

Scott Forrest Johnston

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1997-Present, Fleeting Image Animation, Inc.

Founder and President

Incorporated in 1997 to develop and produce animation combining traditional and digital techniques.

Visual Effects Contractor (2004-Present)

Character lighting elements, CG elements and non-photorealistic processes.

Haunted Halloween (TV Advertisement, 2009, 2010), Duck Studios / The Walt Disney Company

The Three Caballeros (Attraction, 2006), Walt Disney Imagineering / Epcot Mexico pavilion

The Pink Panther (Titles, 2005), Kurtz & Friends Animation

Clients also include: ACME Filmworks, BeAnimation, CAAT Studios, & Cartoons in the Basement

Executive Producer/Producer/Chief Scientist (2007-2008)

The Old Chair (Short, 2008), Enne Entertainment Studios, Salamanca, Spain

Assisted the formation of a small studio for video game and animation production. Instructed management team on production methods, guided technical group on facility infrastructure. Performed research on watercolor synthesis and developed a robust "paper" generation model for non-photorealistic rendering.

Visual Effects Director

A Monkey's Tale (Attraction, 2006), MTR, Inc./Cartoons in the Basement

Oversaw digital production for a ten-minute wide-format film for Ngong Ping 360, Hong Kong.

1997-2003, Warner Bros. Animation

Artistic Coordinator/Special Effects Supervisor

Looney Tunes: Back in Action (2003)

Designed and supervised the integration of the traditionally drawn characters into the live-action plates, including character illumination, and all the animated paintings in the Louvre sequence.

CG Sequence Director

Scooby-Doo and the Alien Invaders (OAV, 2000)

Artistic Coordinator

The Iron Giant (1999)

Worked with the artistic staff, technical crew, and production management to realize the director's vision, weighing creative solutions and technical requirements against resource limitations.

1989-1997, Walt Disney Feature Animation

Director

Fantasia 2000: Beethoven's Fifth (unproduced)

Directed the development of story reels and invention of a painterly rendering technique.

CGI Supervisor

The Lion King (1994)

Oversaw the development and production of 3D computer-generated effects, particularly the climactic wildebeest stampede that kills young Simba's father, Mufasa. ASIFA nomination for best "Individual Achievement in Animation." Academy Award finalist for visual effects.

1989-1997, Walt Disney Feature Animation (cont.)

Sr. Technical Director

Beauty and the Beast (1991)

One of the principle designers of the Ballroom sequence, including aspects of the model, shaders, lighting, compositing and development of in-house production pipeline tools.

The Prince and the Pauper (1990)

Technical Director

Aladdin (1992), *The Rescuers Down Under* (1990), *The Little Mermaid* (1989)

Awards, Publications & Lectures

Member of the Academy of Motion Pictures Arts and Sciences

ASIFA 2003 Ub Iwerks Annie award for technical achievement for "Lumo"

Lumo: Illumination for Cel Animation (NPAR2002 Proceedings. Annecy, France. ACM. June 2002)

Advanced RenderMan: Creating CGI for Motion Pictures (Gritz & Apodaca, 1999)

Contributing Author, Chapter 16: Non-photorealistic Rendering with RenderMan

Lectures on CG, animation and non-photorealistic rendering worldwide.

Lectures in 2009 included "Animex Animation Festival", Middlesbrough, England, Peking University, Beijing China, and "Red Stick Festival", Baton Rouge, Louisiana.

Education

Sc.B. Electrical Engineering, Brown University, 1986