

Jonathon Rogers

DGM-312G

November 2, 2019

### Glen Keane Biography

In spring of 1984, in Philadelphia, Pennsylvania, Glen Keane was born. Glen was born into a family where the father was a cartoonist, who's name was Bil Keane. Bil was the creator of the comic strip "The Family Circus". Glen was influenced by his fathers drawing capabilities, and at a young age, he gained interest in the arts. Most of his youth was spent in Paradise Valley, Arizona. After graduating from high school at Brophy College Preparatory, and rejecting a football scholarship at another college, Glen was encouraged by his father to apply to the California Institute of the Arts. Though, his journey to apply to the California Institute of the Arts wasn't that simple.

Glen and his father drove to California on Easter weekend with his portfolio in hand. They had made the mistake of not calling CAL arts ahead of time to make sure they were open, and when they arrived, the doors were closed. His father took his portfolio and headed to the dorms to find someone he could have drop off his portfolio. Luckily enough they did find a student and his portfolio would be turned in. About a month later he gets an acceptance letter from CAL arts into the school of film graphics, which was nowhere near close to what he wanted to study. Glen just wanted to do painting, and he had never given thought to film, or animation. But when he attended the school of film graphics, and started to bring his drawings to life, he said he loved the feeling of weight, and space when animating.

While learning animation, he wanted to apply to work for Disney, but he would talk himself out of applying because he thought he couldn't get a job there. But regardless, he made a portfolio that he could one day present to Disney if he were to apply. While still at the school of film graphics, animators from the Disney studio started a training program, and they visited Glen's class to find people to train. Glen was nervous because he thought his animation drawings were too rough and they weren't going to like them. When he presented his portfolio, which contained many finished paintings, and some rough drawings, he tried to guide the person reviewing his portfolio to look at the finished paintings that took him months. The reviewer was flipping through the paintings faster and faster, as to not be impressed, and then he got to Glen's rough drawings and he stopped, analyzed, and would keep going, but slower this time. Glen's rough drawing caught the reviewer's eyes, and he asked Glen, "Could you do more of these? If you can, we may have a spot for you at Disney." Glen was motivated by that portfolio review to fill his sketch book in a week that he could present again. During that week, he made 700 rough drawings of people at the beach, people playing Frisbee, animals at the zoo, and dogs on the street. From those 700 pages, he was hired into Disney.

After starting at Disney in 1974, for 3 years he would work on animating along side Disney animator Ollie Johnston on the animated feature, "The Rescuers". Glen was the animator for the characters of Bernard and Penny. He would go on to animate some of Disney's most memorable characters as the lead character animator. He designed and animated Ariel in "The Little Mermaid", as well as the title characters in "Beauty and the Beast", "Aladdin", and "Pocahontas". Glen even lived three years with his family in Paris, France where he would complete his work on Disney's animated feature film, Tarzan. In 2003, he became the director for a CGI animated film called "Tangled". His goal was to bring the feeling of traditional

animation to the work of CGI animation. After some health issues he was having during this project, he stepped down as director and took the role of executive producer and the animating director. Tangled would then be released in November of the year 2010.

After animating at Disney for 37 years, Glen said his goodbyes to the studio and fellow animators to start his journey creating his own studio and researching new ways to animate and expand his knowledge. In 2013, his studio was contracted by the technology company Motorola, who at the time was owned by Google, to animate a short film called “Duet” using Motorola’s advanced immersive technology. Glen had the opportunity to present the project in 2014 at the Google I/O conference. The project was inspiring and captured the hearts and minds of many in the audience. Glen Keane was a master animator who revolutionized the Disney style and was a leader of the Golden Era of animation.