

# Christian Krupa

Director / Animator

**2007- Freelance activity.** Writing, artworking & storyboarding a film based on a Jeff Noon short story with OpenBook. 2008 was spent developing a high production value animated documentary series as creative director with a major broadcaster, writing/developing the concept & script, directing studio shoots, designing & producing the finished piece. Currently working with partners in India on educational projects.

**2001 – 2006, Shroom Studio.** As a founding member of the studio working collaboratively as part of the core team of 3 director/animators I held a varied & busy role encompassing all aspects of moving image production, from painting live tour visuals or constructing music promos, through design of advertising, documentary GFX & titles & the production & direction of film & animation to art installation/performance in venues as diverse as Wembley arena & the Victoria & Albert museum. [www.shroomstudio.com](http://www.shroomstudio.com)

**1999-2001 graphic designer/animator/head of department, FOX Kids Europe.** Duties in a very busy environment ranged from preparing on or off-screen artwork to producing, designing & delivering broadcast promo material, working with producers & voice-over artists.

## Selected Projects

**2008 Developing / Writing / Directing with BBC Vision / Worldwide.** Working with the BBC Vision team in Bristol I developed a four part series designed for BBC2. We are currently planning to adapt the techniques and style from an espionage story to one set in ancient worlds

**2007 The Story of India, major series for BBC/PBS.** Working closely with Mayavision & Michael Wood over several months I produced ten animated pieces for their series, each in a different style to tell a part of the story, from marriages to classical tragedy, glorious cities & extinct civilisations in lovely HD.

**2006 SingleShot, Vanished Point for Arts / Film Council.** Produced in response to the concept 'SingleShot', Vanished Point was conceived as an experiment in form, adapting techniques used in previous work though without stipulating a narrative. Shot on DV & recomposed to form one continuous shot, exploring an impossible urban landscape. Shot, directed & edited / composited. [www.single-shot.co.uk/](http://www.single-shot.co.uk/)

**2006 Fightstar 'Hazy Eyes' single release Animation for promo.** Client, Tom King; Gas & Electric, Mark Silver; Yeast; Universal Records. Extensive 3D CGI, Directed animation & design with composite elements of live performance 16mm bluescreen footage incorporated

**2005 London Jazz Festival** Coordinated workshop sessions in collaboration with Serious Productions & youth from East London creating abstract animation performed by Courtney Pine at the Festival in Nov 2005.

**2004 TERRA 2050, 4x3 minute animated series.** Produced & directed by Shroom for Channel 4, interviewed 60 people on topics concerning 'the future', focussing on creating a dialogue that could be emphasised during the editing process. 60 hours of tape were cut down to radio edits developed alongside visual prep & design. Once in place, the edits & designs were animated into scenes, where the imaginings of children, industrialists & elderly folk mingle freely with predictions of climate modellers & space explorers to invoke a dystopian & humorous vision of the future. <http://www.christiankrupa.net/terra.html>

**2002 - 2003 Mirrormask, Feature length Live/CGI Fantasy.** Pre-produced and designed 75 minutes of CGI animation, coordinating with Henson & Sony Pictures to build a studio from the ground up specifically to produce this movie, we interviewed for & slated 30 animation positions into an 18 month schedule. Location of premises & acquisition of materials was negotiated & budgeted as well as development of methodology, production & schedule for each shot.

**2002 - 2003 Signal to Noise, Pilot Feature adaptation of Dave Mckean/Neil Gaiman story.** Produced with Illuminations film, some scenes were shot traditionally with Pro8 cameras, others with an array of 15 PD150s, I reconstructed the scene in After Effects in a more cubist than realist style.

**1998 –2000 Neon, 24 minute film by Dave Mckean.** Construction of virtual sets & scenes, some dreamlike spaces from Venice with composited live action, some abstract visualisations of the interior space of paintings or other imagined place.

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