

Scott Forrest Johnston

Deluxe	Deluxe Animation Studios	Vice President Animation Art & Technology (2015-Present) Member of executive team building a full-service animation production facility.	
	The SpongeBob Movie: Sponge Out of Water (2015)	Digital Art Director (2013-2015)	Developed a new pipeline for stereo animation production. Provided artistic leadership for the digital visual effects, digital backgrounds, composition, and color for the traditionally animated portion of the film.
	StereoD	Head of Software Development (2011-2013)	Managed developers and provided technical leadership for the development of stereo pipeline tools, production database systems, and artist tools. Transitioned the development team from “startup” mode into supporting a division of Deluxe with over 1000 employees.
Fleeting Image	The Simpsons: Eric Goldberg Couch Gag (2016)	Cartoons in the Basement	Visual Effects Supervisor Digital production for a traditionally animated opening sequence.
	The Old Chair (Short, 2008)	Enne Entertainment, Salamanca, Spain	Executive Producer/Producer/Chief Scientist Assisted the formation of a videogame and animation studio.
	A Monkey’s Tale (Attraction, 2006)	MTR, Inc. Ngong Ping 360, Hong Kong	Visual Effects Director Digital production for a ten-minute multi-screen film.
	The Three Caballeros (Attraction, 2006)	Walt Disney Imagineering Epcot Mexico Pavilion	Character Lighting Elements
	The Pink Panther (Titles, 2005)	Kurtz & Friends Animation	CG Elements & CG Supervision
	Additional Clients	Inkubus, ACME Filmworks, Duck Studios	Character Lighting Elements and non-photorealistic processes
Warner Bros.	Looney Tunes: Back in Action (2003)	Artistic Coordinator/Special Effects Supervisor 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.	
	Scooby-Doo and the Alien Invaders (OAV, 2000)	CG Sequence Director	
	The Iron Giant (1999)	Artistic Coordinator Worked with the artistic staff, technical crew, and production management to realize the director’s vision, integrating the CG title character into a traditionally animated world.	
Disney	Fantasia 2000: Beethoven’s Fifth (unproduced)	Director Directed the development of story reels and invention of a painterly rendering technique featured	
	The Lion King (1994)	CGI Supervisor ASIFA nomination for best “Individual Achievement in Animation.”	
	Beauty and the Beast (1991)	Sr. Technical Director One of the principal designers of the Ballroom sequence, including aspects of the model, surfacing, lighting, and compositing. Contributed to the design and development of production pipeline tools.	
	Aladdin (1992)	Technical Director	
	The Rescuers Down Under (1990)	Early member of Disney Animation CG group, assisted in the development and deployment of	
	The Prince & The Pauper (1990) The Little Mermaid (1989)	Disney’s revolutionary digital ink-and-paint system, CAPS.	
Etc.	Awards/Memberships	Member of the Academy of Motion Pictures Arts and Sciences 2003 ASIFA Ub Iwerks Award for special achievement in animation	
	Publications	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	
	Education	Sc.B. Electrical Engineering, Brown University, 1986	

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