



Andrew Grant (1986)

ARTS & CULTURE - DIGITAL MEDIA

Born and raised in Bramalea, Andrew graduated from BSS in 1986.

Andrew obtained a graphic design diploma from George Brown college after two years of study. He enjoyed this time but was fascinated by the use of computers to do animation. This was still a small field in 1988 but he dove in anyway. He went on to Sheridan college and got certificates in both COMPUTER GRAPHICS and COMPUTER ANIMATION.

His first job was for a then small company called CALIBRE DIGITAL DESIGN that experimented with different visual styles. They were best known for their Monty Pythonesque cut-out style of animation that was seen in the weekly animated show 'BEETLEJUICE' and in various MUCHMUSIC promos.

Andrew moved to Vancouver to help start MAINFRAME ENTERTAINMENT as they were going to produce the first ever computer generated cartoon show. That show was 'REBOOT' and helped launch the company to many other projects. When Andrew left MAINFRAME in 1997 he was working in their IMAX RIDE division.

He then went to George Lucas' special effects company INDUSTRIAL LIGHT AND MAGIC in San Rafael, California. Here he was able to concentrate on character animation for feature films. His first feature was EPISODE 1: THE PHANTOM MENACE. Over the course of his career at ILM he also worked on such films as GALAXY QUEST, EPISODE 2: ATTACK OF THE CLONES, and THE HULK among others.

Andrew has just recently moved back to Toronto to work at the new Digital Features Division of C.O.R.E. DIGITAL PICTURES under the direction of another ex-ILM Canadian, Steve "Spaz" Williams