

Sven Heck

Waldstrasse 55
10551 Berlin
Germany

+49 30 25581139
+49 172 8682049

sven@basis7.net

basis7.net
digital philosophy

Personal Profile

I am an organized and dedicated digital artist graduate with broad in-depth experiences in high end digital production design and workflows. My open eyes, my clear focus and my deep knowledge about digital imaging processes combined with my creative talent to manage mass media workflows and my strong communication skills are the basis to produce highest quality results for feature film, web technology and art projects just in time and with ease. My experiences in editing, compositing, 3D lighting, rendering and sound design add the special expertise my customers and colleagues appreciate. I am lecturing at University of Arts Karlsruhe, University of Television and Film Munich and CIANT / Centre for Art and New Technologies in Prague as well as contributing my expertise to scientific research projects at Fraunhofer Institute. I am a consultant for digital options in a variety of applications.

I set myself new professional challenges and I am glad to participate in creating the next dimension of digital design and digital engineering.

Key Skills

High level of technological and operational competence

- Conforming, online editing, managing and finishing of high quality feature films with Mistika with broad range of technological requirements and formats like DPX, RED, mscope, ARRI Raw, MXF, S3D, SD, SDI-HD, 2k, stereoscopic depth grading, encoding, multi-mastering, grading, compositing, Mistika and data wrangling relevant Linux operating, clean archiving structures
- effective knowledge about Mistika, OnSet Dailies, Avid, Resolve, Flame, After Effects, Maya for exchanging media and supporting departments
- Technical consultancy for costumers: data formats, workflows, processing
- Onset S3D QC / Rushes and data wrangling for Wim Wenders' Pina and Everything will be fine

Time management and strong organisational capabilities

- Mastering tight deadlines and unexpected technological events effectively with flexibility and attention to details
- Strong problem solving routines guarantee smooth processing

Strong communication and interpersonal skills – team playing

- Guiding and motivating artists and colleagues to the needs of quality, effectiveness and deadlines
- Open minded, flexible, caring and fun to be around

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- Professional and personal communication even in stressful situations
- Confident in contact with customers and VIPs
- Lectures about Postpro-S3D and digital workflows on expert conferences and symposia

Focused professional with attention to detail and quality

- Having an overview of the production process in detail
- Being highly sensible for fine details and quality with focus on effectiveness
- Motivated, enthusiastic and reliable

Education and Training

2004 – 2007

THE GERMAN FILM SCHOOL for digital production

University of Arts
Elstal, Germany

Qualification: Graduated Digital Artist

At GFS I developed a grounded, creative and solid base of knowledge and experience. During three years of solo and team projects I trained my creative and technical skills in CG content creation especially compositing, lighting, shading, rendering and finishing. I specialized in compositing and finishing and improved my knowledge and competence in motion graphics, video editing and sound design. During my work in teams I also broadened my soft skills as director, producer and friend. My focus did not only lie on technical and aesthetical aspects of audio-visual content: it is the creative idea that fascinates me, the story with all subtle thoughts and feelings. This is why I wrote my degree dissertation about evoking affects and emotions through film with regard to the vast possibilities of virtual reality.

2000

Gymnasium Vogelsang
Solingen, Germany

University-Entrance diploma

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Employment History

2011 – now

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Berlin, Germany

As a freelancer for media design and media consulting I work on different projects and for several companies and institutions like ARRI Commercial, Fraunhofer Institut, Universität Zürich, University of Arts Karlsruhe, University of Television and Film Munich and CIANT / Centre for Art and New Technologies in Prague. Beside the work as Mistika Operator I am doing lectures about S3D post production, media workflows, S3D online editing and support scientific research projects with my experience. I am a consultant for companies and help those establishing digital and analog options like web sites, print layouts and designs.

2008 – 2011

PICTORION das werk GmbH
Berlin, Germany

At PICTORION das werk I specialized as Mistika operator for digital intermediate conform and finishing. My main tasks were to operatively administrate and manage feature film and advertising projects, conforming, online editing, depth grading, finishing and mastering. In a team of two Mistika operators I worked closely together with the specific post production departments involved, managing the workflows, the media and doing quality checks. In the pre-production phase I consulted and advised customers to generate effective high quality formats and data workflows. My goals were to establish the best post production routines with the highest picture quality guaranteed that bring the project to the highest technical level just in time, with joy and ease.

2003 – 2004

Westdeutscher Rundfunk WDR
Düsseldorf, Germany

WDR is a national broadcasting corporation. I worked as an Avid editor for news, documentaries and reportages. At WDR I learned that faithful, precise and accurate work and tight deadlines are no contradiction.

2001 – 2003

Hektor + Rydzewski Bild + Ton Produktion
Düsseldorf, Germany

At H + R my professional career in production and post production of audio visual content started. My work included evaluation of concepts and layouts, animation with After Effects, compositing with Combustion, editing and finishing with Media Composer and also audio editing with Pro Tools for customers like Vodafone, BMW and Nikon.

Interests

- Family and friends, humans and extraterrestrials
- Psychology, Philosophy, Arts, Meditation
- Nature and healthy living