

**LESLIE BISHKO**  
**CURRICULUM**  
**VITAE**

Associate Professor, Animation  
 Faculty of Design and Dynamic Media  
 Emily Carr University of Art + Design  
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<b>Professional Experience</b>	<ul style="list-style-type: none"> <li>• Associate Professor, Animation, Emily Carr University of Art + Design.</li> <li>• Guest faculty, Laban/Bartenieff and Somatic Studies Canada</li> <li>• Teaching assistant, Integrated Movement Studies Certification Program in Laban/Bartenieff Movement Studies.</li> <li>• Director of Programs, Vancouver Institute of Media Arts.</li> <li>• Director, Computer Animation Program, Vancouver Institute of Media Arts.</li> <li>• Classical Animation Lecturer, Institute for Communication Arts / Centre for Digital Imaging and Sound.</li> <li>• Research Assistant, Graphics &amp; Multi-Media Research Lab, Simon Fraser University.</li> <li>• Lecturer, Teaching Assistant, Ohio State University, Departments of Art Education and Photography/Cinema.</li> <li>• Creative Director, apE III Visualization Software, TaraVisual Corporation.</li> </ul>	<p>2000-present</p> <p>2008-9</p> <p>1999-00</p> <p>1997-99</p> <p>1995-97</p> <p>1993-96</p> <p>1989-92</p> <p>1991</p>
<b>Exhibitions</b>	<ul style="list-style-type: none"> <li>• "[SPAM]," animated installation, Intersections Digital Studio, ECI, Vancouver</li> <li>• "Works on Paper," ECI Faculty Show, ECI, Vancouver.</li> <li>• "Rock," online animation exhibition, <a href="http://asifa.net">http://asifa.net</a></li> <li>• "Gasping For Air" 3 min., computer animation: screened at over 60 international film and video festivals, including the Northwest Film and Video Festival, Vancouver International Film Festival, Images du Futur, Philadelphia Festival of World Cinema, The Cardiff International Animation Festival, London Film Festival, SIGGRAPH 93 Small Animation Theater. Television screenings in Philadelphia, Chicago and on WTN. Ongoing screenings through Blackchair Productions' Independent Exposure program.</li> <li>• "Exquisite Landscape," INTERJAM group collaboration, Brave New Pixels, SIGGRAPH Chicago Chapter, local group, juried, Northern Illinois University Gallery, Chicago, Illinois.</li> <li>• Computer Generations: Animation and Mixed Media, group competition, The Warwick Museum, Warwick, Rhode Island.</li> <li>• PIXEL Tokyo, Japan CG Grand Prix competition 1991, Second prize winner, "Still/Fine Arts" section.</li> <li>• Design Now, group invitational, Delta College, Michigan.</li> <li>• Journeys: A Group Show of Computer Assisted Art, local invitational, Bricker Hall, The Ohio State University.</li> </ul>	<p>2007</p> <p>2002</p> <p>2000</p> <p>1993-present</p> <p>1991</p>

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<b>Honors and Awards</b>	<ul style="list-style-type: none"> <li>• Dance Centre Recommender Grant, for research in dance and animation, with Holly Bright. 1997</li> <li>• Gasping for Air: <ul style="list-style-type: none"> <li>○ Ten Best Award, and Best Experimental Entry, American International Film/Video Festival. 1995</li> <li>○ Best Animation, Humboldt International Film Festival.</li> <li>○ Prizewinner, Video Shorts, Seattle.</li> <li>○ Honorable Mention, Second Round, Medicine Wheel Animation Festival.</li> <li>○ Judges "Home" Award, Lab Service Award, Northwest Film and Video Festival. 1994</li> <li>○ 3rd Place - Animation, Berkeley Video Festival.</li> </ul> </li> <li>• Graduate Fellowship, Simon Fraser University. 1993-96</li> <li>• Ohio Arts Council Individual Artist's Fellowship. 1992</li> <li>• PIXEL Tokyo, Japan CG Grand Prix competition, Second Prize, "Still/Fine Arts" section. 1991</li> </ul>
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<b>Education</b>	<ul style="list-style-type: none"> <li>• Softimage Certification, Levels 201, 301, Mesmer Animation Labs, Seattle, Washington 1998</li> <li>• Ph.D. Candidate, Special Arrangements Program for Interdisciplinary Studies, Graphics and Multi Media Research Lab, Simon Fraser University, Burnaby BC 1993-96</li> <li>• Certified Laban Movement Analyst, Laban/Bartenieff Institute for Movement Studies 1995</li> <li>• Master of Arts in Art Education, Specialization in Computer Animation, Advanced Computing Center for the Arts &amp; Design, The Ohio State University 1991 <i>Thesis topic: Qualities of Motion: Expression in Animation and the Influence of Dance</i></li> <li>• Bachelor of Fine Arts in Animation with Honors, University of the Arts. <i>Deans List, '82, '81, '80</i> 1983</li> </ul>
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<b>Workshops</b>	• “Thirty Seconds in One Week: Story and Character Intensive for Animators,” Southern Taiwan University, Tainan, Taiwan	2008
	• “Laban for Animators,” Animation Universe Intensive, Portland State University, Portland, OR.	2007
	• “Laban for Animators,” Emily Carr Institute, Vancouver BC	2006
	• “Laban for Animators,” Surreal Software, Seattle, WA.	2004
	• “Laban for Animators,” Xbox Sports, Microsoft, Redmond	
	• “Laban for Animators,” Max the Mutt Animation School, Toronto.	2003
	• “Laban for Animators,” Radical Entertainment, Vancouver BC.	2002
	• “Acting for Animators,” taught with Ed Hooks, Emily Carr Institute, Vancouver BC.	
<b>Curating</b>	• Selected Award Winning Student Animation, Emily Carr Institute, 1983-2006, for the 2007 Canadian Animation Festival in Taipei	2007
	• “New and Noteworthy Vancouver Animation,” Women in Animation	2003
	• “From Poetry to Abstraction,” a program of abstract animation, University of Washington.	2002
<b>Lectures</b>	• “Laban for Animators,” Electronic Arts, Burnaby, BC	2007
	• “Laban for Animators: Movement and Character,” 2007 Canadian Animation Festival in Taipei, Taiwan	
	• “Laban for Animators: Movement and Character,” Chung Yuan University, Chung-Li, Taiwan	
	• “Laban for Animators: Movement and Character,” National Taiwan University of Arts, Taipei	
	• “Storytelling for the Camera,” Guest Lecture, Simon Fraser University, Burnaby, BC	2005 & 2006
	• “Principles of Animation,” Guest Lecturer, Simon Fraser University, Burnaby, BC.	2004
	• “Laban for Animators,” Guest Lecture, NYU/Tisch School of the Arts, NYC.	2003
	• “LMA and Animation: Visualizing the A Scale,” Guest Lecture, New York University, Computing Science, NYC.	
	• “Laban for Computing Scientists,” Guest Lecture, University of Toronto, Computing Science, Toronto, ON.	
	• “Yoga and Computers: balancing my practice,” Guest Speaker, Emily Carr Institute Public Lecture Series, Theme: Art+Technology, Vancouver, BC.	
	• “Principles of Animation,” Guest Lecturer, Simon Fraser University, Burnaby, BC.	
	• “Laban for Animators,” Guest Lecturer, Evergreen State College, Olympia, WA.	2002
	• Guest Artist, Emily Carr Institute, Vancouver, BC.	1995
• "Laban Movement Analysis and the 12 Principles of Disney Animation,"		

- Lecture, Laban Movement Analysis Certification Program, Seattle WA.
- Guest Artist, University of the Arts, Philadelphia PA. 1994
  - "Algorithmic Approaches to Computer Animation," Lecture, Graphics and Multi-Media Research Lab, Simon Fraser University, Burnaby, BC.
  - "Making Gasping For Air," Guest Speaker, ACM SIGGRAPH Vancouver, BC. 1993
  - "Creative Process and Computer Interface," Lecture, User Interface Group, Centre for Systems Science, Simon Fraser University, Burnaby, BC.
  - "Empowerment, Artists and Computers," Lecture, the Advanced Computing Center for the Arts and Design (ACCAD), Ohio State University, Columbus, OH. 1992
  - Visiting Artist, Columbia University, Chicago, Illinois.
  - Visiting Artist, Columbia University, Chicago, Illinois. 1991
  - "A Film Criticism Approach to Computer Graphics/Animation," Lecture, the Advanced Computing Center for the Arts and Design (ACCAD), Ohio State University, Columbus, OH

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<b>Conferences</b>		
• Moderator, "Women in Animation Panel," SPARK Animation Festival, Vancouver ACM SIGGRAPH, Vancouver, British Columbia		2008
• "The Uses and Abuses of Cartoon Style in Animation," Animation Universe, The Society for Animation Studies, Portland, Oregon		2007
• "Laban for Animators," Montreal International Game Summit, Montreal, Quebec		2006
• "Laban for Animators: A New Language for Movement," and "Visualizing Movement," Computational Poetics, invited presenter, Vancouver, BC.		
• "Integrating Practice and Theory in Scholarship. How Online Forums Can Fill the Gap in Creative Movement Expression in Animation Literature," invited panelist for "Not Just Funny Bunnies: The Interdisciplinary Futures of Animation Publishing and Opportunities for New Scholarship," Society for Cinema Studies Conference, Vancouver, BC.		
• "Visualizing the A Scale: a visual supplement to teaching Choreutics," 24 <sup>th</sup> Biennial Conference of the International Council of Kinetography Laban, London, UK.		2005
• "LMA and Animation: Visualizing the A Scale," MOSAIC Conference, Laban/Bartenieff Institute of Movement Studies, NYC.		2003
• "Making Characters Move: Expressive Character Acting through Laban Movement Analysis," Full-day Tutorial taught with Jana Wilcoxon, Game Developers Conference, San Jose, CA.		
• Education and Recruiting Roundtables, Panelist, ANI.MAR Festival of Audio Visual Creation, Mallorca, Spain.		1999
• "Women in Animation," Panelist, Olympia Film Festival, Olympia, WA.		1996
• "Expressive Technology: The Tool as Metaphor of Aesthetic Sensibility," Society for Animation Studies Conference, West Surrey College of Art and Design, Farnham, UK.		1993
• "Creating a Computer Interface for Animation and Dance," Dance and Technology Conference, Simon Fraser University, Burnaby, BC.		
• "Relationships Between Laban Movement Analysis and Computer		1992

Animation," Dance and Technology Conference University of Wisconsin-Madison, Madison, WI.

- "The Use of Laban-based Analysis for the Discussion of Computer Animation," 3rd Annual Conference of the Society for Animation Studies, Rochester Institute of Technology, Rochester, New York. 1991
- "Lived Motion and the Problem of Animation" Panelist, Philosophy of Gesture, International Workshop on Man-Machine Interaction in Live Performance, CNUCE, Pisa, Italy.
- "The Use of Cinema in Computer Graphics/Animation Education," Small Computing in the Arts Network (SCAN) Annual Symposium, University of the Arts, Philadelphia, PA. 1990

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### Publications

- Bishko, L., Conceptual Animation Lessons, Autodesk Animation Academy, <http://usa.autodesk.com/adsk/servlet/index?siteID=123112&id=10915650> 2009
- Bishko, L., "The Use and Abuse of Cartoon Style in Animation," reprinted in *The Animation Industry* (working title), Icfai Press, 2008 2008
- Bishko, L., "Developing Personality," contributed to Furniss, Maureen, *The Animation Bible*, Abrams, 2008, pp. 60-63 2008
- Bishko, L., "The Use and Abuse of Cartoon Style in Animation," Animation Studies Journal: <http://journal.animationstudies.org> 2007
- Bishko, L., "Visualizing the A Scale: a visual supplement to teaching Choreutics," Proceedings of the 24<sup>th</sup> Biennial Conference of the International Council of Kinetography Laban, London, UK. 2005
- Bishko, L., "Game Developers Conference 2003 in Review," Animation World Network, April 2003 2003
- Bishko, L., "The Peripatetic Metaphors of Lip Service: an interview with Ann Marie Fleming," Take One, No. 35, December 2001, pp. 24-26 2001
- Bishko, L., "Independent Animation – a Western Canadian Perspective...?" National Film Board of Canada Web site: [http://www.nfb.ca/animation/ideas/voxars/home\\_e.html](http://www.nfb.ca/animation/ideas/voxars/home_e.html) 2001
- Bishko, L., "The Celebration of BC Animation," fps, Spring 2000 issue 2000
- Bishko, L., "A Profile of Animation in Vancouver," Animation World Magazine, April 2000
- Bishko, L., "Tip of the Iceberg: A Conversation with Lee Mishkin," fps, the Magazine of Animation, Issue #16, 1999
- Bishko, L., "From Ghosts to Gargoyles: Interview with David Bowes," ASIFA Canada magazine, March, 1999
- Bishko, L., "Power Tools: A look at how three Vancouver film animators have explored digital media" ASIFA Canada Magazine, Summer 1997 1997
- Bishko, L., "Vancouver Animation," The Independent, November 1996. 1996
- Bishko, L., "Computer animation: the body/mind of the animator transformed," Cyberstage, June 1995 Issue 1995
- Bishko, Townsend & Yates, "Ottawa '94: Short Takes - Reviews of some of the Festivals' short films," fps, Spring 1995 Issue.
- Bishko, L., "Impressions of Ottawa '94," ASIFA-Canada Bulletin, December 1994 Issue 1994

- Bishko, L., "Expressive Technology: The Tool as Metaphor of Aesthetic Sensibility," *Animation Journal*, Kingsboro Press, CA, Fall 1994 Issue
- Bishko, L., "Relationships Between Laban Movement Analysis and Computer Animation," *Proceedings of the Dance and Technology Conference*, University of Wisconsin-Madison, February, 1992 1992
- Bishko, L., "ASIFA/Central Member Makes it 'Home' to Chicago," *Frame by Frame*, newsletter of ASIFA/Central, Fall 1992 Edition
- Bishko, L., "Impressions of the Dance and Technology Conference," *interface*, Vol. 3 Issue 1, May 1992
- Bishko, L., "Computer Animation and the Influence of Laban-based Analysis," *Proceedings of the International Workshop on Man-Machine Interaction in Live Performance*, June, 1991 1991
- Bishko, L., "A Vision of Terminal Culture: Conversation with Richard Wright," *Interface*, Vol. 3 Issue 1, May 1991
- Bishko, L., "The Use of Cinema in Computer Graphics Animation," *SCAN 1990 Proceedings* 1990
- Bishko, L., "The Principles of Computer Animation: The Animation Art of John Lasseter and Pixar," *interface*, Vol. 2 Issue 1, January 1990

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**Citations**

- Furniss, Maureen, "The Animation Bible," Abrams, 2008, pp. 31, 33, 316 2008
- Kelley, Keith, "The Animator's Eye: an approach for observing and interpreting the expressive quality of movement for beginning animators," unpublished Master's Thesis, Ohio State University, 2005 2005
- Hooks, Ed, "Acting for Animators," Heinemann Publishers, October 2003, pp. 70, 74, 72, 75, 127 2003
- "Expressive Technology" in Furniss, Maureen, "Motion Capture," presented at the Society for Animation Studies Conference, Australia, August 1999 1999
- Hackney, Peggy, "Making Connections," Gordon and Breach, 1998, p. 228 1998
- "Expressive Technology" in Wells, Paul, "Understanding Animation," Routledge, July 1998, p. 248.
- "Expressive Technology" in Hilf, William, *Animation Journal*, 1995 1995
- "Expressive Technology" in Furniss, Maureen, "Things of the Spirit: Abstract Animation and the Spiritual Quest," Unpublished dissertation, University of Southern California, 1994 1994

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**Reviews and Interviews**

- "Animators Schooled on Character Movement at GDC," *Animation Magazine*, [http://www.animationmagazine.net/events/3\\_6\\_1\\_03.html](http://www.animationmagazine.net/events/3_6_1_03.html), March, 2003 2003
- Interviewed for "SPLAT!" Teletoon, Fall 1998
- Interviewed for "Mucho Media," Episode 2, Rogers Cable, 1996 1996
- Lubetkin, Jordan "Filmmaker has 'Midas' touch with animated muffler movie," *Cleveland Jewish News*, March 31, 1995
- Echlin, Hobey, "Declaration of Independents: The Metropolitan Film Festival presents art on the edge," *Metrotimes*, January 25-31, 1995
- Interviewed for "The Creators," Rogers Cable, December, 1994 1994

- Hillborn, Dan, "Tops in Computer Animation," Burnaby Now, Wed. Nov. 23, 1994, p. 14
- Pocock-Williams, Lynn, "SIGGRAPH '93 Small Animation Theater in review," 1993 Pixel Visions, Issue I, 1993

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<b>Animation, Computer and Media Experience</b>	Digital animation & graphics:	3ds Max, Character Studio, Softimage, Life Forms, Photoshop, Premiere, AfterEffects, Dream weaver, Flash
	Programming & Operating systems:	C, Unix, Dos, Action Script
	Traditional Animation:	storyboards, animatics, key framing, inbetweening, ink and paint, rotoscoping, stop motion, optical printing, Acme and Oxberry camera stand
	16mm film and video production:	camera, lighting, sound and editing
	Fine Arts:	drawing, painting, photography, sculpture, dance, piano, guitar, poetry

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<b>Professional Service</b>	• Board of Directors, ACM SIGGRAPH-Vancouver	2003-2008
	• Founding member of the Canadian Chapter of Women in Animation	2000
	• Board of Directors for ASIFA Canada (Association Internationale du Film d'Animation). Promoted ASIFA Canada locally	1993 – 2003

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<b>Professional Memberships</b>	• Society for Cinema and Media Studies
	• ACM SIGGRAPH-Vancouver, Board of Directors
	• Laban/Bartenieff Institute for Movement Studies
	• International Council of Kinetography Laban
	• ASIFA International (Association Internationale du Film d'Animation)