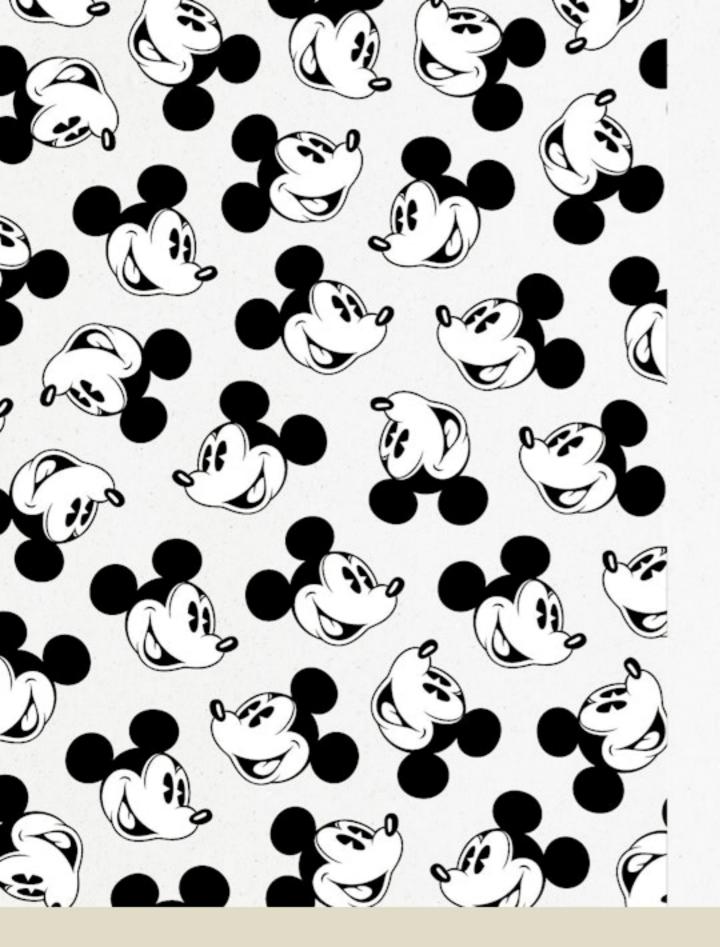


AN ILLUSTRATED JOURNEY THROUGH 100 YEARS OF MAGICAL STORYTELLING



SECTION 1

ENTRANCE



Walt's Early Years
Timeline
Pioneering Animation
Mickey Mouse and Friends

WALT'S EARLY YEARS

Walter Elias Disney was born to an ordinary household in Chicago, Illinois, in 1901. At the time of his birth, his father Elias was a building contractor and his mother Flora was a teacher. Walt was the couple's fourth son; later, a daughter joined the family. As a child, Walt drew cartoons and loved performing. He contributed drawings to his school magazine and, at the age of 14, enrolled in Saturday morning classes at the Kansas City Art Institute. In 1917, Walt's brother Roy Oliver Disney joined the US Navy and, in 1918, Walt followed, serving as a Red Cross ambulance driver — he soon became known as his unit's 'resident artist'.

When Walt returned home in 1919, he found work in a commercial art studio in Kansas City, where he met a talented draftsman with whom he would eventually go into business, Ubbe Ert lwwerks, later known as Ub lwerks. Walt's first experience with animation was for a company making short commercials and title cards for cinemas. He set up a fledgling animation company, called Laugh-O-gram Films, Inc., and started making animated fairy tales and live-action films with animated sequences.

Laugh-O-gram did not prove successful, however, and in the summer of 1923, Walt joined his brother Roy in California. Walt and Roy rented a small office and set up as the Disney Brothers Cartoon Studio, with Ub Iwerks joining them the following year. In 1925, Walt married Lillian Bounds, a young woman from Idaho who was working in what would become the Ink and Paint Department. In early 1926, the company moved into a single-storey building on a new studio site nearby at 2719 Hyperion Avenue that would serve as its base – while continuing to grow – for the next 14 years.

KEY TO PLATE

1: School cartoons

White in high school in Chicago, Walt drew cartoons for his school magazine, The Voice, also sometimes known as The Tiry Voice.

2: Early ambition

With working on one of the animated Alice Cornecties star – Margie Gay takes he created at his first studio, Laugh in the middle, surrounded by left to Organn Films, in Kansas City in 1922. right, animator Rollin T-lami Hamilton.

3: Talented team

A line-up of early Disney studio

employees, with child actor – and Alice Cornelles star – Margio Gay in the middle, surrounded by left to right, animator Rollin T-lami Hamilton, Roy Cl. Disney, animator Hugh Hamian, Walt Disney, animators Rudy ising Ub liveries and writer Walter Hamian.

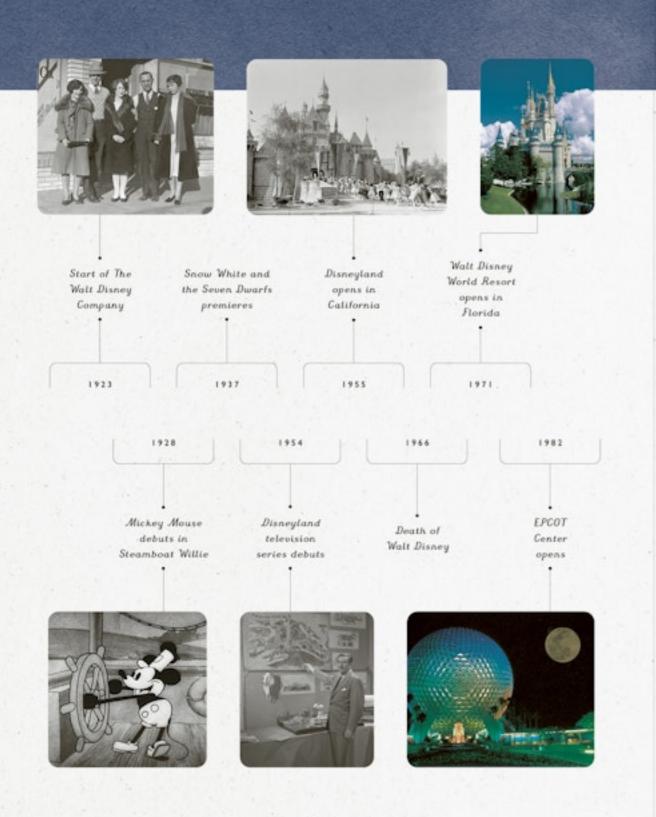


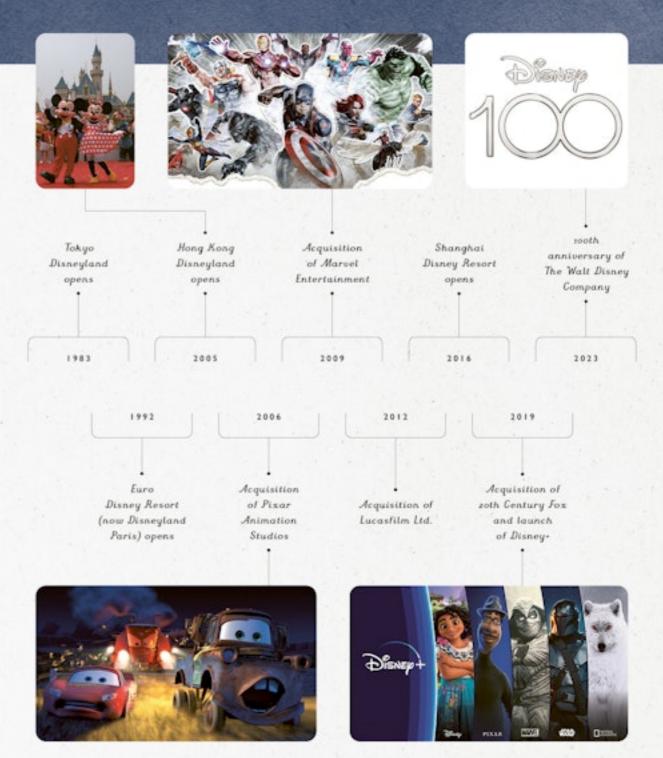
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PIONEERING ANIMATION

Walt Disney's first professional experience with making cartoons was at advertising company, Kansas City Film Ad. The animation consisted mainly of stop-action photography of jointed cardboard figures, which, although crude, provided 18-year-old Walt and colleague Ub Iwerks with their basic training. When Walt and Ub set up their own company, Laugh-O-gram Films, Inc., they quickly began to create more ambitious content. Their updated reworkings of fairy tales such as Cinderella and Jack and the Beanstalk included modern touches such as motor cars and aeroplanes.

When Walt's Laugh-O-grams did not take off, the ambitious filmmaker tried a new approach; he tried mixing animation with live-action sequences. The result was Alice's Wonderland, in which actor Virginia Davis, playing Alice, dreamed of stepping into a cartoon world where she might ride an elephant and get chased by lions.

With Laugh-O-gram Films on the verge of bankruptcy, Walt changed course and headed for California, taking the completed Alice's Wonderland pilot film with him to show around as a calling card. After several months of trying, Walt found a backer, producer and distributor Margaret Winkler, who agreed to pay for a series of Alice Cornedies. Winkler would eventually hand the business of distribution over to Charles Mintz, her husband, who then commissioned Walt to create a new cartoon for Universal Pictures: Oswald the Lucky Rabbit. Although instantly popular with the public, with a few examples of his own tie-in merchandise, Oswald would not prove so lucky for Walt. Mintz chose to reclaim creative control over the character and make future cartoons without Walt - even hiring many of Walt's own animators to do so.

Walt was not long discouraged. He decided to invent a brand-new character: a cheeky, charming mouse, with a female sidekick. Mickey Mouse and Minnie Mouse debuted in the world's first cartoon to feature a fully synchronised sound track, paving the way for Walt's next innovation: the Silly Symphony series. Created with musical director, Carl Stalling, the new series had an even more inventive use of music, launching in 1929 with The Skeleton Dance.

KEY TO PLATE

1: Oswald the Lucky Rabbit

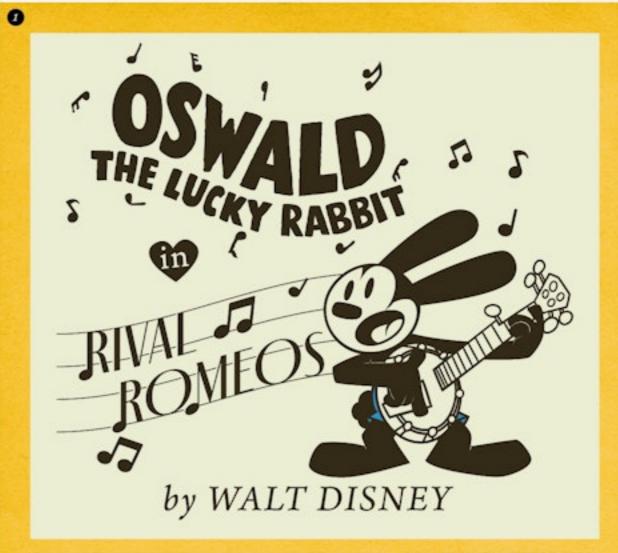
Walt's cartoon rabbit, Oswald the Lucky Rabbit, became a very successful character, spawning the first. films in cinemas in the United States. merchandise to feature a Disneydesigned character. With his round head and body breeches and large eyes, Oswald, seen here in new character art, somewhat anticipated Mickey Mouse.

2: Alice Comedies

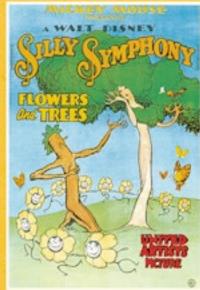
Lobby card for the Alice Cornecles. These cards were used to promote Walt himself worked on several of the first Alce Cornedes, animating on the cartoon sequences and directing the five-action scenes. The senes ran between 1924 to 1927 and comprised 56 silent films.

3: The Silly Symphony series

Poster art for the Sily Symphony series. film, Rowers and Trees (1932). In the first Mickey Mouse cartoons, the music had to fit the action, but with the Sily Symphony series Walt was determined to key the action to the music









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FSC DUMMY

Written by Simon Beecroft Edited by Ellie Rose and Frankie Jones Designed by Rob Ward and Maddox Philpot Production by Emma Kidd and Ella Holden

A CIP catalogue record is available from the British Library

DISNEY MUSEUM

Welcome to the





MICKEY MOUSE AND FRIENDS

Having learned that he didn't control his first truly successful character, Oswald the Lucky Rabbit, Walt Disney set about inventing a replacement: Mickey Mouse. Walt gave Mickey some of his own enthusiastic, charming personality - and later he even provided Mickey's distinctive, high-pitched voice. He made sure that he owned the character so that no one could take it away from him.

Walt and Ub Iwerks worked on Mickey's character design, creating the iconic three circles that formed Mickey's head and ears. Mickey starred in the silent cartoon Plane Crazy, the first produced Mickey Mouse short, although this was not released until after his debut in Steamboat Willie (1928). When Steamboat Willie - the first cartoon with synchronised music and sound effects - premiered in New York, Mickey became an

Joining Mickey in his first outings was Minnie Mouse, his eternal sweetheart, best friend, and a determined, optimistic 'righter of wrongs' in her own right. In the 1930s came Mickey's loyal canine pet Pluto, short tempered Donald Duck and charming, clumsy Goofy. Over the years, new cast members were added, including the fashionable Daisy Duck, his fabulously rich uncle Scrooge McDuck (created originally as a comic-book character) and his irrepressible nephews, Huey, Dewey and Louie.

By the mid-1930s, Mickey was a star around the world, with Donald Duck a close rival for the world's affections. Mickey continues to be a global superstar almost a century later.

KEY TO PLATE

1: Minnie Mouse

Voiced originally by Walt (later by Marcelite Garner, who worked in the studio's link & Paint Department). Minne sings, plays piano, dances and makes merry with her leading man. Poster art from 1932.

2: Pluto

Mickey's pal joins the gang in 1930. and in 1931 is named Pluto, after the recently discovered planet. Poster for Mickey's Pal Pluto (1933).

3: Mickey Mouse model sheet

Mickey's design was a collaborative effort between Walt, Ub Iwerks and Les Clark, but Walt gave Mickey the engaging personality that allowed audiences to identify with him as they much much more. would a human character on screen. Walt sometimes suggested that the mischievous mouse was his after ego.

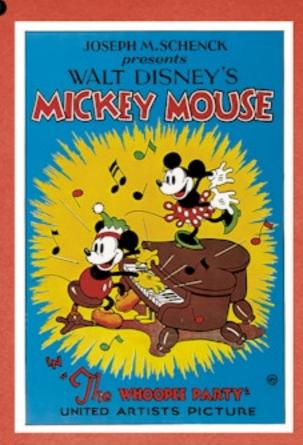
₫: Mickey merchandise

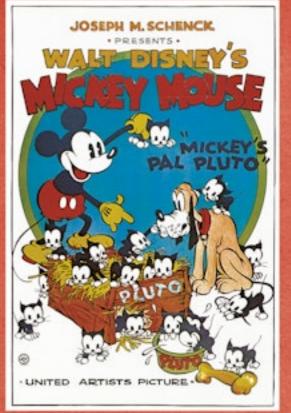
The first Mickey Mouse and Minnie Mouse dolls, books and other items.

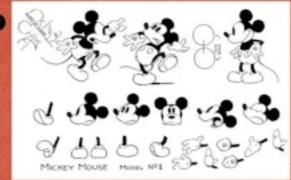
appeared in 1930 and were instantly popular Since then, Mickey and his friends have appeared as toys. on clothes, stationery, curlery, watches, hot-water bottles and

5: Mickey and the gang

In the mid-1930s, Mickey Donald and Goofy start to work together as a cornedy team. Story sketch from unproduced short Mickey's Sea Monster (1935).











PREFACE



I write this note as I'm working on the screenplay for our film, Wish, a film that many of us at Walt Disney Animation Studios have been dreaming about for years. It's an alloriginal fairytale, with beautiful and powerful music by Julia Michaels and Benjamin Rice, with an incredible heroine, Asha, a truly dastardly villain in Magnifico, a magical Star, and a talking baby goat who wears pajamas. And it's a story that affirms there is no greater power in the universe than someone with a true wish in their heart.

As I think of the films of Walt Disney, and his incomparable talents for storytelling, as well as his connection to stories of heroes and villains, of magic and laughter, with characters who charm and resonate, I hope he'd be pleased with the work of our studio. Wish is inspired by the legacy of storytelling from our first century at Disney, a legacy and history this book so beautifully celebrates.

At Disney, our aim is clear and our commitment is strong; we want to tell stories that awaken the imagination and transport the audience, stories that connect with people, reflect who they are, and perhaps even stir them to dream. Being at Disney is the stuff of dreams, a place that inspired us as children, and ignites the best of our creativity every day.

Whether you are watching one of our films or series, experiencing an attraction at a Disney Park, or reading a great Disney book, know that, across this company, storytellers are honouring Walt by creating the stories we tell for today and future generations. His legacy was one of innovation and entertainment, and in these pages, you see his incredible contributions to the world, and the shared endeavor of all of us who have followed to innovate and entertain in his name.



SECTION 2

THE GOLDEN AGE



Snow White and the Seven Dwarfs
Spellbinding Classics
Dreams of Happiness
Animal Tales
Jumpin' Jungle
The Art of Animation
Beloved Characters
Long Live the King
TV Toons and More



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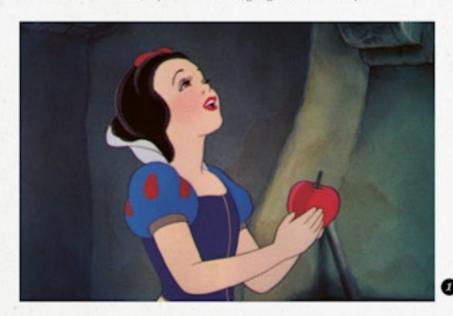
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SNOW WHITE ANDTHE SEVEN DWARFS

In June 1934, Walt Disney announced to the New York Times that he intended to make the world's first feature-length animated film. Walt's hugely successful Mickey Mouse and the Silly Symphony short cartoons had preceded the main feature, but now he believed animation could be the main event. Walt turned to the 1812 fairy story Snow White by the Grimm Brothers, attracted initially by the comic potential of the seven folkloric Dwarf characters. Everyone working at the studio was encouraged to suggest jokes for a bonus payment per gag.

Under Walt's guidance, however, the story telling and characters moved in a more naturalistic direction, with greater focus on the relationship between Snow White and the evil Queen. To inspire his animators, Walt acted out the entire story one evening, playing all the parts and even indicating where songs would occur. Walt was determined that the film would set new standards for believable, naturalistic animation, particularly of human characters - a feat that had, until then, never been achieved. He arranged art classes for his animators and shot footage of actors playing the parts for his artists to study.

Technical advances were also made: a larger size of animation cel was pioneered to allow more characters and detail into each frame. Another new invention, the multi-plane camera, made it possible to dramatically focus in on a character while the background, such as distant mountains, stayed the same size, giving the illusion of depth.



The film took three long years to make. Press had speculated on whether Walt would ever be able to complete it, calling it 'Disney's folly'. By the end, hundreds of animators and artists were working solely on Snow White and the Seven Dwarfs. In total, approximately one million drawings were used, with Disney chemists custom mixing 1500 separate colour shades. Finally, at a record-breaking cost of nearly \$1.5 million, Snow White was finished. It premiered in 1937, just four days before Christmas, to standing ovations, rave reviews and not a dry eye in the house. The film became Walt Disney's first feature length masterpiece and one of the most important films in cinema history.

KEY TO PLATE

1: Snow White

Ink-and-paint artists coloured onls with a rouge-like shade to give Snow unnamed, but Walt saw that they White truly rosy cheeks. The rosein a soft diffused effect.

2: The Seven Dworfs

In the fary tale, the Dwarfs are could be given individual personalities, seen here in this production drawing coloured dye, when carefully applied. suggested by their names. From about of the Queen transformed into an old bled into the surface of the cel resulting S0 possible names, seven finalists were woman. The film used many character chosen by a process of elimination as angles and moody lighting to increase to which ones best suited the story.

3: The evil Queen

European storybook illustrations impired the visual feel of the film, as the drama in the scenes.





SPELLBINDING CLASSICS

With his next films, Walt Disney set out to surpass the triumph of Snow White and the Seven Dworfs. In Pinocchio (1940), he and his artists achieved even greater feats of animated intricacy and realism. Seeking ever greater believability, his animators used dimensional models of characters made from clay, wood and plaster, which they could view from any angle. Walt's drive for perfection led him to throw out six months of work after he decided that Pinocchio needed to be more human-like to engage an audience's sympathy. His ambition paid off: the film was a masterpiece, and became Disney's first animated feature film to win a competitive Academy Award®: one for Best Music, Original Score and another for Best Music, Original Song, for 'When You Wish Upon a Star'.

For Fontasia (1940), Disney collaborated with renowned conductor Leopold Stokowski. Walt and his artists listened to hundreds of pieces of classical music and chose a dozen for which they thought they could create animated sequences. They included popular classics from Tchaikovsky, Beethoven and Mussongsky, as well as Stravinsky's modernist, atonal 'Rite of Spring'. The often-stunning animation ranges from semi-abstract imagery to ballet-dancing hippos, elephants, ostriches and alligators.

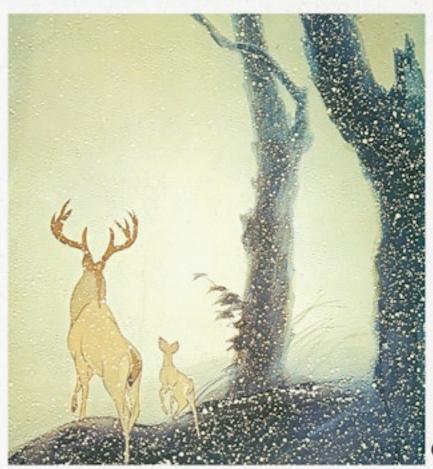
- Dumbo (1941) was produced in a record time of just about a year and a half, It is the warm-hearted tale of a baby circus elephant with large ears who, after being separated from his mother, discovers he can fly. The artists observed performers and animals on a research trip to a real circus, and Dumbo's endearing expressions and manner were inspired by directing animator Bill Tytla's own two-year-old son.

After showing dedicated interest in the story during the mid-1930s, Walt Disney's Bambi (1942) would take five years to complete. Live animals, including fawns, rabbits, chipmunks and squirrels, were studied by the animators. As the storyline grew, one animal became a standout character, Thumper the rabbit. Voiced by four-year-old Peter Behn, Thumper was Bambi's best friend and surrogate parent, and frequently stole the scene. The film took animated features to new heights of subtlety and beauty. Supervising animators Offie Johnston and Frank Thomas said, "Of all the great pictures Walt Disney made, this was his favourite."









KEY TO PLATE

1: Under the waves

In Procedur's underwater sequences, the studio artists created enchanting bubbling water effects that almost belie their origin as drawings on pages of paper.

2: A magician in training

The Sorcerer's Apprentice' segment of Fontaxia is set to the music of Paul Dukas's orchestral work of the same title, written in 1897. Mickey Mouse is an assistant to a soncernr who takes on the powers of his teacher and nearly causes disaster. This story sketch illustrates a dream sequence which shows Mickey believing he can control the oceans and even the cosmos.

3: Taking flight

In this final frame, Dumbo discovers, what his ears are good for - flying, At the time of its release, Time magazine noted that Dumbo was "Disney's best all-round picture to date."¹

4: Forest environment

The spollbriding atmosphere of Bambi's forest draws from the look of Tyrus Wong's pastel visual development works, impred by Chinese art of the Song dynasty.

DREAMS OF HAPPINESS

In Snow White and the Seven Dwarfs, Walt had created the first Disney feature-film princess. In 1950, Snow White was joined by the kind and confident Cinderella, voiced by popular young singer Ilene Woods. Mary Blair - at the time one of only a handful of female visual development artists at the studio - helped create the look of Cinderella, with bold colours and stylised shapes, notably for Cinderella's ball gown. Cinderella was a box-office hit, enabling Disney to further expand into live-action films, television and his own theme park.















The third and final princess-centric animated feature personally overseen by Walt Disney himself was Sleeping Beauty, released in 1959. Given the 'gift of song' at birth, Aurora's personality was brought to life by young soprano Mary Costa Animator Marc. Davis created a much larger role for the fairy tale source material's villain: the 'Mistress' of All Evil', Maleficent.

When Disney artists returned to fairy tales with The Little Mermoid in 1989, they created a modern heroine. In Hans Christian Andersen's story, Ariel is shy and quiet, but here she is active and rebellious. Ariel's own actions drive the plot - she doesn't wait for anyone to come to her aid. With well-crafted songs and strong supporting characters such as Sebastian the crab, the film was a huge hit and won Academy Awards® for Best Original Score and Best Original Song, 'Under the Sea'.

Ariel would also help to set the tone for Disney princesses to come. In Beauty and the Beast (1991), Belle is no longer the passive character from the 1740 French fairy tale that provided the film's inspiration. She is an intelligent, active young woman; a great reader who knows her own mind and doesn't feel the need to fit in to her provincial small-town life. The film was received rapturously by audiences and received six Academy Award® nominations, winning for Best Original Score and Best Original Song, Beauty and the Beast'.

Jasmine, in Aladdin (1992), chooses her own path, wanting to experience life beyond the walls of the palace. In Pocahontas (1995), the heroine is inspired by a real historical figure, the daughter of the paramount chief of the Powhatan Chiefdom an alliance of about thirty different tribes - In 17th century Virginia, America. Disney artists visited Jamestown, met with Indigenous American representatives and hired Indigenous American voice actors. In Mulon (1998), the lead character is another complex, determined woman. Inspired by the Chinese archetype of the ancient tale 'The Ballad of Mulan', she defies norms to go to war to save her father from doing so disguising herself as a male recruit, 'Ping', Mulan becomes a great warrior and defeats. the menacing leader of the Huns, Shan-Yu - bringing honour on her family.

KEY TO PLATE

1: Cinderella live-action reference footage

To help inspire the animators in and movement, actor Helene Stanley was filmed to provide reference footage for the entire story. Stanley would also portray Aurora in liveaction reference footage for Seeping Beauty (1959).

2: Medieval styling

Artist Eyvind Earle brought a medievalinspired visual look to Sleeping Beauty. influencing the colours of the dotting and interiors, as can be seen in the patterned sheet used to cover the sleeping princess here. Production art in watercolour and gouadie by Eyvind Earle.

3: Show-stopping sequence

The Little Merroad was the first Disney - The film ends with Pocahontas's which could digitally composite the animators' drawings and more. dimensional backgrounds, allowing the directors to employ sophisticated cinematography.

4: Belle stands her ground

In a sign of her strength as a new kind of Disney princess, Belle masters her fear of Beast, tending to his wounds and scolding him when he yells at her Story sketch in pencil.

5: Athletic heroine

Pocahontas's confident physicalty suggests her free-spirited personality

and her deep connection to the land. film to test the brand-new Computer decision to stay with her people rather portraying Cindensia's every emotion. Animation Production System (CAPS), than leave with the English settler she comes to love, John Smith, Production art in coloured pencil by Glen Keane.

6: Enchanted journey

Jamine and Aladdin take a magic carpet ride, in gouache production art,

7: Mulan in armour

Determined to protect and bring prestige to her family. Mulan dons her father's armour and takes his place in the imperial army Production art in gousche by Hars Bacher.

ANIMAL TALES

From 1928, when Mickey Mouse starred in Steamboat Willie, animals have been as important as humans in Disney animation. Disney's mid-century era, for example, provides many unforgettable creature classics.

Lody and the Tramp (1955) is a romance with music that centres on a refined cocker spaniel named Lady and a stray dog called Tramp. It was the studio's first feature film to be created using the wider canvas of CinemaScope. The studio artists observed real dogs to capture the nuances of canine behaviour, layering human personas on top. One Hundred and One Dalmatians (1961) became the studio's first animated feature film whose setting was the recognisable present day. Dogs star alongside a cast of human characters, including the unforgettable villain, Cruella De Vil. The film's fresh, graphic look was as a result of the development of a new Xerox-transfer process. Animators' drawings now could be transferred directly to animation cels without the need to redraw them in ink, which saved time and reduced production costs.

The Aristocots (1970) was one of the last animated films personally instigated by Walt Disney before his death in 1966. Sparked by the drawings of production designer Ken Anderson, the film tells the tale of Duchess, an aristocratic cat voiced by actor Eva Gabor, and Thomas O'Malley, a streetwise alley cat voiced by Phil Harris, also the voice of Baloo in The Jungle Book (1967). Legendary French singer Maurice Chevalier came out of retirement to sing the title song as a tribute to his friend Walt Disney.

Furthering the animators' skills in creating animal characters with human characteristics, Robin Hood (1973) featured Robin as a red fox, with villainous Prince John as a scrawny lion, memorably voiced by Peter Ustinov, and his side kick, Sir Hiss, a snake voiced by Terry-Thomas. The Fox and the Hound (1981) centres around a friendship between 'natural enemies' - a red fox named Tod and a hound dog named Copper. The film showcases the talents of an emerging new generation of Disney animators, who would go onto even greater things in the coming decade.

KEY TO PLATE

1: Animal animation

studied live dogs to attain greater levels in One Hundred and One Dalmatons of realism. In fact, the famous spaghetti would have been a huge task in eating scene seen in this story sketch, traditional animation. However, the was nearly cut for being too fancful. newly created Xerography technique Luckily animator Frank Thomas's work. allowed the artists' drawings to be made the scone romantic and effective transferred directly onto a cel instead. - and it stayed in the film.

2: Puppies on screen

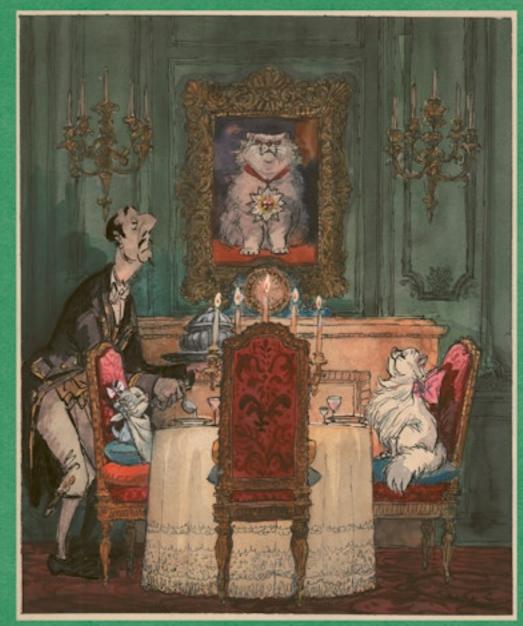
of requiring inlong the lines by hand.

5: Pampered pet

Ken Anderson led the production design of The Aristocots, among many other Disney films. Anderson had worked on Disney's Silly Symphony series in the 1930s and had been an art director on Snow White and the Seven Dwarfs. He would also go on to help conceptualise Disneyland. Production drawing by Ken Anderson.



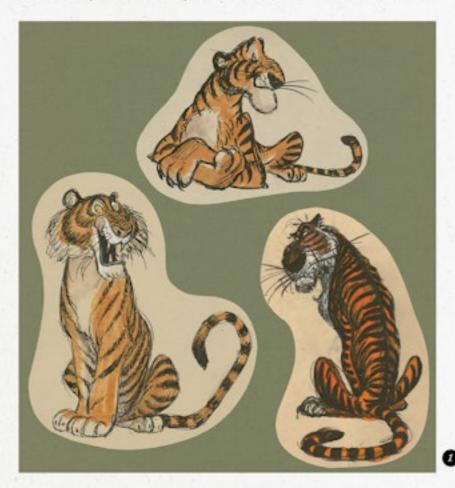




JUMPIN' JUNGLE

The Jungle Book was based on English writer Rudyard Kipling's animal stories published at the end of the 19th century, which Walt had optioned in 1962. The original stories are surprisingly dark and serious, and early treatments for the film attempted to capture this mood. But Walt quickly pulled the film in a new direction, injecting more fun and light-heartedness into the project. Artist Ken Anderson sketched many of the characters, developing them in detail even before the storyline was worked out.

The film centres on the relationship between human child Mowgli and happy-golucky bear Baloo, voiced by character actor and singer Phil Harris. Legendary Disney animators Frank Thomas and Ollie Johnston animated much of the sequences for these two characters, drawing on their years of working alongside each other to create a heartfelt depiction of friendship. Italian-American bandleader Louis Prima voiced



King Louie, while actor George Sanders, known for playing sophisticated, villainous characters, voiced Shere Khan. A single haughty looking drawing of the tiger by Ken Anderson had set the entire tone for the character.

The film is enriched by an unforgettable array of songs. Apart from Terry Gilkyson's 'The Bare Necessities', all the songs were written by brothers Richard and Robert Sherman. As with all the best musicals, the songs actively propel the plot along, never

Sadly, before The Jungle Book was completed, Walt Disney died in December of 1966. Yet, with director Wolfgang 'Woolie' Reitherman still at the helm, the film premiered at Hollywood's world-famous Grauman's Chinese Theatre on 18 October, 1967, to rave reviews and then to the delight of audiences around the world. The Jungle Book was a triumph for the Disney studio and remains one of its most beloved films.



KEY TO PLATE

1: Tiger in charge

Shere Khan, the suive and curring character in The Jurgle Book, is clearly expressed in production drawings by Ken Anderson.

2: A megical day

The gala premiere of The Jurgle Book in 1967 was a fundraiser for the Los the year before, Earlier that afternoon, Mickey Mouse and Dorald Duck...

more than 1200 children from lessprivileged backgrounds attended a special screening of the film, alongside Angeles Zoo, which had been founded an array of Disney characters including

THE ART OF ANIMATION

By the 1930s, the Disney Studios had established the classic method of hand-drawn animation, involving the then-innovative method of drawing on clear celluloid sheets with ink. These 'cels' were placed over painted backgrounds under the animation camera to create each frame of film. When Walt Disney began making feature-length animated films, he further developed a relatively new technique the Studios devised, called 'storyboarding'. Instead of using words to convey the plot, artists sketched out sequential scenes and pinned them to boards mounted to the walls of their offices. The director and artists would review the storyboards in story pitches, making changes to refine the film's sequences. This process is still commonly used today in animation, live-action and commercial filmmaking.

Walt was an enthusiastic performer, and would often act out a story for his artists, playing all the parts and going through all the emotions as he saw them. He encouraged his artists to take art lessons and to draw from real life. Often, actors were hired to play the roles, so the artists could capture realistic movement and facial expressions, and live animals were brought into the studio so animators could study them.

Lead animators drew the main characters, key poses of movement and primary moments of action, while a team of inbetweeners' would draw the movements in between the key frames. Ink and paint' artists would transfer the animators' pencil drawings in ink to the transparent cels and add colours. Actors would voice the characters, from which the animators could make their characters speak.

At 24 frames per second of on-screen running time, a hand-animated movie contains hundreds of thousands of separate drawings. Once the frames are individually photographed onto film, the soundtrack is created. Sound artists would find inventive ways to create sound effects, including smashing glass and dropping boxes, while orchestras and singers recorded the final music and songs.









KEY TO PLATE

1: Story conference

Walt Disney second from right, sits, with members of his story team in a conference for Alice in Wooderland (1951).

2: Sketching from real life Doney artists were encouraged Thomas sketches a female deer for Bornix (1942).

to sketch from real life as much

as possible. Here, animator Frank.

3: Ink & Point Building

link and Paint staffer working on cells for Mickey's Surprise Porty, ca. 1939. £: Hyperion Studio conference Composer Leigh Harline and engineer Bill Ganty working alongside Walt.

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BELOVED CHARACTERS

Literary classics provided strong source material for a number of Disney films. Alice in Wonderland (1951) is Disney's version of classic Lewis Carroll children's novels; Alice's Adventures in Wonderland and Through the Looking Glass, and What Alice Found There. The books had fascinated Walt Disney since childhood. In the 1920s, they had loosely inspired his part animated, part live-action Alice Corneclies and since then he had bought the film rights to the novel. Disney concept artist and colour stylist Mary Blair created exuberant, fantastical production artwork that inspired the look of the film. Music and songs hold the film's sequences together and propel the story along - the film features more songs than any other Disney film at the time. One of the film's most extravagant scenes, the Mad Hatter's tea party, was initially filmed in live-action to provide an aid to animators. Vaudevillian actor Ed Wynn played the Mad Hatter and Wynn's extemporised voice track was so inspired it was used for the final film.

In 1913, Walt had seen a touring production of J.M. Barrie's stage play Peter Pon and, inspired by its combination of fantasy and swashbuckling adventure, acquired the film rights in 1939. As with Alice in Wonderland, Mary Blair created the signature production art for the film. Live-action footage was shot for the animators' reference, with the voice actors performing their roles. Meanwhile, the magic of Disney animation made the characters fly - Peter Pan even engages dastardly Captain Hook in mid-air sword fights. Tinker Bell, often represented merely as a spotlight in stage versions, became a fully realised character using actor Margaret Kerry, and others, as her live-action model. Released in 1953, after nearly two decades of work and thousands of drawings, Peter Pon was an immediate success and has remained a beloved Disney classic.

Literary works have remained a source of inspiration. The Sword in the Stone (1963), a whimsical adaptation of T.H. White's novel about the Arthurian legends, was the first Disney animated feature film to include songs by the Sherman Brothers, who would later work on Mary Poppins (1964), The Jungle Book (1967) and many others. The Rescuers (1977), a tale of an international rescue organisation run by mice, was based on a book series by English author Margery Sharp. Cruella De Vil nearly became the main villain in the film, but in the end the animation team created the fiery tempered, diamond-obsessed pawn shop owner Madame Medusa. Some classic tales are updated in inventive new ways: Treasure Planet (2002) is a version of Robert Louis Stevenson's 1883 novel Treasure Island set in outer space!

KEY TO PLATE

1: Tea Party production art

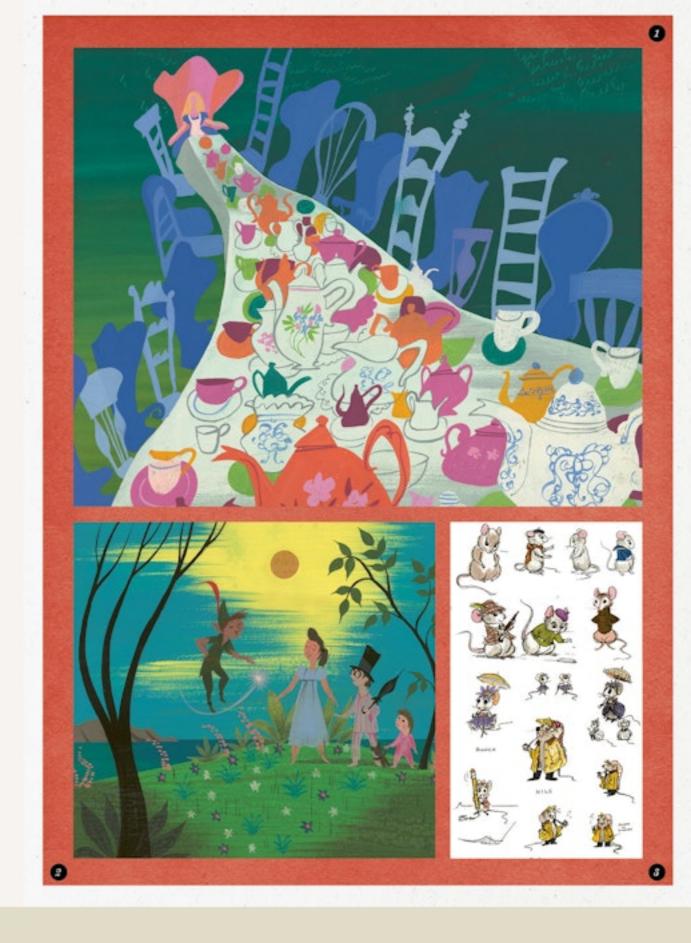
As a concept artist and art director, Mary Blar's delightfully exaggerated drectly influenced the final look of the film.

2: Peter Pan and friends

Traditionally, a female stage or film actor played the character of Peter Pan. Anderson for Miss Bianca and imagining of the Mad Hatter's tea party. Disney's film broke with that tradition. Bernard in The Rescuers. The film with Peter Pan depicted unequivocally was a box office hit and became the as a boy voiced by a male actor (the first Disney animated feature film young Bobby Driscoll). Production art to earn a sequel, The Rescuers Down in gouache and graphite by Mary Blair. Under, released in 1990.

3: Character designs

Early character designs by Ken



LONG LIVE THE KING

The Lion King (1994) is a coming-of-age story about a lion cub, Simba, who goes on a journey of discovery after the death of his father, King Mufasa. According to Jeffrey Katzenberg, then-chairman of The Walt Disney Studios, the film is about "the special moment when [we] go from being a child to an adult and must take on the responsibility that goes with it."

The filmmakers sought to capture naturalistic animals, walking on four legs, without 'human' props like the umbrella that Jiminy Cricket had carried in Pinocchio. Instead, they concentrated on the overall body attitude to give the animals personality. For Scar, they created a distinct walk that expressed his sneaky personality, while Simba





moves in an impulsive, confident way at the beginning of the film, and becomes more graceful as he matures and learns to take responsibility. The artists watched wildlife documentaries and studied real-life lions and other animals that were brought into the studio. An anatomy consultant gave lectures on animal movement and behaviour and a group of the filmmakers travelled to Kenya to view the savannahs for themselves. The trip provided plenty of inspiration, from the earthtone colours and hot, dusty feel of the film to its fiery sunrises and lush green jungles. The song 'Hakuna Matata' is based on a Swahili language phrase from East Africa, meaning 'no wornies'.

The film is a blend of traditional and computer animation. For the wildebeest stampede, a 3D computer programme was able to increase the efficiency of the hard. work of creating hundreds of animals moving haphazardly on the screen at once. Even so, the two-and-a-half-minute sequence took over two years to makel

With its Academy Award®-winning songs, written by Sir Elton John and Sir Tim Rice, and score, written by composer Hans Zimmer, as well as an outstanding voice cast, The Lion King broke box office records on its release, becoming the highest grossing animated feature ever produced up until that time. It has inspired a series of sequels, a television series, a stage musical, which became the top-earning production in boxoffice history, and, in 2019, a reimagining, directed by Jon Favreau and scored by Hans Zimmer. A prequel to Favreau's film, exploring the origins of Mufasa and Scar, is in development. The circle of life keeps turning!



KEY TO PLATE

1: Wildebeest stampede

The widebeest stampede is one of the Timon, the meerket, is one half of the . Artists on The Lion King created film's most spectacular scenes. It was visualised ristally by the production art team and then created using computer-generated animation.

2: Simba, Timon and Pumbaa S: Young Simba

comic duo with Pumbus, the wanthog, believable, resistic animals while adding Together they teach Simbs their philosophy of hakuna matata, or 'no womes' as seen in this colour key. Jean Gillmore.

humorous qualities that brought the characters to life. Model sheet by

TV TOONS AND MORE

In the early 1950s, Walt Disney established Disney on television. In the 1980s, a new wave of animated shows exploded onto the small screen on a regular basis. In 1985, two shows launched on the same day. Disney's Adventures of the Gummi Bears, loosely inspired by a range of children's sweets, and The Wuzzles, featuring a cast of hybrid animal characters. In ,1988, Winnie the Pooh and his friends, adapted from English author A.A. Milne's books, charmed audiences with The New Adventures of Winnie the Pooh, winning Disney's first Emmy Awards for Best Animated Program, Daytime, in 1989 and 1990. Pooh Bear had already been established with the earlier Disney short. films Winnie the Pooh and the Honey Tree (1966) and Winnie the Pooh and the Blustery Day (1968), among others.

Also launched in 1988, DuckTales follows Scrooge McDuck and his three grandnephews, Huey, Dewey and Louie, on treasure-seeking adventures. The first Disney cartoon to be aired five days a week, DuckToles spawned popular merchandise as well as a feature film, DuckTales: The Movie, Treasure of the Lost Lamp, in 1990.

The success of DuckTales paved the way for more highly produced animated TV series, including Chip 'n' Dale: Rescue Rangers and the return of Mickey Mouse to the small screen in the Saturday morning series, Mickey MouseWorks and House of Mouse. In 2006, Mickey appeared in Disney's first show specifically aimed at pre-schoolers, Mickey Mouse Clubhouse. This was followed, in 2011, by the launch of Disney Junior, a dedicated channel for younger children, aired initially as a programming block on Disney Channel and then a television channel in its own right in 2012. The first wave of shows included Jake and the Never Land Pirates, based on Disney's Peter Pan franchise, in which young pirates compete for treasure with Captain Hook and his pirate crew. Other successes included Sofia the First, tales of a little girl princess in training, and Doc McStuffins, about a young Black girl who heals broken toys via her backyard clinic.

For older viewers, animators Dan Povenmire and Jeff 'Swampy' Marsh, who had worked together previously on The Simpsons, created Phineas and Ferb. The show follows two stepbrothers who dream up larger-than-life projects during their summer





vacation, with a subplot concerning Perry, the brothers' pet platypus, who secretly works as a spy. Launched on Disney Channel in 2007 and running for 129 episodes, the series extended Disney's audience to teenagers and young adults. Launched in 2012, Gravity Falls is set in a mysterious town full of paranormal incidents and supernatural creatures. The show won two Emmy Awards and a BAFTA Children's award, among others.







KEY TO PLATE

1: Tigger, too

The featurette-length film Winne the Roch and the Blustery Day (1968) the screen and won the Academy

2: Television films

The hit show Phiness and Ferb spawned two feature-length films. The first, Phineas and Ferb the Movie: Across the 2nd Dimension, debuted in 2011 on the Disney Channel, while Phineas and Fests the Movie Candoce Against the Universit released on Disney+ in 2020, five years after the last episode of the TV series.

5: DuckTales

DuckToles debuted in 1987 with a two- animated feature film Return to hour syndicated special, Treasure of the Never Land, a sequel to the original laurched the impressible Tigger onto Golden Sun', and proved an instant and Peter Pon (1953). immediate hit. One hundred approxima Award® for Best Animated Short Film. aired in its first run until 1992, A new 5: Paranormal tales DuckTales series debuted in 2017, Growty Falls follows 12-year-old twins featuring David Ternant as the voice of Uncle Scrooge.

4: Yo ho, let's go!

Captain Hook and first mate Smee constantly conspire against young Never Land pirates Jake, Izry and Cubby in Joke and the Never Land Piretes, Hook and Smee are voiced by Corey Burton and Jeff Bernett, who

also voiced the characters in 2002's

Opper and Mabel Pines on their summer break with their eccentric great uncle Stan in the sleepy harriest of Gravity Falls, Oregon, where they investigate local paranormal activities. Dipper is voiced by Jason Ritter and Mabel by Kristen Schaal, also the voice of Trisse the triceratops in the Tay Story franchise.



SECTION 3

ANIMATION



Drawn by Hand The Frozen Phenomenon A New 'Golden Age'

DRAWN BY HAND

Since the mid-1980s, computer animation had begun to revolutionise the way cartoons were made. But the legacy and magic of traditional animation remained, providing a link back to the earliest days of animation. Released in 2002, Lilo & Stitch tells a character-driven story of a Hawaiian girl named Lilo, her older sister Nani and an alien 'pet' named Genetic Experiment 626, aka Stitch. Writer-director Chris Sanders' storybook-like drawings; done in watercolour, established a distinctive visual style for the film. Backgrounds were painted in watercolours rather than gouache, an older technique that hadn't been much used since the 1940s. The artists even had to be retrained in this older artform.

Home on the Range, released in 2004, is a Western with a twist -- instead of cowboys, the cows are the stars. Three females of the herd (voiced by Judi Dench, Roseanne Barr and Jennifer Tilly) are forced to become bounty hunters to save their idyllic farm from closure. They must capture the most feared cattle rustler in the West, Alameda Slim (voiced by Randy Quaid). The film's retro setting is perfectly matched by its classic 2D animation style, but became Disney's last traditionally animated film for five years.

In 2009, The Princess and the Frog revisited 2D animated features and the traditional musical, with its jazz-inspired soundtrack. Set in 1920s New Orleans, Tiana is Disney's first Black princess, who dreams of owning her own restaurant but turns into a frog when she unwittingly kisses a frog prince. The animators made sure that Tiana's inspiring personality was recognisable and relatable in amphibian form, focusing on her expressive eyes and warm smile to do so. Throughout the twists and turns of the plot, Tiana manages to keep her restaurant dream alive, and in the final scene she becomes the proud owner of the appropriately named 'Tiana's Palace'.

To date, the last feature film from the studio to fully rely on traditional hand-drawn animation is Winnie the Pooh in 2011. This charming, whimsical film utilised many of the



same animation team as The Princess and the Frog. Disney veteran Burny Mattinson, who was the key animator on the 1974 short. Winnie the Pooh and Tigger Too, served as lead storyboard artist. The songs, including Grammy®-nominated 'So Long', were written by Robert Lopez and Kristen Anderson-Lopez, the husband-and-wife team who would later work on Frozen and Frozen 2.

Hand-drawn art is still used on all Disney productions for visual development and storyboarding. Some 'born-digital' films feature traditional animation on screen, too. In Moana (2016), for instance, animators Eric Goldberg and Mark Henn hand-animated the demigod Maui's tattoos. The two types of animation were deverly synched together so that when CG Maui poked 'mini Maui' with his finger, the hand-drawn tattoo character would react.







KEY TO PLATE

1: Following the herd

Home on the Range (2004) began He as a supernatural western titled Sweating Bullets, but evolved into a durning retro-inspired animal musical S: Wedding scene

2: Watercolour drawing

for Life & Stach (2002), he created a little book of drawings, including early of Spanish most is visualised in this character designs. The animators on the film all matched their work on the Bill Schweb and John Muslee.

film to Sanders' distinctive, rounded style. Watercolour drawing by Clyris Senders.

in the tradition of Lady and the Tramp. The setting for The Princes and the Fing is New Orleans in the 1920s, a Prince Naveen beneath a canopy inspirational painting Digital art by

if: Wolking in the wood

To help capture the spirit of the Hundred Acre Wood for Winnie the Pools (2011), a team of filmmakers. including directors Steve Anderson and Don Hall, travelled to England. They spent several days in the time of social and political charge in Ashdown Forest, south of London, close to where A.A. Mine lived when he wrote the Pooh Bear books. The background artists were able to make the digital backgrounds appear hand-painted.

THEFROZEN PHENOMENON

In 2013, Disney Animation introduced the world to Anna and Elsa - the sisters of Arendelle. In Frozen, Anna is the resourceful younger sister who must free the kingdom of Arendelle from the icy spell cast by her elder sibling, Elsa.

For many decades, Disney's artists had been fascinated by Hans Christian Andersen's fairy tale The Snow Queen - even Walt Disney himself had wanted to animate a version of it in the 1930s and 1940s. But the original story was episodic, focused on two small children, and a remote, icy-hearted villain, the Snow Queen, who was difficult to relate to. Despite several other attempts over the decades, it was not until much later that director Chris Buck and writer-director Jennifer Lee found a way. Their breakthrough had been to give the Snow Queen a younger sister, who provided an emotional core to the film. Lee said, "There was something very interesting about the idea of one sister who has a superpower - or an affliction - and one who's ignored because her sister's taking up all the energy in the room."5 To gain a better understanding of the dynamic, the Disney artists held what they called the Sister Summit."They brought all of us who have sisters into a room and we shared the real conflict, real angst and real heart," said Lee6.

Production Designer Michael Giaimo, who led the design of the film, took members of the visual development team to Norway to research its landscapes, architecture and costumes. A group also went to Quebec City to see the ice hotel, a giant palace built entirely out of ice every year. They used what they had seen to create visuals that were grounded in reality but with fantastical, magical touches, such as Elsa's cape made of ice and her ice palace throne room, based on the six-sided structure of a snowflake. Frozen also introduced a strong supporting cast, including outdoorsman Kristoff (not a prince, not always charming but a hero all the same), lumbering reindeer Sven and ever-optimistic snowman Olaf. With memorable songs by Robert Lopez and Kristen Anderson-Lopez, the film was a spectacular international box office and critical hit, winning two Academy Awards®. The film spawned animated shorts Frozen Fever (2015), Olaf's Frozen Adventure (2017), Once Upon a Snowman (2020), Olaf Presents (2022), as well as a sequel feature, Frozen 2 (2019), and a hit Broadway musical, Frozen the Musical.

KEY TO PLATE

1: Sisterly bond

The firmwaters of Frazen focused on the special bond between sisters instead of a story of a princess finding and put him together. But we want her prince, Digital art by Bill Schwab, Lisa Keene and Britmey Lee.

2: Simple snowman

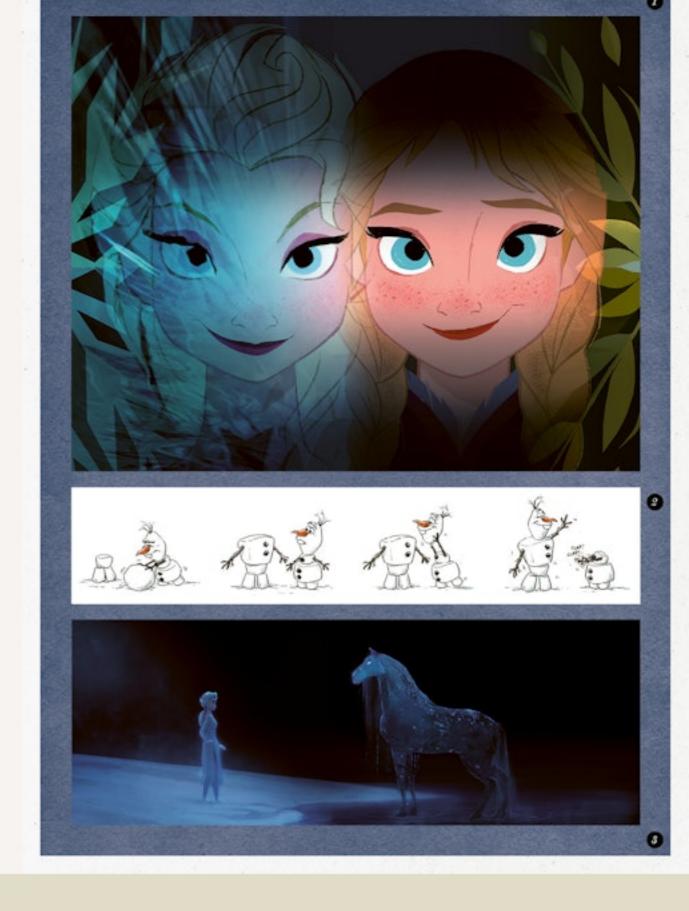
Supervising animator Hyrum Osmond said,"With Olaf, simplicity is key. We.

don't want him to feel like a stretchy. bouncy all-over-the-place character. He's a snowmer, we can pull him apart. ... to the Enchanted Forest to discover to keep it simple." Digital art by Hop-min Lee.

3: Encounter with the water spirit

The second part of Avvia and Bia's

story was brought to the screen in Frozen 2 (2019). Annu and Elsa travel the source of Elsa's magical powers. Elemental spirits are brought to life, including Nokk the water spirit. whose form is a horse. Digital art by Lisa Keene.



ANEW 'GOLDEN AGE'

In the 2010s, computer-generated animation had come of age and was giving life to a new generation of classics. Tongled (2010) is Disney's first computer-animated fairy tale adventure. Based on the German fairy tale of Rapunzel, the central character here is not so much trapped in her tower as biding her time and honing her skills - artistic, culinary, literary and, not least, hair-based - while dreaming about the adventures that await her. New software created flowing movement that matched the hand-drawn art of older Disney animated films and Rapunzel's almost unfeasibly long hair has a life of its own, used in extraordinary ways as an extra appendage or even a weapon. Moond (2016) is set in an island village in Oceania, where the protagonist is the strong-willed daughter of a chief who must sail in search of Maui, a legendary demigod. The film draws on the historical fact that the people of Oceania mysteriously stopped making ocean-going voyages about 3000 years ago and resumed them again about 1000 years ago, when the film is set. Both films were nominated for Academy Awards®. Tongled for Best Original Song ('I See the Light') and Moono for Best Animated Feature and Best Original Song ('How Far I'll Go', written by Lin-Manuel Miranda).

Zootopia (called Zootropolis in some markets), released in 2016, is a 'buddy cop' film set in a city designed entirely by animals for animals. The filmmakers consulted with specialists in accessibility for differently abled people to create a city adapted for animals of all sizes and from a wide range of habitats and climates. Zootopio won









the Academy Award® for Best Animated Feature in 2017, Wredk-It Rolph (2012) is the story of an arcade game villain who rebels against his 'bad-guy' role and dreams of becoming a hero. The film features cameo appearances from classic video games, including Sonic the Hedgehog and one of the ghosts from Pac-Man. The film won the Academy Award® for Best Animated Feature and a hotly anticipated sequel was released in 2018, Ralph Breaks the Internet.

Loosely based on a Marvel comic-book series of the same name, Big Hero 6 (2014) is notable for many aspects, including its original take on robotics. Huggable healthcare robot Baymax was inspired by the latest real-world developments in 'soft robotics', aswell as Japanese anime such as Hayao Miyazaki's film Spirited Away (2001).

Raya and the Last Dragon (2021) is a visually rich tale of a warrior princess who seeks the fabled last dragon in a fantasy land called Kumandra, inspired by Southeast Asian cultures. Enconto (2021) is a musical fable about a large extended family with magical powers, inspired by the culture of Colombia, South America. Stronge World (2022) breathes new digital life into the fantastical stories found in pulp magazines from the first half of the 20th century. Director Don Hall said, "[Pulp magazines] were big adventures in which a group of explorers might discover a hidden world or ancient creatures." As ever, the Disney studio continues to push CGI technology in creatively exciting ways.



KEY TO PLATE

1: Fairy tale setting

Directed by Nathan Greno and Byron Howard, Targled evokes classic Waltfor modern audiences. For the castles and towers, the animators looked to romantic, medieval sites in France such. Big Hero 6 is a story about two as Mont-Saint-Michel and Racamadour. brothers, and how the younger one Digital art by Scott Watanabe.

2: Wide-eyed web

After adventures in the world of arcade games in Week-It Rolph, the follow up, Rolph Breaks the Internet, sees Raiph and Vaneliope surfing the web. The Internet is breathtakingly

imagined as a vast, hyperactive city with #: Oceanic implication social media skyscrapers, memes round. In Moono, the sea is more than a every corner and a sinster dark-web location."Depicting this living ocean era fairy tales while offering a fresh spin underbelly. Digital art by Kevin Nelson. as a character felt right for the scope

3: Heroic friendship

becomes whole again through his friendship with the robot Baymax. The setting is the mythical city of San Fransokyo, a super-sophisticated combination of two scoric cities, San Francisco and Tokyo. Digital art by Rean Lang.

and visual language of the film," said idrector Ron Clements, Digital art. by James Finch.

5: Pulp action-adventure

Stronge World tells the story of the legendary Clades, a family of explorers whose latest mission takes them deep into an uncharted and treacherous land where fantastical creatures awart.



SECTION 4

BEYOND



Small Screen, Big Dreams
Disney Channel Smash Hits
Live-Action Adventures
Bringing Animation to Life
Swashbuckling Pirates
Twisted Worlds
Reimagining the Classics
Disney in Print
Disney Stores

SMALL SCREEN, BIG DREAMS

As far back as the 1930s, Walt Disney was interested in the possibilities of the thennew technology of television. In the 1940s he began to look into the nascent medium in earnest, even commissioning a report to learn more about it. On Christmas Day 1950, Walt Disney's first television special, One Hour in Wonderland, was broadcast. Hosted by Walt himself, it featured cartoon clips, Disney stars of the day and a jazz band made up of members of the animation team. The show promoted Disney's upcoming film,



Alice in Wonderland, and Kathryn Beaumont, who voiced Alice, appeared in costume as the character. A follow-up, The Walt Disney Christmas Show, appeared in 1951. At this time, however, Walt was preoccupied with his new project, the theme park Disneyland, so it would not be until 1954 that a regular television series was launched. This was the one-hour weekly anthology show for the American Broadcasting Company (ABC), simply titled Disneyland. Under various titles, perhaps most notably known later as The Wonderful World of Disney, the series became renowned for bringing beloved characters like Zorro and Davy Crockett to the screen, as well as the ground-breaking Man in Space.

Another hugely popular Disney show, Mickey Mouse Club, made its debut on ABC in 1955, airing each weekday afternoon until 1959. The show featured regular performers, the Mouseketeers, many of whom wore Mickey Mouse ear hats. One of the most popular Mouseketeers was Annette Funicello, who went on to star in popular Beach Party' films alongside co-star Frankie Avalon in the mid-1960s. The show was revived in 1977 and again in 1989, when it introduced a wave of future stars, including Ryan Gosling, Britney Spears, Christina Aguilera and Justin Timberlake. In 2017, a new version debuted online, called Club Mickey Mouse.



KEY TO PLATE

1: Christmas special

This publicity photo from The Wolt production Doney Ovistmus Show (1951), features Peter Pan. Kathryn Beaumont as Wendy Darling and Bobby Oriscoll as Peter Pan. It

was taken to promote the upcoming production of the animated feature, these thin

 Mickey Mouse Club Extenor of the Mokey Mouse Cubhouse television set, designed by Bruce Buthman.

DISNEY CHANNEL SMASH HITS

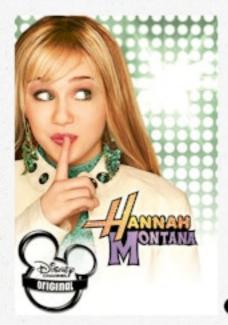
In 1983, The Walt Disney Company launched its very own television channel, The Disney Channel. Initially a home for classic Disney films and programmes, by the late 1990s; it had begun to focus more on creating original shows. In the 2000s, looking to increase its offering for preteens and teenagers, the channel began to create musicthemed original programmes. One successful offering was the sitcom Lizzie McGuire, which launched in 2001 and starred Hilary Duff. The show follows Lizzie, a teenager trying to fit in at school, while an animated version of her character reveals her innermost thoughts. The channel had a further hit with its fictional girl group, The Cheetah Girls, in 2003, adapted from the book series by Deborah Gregory.

Hannah Montana, which debuted in 2006, starred Miley Cyrus as 'ordinary' teenager Miley Stewart who has a secret double life as pop sensation Hannah Montana. Originally seen as too young for the main role, she had auditioned for a supporting role, but 12-year-old Cyrus won out for her singing and acting abilities and secured the part. Miley's real-life father, Billy Ray Cyrus, played her father in the show, with a role for Cyrus's real-life godmother, Dolly Parton, as her godmother. The show was a huge hit,

with soundtrack albums, concert tours, merchandise and a feature film, Honnoh Montana the Movie, released in 2009.

In 2006, The Disney Channel launched High School Musical, starring Zac Efron and Vanessa Hudgens. It follows the friendship between a basketball team captain and a shy math nerd, which divides their rival cliques, and became the first instalment. in a hit franchise, with two sequels, the second being a theatrical release.

Many more original series and movies have followed, including Wizards of Waverly Place, which launched in 2007 and starred Selena Gomez as a teenage wizard living in Manhattan. Descendants, directed by Kenny Ortega (High School Musical), features the teenage children of Disney villains Maleficent, Jafar, Cruella De Vil and the evil Queen from Snow White and the Seven Dwarfs.







KEY TO PLATE

1: Hannah Montana

In 2009, Hannah Montana went from her big-screen debut in Hannah film-based on a Disney Channel Original Series after The Lizzie McGare Move in 2003.

2: High School Musical

On its premiere in 2006, High School being a television superstar to making. Musical became the most successful. Durey Channel Original Movie Montana the Move, It was the second (DCOPT) ever produced. The move's the United States - the first-ever TV move soundtrack to do so. The We're All in This Together' dance routine became a viral trend across the nation and continues to entertain today.

3: Descendants

The live-action Doney Channel film Descendants (2015) led to two sequels. as well as animated shorts, Descendents: Wicked World, and an animated special,

LIVE-ACTION **ADVENTURES**

After World War II, currency regulations meant that Disney's UK box office receipts were frozen and unable to be transferred to the US. So, Walt decided to spend the money in England, leading to his first forays into live-action film making. Treasure Island, released in 1950, was all live-action but had originally been conceived as an animated film, then as a mix of live-action and animation, in which Long John Silver's tales of the seas would be animated sequences. Ultimately, as a stand-alone tale, it was filmed near London and around the Comish coast, using a British crew and mostly British actors. Bobby Driscoll, who played cabin boy Jim Hawkins, was the only American actor. For the seagoing scenes, a real 19th-century English sailing ship was rebuilt, retrofitted with hidden engines. A box office hit on release, the film launched further adventurous British-set yarms including The Story of Robin Hood and His Merrie Men (1952).

Back in Hollywood, Walt Disney personally oversaw his studio's most ambitious live-action film to date: 20,000 Leggues Under the Seq, released in 1954 and adapted from Jules Verne's 1870 novel. The film featured an all-star cast, including Kirk Douglas and James Mason, and Oscar®-winning special effects. A giant mechanical squid, with 12-metre (40-ft) long tentacles, was built for an epic battle scene. Captain Nemo's famous Noutilus, a Victorian-styled submarine, was built both as scale models and as a full size, 61-metre (200-ft) long set for practical photography.

Drawing on its slapstick cartoon heritage, Disney also made zany live-action comedies, many with inventive special effects. The Shoggy Dog (1959) features a teenager who transforms into an Bratislavian sheepdog. In the days before visual effects were done in



CG, a real dog was patiently and carefully trained to perform 'stunts' such as 'driving' a hot rod carl Another huge success was The Love Bug (1969), which delighted and amazed audiences with its highly original star; a car with no driver, just a mind of its own.

Swiss Family Robinson (1960), about a family of castaways who build a new life on an uncharted tropical island, was filmed in London and on the Caribbean island of Tobago. A multi-levelled treehouse was constructed in a 61-metre (200-ft) tall Samaan tree on the island - though shooting could only take place there for three hours a day due to its shady forest setting. The treehouse inspired an attraction, first at Disneyland in California then at parks around the world. Adventures don't get more epicl







KEY TO PLATE

1: Greatest adventure of all

In Disney's Treasure Island (1950), Robert Newton's sweshbucking performance as Long John Silver helped create the indelible popular rnage of a prate. This early advertising 3: Swiss treehouse artwork includes a call-out at the bottom left for animated sequences. Family Treehouse attraction, which

2: Giant take

Some of the scenes in 20,000 Leagues and featured a gant waterwheel and Linder the Sea (1954) were filmed in working furnishings.

Serson Lake - a massive water tank that could hold up to 8.5 million litres For The Shoggy Dog (1959), more than (I.Il milion galors) of water on the 20th Century Fax studio lot.

Walt Disney stands beside the Swiss adapted seat and a human driver that were originally planned for the film. opened in Disneyland in California. in 1962. For the film, the life-son set. had been built on location in Tobago

1: Dog driver

20 dogs were 'auditioned' before the right canne star was found. Careful traning first in a wheelbarrow and then in a prop car with a specially hidden under the bonnet, resulted in the famous scene in which the dog drives a car.

BRINGING ANIMATION TO LIFE

In the Alice Cornecties, made from 1924 to 1927, Walt Disney had combined animation with live-action. He updated this tradition with one of the studio's crowning achievements, Mary Poppins (1964). Adapted from Australian-British writer P. L. Travers' children's books about a magical nanny, the film stars Julie Andrews in her first screen role, with Dick Van Dyke as Bert, the street painter Walt's interest in Mary Poppins dated back to the 1930s, when his own young daughter, Diane, made him promise to make the stories into a film. It took Walt more than 20 years to secure the rights from the author. Brothers Robert B. and Richard M. Sherman wrote and composed the many delightful songs. The film showcases live-action characters interacting and dancing with handdrawn animated animals - including farmyard animals and, most memorably, penguins. The filmmakers pioneered a new version of the greenscreen process, used for filming live-action scenes so that animated backgrounds and characters can be added. Called the 'sodium vapor process', the new process allowed for more finely accurate results, such as the level of detail seen with Mary Poppins' veiled hat. The film showcases an array of other animation techniques, including stop-motion toy soldiers and an early use of Audio-Animatronics. The bird that sits on Mary Poppins' finger was a mechanical creation, controlled by hidden wires that ran up Julie Andrews' sleeve. The film was a huge hit and won five Academy Awards®, including Best Actress for Julie Andrews.

The live-action and animated magic continued with Bedknobs and Broomsticks (1971), a musical adventure about an amateur witch (played by Angela Lansbury) who helps to save England from invasion in World War II. Walt first acquired the film rights to English author Mary Norton's story in 1945, but didn't begin work until a lull in the development of Mary Poppins in the early 1960s opened up an opportunity to reacquire the property in 1963, using the same production team. Work was then set aside and only completed at the end of the 1960s. The film uses the same sodium vapor process used for Mary Poppins and features a standout sequence in which David Tomlinson referees a football match between two teams of wild animals.

Disney's hallmark blend of live-action and animation returned to screens again in Who Framed Roger Robbit (1988), produced in association with Amblin' Entertainment, starring Bob Hoskins alongside a dazzling array of cartoon characters, including some famous faces such as Mickey Mouse and Minnie Mouse. In 2018, an eagerly awaited sequel to Mary Poppins debuted, Mary Poppins Returns, with Emily Blunt playing the magical flying nanny.







KEY TO PLATE

1: Early experiments

Publicity still from the Alice Cornecles. featuring Margie Gay as Alice.

2: Mary Poppins

on meticulously created sets, such as . . . Character model sheets from the this one of Cherry Tree Lare, and in front of blank screens, which allowed and Bromsticks (1971). The film won

the animators to add in cartoon animals, which often samped over and around the human actors. Sturt double Lam Thomas.

Mary Pappirs (1964) was filmed both 3: Cartoons and humans

football match sequence of Bedinobs

the Academy Award® for Best. Special Visual Effects in 1972, Model sheet by Ken Anderson.

SWASHBUCKLING PIRATES

In 1967, a theme-park attraction opened at Disneyland in Anaheim, California, that would inspire one of the most successful series of films in the history of The Walt. Disney Studios. Pirates of the Caribbean, with Audio-Animatronics figures of pirates and a supernatural theme, was one of the last attractions whose design was personally overseen by Walt himself. Despite the lack of successful pirate films since the 1990s, producer Jerry Bruckheimer and director Gore Verbinski were drawn to the idea of resurrecting the genre using modern technology. Pirates of the Caribbean: The Curse of the Black Pearl (2003) introduced the world to the wild pirate Captain Jack Sparrow (Johnny Depp), who teams up with blacksmith Will Turner (Orlando Bloom) and Elizabeth Swann (Keira Knightley) to face undead pirates led by Jack's mutinous former first mate, Hector Barbossa (Geoffrey Rush). The theme park attraction's subject of cursed pirates and cursed treasure inspired the film's supernatural plot elements, while the filmmakers also researched historical pirates and historically accurate weapons, including pistols and replica swords from the period. The primary shooting location was the volcanic Caribbean Island of St. Vincent, where sets and three ships were built. Jack Sparrow's Black Pearl and the British Royal Navy ship HMS Dountless were built on barges, with CGI finishing the structures. The Royal Navy HMS Interceptor, stolen in the film by Jack Sparrow and Will Turner, was a full-sized replica sailing ship brought from the Pacific north western state Washington to the Caribbean: a 40-day sea voyage!

The film was a huge critical and commercial success and led to a series of sequels. Pirates of the Caribbean: Dead Man's Chest (2006) and Pirates of the Caribbean: At World's End (2007) were shot back-to-back. These films introduced Davy Jones, the Flying Dutchman and the legendary sea monster, the Kraken. Dead Man's Chest won the Academy Award® for Best Visual Effects, with the first three films were nominated for 10 other Academy Awards® between them.

A fourth film, On Stranger Tides (2011) features the infamous pirate Edward "Blackbeard" Teach, the mythical Fountain of Youth and deadly mermaids. The fifth film, Pirates of the Caribbean: Dead Men Tell No Tales, a notable phrase heard in the original theme-park attraction, was released in 2017.

KEY TO PLATE

1: Cursed pirate

Protes of the Caribbean series producer could also be applied to a movie -

what made the attraction work so well - idea of returning a treasure rather than Jerry Bruckheimer said, "We realized namely the supernatural, and the great Jones for the by Brian Kalin O'Connell.

stealing one." Production art of Davy





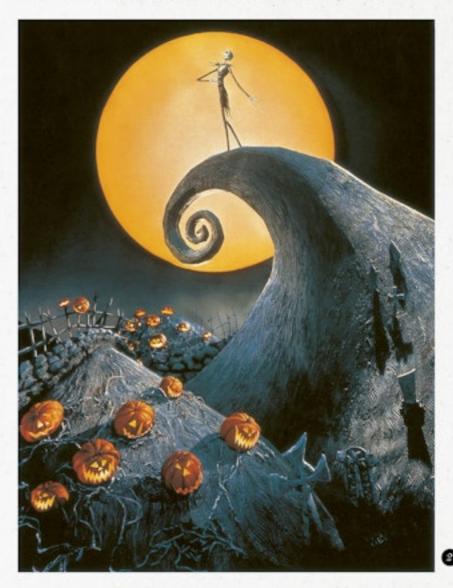
TWISTED

Tim Burton established his name with box-office hits such as Beetlejuice (1988), Batmon (1989) and Edward Scissorhands (1990). But the director began his career as an animation artist at Disney, working on such films as The Fox and the Hound (1981), Tron (1982) and The Black Cauldron (1985). In 1982, Burton wrote a poem entitled The Nightmare Before Christmas, about the Pumpkin King, a Halloween skeleton who loves Christmas, which he planned to develop as a short film or television special. In 1993, Disney released the concept as a full-length stop-motion film under its older-skewing Touchstone Pictures banner. With fellow Disney animator Henry Selick as director, Burton planned the film as a musical, working closely with songwriter Danny Elfman. A crew of more than 120 animators worked simultaneously across over 20 sound stages in San Francisco, California, using more than 200 character puppets, each with multiple heads to allow different expressions. The film was nominated for an Academy Award® for Best Visual Effects and has become a classic, inspiring action figures, books and much more. Every Halloween and Christmas since 2001, Disneyland's Haunted Mansion Holiday has received a Tim Burton's The Nightmare Before Christmas makeover.

In 2010, Tim Burton turned his unique imagination to the world of Alice in Wonderland. Burton used a mix of live action and 3D animation to reinvent Carroll's classic story, with new takes on the characters, including Alice (Mia Wasikowska), the Mad Hatter (Johnny Depp) and the Red Queen (Helena Bonham Carter). Veteran actor Christopher Lee voiced the Jabberwocky, the huge dragon that Alice battles at the film's climax. Many of the live-action characters are distorted using digital effects, including the Red Queen's head and Alice's height. The film was released in digital 3D to a huge box office return and won Academy Awards® for Best Art Direction and Best Costume Design. Alice returned to Underland (Burton's version of Wonderland) in a sequel, Alice Through the Looking Glass (2016) in which she rescues the Mad Hatter's family from the clutches of Time (Sacha Baron Cohen).



Tim Burton's Frankenweenie (2012) began life as a live-action short made in 1984, An homage to Mary Shelley's 1818 novel Frankenstein, Burton later remade it as a fulllength stop-motion film. Like the original, the film is in black-and-white, harking back to the style of classic hornor films from the 1930s. More than 200 puppets were used on the miniature sets, each one with human hair and up to 45 joints for humans.



KEY TO PLATE

1: An empowered Alice Writer Alice is Windeland

Writing Alice in Wonderland (2010), screenwriter Linda Wookerton said she "did a lot of research on Victorian morals, on how young girls were supposed to behave, and then did exactly the opposite."4

2: Striking visuals

The visual impristion for Tim Burton's stop-motion: The Nightmare Before Civistmos (1993) Harryhausen.

came from many sources, including pop-up books, German Expressionism (for Hallowentown), Dr Seuss (for Christmatown) and the pioneering stop-motion work of animator Ray Hammasses.

REIMAGINING THE CLASSICS

Alice in Wonderland (2010) inspired a new era of live-action reinventions of Disney animated classics. Maleficent (2014) allows the iconic villain from Sleeping Beauty (1959) to tell her own side of the story, with Angelina Jolie playing the title character as tragic rather than purely evil. Directed by Kenneth Branagh, Ginderella (2015) reinvents the classic 1950 film, with Lily James in the lead role. Academy Award®-winning costume designer Sandy Powell created the fabulous costumes. Cinderella's ballgown incorporated 250 m (820 ft) of fabric, 10,000 crystals and five km (three miles) of hems! Her slippers were made of crystal rather than glass, and were fabricated in collaboration with Austrian glass producer Swarovski. Too delicate to be worn, they were added digitally - though practical slippers were made for filming as well.

The Jungle Book (2016), directed by Jon Favreau, set a new benchmark for live-action film-making using the latest photorealistic CGI techniques to create animated talking animals that looked and behaved as realistically as real ones. The filmmakers even added Bill Murray's signature raised eyebrow to the animation of his character, Baloo. A devotee of the original 1967 film, Favreau retained its upbeat charm and some of its songs, while adding a new sense of realism and danger. In 2017, a classic animated fairy tale was revisited. Beauty and the Beast featured Emma Watson as Belle with Dan Stevens (from Downton Abbey) as the Beast. Stevens performed in an outsized grey suit. on stilts for much of the film, so animators could capture his facial expressions while overlaying creature features in CGI. For the dance scenes, he even had to learn to

In 2019, Disney released a total of five live action adaptations. Tim Burton's Dumbo reimagined the storyline of the original 1941 film, but retained its central message of believing in yourself when society makes you feel like an outcast. Aladdin, directed by Guy Ritchie, with Will Smith as Genie, was filmed in London and the Wadi Rum Desert. in Jordan. More than 1000 dancers and extras featured in one of its musical numbers. Jon



Favreau directed a photorealistic re-imagining of The Lion King, with music written and composed by the original 1994 film's team of Hans Zimmer, Sir Elton John and Sir Tim Rice. Rounding out 2019's feast of riches are Maleficent: Mistress of Evil, with Angelina Jolie returning in the title role, and a live-action Lady and the Tramp, which released on Disney+, the first Disney reimagining to launch on a streaming service.

In 2021, Cruello debuted, a reboot of the classic 1961 film One Hundred and One Dalmatians with a sparkling new origin story for the title villainess. Set in 1970s punkera London, Emma Stone plays talented aspiring fashion designer, Estella, who 'goes to the dogs' when she creates a deliciously wicked alter ego named Cruella de Vil.







KEY TO PLATE

1: Simba meets Zazu

The filmmakers of The Lion King (2019) utilised incredible, traiblating filmmaking techniques to bring the original animated film's beloved characters to life in a whole new way.

2: Cinderella

For the ball gown worn by Lily James as Cindenella, costume designer Sandy Powell used many layers of fine fabric in different colours of blue, to create

wanted it to look like a watercolour painting*Powell said*. Theathcal release results were worth it."49 poster featuring key photography by famed photographer Annie Leibovitz.

5: The look of a villain

Costume designer Avria B. Shepherd created Maleficent's iconic costume. which references the original design. from the animated classic, from large quantities of pleated black fabric.

an impression of weightless volume." Shepherd said. "It took weeks to make - day and night. But the

4: Cruella

Cruela (Emma Stone) and her two cohorts, Jasper (Joel Fry) and Horace (Paul Walter Hauser), with the dalmetians who, according to director-Craig Gifespie, were "supporting characters" with "their own personalities and concerns,"11

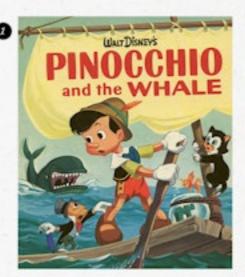
DISNEY IN PRINT

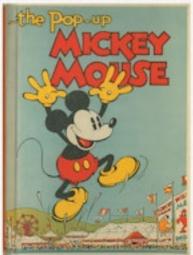
In 1930, Mickey Mouse jumped from the screen to the pages of newspapers. The Mickey Mouse strip was produced at first by Ub Iwerks and Win Smith and then, for the next 45 years, by cartoonist Floyd Gottfredson, with the support of other artists and writers. A Donald Duck strip appeared, followed by many others and in 1935, Mickey Mouse Magazine hit newsstands in the US, with a mix of stories, comic panels, puzzles and poems. In 1940, the magazine was relaunched as a fully fledged comic book, renamed Walt Disney's Comics and Stories, becoming one of the best-selling comic books of all time. Mickey Mouse and his friends also began to appear internationally in comics and magazines, including Topolino in Italy from 1932, Le Journal de Mickey in France from 1934, Mickey Mouse Weekly in the UK from 1936, and, from 1951, Micky Mous in Germany. Disney's long history in comics also includes manga, with retellings of many of the classic films and original series, such as Kilolo Princess, about a young girl who adores Disney princesses, and Kingdom Hearts (2002), a fantasy role-playing game set in a fictional universe that is a crossover of Disney and Pixar properties.

The first Disney book publishing began in 1930, with Mickey Mouse Book, published by New York-based Bibo and Lang, featuring a story and a board game created by Bobette Bibo, the publisher's young daughter. It was sold in bookshops and made available to members of Mickey Mouse Clubs in US cinemas. The first full-colour book, The Adventures of Mickey Mouse, followed in 1931, published by the David McKay Company, the first of several from the publisher. In 1933, Blue Ribbon Publishing of New York produced a series of successful pop-up books, with titles featuring Mickey Mouse, Minnie Mouse and characters from the Silly Symphony series. Each book included three imaginative pop-up scenes created by paper engineer David Lentz.

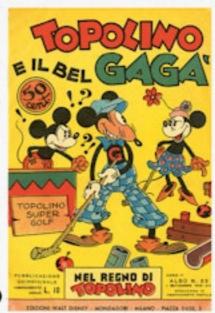
In the 1940s, popular children's book publisher Whitman Books, a subsidiary of Western Publishing Company, released book adaptations of Disney films, as well as other formats featuring Disney characters including colouring books. Disney Little Golden and Big Golden Books were published first by Simon & Schuster and, later, by Penguin Random House. Sold originally for a very affordable 25 cents, with a distinct appearance and eye-catching gold spines, some of the earliest Disney titles in the 1940s included Snow White and the Seven Dwarfs and Pinocchio. In 1972, Random House began Disney's Wonderful World of Reading book club, reaching millions of readers. Penguin Random House continues to publish a wide array of Disney children's books today.

In 1991, Disney set up its own publishing arm, with the Hyperion, Hyperion Books for Children, Disney Press and Mouse Works imprints. Today, Disney Publishing creates award-winning books, comics and magazines for core Disney franchises, and publishes original books from renowned, best-selling authors.





8





KEY TO PLATE

1: Collector items

First published in the 1940s, early Disney Little Golden Books are treatured by collectors today Procchio and the Whole published in 1961.

2: The Pop-up Mickey Moune The pop-up books from Blue Ribbon

featured a full pop-up page in the middle of the book and two smaller pop-ups reade the front and back cover.

5: Mickey Mouse in Italy

The front cover of Topolno issue 26. published in 1936. Topolino is the Italian that reimagnes Disney princesses as name for Mickey Mouse and the

magazine is still published today by Panin Comics.

d: Meant to Be

Launched in 2021, Meant to Be is a book series from Hypenon Avenue herones in modern romantic comedies



DISNEY STORES

With the opening of Disneyland in 1955, families were able to purchase souvenirs to take home, including toys, hats, pens, pennants and much more. Then, in 1987, the first Disney Store outside of the parks opened in California. The first overseas stores opened in London in 1990. In 2015, one of the world's largest Disney Stores opened in Pudong, Shanghai, China.

Disney Stores are designed to offer a magical experience for children and adults. Most stores have a daily opening ceremony. One lucky child is chosen to officially Unlock Imagination with an oversized lock and key. The child receives their very own replica key to take home as a keepsake. Inside the store, a Pixie Dust Trail winds its way through 'storytelling neighbourhoods', tempting visitors to browse and explore. In the Shanghai store, a six-metre (19-ft) high Magic Kingdom castle stands at the centre, with an hourly musical and projection show.

Many stores carry exclusive items, with some localised products and design touches. The New York store sells an exclusive Statue of Liberty Minnie Mouse. In 1995, Disney complemented its physical stores with an online retail presence. Today, fans can purchase a curated selection of the finest products from Disney Stores, Disney licensees and Disney Parks directly from the comfort of their own home.

KEY TO PLATE

1: Disney Store Shanghai

Disney Store opened the doors of its Righlip store in Rudong Shanghai, China — design features unique to Shanghai single floor retail space of any Doney Store featuring 5000 sq m of shopping also features an outdoor plaza.

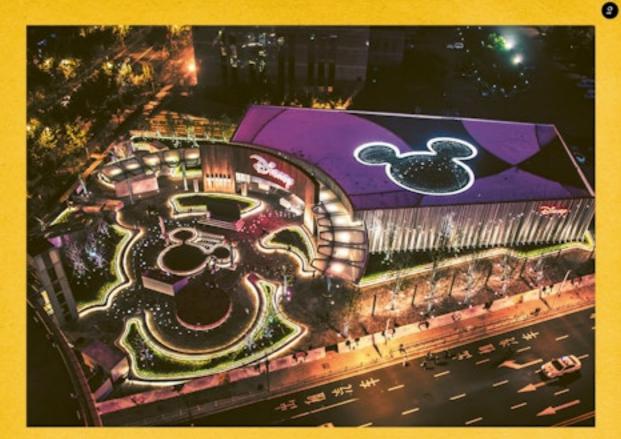
2: Shanghai Store Interior

The interior of the store has numerous on 20 May 2015. The stone is the largest including a Disney Magic Kingdom Castle, Tsum Tsums, stackable plush toys, first an hourly musical and projection show introduced in 2013. The collection and an unique Mickey Mouse-shaped experiences and imporative product, and roof soulpted with over 8000 LED lights. Duck, Pluto, Chip, Dale and Big Hiero d's vaible from key tourism vartage points.

S: Sushi Tsum Tsums

In 2020, Disney Store Japan launched a collectible range of suchi-impred consisted of Mickey Mouse, Donald Baymax, styled as cuddly sun's rolls.









SECTION 5

DISNEY



Disneyland Park Walt Disney World Resort Magical Lands Around the World

DISNEYLAND PARK

When Walt Disney took his two daughters to fairs, carnivals and especially a local park Merry-Go-Round when they were young he would often sit on a bench thinking about how they had all the fun, and the adults simply sat and watched. He thought there should be a place to go where adults as well as children could have fun together. First, he thought of building a theme park in Burbank, right across the street from the Disney studio. He imagined that visitors would have an experience akin to visiting a studio lot, including having the chance to meet Mickey Mouse. But as Walt's ambition for the concept grew, he instead hired the Stanford Research Institute to recommend a larger site. In the end, Walt bought 160 acres of what were mostly orange groves in Anaheim, south of Los Angeles, for what would become Disneyland, his first theme park, which would open in 1955.

Planning Disneyland, Walt first visualised a railroad that would circle the park, with a station at the main entrance. The entrance would function like the lobby of a cinema, leading to the first 'scene' of the movie: Main Street, U.S.A., built slightly smaller than life size. "Main Street is everyone's hometown," said Walt. "The heart line of America." 12 Main Street, U.S.A., is also the approach to Sleeping Beauty Castle, at the thematic heart of the park, with genre-inspired 'scenes' all around it - Walt named them Adventureland, Frontierland, Fantasyland and Tomorrowland. Each land featured attractions inspired, at times, by themes that resonated within the hearts and minds of Walt and his team and, at other times, by Disney's characters, films and television shows, along with novel entertainment concepts found anew at the park.

Disneyland opened on 17 July, 1955, to great fanfare - the day was filmed live for a TV special so that millions could watch on television, compared to the lucky thousands invited to attend the in-person preview of the park. Walt had already created anticipation for the park, showing glimpses of it as it was constructed on his weekly evening TV show. Disneyland became an overnight sensation; nothing like it had existed before.

Over the decades since its opening, the park has changed and adapted, with new attractions added and regular parades and special events making every visit special and different. Walt said, "Disneyland will never be completed. It will continue to grow as long as there is imagination left in the world."13

KEY TO PLATE

1: Five exciting lands

Walt (left) stands in front of an aerial painting of Disneyland by artist Peter Ellenshaw (right) in 1954. The five initial characters and settings, but they also corresponded more broadly to the most beloved genres of Hollywood. Park. of the movies as they wander the park.

fands' were designed to celebrate Disney designers, now called Disney Imagneers, created settings that allow guests to feel as if they are truly inhabiting the world.



WALT DISNEY WORLD RESORT

After the success of Disneyland in California, there was huge interest from across the United States for a second park With Disneyland situated in the west, Walt and his brother Roy looked for a destination east of the Mississippi River, finally settling on Central Florida, which provided a good climate all year round and plenty of land. Walt wanted his new 'Florida Project', as it was initially called, to be as far away and separated from urban clutter as possible, so that guests could leave the rest of the world behind when they entered its gates. Walt started buying plots of land until he had over 110 sq km (42 sq miles) in total - twice the size of Manhattan Island.

When the press caught wind of his plans, Walt called a press conference and announced the new project in November 1965, just more than a year before his death. Though in his 70s himself and ready to retire, Roy O. Disney took over the work and Walt Disney World Resort (including Magic Kingdom Park) opened in October 1971. The Park's then-director of operations Bob Mathieson said in 2011, "We purposefully opened

the park during one of the slowest times of the year." This was to allow the staff time to find their feet. However, it wouldn't be long before much larger crowds arrived and Walt Disney World Resort quickly became, and remains, one of the most popular attractions on earth.

As Walt had intended, the Magic Kingdom sat within the much larger overall resort property, with luxury hotels, sculpted lakes, man-made beaches and a state-of-the-art Monoral system. With the towering majesty of the 58-metre (189-ft) tall Cinderella Castle at the centre, the new park included many of Disneyland's most beloved



KEY TO PLATE

1: Master plan

Just two months before his death in 1966 Walt Disney filmed a short presentation about his plans for the Florida Project', Standing next to a schematic hung on the wall, he explained that, although the theme of Disneyland in California, it would be just one small part of the whole experience. On the map scale Walt would be rearly 10 km (ux miles) tall!

2: Cinderella Castle painting

Doney artist and Imagneer Herbert Ryman created many conceptual including concepts for Sleeping Beauty Castle and the Pirates of the Caribbean attraction. He was also the Walt's widow, Lillan, also attended park area alone was five times the size - chief designer of Cinderella Castle for - a dedication ceremony and parade. the Magic Kingdom at Walt Disney World Resort. Acrylic painting by Herb Mouse, of course!

3: Opening Day ticket

The opening of Walt Disney World in October 1971 saw a month of artworks for the original Disneyland, festivities, including performances by a 1500-voice choir and a hundred-prece symphonic band Roy O. Disney and later in the month - alongside Mickey

attractions, while also introducing new ones - including a stage show with Audio-Animatronics figures of every US president in The Hall of Presidents.

The park continues to change and evolve - notably with a doubling of the size of Fantasyland in 2014. In 2021, Walt Disney World celebrated its 50th anniversary with an 18-month resort-wide party dubbed 'The World's Most Magical Celebration', with allnew experiences, attractions, entertainment and magical 'Earidescence' (shimmery glows) in every comer of the resort.







MAGICAL LANDS

In the years since the opening of the Magic Kingdom in 1971, three other theme parks have opened at Walt Disney World Resort: EPCOT, Disney's Hollywood Studios and Disney's Animal Kingdom Theme Park.

In the 1960s, Walt Disney had started to develop plans for an 'Experimental Prototype Community of Tomorrow' (or EPCOT), which he envisaged as a planned community that would test out new city-living innovations. After Walt's death, his concept of a living city of the future became EPCOT Center (later renamed EPCOT), a permanent kind of world's fair that celebrated human technological and cultural achievement, and opened in 1982. More than twice the size of the Magic Kingdom, EPCOT showcased new ideas and technology in Future World and celebrated international nations in World Showcase, with its iconic dome, named Spaceship Earth, one of the chief attractions.

The park we now know as Disney's Hollywood Studios opened in 1989 to celebrate the golden era of Hollywood, combined with a variety of current film- and TV-themed attractions. Originally styled as the backlot of a film studio, the park also operated real production facilities, with two fully equipped soundstages and an animation studio. Animated films such as Mulan, Lilo & Stitch and Brother Bear were created onsite, along with the third edition of television's Mickey Mouse Club, which aired on The Disney Channel. While continuing to celebrate Hollywood's golden age, visitors today can also roam expansive Toy Story Land, opened in 2018, and blast off to the galaxy far, far away in Star Wars: Galaxy's Edge.

The resort's fourth park, Disney's Animal Kingdom Theme Park, opened in 1998. Encompassing 230 hectares (580 acres), it is the largest theme park in the world and is focused entirely around the natural environment and animal conservation. The park's icon is the Tree of Life, a 44-metre (145-ft) tall artificial baobab tree, around which trails lead to different themed lands with real animals, including tigers, orangutans, elephants and giraffes.

KEY TO PLATE

1: Disney's Hollywood Studios

Early poster concept for Disney's Hollywood Studies by Imagineer Collin Campbell, c. 1985. This concept harkens back to the art deco splendour of Hollywood in the 1920s and 1930s.

2: Spaceship Earth

The Spaceship Earth attraction at EPCOT during its construction in 1981. In this time travel-thermed experience contained within a dome, guests. are taken on a journey through the

from cave paintings through the invention. "adventure" in a Stor Wors thermed world. of alphabets and the printing press to the . Area concept art by Erik Tiemens, c.2015. modern age.

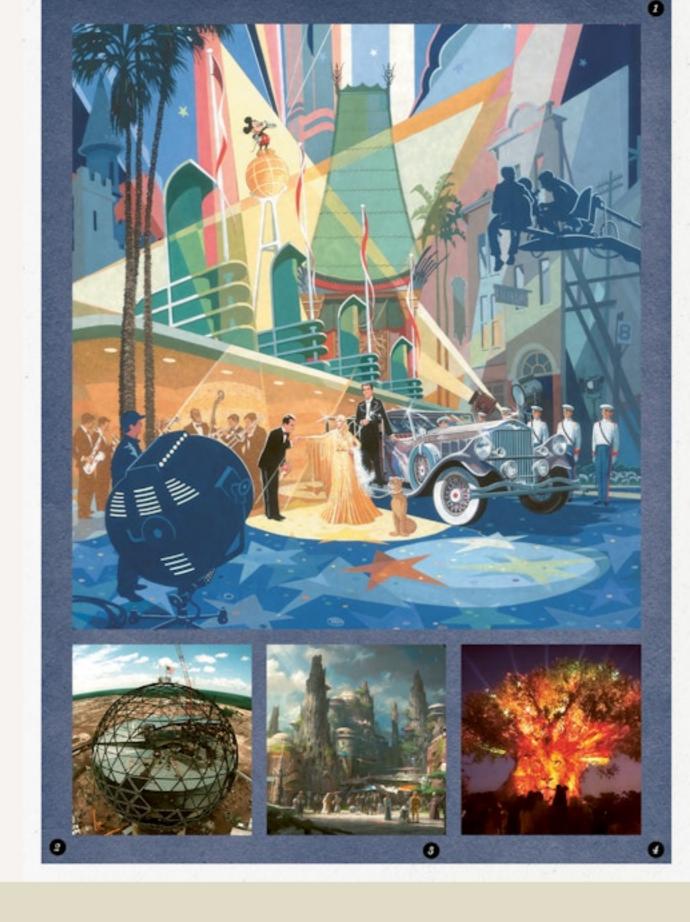
3: A new Star Wars land

In 2015, impressive plans were arrounced for the development of a gigantic new land within Disney's Holywood Studios near Orlando, Ronda, colour and animated imagery. and at Disneyland in Anaheim, California. Star Wars: Galaxy's Edge opened in both theme parks in 2019, and allows

development of human communication visitors to expenence a fully immersive

4: The Tree of Life

Tree of Life Awakenings is an after-dark. experience that debuted in 2016. it spectacularly brings the icon of Disney's Animal Kingdom Theme Park to life with



AROUND THE WORLD

With guests visiting Walt Disney World Resort from all around the world, it was only a matter of time before a Disney theme park would open outside the United States. In 1983, Tokyo Disneyland became the first. Styled similarly to the Magic Kingdom-style parks, it has a fairy-tale castle at its heart and includes Fantasyland, Adventureland and Tomorrowland, with Westernland replacing Frontierland. Instead of Main Street, U.S.A., the park has a glass-covered arcade known as World Bazaar. In 2001, a second park opened at the resort. Tokyo DisneySea has a Mediterranean Harbour entrance, with gondola rides, and six more nautically themed ports: American Waterfront, Lost River Delta, Port Discovery, Mermaid Lagoon, Arabian Coast and Mysterious Island. An eighth, Fantasy Springs, themed for Frozen, Tongled and Peter Pon, opens in 2023.

Since the 1970s, there had been discussion of a Disney theme park in Europe. EuroDisney (later renamed Disneyland Paris) opened outside Paris in 1992. The designers of this park adapted the Magic Kingdom-style model for the European audience. The castle was reinvented in a fanciful story-book style, with a dragon living in a cavern underneath it and Merlin's workshop inside it. The park includes a hedge maze and a Hollywood-inspired Wild West-themed land. Tomorrowland became Discoveryland, inspired by French writer Jules Verne's visions of the future, which had been an inspiration for Walt Disney.

Disney theme parks opened in Hong Kong in 2005 and Shanghai in 2016. Both are modelled on the Disneyland-style parks but incorporate elements of Chinese culture. Chinese New Year is marked by special parades and stage shows, and, at Shanghai Disneyland Park, a special Chinese garden features the twelve animals of the Chinese zodiac represented by Disney characters. In constructing Hong Kong Disneyland Park, Imagineers consulted with a feng shui master to establish the most auspicious date for its opening. They even adjusted the siting of the park entrance by nine degrees to maximise energy and wellbeing, "Disneyland has fundamentally good chi, because it is ordered and reassuring," said park concept artist Chris Carradine 15.

KEY TO PLATE

1: World Bazoar

Tokyo Disneyland retains many of the features from Disneyland in California or Walt Disney World in Florida, though Main Street, U.S.A., has become the covered arcade known as World Bassan

2: The Orbitron

At Disneyland Paris, Tomorrowland. known as Discoveryland, is themed for retro-science-fiction influenced by European writers such as Jules Verne

Machines Volantes resembles a bronze 19th-century rotating planetanum and was impired by Leonardo da Vincili. drawings of the solar system.

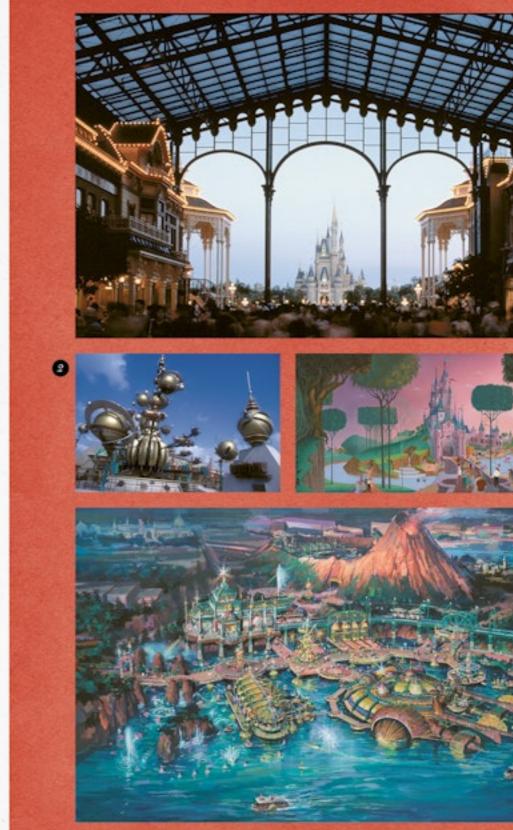
3: Sleeping Beauty Cartle

At Disneyland Paris, Le Château de la Belle au Bois Dormant, or Sleeping Beauty Cartle, rises from a rocky outcrop and was partly impired by Mont. Saint Michel monastery in Normandy.

and H. G. Wells. The attraction Orbitron: France, as well as illustrations from medieval manuscripts. Art by Frank Armitage, 1991.

4: Marina of the future

Port Discovery at Tokyo DisneySea is a retro-futurist-therned manna that features many elements from Disney and Pixar's Finding Neme and Finding Dory. Concept art by Dan Goozee.





DISNEY MUSEUM

SECTION 6

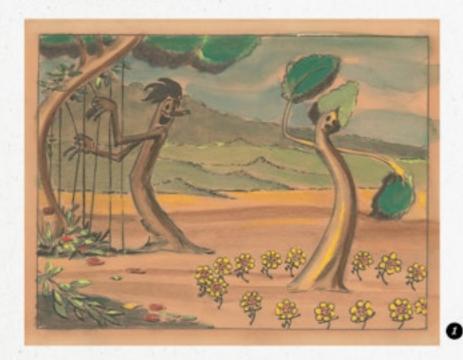
AWARDS AND FIRSTS



Stealing the Show Disney Firsts

STEALING THE SHOW

Over its long history, Disney has enchanted audiences with its many unforgettable films. Its achievements have been celebrated with countless awards and accolades - including more than 135 Academy Awards®. To this day, Walt Disney himself still holds the record for receiving the most Academy Awards® in history by an individual: a total of 32, including some special and unique ones. His first win was in 1932 for the Silly Symphony series cartoon Flowers and Trees, which was awarded Best Short Subject (Cartoon). At the same ceremony, he received his first Special Award (now called an Honorary Academy Award®) for the creation of Mickey Mouse. Over the following years, Walt would win many more times, for both cartoons and his liveaction and documentary films. He received three more honorary Academy Awards®. The second, in 1939, recognised the pioneering significance of the world's first fulllength animated film, Snow White and the Seven Dwarfs. The third, in 1942, was for 'outstanding contribution to the advancement of the use of sound in motion pictures through the production of Fantasia'. In the same year, he won the prestigious Irving G. Thalberg Memorial Award for the overall significance of his body of work. In 1965, Walt earned his sole Best Picture nomination, for the film Mary Poppins (1964). He was posthumously awarded his final Academy Award® in 1969 for Winnie the Pooh and the Blustery Day (1968).



Since Walt's death, Disney films have continued to win many awards, including for soundtracks and technical awards for advances in animation techniques. In 1992, Beauty and the Beast became the first animated feature film ever to be nominated for Best Picture. On occasion, Disney characters have made appearances at Academy Award® ceremonies - including Mickey Mouse, Minnie Mouse, Donald Duck and Daisy Duck, Woody and Buzz Lightyear from Disney and Pixar's Toy Story and some of the droids from Star Wars.



KEY TO PLATE

1: A special award

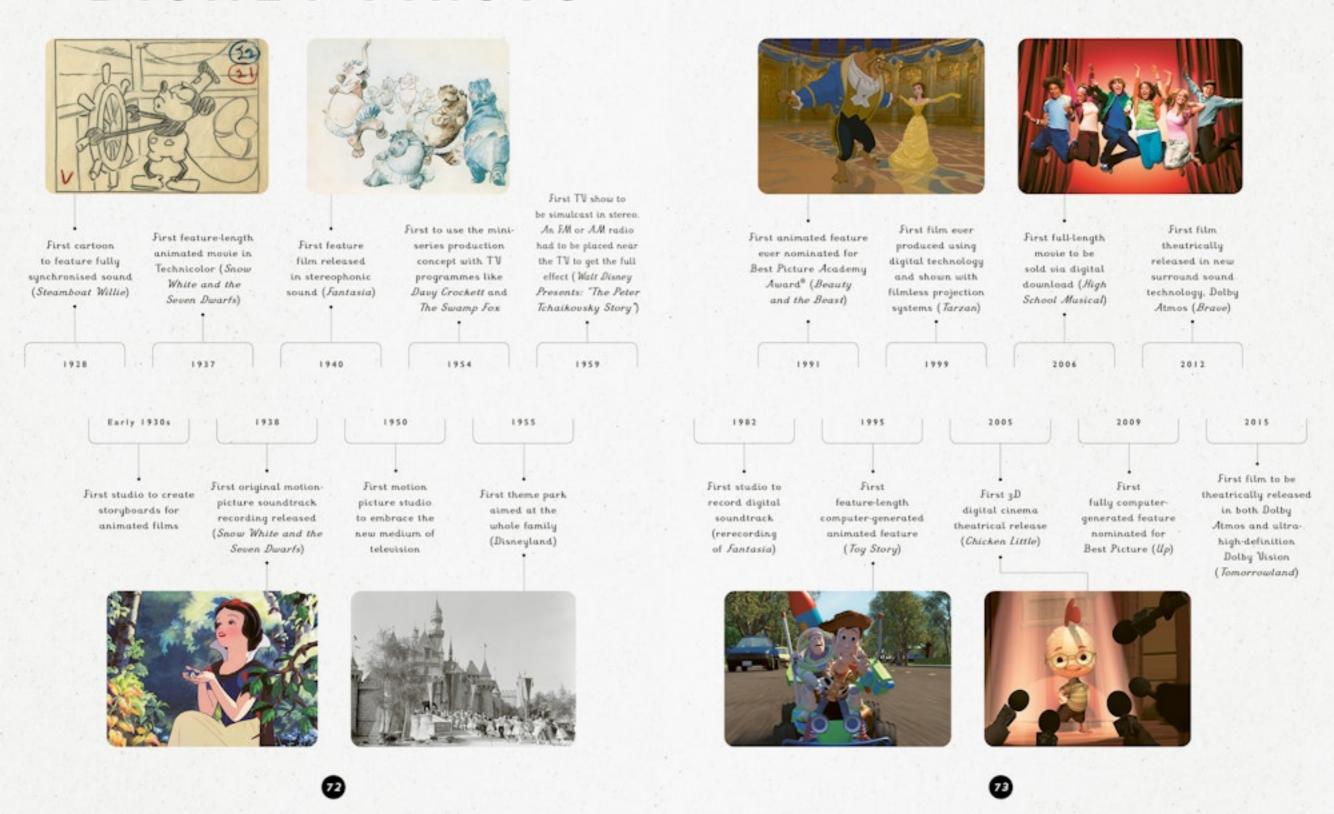
Flowers and Trees (1932) began as a blackand white cartoon but was scrapped when Walt Disney signed a contract with. Walt had a necklace made for his wife. Technicolor: It became the first Deney Lillan, of 20 minuture Oscar® statuettes. Animation short in colour and won the Each mini-Oscar® is 2.5 cm (1 in) tall,

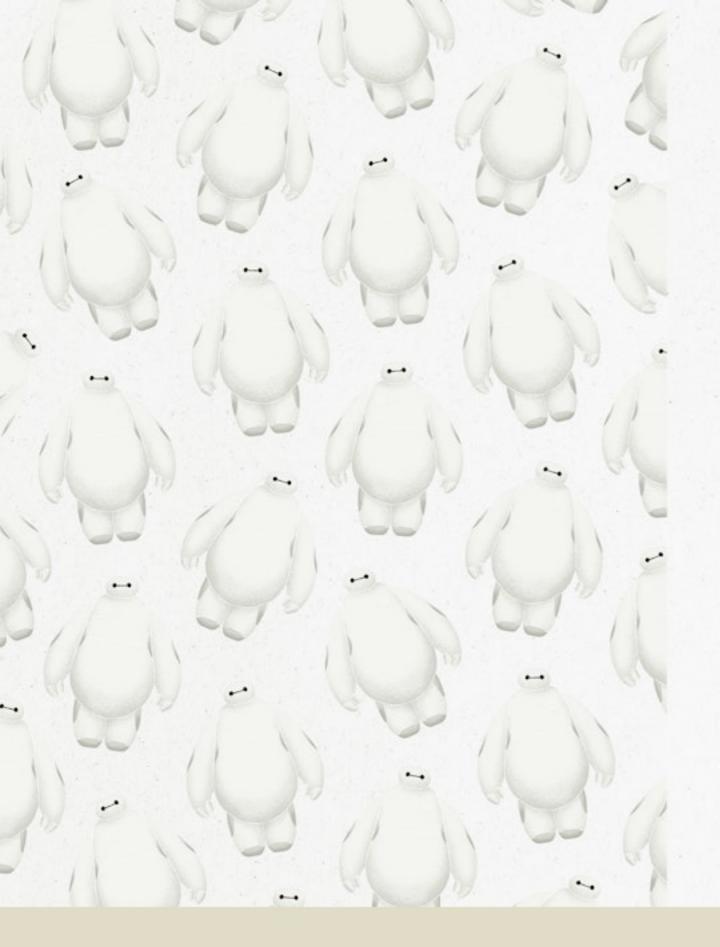
Academy Award for Best Cartoon.

2: Oscer® Brecelet

made of 18k gold and engraved with the name of the film for which it was awarded Lillian said she would prefer a bracelet to a necklace, and the original is now on display in the Walt Disney Family Museum, in San Francisco, California¹⁴.

DISNEY FIRSTS





DISNEY MUSEUM

SECTION 7

100 YEARS ON



Original Programming All in the Game New Chapters

ORIGINAL PROGRAMMING

In 2019, Disney+ provided a home for films, documentaries, live-action and animated series, and short-form content from The Walt Disney Studios, Walt Disney Animation Studios, Pixar Animation Studios, Marvel, Lucasfilm, along with The Simpsons and much more. Films and shows from 20th Century Studios, Disney Television Studios, FX, Searchlight Pictures and more are also available. In 2021, the streaming service surpassed 100 million subscribers globally.

Subscribers can find everything from Mickey's first appearance in Steamboat Willie (1928) to the latest releases. It also offers original and exclusive movies and TV shows. High School Musical: The Musical: The Series is set in the same school as the original Disney Channel film series and follows a group of teenage drama enthusiasts who participate in a staging of High School Musical as their school production. Meanwhile for Star Wars fans, Stor Wors: The Mondolorion offered new tales from the galaxy far, far away, focusing on a mysterious bounty hunter, Din Djarin, who rescues Grogu, a young alien of the same species as Yoda. Star Wars: The Book of Boba Fett, created by Jon Favreau, launched at the end of 2021, further enriching and adding to the world of Star Wars with appearances from characters old and new.

Initially as a result of the worldwide COVID-19 pandemic in 2020, Disney+ has hosted new film launches, starting with the live-action Mulan in 2020, Disney and Pixar's Soul (Christmas Day, 2020), and Walt Disney Animation Studios' Raya and the Last Dragon (2021). In 2021, Peter Jackson's masterfully restored documentary The Beatles: Get Back launched on the site to great acclaim.

Disney+ also provides a platform for new animation. Walt Disney Animation Studios' Short Circuit, launched in 2016, allows employees of the studio to pitch their ideas via blind submission and, if selected, work with fellow employees to create the short. The studio



stated,"The goal of this innovative program is to take risks in both visual style and story, surface new voices at the studio and experiment with new technical innovation."17 Launchpad is a live-action counterpart to Short Circuit. Helmed by new and upcoming directors from diverse backgrounds, these short films deal with various uplifting themes relating to family, culture and experience.





KEY TO PLATE

1: Olof's home theatre

In Clief Presents (2021), the cheerful Disney Animation tales, including The Saunched through Walt Disney Lion King and The Little Mermoid. He plays all the roles from the original films himself, aided by Sven the rendeer and the Snowgies.

2: VR animated short

Jeff Gipson directed Disney's firstlittle snowman revisits some favourite ever virtual-reality film, Cycles (2018), Animation Studios' Short Circuit programme for experimental films. The three-minute move is viewable on VR headsets and, alternatively, on flat screens, inspired by Goson's grandparents, viewers can explore a We lived in a beloved house.

3: School holiday

The first short film in Disney's Launchpad series on Disney+ is American Eul (2021), directed by Aqua Altaf. Ameena is a Muslim Pakistani immigrant who wakes up on Ed to find out that she has to go to school - and decides to go on a mession to make Ed a public school holiday

ALLIN THE GAME

In the 1980s, from Nintendo's handheld Game & Watch devices to the Atari 2600 home system, Mickey Mouse and friends began appearing in video games. Through the 1990s and 2000s, Mickey kept in step with the development of increasingly sophisticated platforms, from the Sega Mega Drive, Nintendo Game Boy and Sony Playstation to the first mobile phone apps.

In 1990, Castle of Illusion Starring Mickey Mouse launched for the Sega Mega Drive and Sega Genesis systems. This acclaimed game follows Mickey Mouse on a quest to defeat. the evil witch Mizrabel and led to a series of successful sequels. Successful side-scrolling platform games of this era included two games called Disney's Aladdin, released in November 1993: one was developed for the Sega Genesis system by British developer Virgin Games and the other created for the Super Nintendo Entertainment System by Japanese game developer Capcom. As with The Lion King game, released in 1994 and created for SNES and Sega Genesis, Walt Disney Feature Animation (known today as Walt Disney Animation Studios) created some of the games' animation and the films' music was adapted for the soundtracks.

Kingdom Hearts, launched in 2002 and created by Japanese video game company Square Enix in collaboration with Disney Interactive Studios, combined characters and settings from Disney animated features with cameos of those from Square's Final Fantasy series, in addition to original characters and worlds created for the game. It follows the adventures of Sora, a cheerful teenager who fights against the forces of darkness alongside Donald Duck, Goofy and other Disney characters. A huge hit and one of the most beloved Disney video games of all time, it would spawn a franchise and many seguels - with new games promised in the future.

In 2010, Disney Epic Mickey debuted, an innovative game that allowed Mickey's original mischievous and adventurous personality to have full rein. Designed by creator and producer Warren Spector for Disney Interactive Studios, Disney Epic Mickey is an expansive, puzzlesolving platform game, in which Mickey wields a large paintbrush that can make or erase objects required to proceed to the next level. The game also featured Oswald the Lucky





Rabbit, the character created by Walt Disney and Ub Iwerks that predates Mickey himself. Disney Chief Executive Officer, Bob Iger, took a personal hand in the recovery of the rights to the Disney-designed Oswald character and the game became the first time that Mickey and Oswald appeared together on screen¹⁸. Later, in 2012, Disney Epic Mickey: Power of Illusion paid tribute to the Illusion series and featured a reimagined Mizrabel.

In 2013, Disney Infinity took gaming into the physical world. Players could collect figurines of a wide range of characters from Disney, Pixar, Marvel and Stor Wors. Unique at the time, the figurines were then synchronised with the game, unlocking digital characters that interact and go on adventures together.

Today, Disney collaborates with world-class developers across the industry to create original stories in games based on the worlds of Disney, Pivar, Marvel, Stor Wors and 20th

Century, First released in 2019, Stor Wars Jedi: Fallen Order follows the adventures of an original character, Jedi Padawan Cal Kestis, who faces off against evil Inquisitors and other foes in the early years of the Galactic Empire. In 2018, US game developer Insomniac released Marvel's Spider-Man, which draws on the comicbook history of the web-slinger to tell an original story set in a unique universe (known as Earth-1048) that has since appeared in novels, merchandise and comics. A huge critical and commercial success, the game spawned a spin-off, Morvel's Spider-Man: Miles Moroles released in 2020, with a sequel, Marvel's Spider-Man 2, released in 2023. As Walt. Disney Games' senior vice president. Sean Shoptaw says, Disney video games "really push our characters and stories to places they had never been pushed before."19



KEY TO PLATE

1: Castle of Illusion

was updated in 2013, seen here, with new gameplay and challenges.

2: Classic Games Aladdin

The original Costle of Busion from 1990 Two Aloddin games were made in 1993, for the Sega Genesis and Super Nintendo systems - this is a scene from 2023, takes place five years after the

5: Star Wars Jedi: Survivor

A sequel to Star Wars Jedi Fallen Order, Star Wars Jed: Survivar, released in April ending of the first.

NEW CHAPTERS

In 2023, Disney celebrates a truly magical event: its centenary. An exhibition entitled Disney 100: The Exhibition will showcase costumes and artefacts curated by the Walt Disney Archives, premiering at the Franklin Institute in Philadelphia in February 2023. The exhibition features an immersive environment of sight and sound spanning 1400 sq m (15,000 sq ft) showcasing stories and characters from a century of Disney storytelling.

With 100 years of magical entertainment to look back on, The Walt Disney Company also has much to look forward to. Big theatrical releases included live-action Pinocchio and Snow White and the Seven Dwarfs; Marvel Studios' Thor: Love and Thunder and Black Ponther: Wakanda Forever, Disney and Pixar's Lightyear, Disney Animation's Stronge World; and, from 20th Century Studios, the sequel to James Cameron's 3D blockbuster Avatar, entitled Avatar: The Way of Water. Disney+ continues to launch new series, including Baymax!, which follows the further adventures of the cuddly healthcare robot from Big Hero 6 (2014), and Zootopia+ set in the world of the 2016 Academy Award®-winning animated film. Two popular Disney princesses will also headline long-form musical series, Tiana (from The Princess and the Frog) and Moana.

lwájú (which means 'the future' in the Yoruba language) is a new long-form series steeped in science fiction, set in a futuristic Lagos, Nigeria. This is a first-of-its-kind collaboration between Walt Disney Animation Studios and pan-African comic book entertainment company Kugali and its founders. One thing is certain: Disney has many more years of magical storytelling to come!

KEY TO PLATE

1: Baymaxt

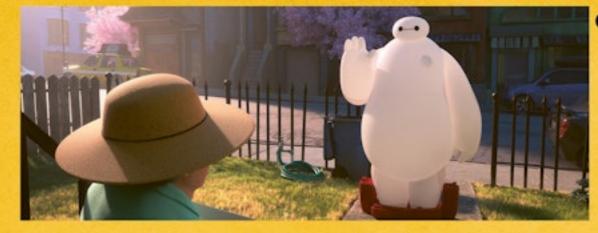
Boymov's the first animated series It features Scott Advit, who voiced Baymax, the healthcare companion, in the original 2014 film.

2: Zootopia+

Zootopig+ is a short-form series that from Walt Disney Animation Studios. dives deeper into the lives of some of the feature film's most intriguing characters, including fire fire, the newly married arctic shrew; Gazelle's talented tiger dancers; and the sloth full of surprises, Flash.

3: Futuristic world

Walt Disney Animation Studios' chief creative officer Jennifer Lee has said of Avdjú,"This project is proof that there is a place for whatever story you want to tell in the world, and there's a hunger for it."8









DISNEY MUSEUM

SECTION 8

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