

Andrew Stanton - Writer and Director

John Lasseter - Executive Producer

Ricky Nierva - Art Director / Characters

Adam Summers, Ph.D. - Professor of Physiology (lecture on how fish move)

Why is research so important? How did they research for Finding Nemo?

-scuba diving

-coral reef research

-looking at fish

Production Designer

Research and Design Team (R&D)

Supervising Technical Designer

Co-Writer

Screenwriter

Storyboard - pacing, motion, emotion, jokes, pitching

Once the story is written is it set in stone? Who helps re-write it?

Story Real - editorial, moving storyboard, Animatic

How did the writers work out tough parts in the story when they were stumped?

Editor

How do the artist use pastels in the movie? (mood of the film, lighting, direction)

Director of Photography - lighting works with Art Director of shading

What do fish NOT have that is needed for acting, talking and emoting?

Sculptor - pre-visualize character design (changes happen from art director and director)

Modelers - use clay sculpts as reference and build into the computer

Shader & texture Art Director- looked @ dead fish for cues, characteristics

Supervising Animator

Animating fish is like animating muscular toilet paper under water.

What do the animators do when things get stressful at the office? Name one: sledding, costume/ugly contest.

Shot Briefing - character motivation, direction, making the scene work.

What did Animator Mark Walsh do to help him act out/animate Dory's emotional scene?

When an Animator is done with a scene and the Director approves what does he yell?

Finding a balance between the budget and time. Technical director

How long did it take to make the movie Finding Nemo? (3-3.5 years)

Audience Preview, test screening. Directors do not know if the films will do well with public.