

# PHIL STRAHL

## DIGITAL COMPOSITOR

Urstein Sued 3-5/36 • A - 5412 Puch bei Hallein • Austria / Europe  
web: philstrahl.com email: philstrahl@gmail.com tel: +43 664 4032293



## Education

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Fall 2005 -  
Spring 2010

**University of Applied Sciences, Salzburg**  
**Multi Media Art | Major: 3d Animation**

Salzburg, Austria

- ◆ graduated in March 2010 with Mag. (FH) degree, comparable to a Master of Applied Arts degree

Fall 2004 -  
Summer 2005

**University of Graz**  
**Major: Anglistics and American Studies**

Graz, Austria

- ◆ Linguistics
- ◆ Cultural Studies

further courses taken in

- ◆ Neurosciences
- ◆ Software development
- ◆ Cultural Studies
- ◆ Philosophy

Fall 1998 -  
Summer 2003

**HTL Ortweinschule**  
**Advanced Technical School for Arts and Design**

Graz, Austria

- ◆ Major: Audio/Visual Media Design
- ◆ Graduated in 2003
- ◆ Video as graduation major

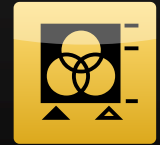
further courses

- ◆ Undergraduate of Photography
- ◆ Art History

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### Jobs (Selection)

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Nov 09 - Jan 2010	<b>AEtuts+ / Envato</b> <a href="http://ae.tutsplus.com/author/phil-strahl/">http://ae.tutsplus.com/author/phil-strahl/</a> <ul style="list-style-type: none"><li>◆ Production of various After Effects tutorials</li></ul>	Salzburg, Austria / Melbourne, Australia
2007 - 2010	<b>University of Applied Sciences, Salzburg</b> <ul style="list-style-type: none"><li>◆ After Effects Tutor, compositing and additional VFX production tools</li></ul>	Salzburg, Austria
Sep-Oct 2009	<b>Fresh FX</b> <a href="http://www.freshfx.at">http://www.freshfx.at</a> <ul style="list-style-type: none"><li>◆ Head Nuke Compositor</li></ul>	Salzburg, Austria
July 2009	<b>Red Bull Media House</b> <a href="http://www.servustv.com">http://www.servustv.com</a> <ul style="list-style-type: none"><li>◆ Broadcast Designer / Motion Designer for Servus TV station ID</li></ul>	Salzburg, Austria
Mar 2009	<b>Red Bull Media House</b> <a href="http://www.redbull.com">http://www.redbull.com</a> Compositor / Colorist	Salzburg, Austria
Aug - Nov 2008	<b>rise fx visual effects berlin</b> <a href="http://www.risefx.com/">http://www.risefx.com/</a> <ul style="list-style-type: none"><li>◆ Compositor</li><li>◆ Features &amp; TV projects such as</li><li>◆ Ninja Assassin <a href="http://www.imdb.com/title/tt1186367">http://www.imdb.com/title/tt1186367</a></li><li>◆ Orange Girl <a href="http://www.imdb.com/title/tt1296150">http://www.imdb.com/title/tt1296150</a></li><li>◆ Die Patin <a href="http://www.imdb.com/title/tt1151649">http://www.imdb.com/title/tt1151649</a></li></ul>	Berlin, Germany
Winter 2008	<b>Game: Frontiers   Gold Extra</b> <a href="http://www.goldextra.com/frontiers">http://www.goldextra.com/frontiers</a> <ul style="list-style-type: none"><li>◆ Low-Poly Modeling &amp; Texturing</li><li>◆ Integration into the Source Engine</li></ul>	Salzburg, Austria

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### Awards

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2009

Silver Prize



**Filmforum Linz**

Linz, Austria

**MOTEL 36**

<http://www.youtube.com/watch?v=HmJQLl4tac>

Collaboration project with several students. I was D.O.P., editor and in charge of the post-production in order to achieve a convincing 1940's black-and-white film look. Further I did title sequence and the matte-paintings.

2008

Silver Prize



**Bi-Annual Austrian National Prize for Commercial Film**

Vienna, Austria

**NINTENDO WII COMMERCIAL**

<http://www.youtube.com/watch?v=i-laOjvNogY>

Live action theatrical commercial Shot in HD produced by four Colleagues and me. I did the digital matte painting, stablizing, compositing & color grading.

2007

Quality Seal



**Europrix Top Talent Award**

Salzburg, Austria

**VIRTUAL FH**

<http://virtualfh.multimediaart.at/>

Virtual tour through the University of Applied Sciences, Salzburg, in cooperation with two colleagues. I was responsible for shooting the photos, stitching them to panoramæ with Stitcher and retouching them in Photoshop.

2001

Honorary Mention.



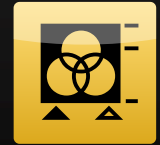
**Prix Ars Electronica. U19 Freestyle Computing**

Linz, Austria

**HTTP://**

[http://www.aec.at/prix\\_history\\_en.php?year=2001](http://www.aec.at/prix_history_en.php?year=2001)

Solo project in digital music (experimental Clicks 'n' Cuts).  
I created it with early versions of Cool Edit and Magix Music Maker.



### Application-related skills

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#### POST PRODUCTION TOOLS

- ◆ The Foundry Nuke
- ◆ Autodesk Combustion
- ◆ Adobe Photoshop
- ◆ Adobe After Effects
- ◆ Pixelfarm PFTrack
- ◆ 2d3 Boujou



#### 3D ANIMATION & RENDERING

- ◆ Autodesk Maya
- ◆ Autodesk 3dsMAX
- ◆ Autodesk Mudbox
- ◆ Pixologic zBrush



#### SCRIPTING SKILLS

- ◆ Python
- ◆ MEL
- ◆ ActionScript
- ◆ PureBasic



#### EDITING SOFTWARE

- ◆ Avid Media Composer
- ◆ Apple Final Cut Pro
- ◆ Adobe Premiere



#### AUDIO APPLICATIONS

- ◆ Propellerhead Reason
- ◆ Adobe Soundbooth
- ◆ Cakewalk Sonar
- ◆ Steinberg Nuendo
- ◆ Steinberg Cubase



#### DESIGN TOOLS

- ◆ Adobe Lightroom
- ◆ Adobe InDesign
- ◆ Adobe Illustrator



#### OTHER APPS

- ◆ Valve Software Source Engine
- ◆ Adobe Flash
- ◆ FontLab Studio

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### Interests and General Skills

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- ◆ Film & Video
- ◆ Lighting, Shading & Rendering
- ◆ Photography (Digital & Analog)
- ◆ Hobby Programming / Scripting / Modding / Customizing
- ◆ Making Music (with E-Bass, Guitar, Keyboard & SID)
- ◆ Retro Computing (Commodore 64 & Consoles)
- ◆ Computer & Video Games
- ◆ Typography / Type Design
- ◆ Drawing (Digital & Analog)
- ◆ Languages (Japanese & Russian)
- ◆ Holding the world record in "Dr. Mario & Tetris" on the SNES at the time of writing
- ◆ Reading

