



Petersen Media Contact:

Katie Hellwig

(818) 992-4353

khellwig@jmprpublicrelations.com

**PIXAR'S "THE ART OF CARS" EXHIBIT
ARTIST BIOS**

Elyse Klaidman

Dean of Art and Film, Pixar University

Curator, Pixar: 20 Years of Animation

Pixar Animation Studios

Before coming to Pixar in 1996, Elyse Klaidman worked as an artist, educator and curator. Her strengths in both fine arts and communications have led to her dual roles within the company. As Pixar's in-house curator, Elyse has created Pixar's internal exhibition program, curates Pixar's galleries, designs and implements educational exhibits, and works with museums from around the world on Pixar's external exhibitions. As the Dean of Art & Film for Pixar University, Elyse maintains Pixar's fine arts & film curriculum, directs the film, special guest and master class programs, and continues to teach art skills throughout the studio.

Bill Cone

Production Designer

Pixar Animation Studios

Bill Cone, production designer at Pixar Animation Studios, cites such disparate influences as Mad magazine – and the fine art of painters John Singer Sargent, Richard Diebenkorn and Maynard Dixon – as inspiration for his more than fourteen years of highly respected design work at Pixar.

Starting as a freelancer for Pixar Animation Studios in 1992, Bill was asked by Director John Lasseter to engage in various studies of neighborhoods for an animated Christmas television special for Disney about toys that come to life. That special eventually became the groundbreaking animated film Toy Story, leading to a fulltime position for Bill as a set designer on the movie.

On Pixar's next two films, A Bug's Life and Toy Story 2, Bill served as production designer and co-production designer, respectively. He split the production designer credit with colleague, Bob Pauley, on Cars, where he was responsible for the overall look of the film's various environments, color design, and sets. Bill is currently working on a future Pixar project in the same role.

Prior to Pixar, Bill played in a variety of bar bands, was a staff illustrator for the San Francisco Chronicle, and set designer on the film Nightmare Before Christmas.

Bill graduated from San Francisco State University with a bachelor's of art in fine art and earned a bachelor's of art in illustration from Art Center College of Design. He resides in Moraga, Calif., with his wife, two children, two dogs, and two cats.

Bob Pauley

Production Designer

Pixar Animation Studios

Always interested in automotive design, Bob Pauley played a critical creative role in the production of the Disney presentation of a Pixar film, Cars. As production designer, Bob was instrumental in the design of many of the film's characters and environments, drawing inspiration from a life-long love of cars and research trips to various auto shows and Route 66.

Bob joined Pixar Animation Studios in 1993 at the beginning of production on Toy Story, the studio's first feature film, serving in character design and sketch artist. Following Toy Story, Bob was art director on A Bug's Life and production designer on Monsters, Inc.

Bob was born in Royal Oak, Michigan, and grew up in San Jose. He earned a bachelor's of science in graphic design from San Jose State University. He resides in Berkeley, California. Bob is currently working on future Pixar films.

Tia Kratter

Art Director

Pixar Animation Studios

Tia joined Pixar Animation Studios in 1993 as a Digital Painter during production of the studio's first feature film, Toy Story. She has subsequently held the Shader Art Director role on other films such as A Bug's Life, Monsters, Inc. and Cars, where she was responsible for specifying the color and texture of every object modeled for a film. Tia is currently working on a future Pixar project as Art Director.

Prior to Pixar, Tia was a background painter at Disney Feature Animation from 1980 to 1995, where she worked on a variety of acclaimed animated films including The Little Mermaid, Aladdin, and Beauty and the Beast.

Tia is a graduate of Art Center College of Design in Pasadena, California. She currently resides in Moraga, California, with her husband Paul and dog, Orbit.

Paul Topolos

Digital Matte Painter

Pixar Animation Studios

As a youth, Paul Topolos was a big fan of epic films and particularly fascinated by the establishing shots in those films that took him to other places. When he eventually found out that many of those shots were built around matte paintings, he realized what he wanted to build his career around.

Paul joined Pixar Animation Studios in 2002 as a matte painter on the Academy® Award-winning film, *The Incredibles*. He then worked on *Cars* before his work on Disney•Pixar's most recent feature film, *Ratatouille*. Paul is responsible for creating many of the Paris cityscapes and backgrounds that appears in the film.

Prior to Pixar, Paul worked at the Lucas companies in both the game and film divisions. For LucasArts, he drew storyboards, concept designs and built, painted, art directed and lit 3D sets for video games. At Lucasfilm, Paul was a storyboard artist on *Star Wars Episode I: The Phantom Menace* and the matte painter in the pre-visualization department on *Star Wars Episode II: Attack of the Clones*. Paul is currently working on future Pixar films.

Jay Shuster

Sketch Artist

Pixar Animation Studios

The title of the film *Planes, Trains & Automobiles* might just be the perfect description for Pixar Animation Studios sketch artist Jay Shuster's childhood in Birmingham, Michigan. As the son of a car designer, Jay's childhood bedroom was a nest of blue prints, drawings, posters, machines, and models of all things connected with nearly every mode of mechanized transportation.

But it wasn't until Jay saw *Star Wars* that he connected his interests to a possible future in the film industry, where he saw an opportunity to work in an unrestrained creative culture. That desire initially took him to Lucasfilm Ltd., where he designed a variety of vehicles and environments for the *Star Wars* prequel film trilogy.

Jay arrived at Pixar in 2002 as a concept designer on *Cars*, where he translated Director John Lasseter's ideas into characters and environments. He is currently working on Disney•Pixar's 2008 release, *WALL•E*, as a sketch artist, working in a similar capacity.

Jay graduated in 1993 from the Industrial Design program at College for Creative Studies in Detroit. He currently resides in El Cerrito, California.

About the Petersen Automotive Museum:

The Petersen Automotive Museum is a 501(c)(3) non-profit organization, a pioneer in automotive education, and one of the nation's largest and preeminent automotive museums. The Museum is located at 6060 Wilshire Boulevard (at Fairfax) in Los Angeles. Admission prices are \$10 for adults, \$5 for seniors and students with ID, and \$3 for children ages 5 to 12. Museum members and children under five are admitted free. Covered parking is available for \$6 per car. Museum hours are Tuesday through Sunday and holiday Mondays from 10 a.m. to 6 p.m. For general Museum information, call (323) 930-CARS or visit the Museum's website at www.petersen.org.

About Pixar Animation Studios:

Pixar Animation Studios, a wholly-owned subsidiary of The Walt Disney Company, is an Academy Award®-winning film studio with world-renowned technical, creative and production capabilities in the art of computer animation. Creator of some of the most successful and beloved animated films of all time, including Toy Story, Finding Nemo, The Incredibles, Cars, and most recently, Ratatouille. The Northern California studio has won 21 Academy Awards® and its eight films have grossed more than \$4 billion at the worldwide box office to date. The next film release from Disney•Pixar is WALL•E (June 27, 2008).

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