# PAUL AUSTERBERRY

PRODUCTION DESIGNER
ON - ONTARIO DISTRICT COUNCIL

# **DGC Credits**

These credits are for work under a DGC contract only

FAIRVIEW, SEASON 1

TV Series/New Media 2023, Production Designer

IT: CHAPTER 2

Feature 2018, Production Designer

IT: CHAPTER 2

Feature 2018, Production Designer

THE CHRISTMAS CHRONICLES

Feature 2017, Production Designer

**FANTASTIC VOYAGE** 

Feature 2017, Production Designer

SHAPE OF WATER, THE

Feature 2016, Production Designer

**MAELSTROM** 

Feature 2015, Production Designer

CHRISTMAS TEASER PROJECT

Promo 2014, Production Designer

LEN AND COMPANY

#### **CONTACT INFORMATION**

paul.austerberry@gmail.com (416) 712-2506

#### AGENT INFORMATION

Mirisch Agency Robin Schreer (310) 282-9940

#### Feature 2014, Production Designer

#### ROBOCOP: ADDITIONAL PHOTOGRAPHY

Feature 2013, Production Designer

#### **POMPEII**

Feature 2013, Production Designer

#### KIN

Unspecified 2011, Production Designer

#### THREE MUSKETEERS 3D

Feature 2010, Production Designer

#### THE TWILIGHT SAGA: ECLIPSE

Feature 2009, Production Designer

#### **AMELIA**

Feature 2008, Production Designer

#### **DEATH RACE**

Feature 2007, Production Designer

#### 30 DAYS OF NIGHT

Feature 2006, Production Designer

#### TAKE THE LEAD

Feature 2005, Production Designer

#### **ASSAULT ON PRECINCT 13**

Feature 2004, Production Designer

#### RESIDENT EVIL: APOCALYPSE

Feature 2003, Production Designer

#### **HIGHWAYMEN**

Feature 2002, Production Designer

## TUXEDO, THE

Feature 2001, Production Designer

# MEN WITH BROOMS (FEATURE)

Feature 2001, Production Designer

#### **EXIT WOUNDS**

Feature 2000, Production Designer

#### X-MEN

Feature 1999, Art Director

#### FOREVER MINE

Feature 1999, Art Director

# **MERCY**

Feature 1998, Production Designer

# CORRUPTOR, THE

Feature 1998, Art Director

# HALF BAKED

Feature 1997, Art Director

# **NOTHING SACRED**

TV Pilot 1997, Art Director

# REAL BLONDE, THE

Feature 1996, Art Director

## **EXTREME MEASURES**

Feature 0, Art Director