



Christina Beckert

view reel online @ www.christinabeckert.net

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cel: 917-518-6708

experience
visual fx
& design

software knowledge includes: After Effects, Combustion
Photoshop, Painter, Mokey, Final Cut Pro and Illustrator.
skilled in compositing, tracking, blue screening, effects animation,
digital matte painting, motion graphics design and illustration.

Stereoscopic compositor on "Alice in Wonderland" @ Legend Films 2010

After Effects conversion of Tim Burton's 2D film into a 3D masterpiece.

Compositor @ STARDUST on "Bud Lime" 2009

Compositing and effects for international Budweiser Beer commercials

Compositor & Motion Graphics Designer on "Knight Rider", NBC TV series 2008

Design and animation of Kitt's heads up display, 3D compositing and digital matte painting.

Compositor on "Mirrors" @ Rez-Illusion 2008

Digital painting for demon faces and set extensions.

Main Title Design & Animation for "Trick 'r Treat", Warner Bros. / Legendary Pictures 2007

Working with Director Micheal Dougherty and Producer Bryan Singer to create hand drawn comic style intro to the film. View online @ www.christinabeckert.net/trick_r_treat/trt_web.mov

Motion Graphics Designer/Lead Animator @ TWINART, LA 2004-2010

Design, FX/story boards and animation for Broadcast. Projects include show opens and graphics packages for Twins (sit-com for Warner Bros.), Fashion Rocks, Miss America, American Top 40, and The Radio Music Awards (live performance specials for CBS).

Compostor @ The Engineroom, 2007

Projects include "Them" a sci-fi pilot for Fox TV, and "Twitches Too" an effects heavy movie for The Disney Channel. Working closely with 3D artists to create and track light and energy effects to actors and backgrounds.

Compositor on "P2" @ Rez-Illusion, 2007

Combining stunt dummies with live actors' body parts, removing dolly tracks and a nasty nail file to the eye shot.

Compositor on "The Hills Have Eyes 2" @ Rez-Illusion / Wes Craven, 2006-2007

Tracking blood and gory wounds to horrible creatures, shooting custom effects elements, digital set extensions.

Compositor on "Pulse" @ NEO ART & LOGIC / THE WEINSTEIN COMPANY, 2006

Digital matte painting, blue screening, tracking, creating animated textures for 3D artist and monitor replacement.

Compositor on "Sky Captain and the World of Tomorrow", PARAMOUNT, 2004

Blue screening, digital lighting, post effects under film's director and FX director using After Effects.

Compositor on "Charmed" @ MECHNOLOGY / The WB, 2004

Morphing, compositing CG elements and effects, rotoscoping and monster design under FX supervisor using Combustion and Elastic Reality.

Animator/Compostitor @ WARNER BROS., 2005

Blue screening and motion graphics effects animation for promos.

Animator/Compostitor @ CRAIG MURRAY PROD., LA 2005

Effects, Title Design and animation for movie trailers including Narnia, Cars, Chicken Little, Ratatouille, Sky High, Meet The Robinsons, Underdog and many fancy Disney industrial pieces sprinkled with pixie dust and other shiney particle effects.

education

NYU Tisch School of the Arts: BFA Film /TV

CADA: Center for Advanced Digital Applications, NYU Post -Grad Studies