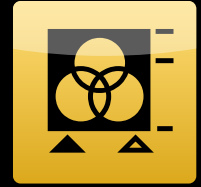


PHIL STRAHL

DIGITAL ARTIST

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



Jobs (Selection)



since Feb 2011

University of Applied Sciences, Salzburg

Salzburg, Austria

- ◆ Associate Professor teaching Color Grading & Visualization (Bachelor's and Master's classes)

since Jul 2010

Red Bull Media House

Salzburg, Austria

<http://www.redbullmediahouse.com/>

- ◆ Colorist for Red Bull TV and Servus TV / Part-time

since Nov 09

AEtuts+ / Envato

<http://ae.tutsplus.com/author/phil-strahl/>

- ◆ Production of various After Effects tutorials

2007 - 2010

University of Applied Sciences, Salzburg

Salzburg, Austria

- ◆ Tutorial on After Effects, compositing and additional VFX production tools

Sep 09 - Oct 2009

Fresh FX

Salzburg, Austria

<http://www.freshfx.at>

- ◆ Head Nuke Compositor

July 2009

Red Bull Media House

Salzburg, Austria

<http://www.servustv.com>

- ◆ Broadcast Designer / Motion Designer for Servus TV station ID launch

Mar 2009

Red Bull Media House

Salzburg, Austria

<http://www.redbullmediahouse.com/>

Compositor / Colorist

Aug 08 - Nov 2008

rise|fx visual effects berlin

Berlin, Germany

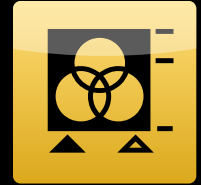
<http://www.risefx.com/>

- ◆ Compositor
- ◆ Features & TV projects such as
- ◆ Ninja Assassin <http://www.imdb.com/title/tt1186367>
- ◆ Orange Girl <http://www.imdb.com/title/tt1296150>
- ◆ Die Patin <http://www.imdb.com/title/tt1151649>

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Education

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

Fall 2004 -
Summer 2005

University of Graz
Major: Anglistics and American Studies

Graz, Austria

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

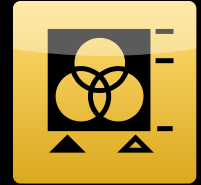
further courses

- ◆ Undergraduate of Photography
- ◆ Art History

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Awards

2010

Award of Merit



Los Angeles Cinema Festival of Hollywood

Los Angeles, CA

MOSKAU

<http://projekt-moskau.com>

Collaborative project with several students in which I performed as VFX Supervisor and Lead of Visual Effects, further my diploma thesis on visual effects in small productions had its starting point in this project.

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2009

Silver Prize



Filmforum Linz

Linz, Austria

MOTEL 36

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

Collaboration 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 the title sequence in the same style and 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, stabilizing, compositing & color grading.

2007

Quality Seal



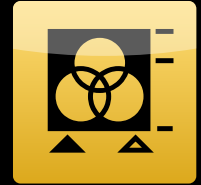
Europrix Top Talent Award

Salzburg, Austria

VIRTUAL FH

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



Application-related skills



POST PRODUCTION TOOLS

- ◆ The Foundry Nuke
- ◆ Apple Color
- ◆ Adobe Photoshop
- ◆ Adobe After Effects
- ◆ Autodesk Match Mover
- ◆ 2d3 Boujou



3D ANIMATION & RENDERING

- ◆ Autodesk Maya
- ◆ Autodesk 3dsMAX
- ◆ Autodesk Mudbox



SCRIPTING SKILLS

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



EDITING SOFTWARE

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



AUDIO APPLICATIONS

- ◆ Propellerhead Reason
- ◆ Steinberg Cubase
- ◆ Cakewalk Sonar
- ◆ Audacity



DESIGN TOOLS

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



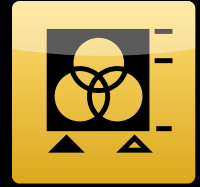
OTHER APPS

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

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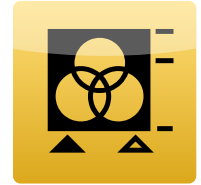
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Interests and General Skills

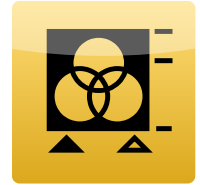
- ◆ Film & Video
- ◆ Lighting, Shading & Rendering
- ◆ Photography (Digital & Analog)
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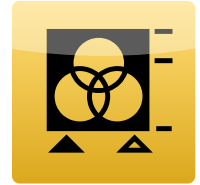
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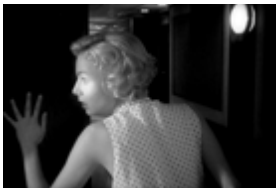
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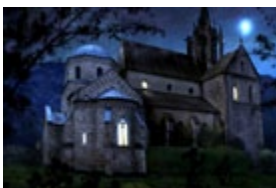
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Linz, Austria

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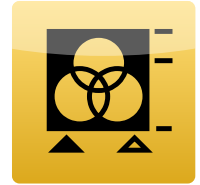


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AUDIO APPLICATIONS

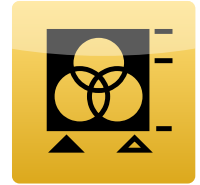
- ◆ Propellerhead Reason
- ◆ Steinberg Cubase
- ◆ Cakewalk Sonar
- ◆ Audacity
- ◆ Design tools
- ◆ Adobe Lightroom
- ◆ Adobe InDesign
- ◆ Adobe Illustrator



OTHER APPS



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



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- Lighting, Shading & Rendering
- Photography (Digital & Analog)
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