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Short Biography

Tim Burton:

Tim Burton was born on August 25, 1958 in Burbank California. Tim spent most of his childhood by himself, drawing cartoons and watching movies, particularly ones with Vincent Price. He would also make short, stop-motion films within his back yard, one of his first known films was called *The Island of Doctor Agor* which he created when he was only 13 years old, casting himself as Doctor Agor and fellow classmates as other characters.

After High School, Tim Burton attended California Institute of the Arts and after graduating from college, he started his first job as Disney animator. At this job he helped with the creation of *The Fox and The Hound* and *The Black Cauldron*. The Disney Company, looking past Burton's creative differences and recognizing Burton's talent as an animator, allowed him to express his creativity on the Stop Motion short, *Vincent*. This short, made with Burton's iconic eccentric style of stop motion and gothic plot line, was about a young boy whom goes through dark, twisted actions, including performing experiments on his dog creating a zombie dog and having delusions that he is part of Edgar Allen Poe's "The Raven". This short, narrated by Vincent Price himself, was different than other films at that time and won several awards for Disney.

Tim Burton's first live action short was *Frankenweenie* but wasn't released because it was deemed inappropriate for children. This film went to become a base for the stop motion film *Frankenweenie* created in 2012. Though this film wasn't released to the public, actor Paul Reuben, known for his role playing Pee-Wee Herman, saw *Frankenweenie* and determined that

Tim Burton was the person he wanted to direct Pee-Wee Herman's first full feature film, *Pee-Wee's Big Adventure*. This film was a huge success and was the first step towards Burton's huge popularity. After Tim directed this film, he directed no films for three years, even though he was presented with plenty of opportunities. Tim wanted something new, and nobody was able to provide that, at least until he was presented with the script for *Beetlejuice*.

The script for *Beetlejuice* wasn't written about anything in particular, but it was filled with many wild possibilities and opportunities for Burton to express his strange and exotic filmmaking style. There was no way that Burton could resist, and this was a good thing, for *Beetlejuice* was another big hit for Burton's record as a filmmaker, solidifying his position in Hollywood. After *Beetlejuice*, Tim was entrusted with Warner Bros. *Batman* which became the most financially successful film of the year. So, with three successful films, Burton was granted the rights to create any film, of any genre or style, that he wanted. With this huge opportunity Burton created *Edward Scissorhands*, one of his most emotional and artistic films, he ever created.

Even though people relate Tim Burton to his dark and gothic films, he created *Mars Attack*, which was still eccentric and wild, but was filled with vibrant colors, much different than his previous movies. This movie, along with several others including *Batman Returns*, and for a while *Ed Wood*, were considered failures for Burton's record, but he was able to redeem himself by returning to his dark, eerie style for his next films, *Sleepy Hollow* and the remake of *Planet of the Apes*. As the years have passed, Burton has moved to creating more and more family friendly shows such as *Charlie and The Chocolate Factory*, *Alice and Wonderland* and *Dumbo*, but whether he's creating horror or fantasy, all of his films have an eccentric quirky style that are authentic to his films.

Nolan Bushnell:

Nolan Bushnell is considered by many to be the “father of electronic gaming”. Bushnell is the man that established the video game and computer software developing company known as Atari, as well as several other companies including Chuck E. Cheese and Brainrush. Bushnell has been inducted in the Video Game Hall of Fame and was named one of *Newsweek's* "50 Men Who Changed America." He is also the creator of Bushnell's law which states that, in order to create a rewarding game, it should be “easy to learn and difficult to master”.

Bushnell was born in Clearfield Utah on February 5, 1943. He grew up tinkering in his garage and creating inventions such as a roller-skate-mounted liquid fuel rocket and then at age 15, after his father's death, and he was forced to run his family's concrete company. Then during his college years at University of Utah, he worked at Lagoon Amusement Park in Farmington Utah as a manager of the games department where he was particularly interested in the Midway Arcade games. He liked the idea of having people interested enough in a game to pay a fee to play it. His job at Lagoon increased his love for classic arcade video games.

In 1968 he graduated from the University of Utah and with his love for the arcade game, he attempted to create one with his colleague Ted Dabney. They called it “Computer Space”, which was the first computerized video game, but it was commercially unsuccessful. This failure did not stop Bushnell, however, and in 1972 he went on to co-found the company Atari with Ted. One of Atari's first games was “Pong”, a simple computerized video game of table tennis.

A couple years after Atari was founded, Bushnell decided it was time to grow his company, but to do so he needed money. He approached several companies and got lucky with

the Warner Company, the parent of Warner Bros., and owner of DC comics, who bought Atari and provided the money to upgrade the company. With this extra money, Atari was able to release their Video Computer System in 1977, but then a year later, due to a clash over company matters, Bushnell was forced to leave the company.

Before he was forced out of Atari, Bushnell had bought Warner's "Pizza Time Theater", a place where children could eat pizza and play their favorite video games, and changed it's name to Chuck E. Cheese's Pizza Time Theater, later shortened to just Chuck E. Cheese. He also refused an offer for a third of Steve Job's new company Apple for an investment of \$50,000 and says that "It's kind of fun to think about that, when [he's] not crying". While away from Atari he founded a new company called Brainrush, which focuses on using technology for video games to create educational software. He also became a member of the advisory board for Anti-AgingGames.com, a website focused on improving the memory and concentration of people over 35. Finally, after 33 years, Bushnell rejoined Atari as a Board of Directors.

Currently, Bushnell is still running his company Brainrush, and has created software that can teach subjects 10 times faster than classroom lectures and has video game metrics that attach students to academic subjects more deeply than ever before. He is also giving speeches on innovation, education, entrepreneurship and many other subjects. Nolan Bushnell wishes to motivate people to unleash their creativity and believes that "anyone that has had a shower has had a good idea, it is the one that does something when they get out that make the difference".