéo analogique

Vol.01

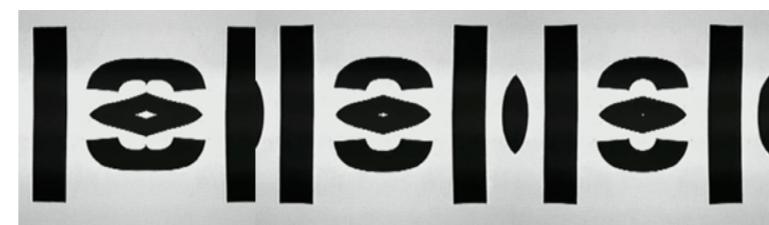
Janvier 2025, Edition Pixelle

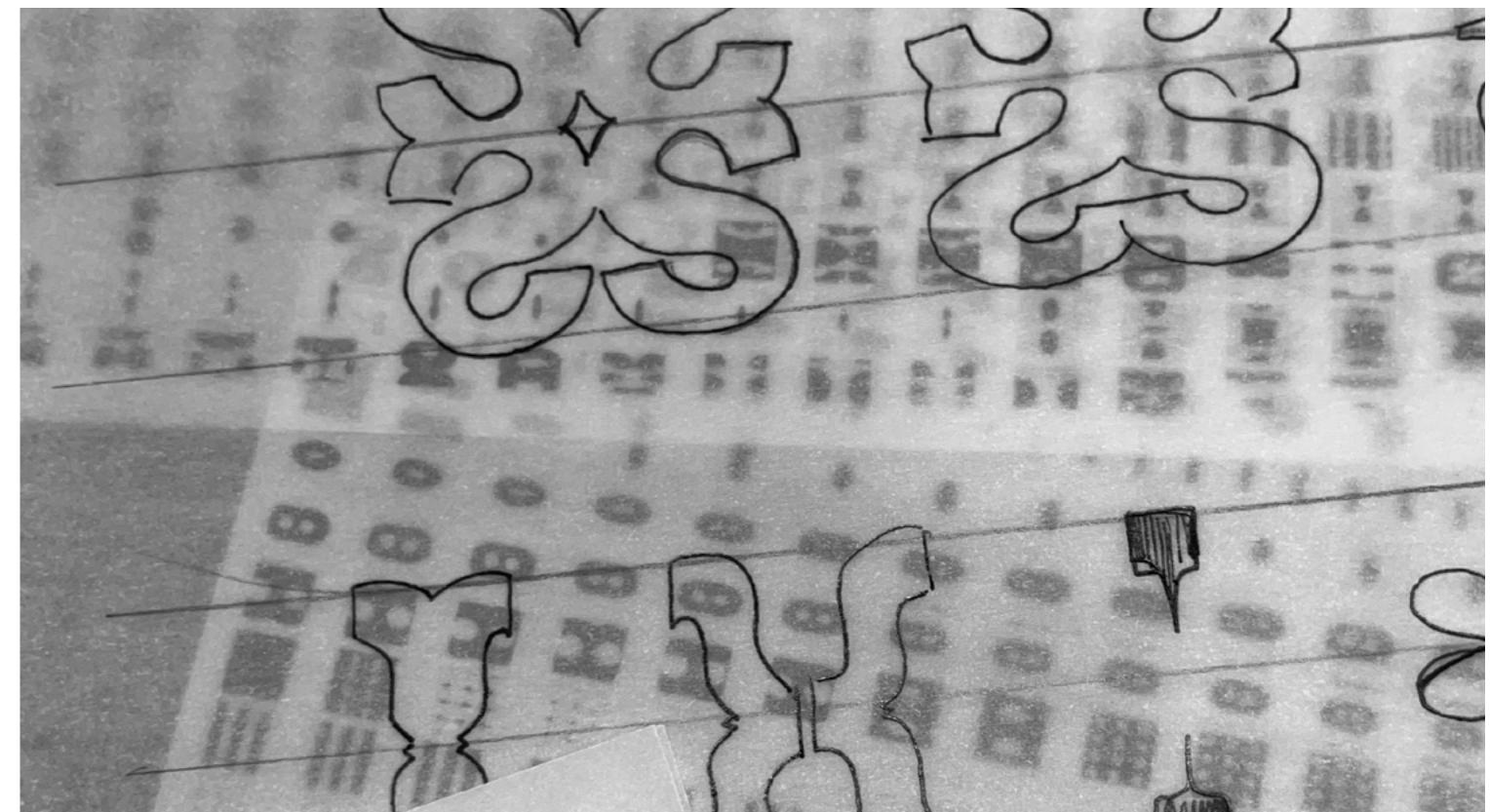
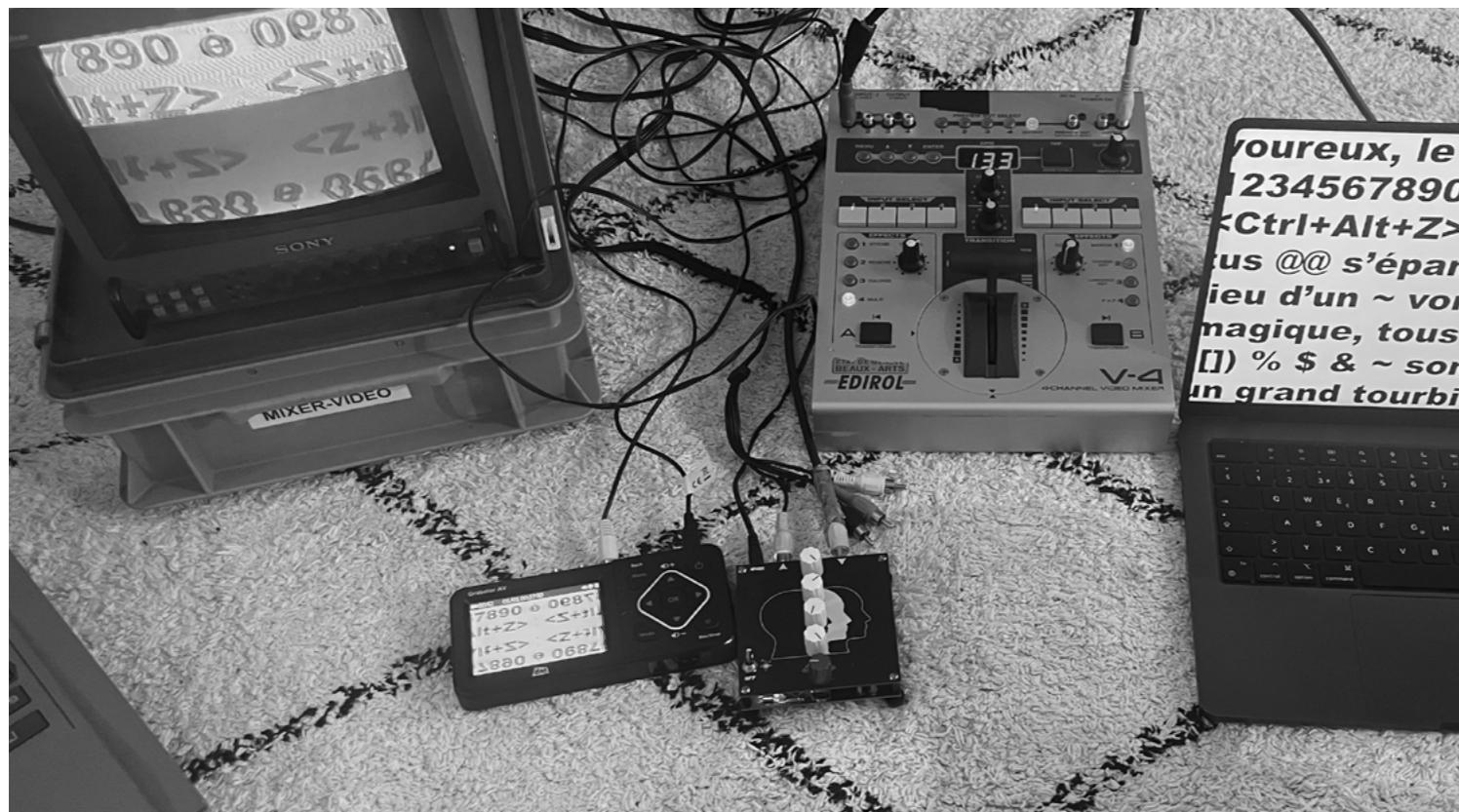
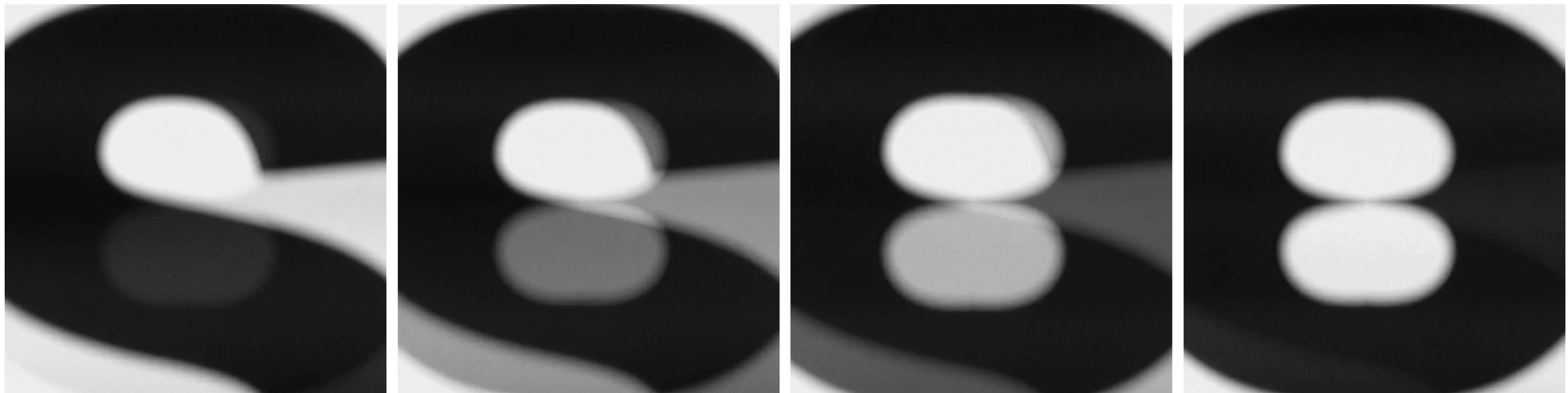


Exploration des formes à travers la manipulation de machines de traitement vidéo analogique

Vol.01

Janvier 2025, Edition Pixelle, Mathilde Périat





[05] Typographic Research
2025 – Personal Research

Recherche
Editorial work
Typography
Technical mixe

Formats: 110x180 mm
Pages: 116
Paper(s): Lessebo Rough Natural 120

This work is part of a personal initiative: a visual archive in mutation. This book, the result of a research project launched in January 2025, explores the transformation of still images using analog devices such as the Roland V-4 and a glitch pedal. Between distortions and interferences, each page unveils experimental graphic forms resembling glyphs of an evolving alphabet. A hybrid work, blending artistic creation and typographic reflection, laying the foundations for a constantly evolving visual language.



[06]

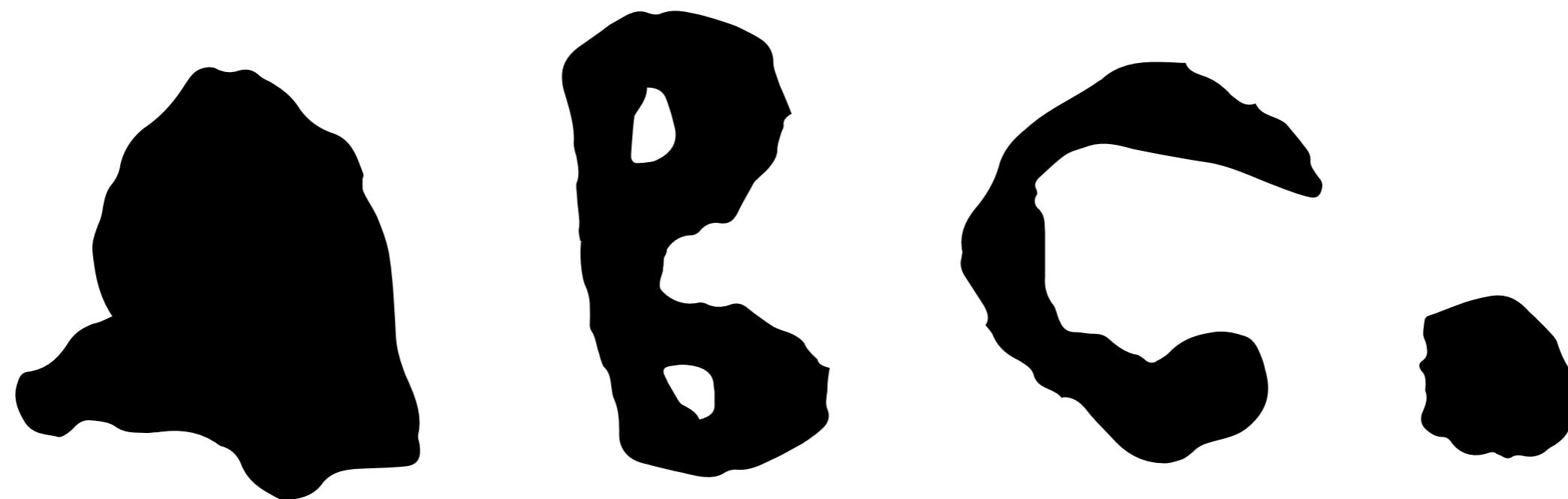
Poisson Poisson Poisson
2024
Created with my Grandmother
– Artistic Direction

Editorial work
Typography
Poetry

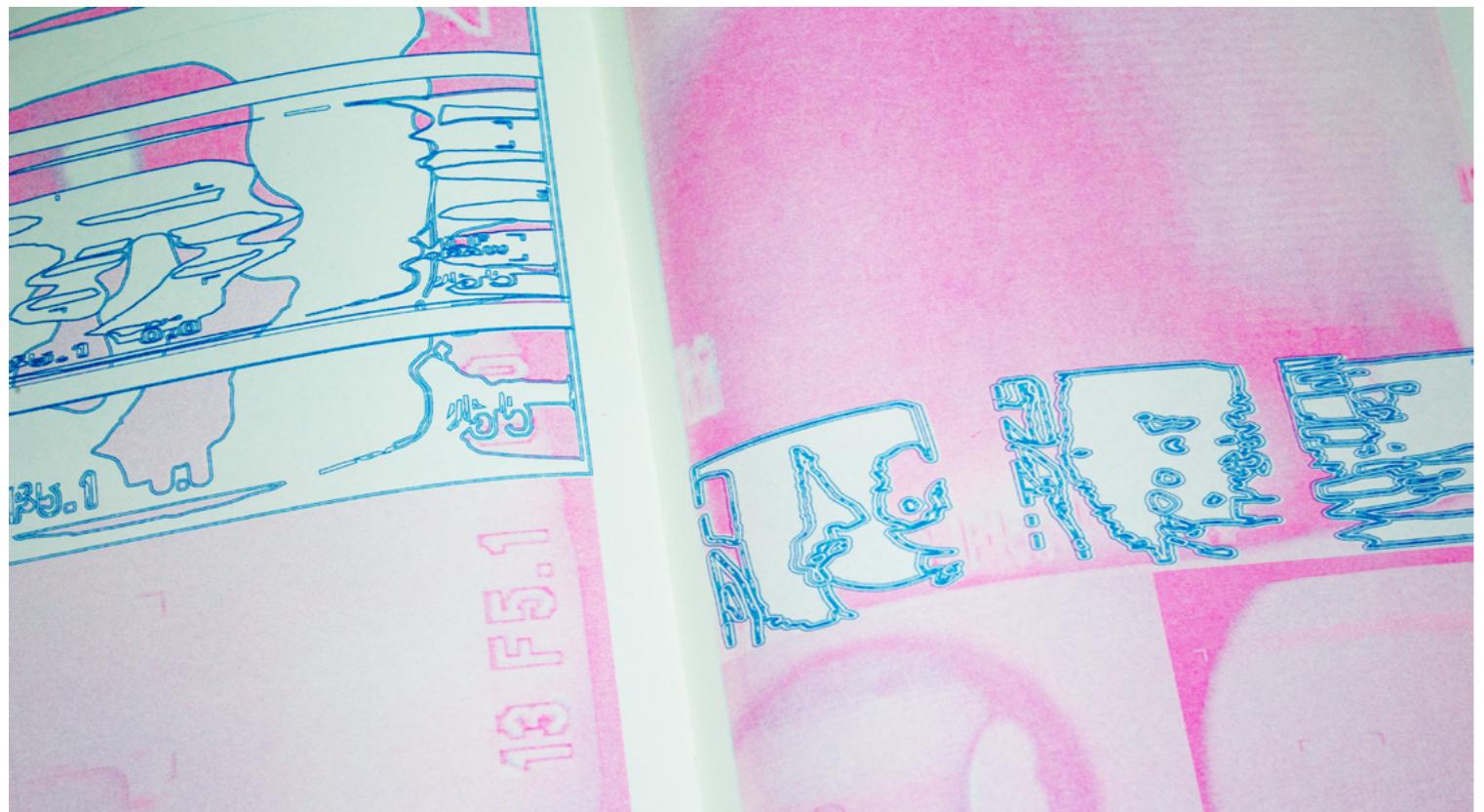
Format: 210×297 mm
Content: 140 pages
Paper: Holmen Trend 2.0, 80 g/m²



A visual and documentary project combining photographs, drawings, collages, and explanatory texts.
Edition created in collaboration with my grandmother about my father, the fisherman



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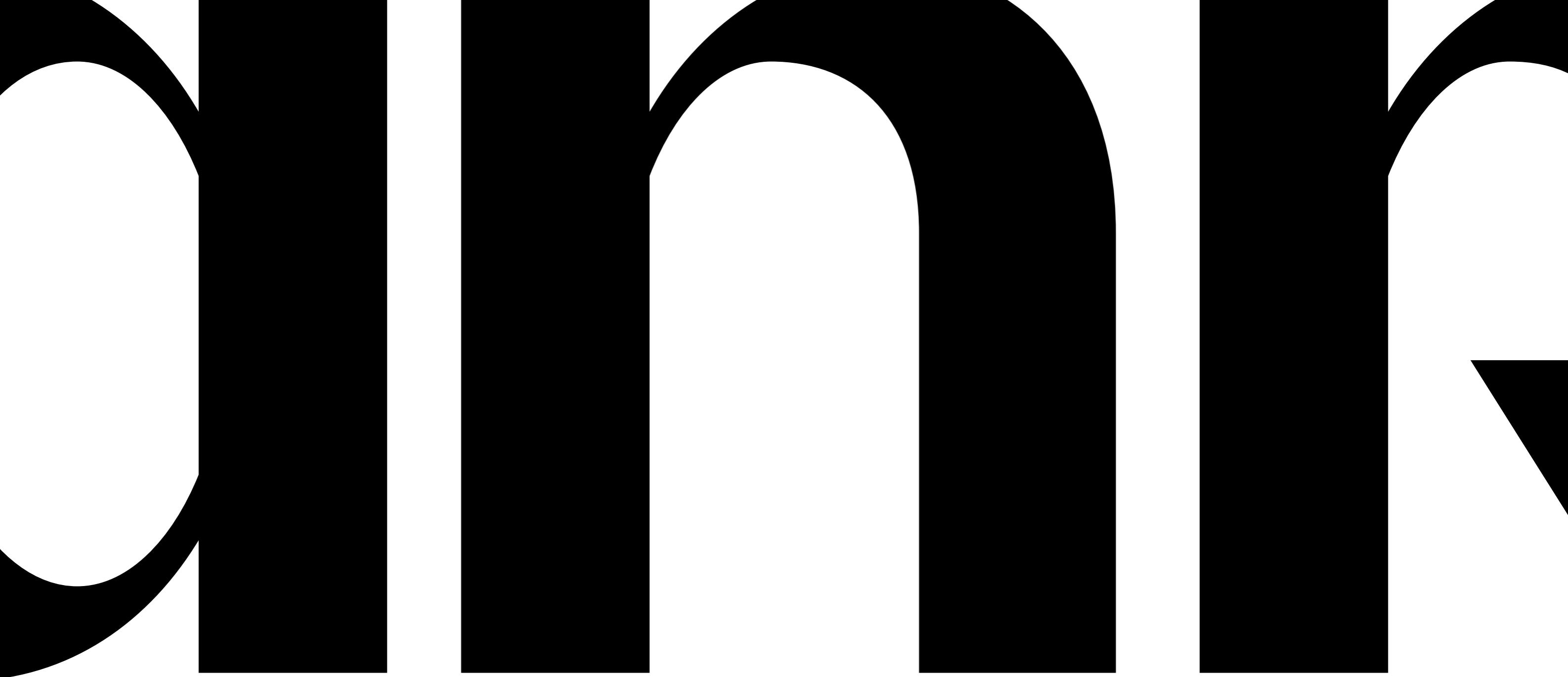


[08] **TVShow**
2024 – Pixelle Panthère

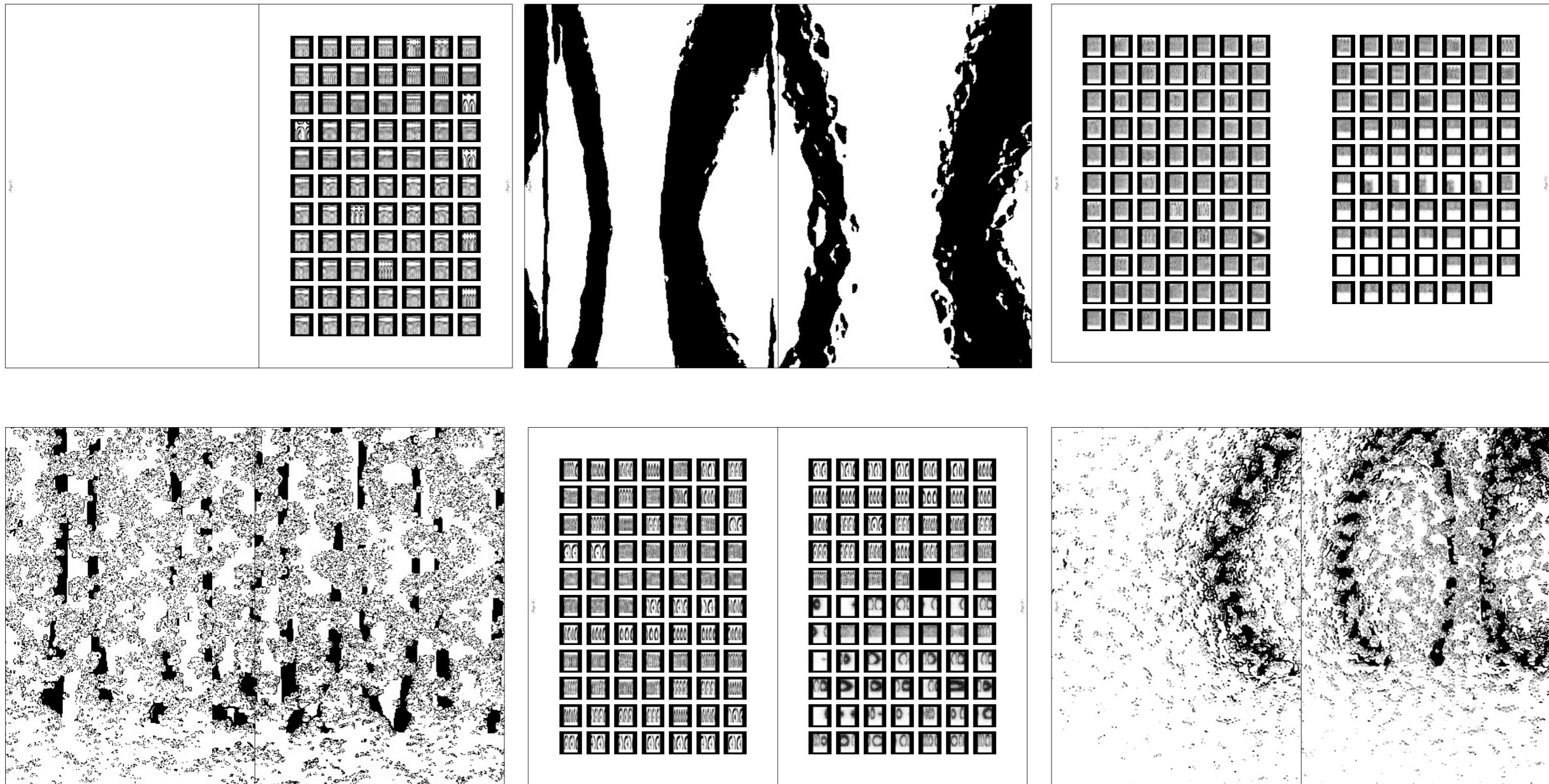
Editorial work
Feedback Loops

Format: 210×297 mm
Content: 16 pages
Paper(s): Lessebo Rough Natural 120
Mixed printing: risography
+ screen printing

Published by Pixelle Panthère, this edition merges risography and screen printing, integrating multiple techniques and image construction through VJing, with a primary focus on feedback loops



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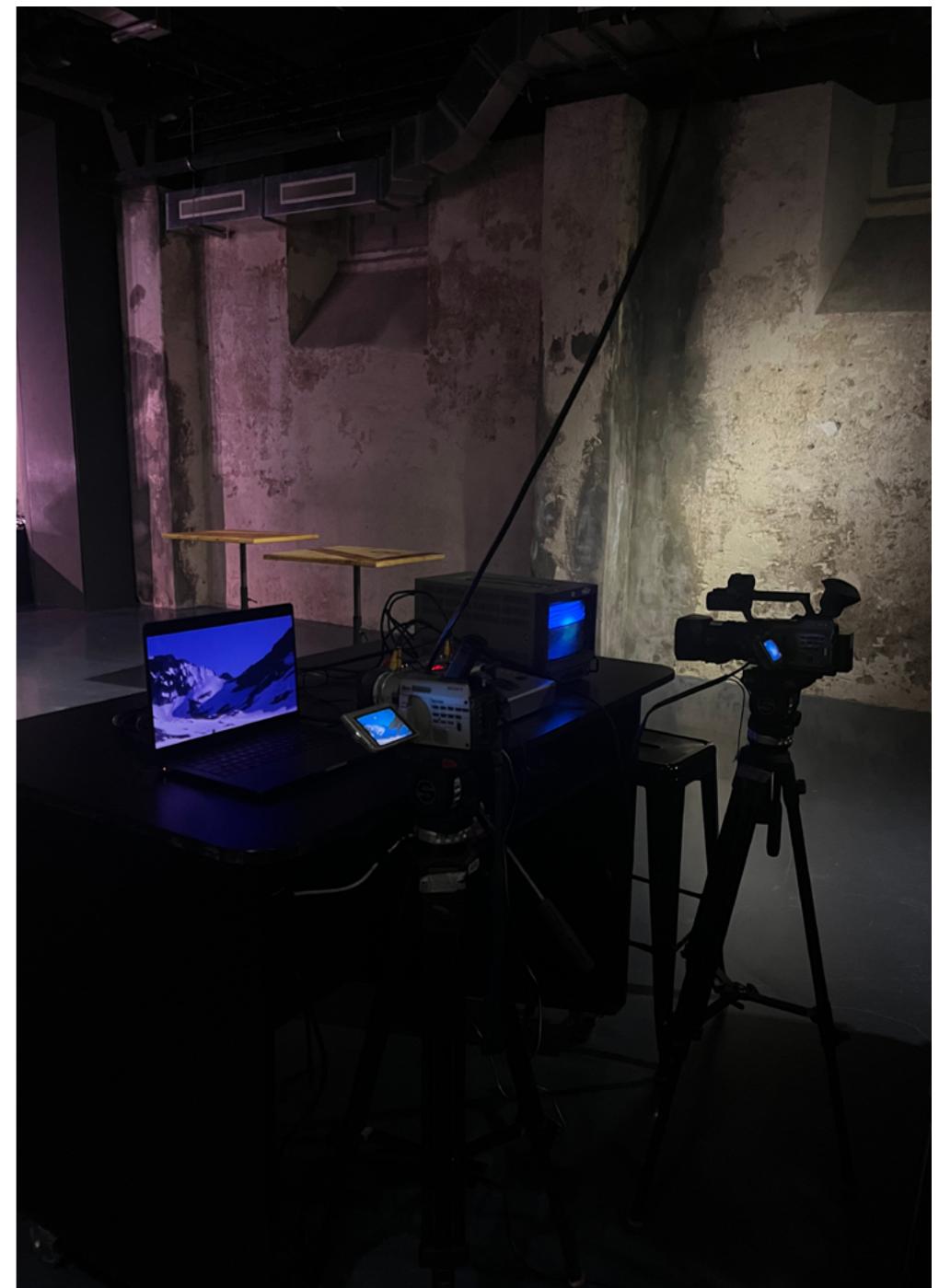


[10] Exploration Visuellement Sonore
January 2025

Editorial work
Generative visuals created by
sound frequencies processed
through TouchDesigner.

Format: 200×287 mm
Content: 80 pages
Paper(s): Holmen Trend

All the images in this book are generated through sound frequencies processed and translated in TouchDesigner. This experimental approach bridges visual generative design and sound data manipulation, creating an interactive link between audio and visuals. This book documents the early stages of research into how sound and image, often seen as separate dimensions, can influence, complement, and transform one another.



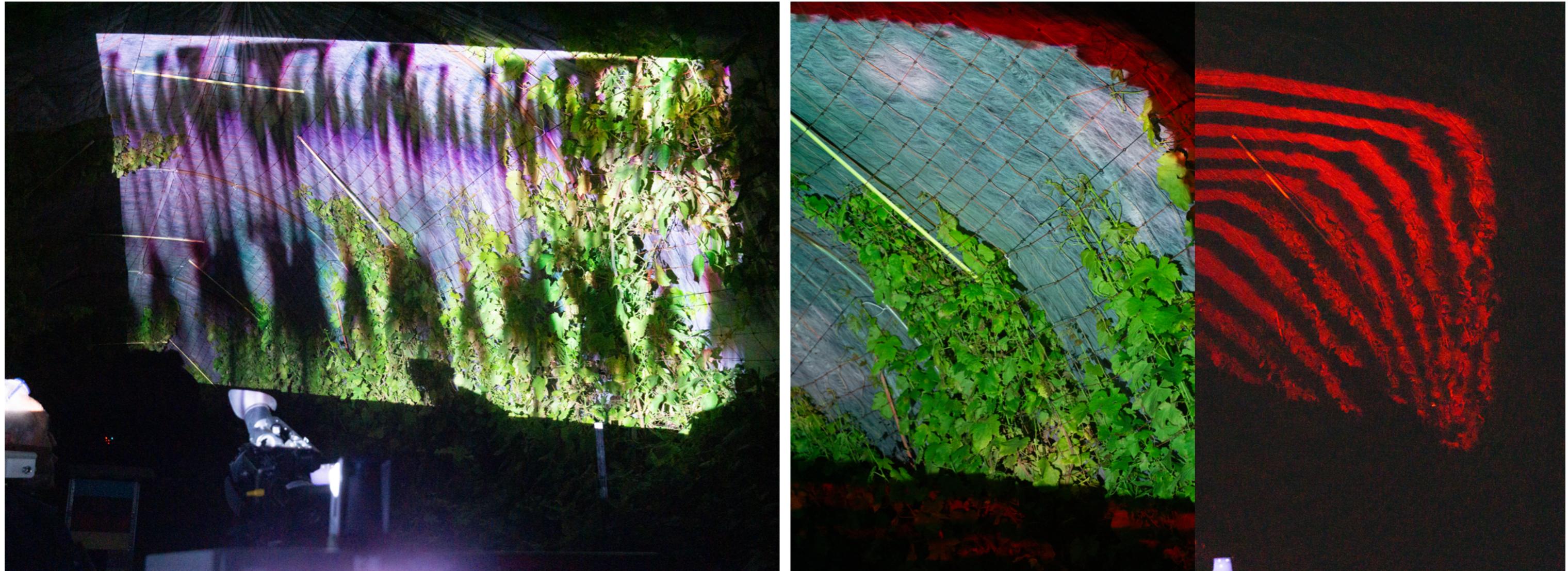
[11] **Pixelle Panthère**
2024-2025
VJing

VJing
Projection
Experimental Image
Performance



Pixelle Panthère is an analog visual experience created using vintage electronic equipment. Thanks to their machines, spectators travel through the pixels of another era. All the images are improvised and generated live, tailored to accompany concerts, performances, and other festivities.

The goal is to provide a visual support that allows viewers to see sounds, listen to images, and be carried away by the spectacle.



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