

# Nora Hänsenberger

Houdini FX Artist

## Experience

### **kontrastmoment GmbH | FX Artist | Munich, Germany**

February 2020 - February 2021

Development of FX content for projected backgrounds in a dance theater production (on hold)  
Particle FX for a series of VR short films  
Content for Development Process of a new Display for car manufacturer BMW

### **MPC Film | FX Artist | Montreal, Canada**

October 2018 - December 2019

#### **Call of the Wild**

Ground and snow interaction (setup work with particles, grains and volumes in Houdini)

#### **Maleficent: Mistress of Evil**

Attack magic particle effect (from look dev to shot work and render)  
ground interaction and sparks/smoke for fuse (shot work with particles and volumes in Houdini)  
Vines along walls (setup work with procedural geo creation and deformation in Houdini)

#### **Shazam!**

Disintegration effect ( setup work with volumes and geo deformation/disintegration in Houdini)

### **D-Facto Motion | VFX Intern | Munich, Germany**

April 2017 - September 2017

Mainly compositing work, Roto Paint, 2D effects (Nuke) and some 3D work (Maya) for German TV and advertising.

## Skills

"I'm an enthusiastic FX Artist from Switzerland, who is well organized, a fast learner and a creative problem solver. I'm very adaptable to new environments or tasks and I always welcome a new challenge!"

### **Software**

Advanced

Houdini | Nuke | Maya

Mid

Marvelous Designer | Adobe CC

Operating Systems

Linux | Mac | Windows

Scripting

Python | VEX

### **Languages**

Fluent

English | German | Swiss German

Basic

French | Italian

## Education

### **Bachelor of Arts with honors in Digital Film Design**

Mediadesign University of Applied Sciences | Munich, Germany

October 2014 - March 2018

### **Master of Arts in Design**

Academy of Arts and Design | Basel, Switzerland

September 2012 - June 2014

## Personal

### **Contact**

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[www.nora-h.com](http://www.nora-h.com)

### **Citizenship/Residency**

Citizenship

Swiss

Current Residence

Munich, Germany

Free to work in

EU, Switzerland

## Feature Film and TV

### **The Call of the Wild** (2020)

FX Artist | MPC Film

### **Maleficent: Mistress of Evil** (2019)

FX Artist | MPC Film

### **Shazam!** (2019)

FX Artist | MPC Film

### **Tatort** (episodic)

Compositor | D-Facto Motion

“Bausünden” (2017)

“Dein Name sei Harbinger” (2017)

“Der Pakt” (2017)

“Hardcore” (2017)

“Mord Ex Machina” (2017)

“Tollwut” (2017)

### **Das Wasser des Lebens** (2017)

Compositor | D-Facto Motion

### **Volocopter** (2017)

Compositor | D-Facto Motion

### **Dein Song** (2017)

Compositor | D-Facto Motion

“Every project poses it’s own challenge. My experience spans different projects from low budget TV shows and movies to Hollywood Feature Film productions.”

IMDB

[www.imdb.com/name/nm9530445/?ref\\_=fn\\_al\\_nm\\_1](http://www.imdb.com/name/nm9530445/?ref_=fn_al_nm_1)

“Producing short films from concept to finish offers a chance to experience the entire pipeline of a production. Being responsible for the project management for these films taught me a lot about time and artist management!”

VFX Portfolio

[www.nora-h.com/portfolio/vfx-portfolio/](http://www.nora-h.com/portfolio/vfx-portfolio/)

## Other Projects

### **Untitled Dance Theater Production** | VFX Projections (On Hold) (2020)

Development of FX Content for projected VFX backgrounds

### **The Mind, Soul and Spirit** | VR Short Films | kontrastmoment (2020)

Particle FX for two of the three short films

### **Tigress and Butterfly** | Freelance Shot (2019/2020)

Water and Debris FX for a shot by a student of Griffin Animation Academy

### **Scavenger** | Full CG Student Short Film (2018)

Project Manager, FX, Cloth, Weight Painting