



GLUED DOWN





This book belongs to



Carl's desire to 'get away from it all', is something many people long for.  
RICKY NIERVA / GOUACHE

MODERN CLASSICS



#### Acknowledgments

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**A** movie about a senior citizen flying his house with balloons to go on an adventure with a talking dog, a Wilderness Explorer and a giant flightless bird? Preposterous! Who would make such a film? Well, we did. And it was the happiest experience of my working life.

My name is Bob Peterson. I was the co-director and co-writer of *Up*. I was also the voice of Dug and Alpha. Along with director Pete Docter, we crafted a very unlikely action adventure.

That's what excited us the most about the project – the unlikely cast going on an unlikely adventure. No one ever had the audacity to cast an old person as the main action hero. Usually, young, very fit people played that role. When we decided to go with a senior, we realised something special, that old people possess a richness of experience. Famine, war, loss – you'd never know looking at a senior sitting on a park bench that they'd been through so much. It was this richness that unlocked the emotional underpinning to this raucous adventure – that Carl Fredrickson, who had lived an entire life with his beloved Ellie, chose to romantically fulfil her childhood wishes after she passed. Try that, any other action hero!

Creating the movie *Up* led us in many directions in our research – inwardly to memories of our parents and grandparents, and outwardly to actually climb the giant tepui mountains of South America! Our writing led us from one initial theme, "You must move on from loss", to a more profound one: "Adventure happens in the smallness and beauty of relationships."

As the story unfolded before us, telling us what it wanted, we found a man who, in rejecting the world and insulating himself, collected in essence a new family – a son, a dog and a giant bird. It is a romantic story of honouring the past while embracing the future. When we finally found that story core, we felt like Dug: "I have just met you, and I love you."

Bob Peterson  
Writer-Director  
Pixar Animation Studios





Artists wanted Muntz to have a heroic look, giving him broad shoulders and a strong presence. DANIEL LÓPEZ MUÑOZ / DIGITAL

Once upon a time, an eight-year-old boy named Carl sat in the cinema wearing his flying helmet. Carl looked up at the flickering screen as the narrator described the famous explorer Charles Muntz's return from a remote region of South America called Paradise Falls.

Muntz travelled, accompanied by his dogs, in a luxurious airship named *The Spirit of Adventure*, which he'd designed himself.

"Adventure is out there," Muntz said, giving the crowd a thumbs up, which Carl returned from his seat.

"But what has Muntz brought back this time?" the narrator teased, as Muntz stood beside an object concealed by curtains. Muntz pulled a rope to reveal a gigantic skeleton.

"I give you the monster of Paradise Falls," Muntz declared.

The narrator said that while the monster looked impressive, scientists had since examined the skeleton, and decided it was a fake and Muntz a fraud.

Carl gasped as Muntz's portrait was removed from the Explorers' Society, and his membership badge torn from his jacket.

Muntz set off for Paradise Falls, saying he would not return until he could bring back a live monster and restore his reputation.

When Carl walked home, holding the string of a balloon, he imagined the narrator documenting his journey. Carl navigated over Pikes Peak (a rock), the Grand Canyon (a crack in the pavement), and almost fell afoul of Mount Everest (a tree stump) before discovering a route around. The imaginary narrator wondered if there was anything Carl couldn't do before beginning Muntz's catchphrase. But the narrator did not get to complete it.

"Adventure is out there!" a voice cried.

As the voice continued its imaginary adventure over Mount Rushmore, Carl followed the sound towards an old house.



Artists had the challenge of showing Carl at different ages, but had to ensure he was still recognisable. NAT McLAUGHLIN / DIGITAL



Carl crawled through the fallen-down front door and up the stairs, where he found a girl. The girl wore a flying helmet like Carl's and turned the wheel of an old bicycle as if she were steering an airship. The walls of the attic were lined with articles about his hero, Charles Muntz.

"What are you doing?" the girl demanded. Startled, Carl let go of his balloon. The girl said that she belonged to a club for explorers and asked if Carl thought he had what it took to join. Carl was too nervous to answer.

"All right, you're in," the girl said impatiently. The girl assured him that she didn't bite and gave him a smile before pinning a grape-soda bottle cap to his shirt.

"You and me, we're in the club now," she said kindly. Carl smiled. The girl said her name was Ellie, and that she knew where to find his balloon. Ellie led Carl up into the roof. All Carl had to do was keep his balance across an old-looking plank to get to it. Carl put his best foot forward, but fell... and broke his arm.

Young Ellie was designed to be light on her feet, almost as if she were lifting into the air. DANIEL LÓPEZ MUÑOZ / DIGITAL



Ellie and Carl may be complete opposites, but their friendship is based on a desire for adventure. LOU ROMANO / GOUACHE

Later that night, Carl's balloon floated through his bedroom window, closely followed by Ellie. She thought that Carl needed cheering up and showed him her very secret Adventure Book. Ellie made Carl swear not to tell anyone what he saw. Inside, there was a magazine with Charles Muntz on it.

"Paradise Falls, a land lost in time," Ellie read from a picture she had torn from a library book. She confided that when she grew up, she was going to travel to South America and live in her clubhouse next to the falls.



But Ellie didn't know how she would get there. Then she saw Carl look towards a model airship hanging from his ceiling. Ellie made Carl promise that he would take them both there in one just like it. As Ellie left, she told Carl that even though he didn't say much, she liked him.

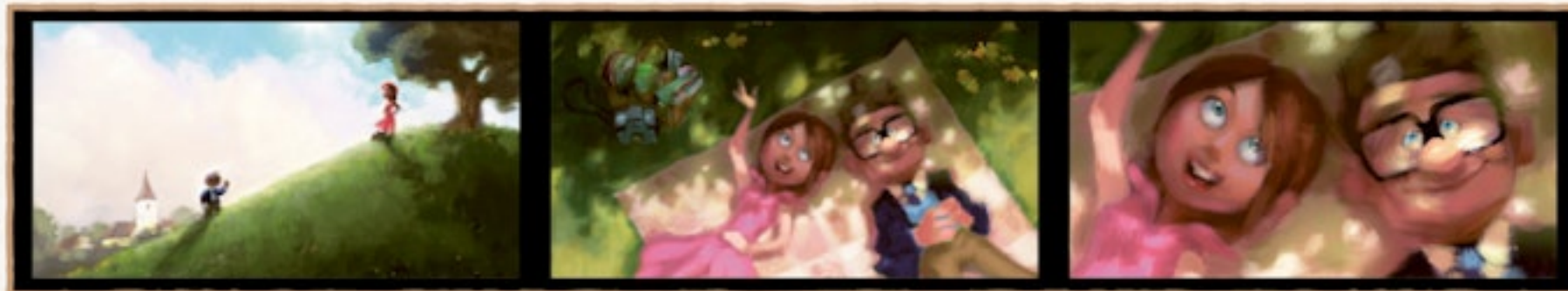
"Wow," Carl said after she was gone.

Years passed, and Carl and Ellie grew to liking one another so much that they got married and bought the old house. The newly-weds worked hard to repair it and when they were finished the old house looked just like the clubhouse in Ellie's Adventure Book.

In their spare time, Ellie and Carl went for picnics and looked for pictures among the clouds scudding across the sky above their heads.



Carl and Ellie keep their hopes of adventure alive, even as time slips away. RICKY NIERVA / COLOURED PENCIL



The Adventure Book is an important prop throughout the film. HARLEY JESSUP, ELIE DOCTER, ERIC EVANS / MIXED MEDIA

Ellie achieved her dream of travelling to South America, or at least the South America exhibit at the zoo where she worked. Carl sold balloons nearby.

One day on a walk, Carl said he saw a baby in the clouds but Ellie said she saw lots. Carl smiled. Ellie and Carl built a nursery with an airship mobile hanging over the crib and waited. But their baby didn't arrive. Ellie wept at the hospital when the doctor told them it never would.

At home, Carl saw Ellie needed cheering up and placed her old Adventure Book in her lap. Ellie smiled. They began saving to get to Paradise Falls, but life got in the way. Ellie and Carl had to use the money they'd saved to repair their car and their home, and to cover hospital bills. As time went on, their dream of visiting Paradise Falls was put to one side.

At just ten minutes long, the opening sequence of *Up* is often praised for its poignant storytelling. DANIEL LÓPEZ MUÑOZ / DIGITAL



As Ellie and Carl grew older, their dream was forgotten. But one day Carl discovered a photograph of Ellie wearing her flying helmet and remembered. He had an idea. Carl went to a travel agent and bought two tickets to South America. He hoped to give them to Ellie at their picnic spot, but Ellie could not make it up the hill. Something was wrong.



In the hospital, Ellie turned the pages of the Adventure Book. But she knew she wouldn't be going on any more adventures. When Carl arrived, holding a balloon, Ellie pushed the book towards him and touched his cheek.

Carl was designed to look like a square: impenetrable and unmovable. DANIEL LÓPEZ MUÑOZ / PENCIL

After Ellie's funeral, Carl returned to their house alone.

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Years later, their alarm clock rang and Carl sat up on his side of the bed. He got up and stretched, grunting with the effort. Carl walked using his cane to the stairs and rode down slowly on his stairlift. He sat at the kitchen table and ate his breakfast alone before cleaning the house, just as he had done with Ellie. He then dusted Ellie's picture on the mantelpiece. When he was finished, Carl adjusted his bottle-cap badge in the mirror and went out for the day. But he did not go far. Once out of the door, Carl sat down on his porch.

Inside the house, things had stayed the same, but outside, everything looked very different. Carl's house was the only one left standing on his street as the others had been demolished to make way for towering apartment blocks.

"Quite a sight, huh, Ellie?" he said. Carl checked their mailbox. Inside, he found a leaflet for a retirement home and tutted.



After the loss of Ellie, Carl is shown as having a visual heaviness to his movement. DANIEL LÓPEZ MUÑOZ / PENCIL, DIGITAL



A friendly construction worker asked Carl if he needed any help.

Carl told him to inform the property developer that they were ruining his house. The worker said the developer wanted to buy it, but Carl said they could wait until he was dead.

Later, as Carl watched television, there was a knock at the door. It was a boy wearing a uniform.

“Good afternoon, my name is Russell,” the boy began, reading from his manual. Russell asked if he could help Carl in any way. But Carl said he was doing fine, and closed the door.



Russell's design is so stylised that the silhouette of his head and body together looks like an oval. DANIEL LÓPEZ MUÑOZ / PENCIL, DIGITAL

When Carl opened the door to see if Russell was still there, the boy started his spiel from the beginning, but Carl was not interested.

Russell explained that he only needed his ‘Assisting the Elderly’ badge to become a Senior Wilderness Explorer – and be invited to a big ceremony where his father would pin the badge on his uniform.



Artists were inspired by old, charming Victorian houses when creating the look of Carl and Ellie's home. DON SHANK / DIGITAL

Carl asked if he could catch a bird called a snipe that had been terrorising his yard. He said the snipe's burrow was two blocks down the street and, to lure it out, Russell needed to clap. As Russell set off in search of the snipe, Carl rolled his eyes. He started to shut the door, but stopped when he saw a digger reverse into his mailbox.

“What do you think you're doing?” Carl yelled. The worker told Carl that he would fix the mailbox for him, but Carl didn't want him to touch it. In anger, he hit the worker with his cane and knocked him to the ground.

People in the street stared as Carl backed towards his house. The property developer watched Carl close his curtains as the police arrived.



Carl went to court, where he was pronounced a public menace. The court ordered Carl to move out of his beloved house and into a retirement community. A police officer dropped Carl home and told him that someone from the retirement community would pick him up the next morning.

"What do I do now, Ellie?" Carl asked, placing a hand on their mailbox.

Inside, their house was quiet. Carl found his suitcase in the closet on top of Ellie's Adventure Book. He took the book to his chair. When Carl got to a page marked 'Stuff I'm Going to Do', he sighed. He looked up at Ellie's picture and remembered the promise he'd made to her when they met. Carl crossed his heart.

The next morning, two men from the retirement community arrived. Carl asked for a moment to say goodbye to his house. As the men returned to their van, they commented on the mess in Carl's yard, which was strewn with empty helium canisters, when a shadow passed over them. They looked back at Carl's house in astonishment. Thousands of colourful balloons poured from the chimney and lifted the old house into the sky with their strings. The men ducked as the house passed over their heads.



Artist Albert Lozano created a host of perfect characters as 'extras' including the two Shady Oak workers.  
ALBERT LOZANO / PENCIL / DIGITAL

"So long, boys!" Carl crowed from the window, and said he would send them a postcard.



The bright memory of Ellie is brought back with the saturated, beautiful colours of the balloons that Carl inflates. PETE SOHN AND JAMES BAKER / DIGITAL



People stared as Carl's house floated above the city. Inside, Carl looked at his map and compass, and then released a pair of fabric sails out of the windows. As he steered, the weathervane on the roof of his house pointed south – to Paradise Falls.

"We're on our way, Ellie," Carl said. He kissed the picture of Ellie hanging on the wall and then gave the strings holding the balloons to the grate a twang. Carl settled in his chair for a nap, when he heard a knock at the door. He opened the door to find Russell, the Wilderness Explorer, clinging to the side of his house.



"What are you doing out here, kid?" Carl yelled.

Russell told Carl that he had followed the snipe, which looked a lot like a mouse, under Carl's porch. Suddenly a gust of wind blew a flag off Russell's jacket.

"Please let me in," Russell pleaded as he watched it fall.

Carl said no and slammed the door, leaving Russell alone and scared. But as grumpy as Carl was, he was not cruel. After a moment's thought, he

opened the door and Russell rushed inside. When Russell calmed down, he dropped his backpack and began to explore Carl and Ellie's house.

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Carl's house is a silent actor and needed to be emotionally moving as well as to physically move.  
DOMINIQUE LOUIS / PASTEL



"I've never been in a floating house before," Russell marvelled, looking around the living room. Russell found Ellie's Adventure Book. He picked up a piece of paper and read: "Paradise Falls, a Land Lost in Time."

"You going to South America, Mr Fredricksen?" Russell asked.

"Don't touch that!" Carl snapped, snatching the paper. He was worried that Russell would soil it.

Russell told Carl that he thought he was clever, because instead of choosing what to pack in a bag to get on a plane, Carl was flying his whole house and so had all his stuff with him.

"Is this how you steer your house?" Russell asked, seeing the brass pulley and ropes.

Carl told Russell to stop, but Russell took hold of the handle and pulled. The house tilted sharply left, then right.



The oldness of Carl's house contrasts against the newness of the urban sprawl that threatens to engulf it. NAT McLAUGHLIN / DIGITAL

"Knock it off!" Carl yelled, stumbling.

Russell did knock it off, but only because he saw buildings out of the window.

"That building's so close I could almost touch it," Russell said.



A group of artists travelled to the tepuis of South America to gain inspiration for the landscapes of Paradise Falls. LOU ROMANO / GOUACHE

Russell's observation gave Carl an idea.

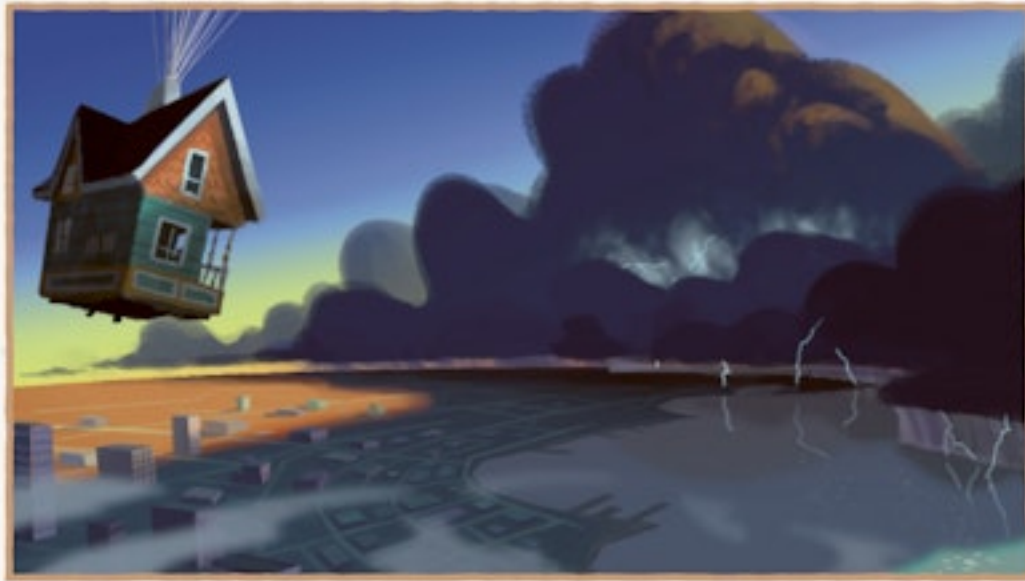
Carl lowered Russell out of the house on a rope made of sheets tied together.

"You should try this, Mr Fredricksen," Russell said, having fun. "Look, there's a bus that could take me home."

Carl hoped to be able to lower Russell onto one of the buildings, so he could go home, but Russell wriggled on the rope too much. Carl tried to keep hold of the rope, but it slipped out of his grasp and fell.

"Well, that's not going to work," Carl said, coming out of his daydream to see Russell looking out of the window at the clouds.





Set animators had to ensure that the household objects within Carl's home were animated. Pictures needed to swing off walls, showing faded outlines, and rugs needed to crumple against walls. NAT McLAUGHLIN / DIGITAL

"I know that cloud. It's a cumulonimbus," Russell said.

As Russell twittered on about clouds, Carl switched off his hearing aid and smiled at the peace and quiet. But Russell wasn't just twittering. Russell was trying to tell Carl that cumulonimbus clouds meant they were approaching a storm.

As the sky darkened, Russell tried to get Carl's attention.

"We're in big trouble," Russell called. "We're going to get blown to bits." But Carl couldn't hear him.

"What are you doing over there?" Carl asked angrily when the room lit up with lightning.

Russell pointed to the storm. Carl looked at the balloon strings trembling in the grate. The wind howled and ice crystals fluttered in through the air vent.

"See, cumulonimbus," Russell said. Lightning ripped through the sky as the house sailed towards a ginormous storm cloud.

Carl tried to steer the house out of danger, but he could not fight the wind. The steering rig spun and threw Carl to the ground. As the storm raged, the house listed. Furniture slid across the floor, and plates fell from the walls. Carl and Russell did what they could to protect their things. Russell saved his backpack from sliding out of the front door, and Carl caught Ellie's picture before it fell from the mantle. The storm raged through the night.



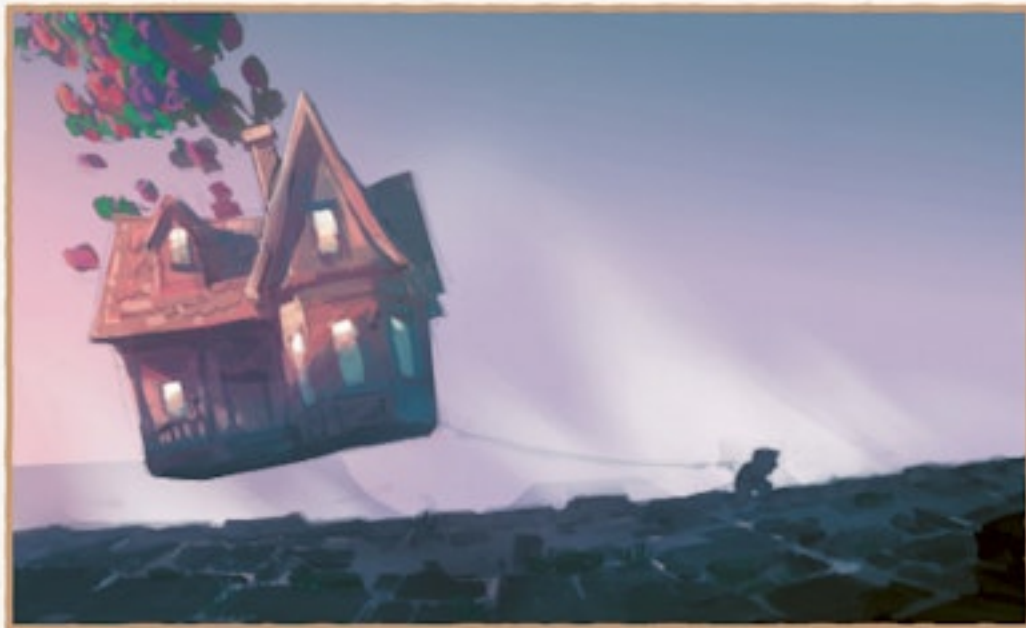
Russell's presence in the film brings back colour to Carl's world following the death of his wife. DANIEL LÓPEZ MUÑOZ / PENCIL, DIGITAL



"I thought you were dead," Russell said the next morning.

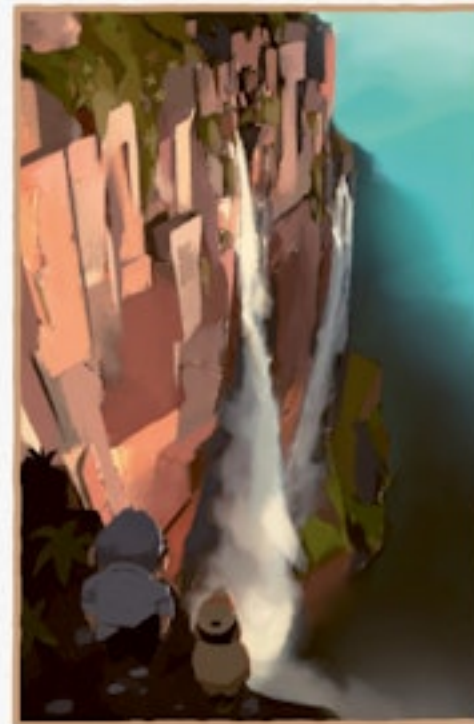
Carl asked Russell what happened. Russell said he had steered them through the storm while Carl slept. Carl didn't know where they were.

"We're in South America, all right." Russell had used the GPS device his father had given him. "With this baby, we'll never be lost," Russell said, accidentally throwing it out of the window.



Carl is an unlikely hero. At eighty years old, he decides to float across the world despite dealing with the pain caused by bursitis and arthritis. **NOAH KLOCEK / DIGITAL**

None of this made sense to Carl. He told Russell that he would lower the house so that Russell could get a bus home. Russell said he didn't think they had buses in Paradise Falls.



"Mr Fredricksen, how much longer?" Russell asked as they descended. Carl answered that it could take hours to get down. But shortly afterwards, the house scraped the earth, threw Carl and Russell from the porch and sailed on without them. Carl leapt to catch the hosepipe that trailed behind, and hung on. Russell held on to Carl's leg as they almost floated over a cliff. Carl screamed, but Russell was able to pull them back.

Tepui translates as 'house of the gods' in the language of the Pemon people. These flat-top mountains provided inspiration for the landscape of Paradise Falls. **DANIEL ARRIAGA / DIGITAL**

"This doesn't look like the city or the jungle, Mr Fredricksen," Russell said, looking around. Carl clung to the hosepipe as a strange landscape emerged from the mist.

"Ellie, it's so beautiful," Carl said, marvelling at the magnificent waterfall.

Carl told Russell to climb up so they could float over to the falls. Russell was happy to assist. He climbed up Carl and then tried to climb the hosepipe.

"Are you on the porch yet?" Carl said, hoping Russell would be able to hoist him back up to the house. But Russell could not climb. Instead, he slid down onto Carl's head.



Carl was stuck. With no way of climbing up to his house, Carl couldn't see how they could get to the falls. Russell asked if Carl would sign off on his badge if he helped him get to the falls. Carl didn't know what Russell was talking about, but Russell had an idea.



The landscape of Paradise Falls changes as Carl and Russell's relationship develops, going from squared-off to rounded rocks with more softness. RICKY NIERYA / GOUACHE

"We could walk it right over there like a parade balloon," Russell said.

Carl tied the hose to his back, and attached Russell to the hose using a rope. Carl said they had three days to make it to the falls before the helium leaked out of the balloons.

"Don't you worry, Ellie," Carl said. "We'll get our house over there."

Carl walked slowly with his cane as Russell followed behind, chattering away about the Wilderness Explorers. To make the journey go more quickly, Carl suggested they play a game.

"It's called 'Let's see who can be quiet the longest'," Carl said. It was a game Russell's family had played with him many times.

Somewhere in the jungle, a tall creature ran through the mist, chased over the rocky terrain by dark shadows. The creature dodged a series of traps until it came to a dead end. It was surrounded.



Kevin's colours were kept distinct and graphic to give the bird a striking look. ALBERT LOZANO / DIGITAL



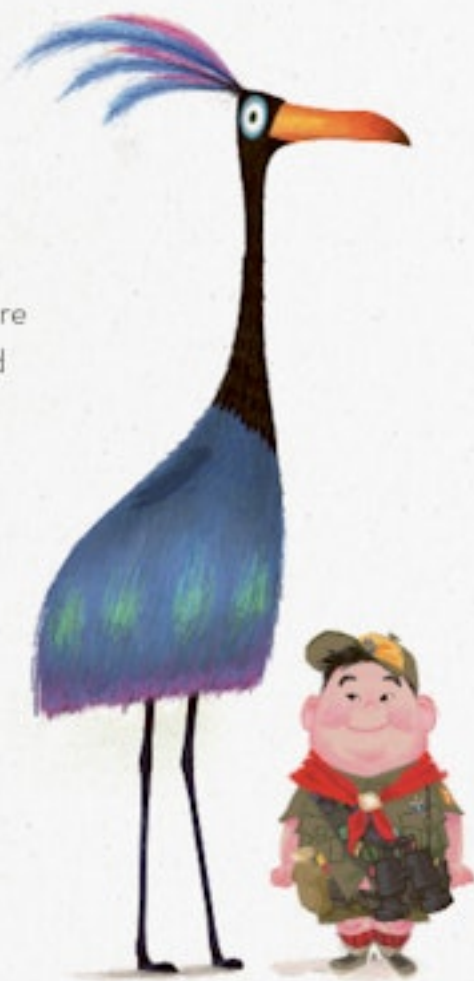
As the hunters emerged from the mist, they revealed themselves to be dogs wearing high-tech collars. The dogs moved in closer, but the creature whooshed over their heads. The dogs were stopped in their tracks by a high-pitched squeal from their collars. The dogs pawed at their ears and then turned to go back the way they'd come.

Not far away, the squeal interfered with Carl's hearing aid.

"Darn thing," Carl said, tapping his ear. He told Russell to hurry up, as Russell lumbered behind. Russell said he needed to go to the bathroom.

"I don't wanna walk any more. Can we stop?" Russell complained. Carl told him that if he didn't hurry, tigers would eat him, but Russell knew there were no tigers in South America.

Carl told Russell to go to the bathroom in the bushes. Russell rushed off, excited to go to the bathroom like an explorer.



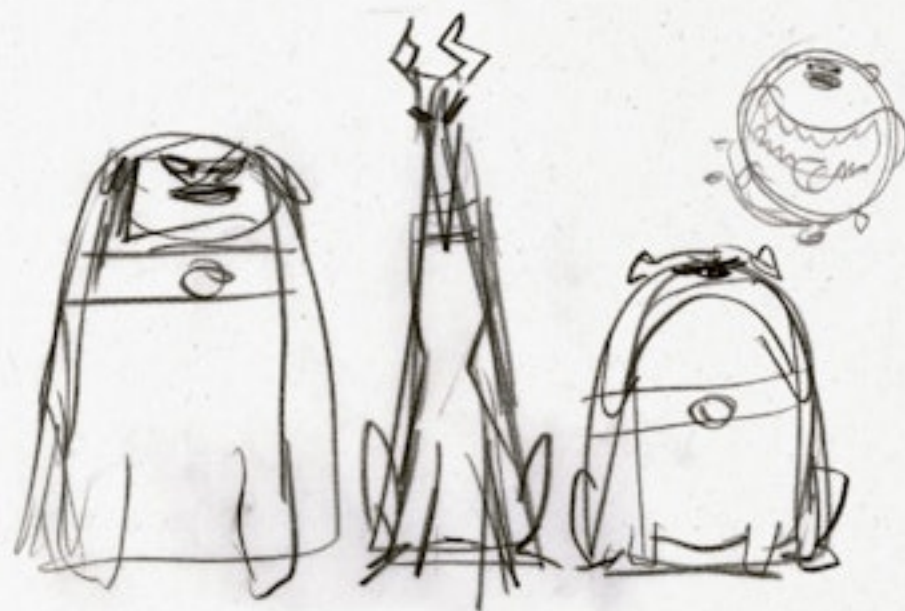
Studio artists studied large flightless birds when creating the look of Kevin. Two ostriches were even brought to the studio! ALBERT LOZANO / DIGITAL

When Russell had finished, he noticed strange tracks on the forest floor.

"Snipe," Russell deduced. He followed the tracks, clapping. When the tracks went no further, Russell stopped to nibble on some chocolate. Suddenly he heard something in the bushes. He looked and, as he did so, a large beak poked out of the leaves behind him to steal some chocolate. Russell whipped round, but the beak disappeared and attacked the chocolate behind his back. Russell turned again, just in time to see a bird pulling away.

"Don't be afraid, little snipe," Russell said, waving the chocolate. But the snipe was not little. The forest darkened and Russell found himself in the shadow of a giant snipe!

Carl's back was turned when Russell returned.



The Alpha Dogs are angular and bullet-shaped, like heat-seeking missiles. RICKY NIERVA / PENCIL





The plants that populate Paradise Falls had a life cycle like any living plant. LOU ROMANO / GOUACHE

"I found the snipe," Russell said. He asked if snipe were very tall. Carl said they were. Russell then asked if snipe liked chocolate. Carl turned round.

"Gah! What is that thing?" Carl cried, seeing the ginormous bird.

The bird squawked at Carl. Russell giggled as the snipe took him up to a branch and swung him around playfully. Russell told Carl that the snipe liked him.

"Get out of here," Carl yelled at the bird.

The bird put Russell down gently and hissed at Carl.

"Kevin! It's okay. Mr Fredricksen is nice," Russell said, giving the bird a name. Carl waved his cane at Kevin, who swallowed it. Kevin coughed the cane back up, covered in phlegm. Russell wanted to keep Kevin, but Carl said no. Russell pointed up to the house where Kevin was trying to eat a balloon. Carl yelled at him to get down. Kevin scampered down and hid behind Russell.

"Can you believe this, Ellie?" Carl said to the memory of Ellie.

Even though Russell did not know who Ellie was, he could tell that Carl listened to what she had to say. Russell asked Ellie if he could keep Kevin, and pretended that she said yes.

"But I told him no," Carl said. "N-O!"

Carl and Russell continued their trek as Kevin followed.

"Hey, are you okay over there?" a strange voice asked.

Carl thought he saw a man up ahead. "Thank goodness," Carl said, thinking he'd found help, but as he got closer to 'the man' he saw it was just a pile of rocks.

Russell laughed at Carl for talking to rocks, but then wondered what other shapes he could find. Russell said he saw a turtle and then a dog! Russell yelled when the dog scampered over. Carl wondered who he belonged to.

"Hi there!" the dog said.



The audience had to fall in love with Dug as quickly as Russell does. He's designed to look plush and huggable. PETE SOHN / DIGITAL



The dog told them that his name was Dug and that he had a collar that helped him to talk.

"It's not possible," Carl said. But Dug assured him his human was very smart.

Russell wanted to know more and played with the dial on Dug's collar. Dug asked him to stop as the dial switched his words into different languages.

Dug told Russell and Carl that his pack had sent him on a mission to find a bird. Just as he said it, Kevin pinned him to the ground.

Dug told them that this was the bird and asked if he could take it as his prisoner. Carl told him he could, but Russell asked if they could keep Dug. Carl said no.

"But it's a talking dog," Russell pleaded. Carl led Russell towards the falls as Kevin and Dug followed.

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Behind them, the three ferocious dogs named Alpha, Beta and Gamma sniffed at Kevin's tracks.

Gamma thought he could smell a bird, but Beta thought he could smell chocolate. Beta was worried that their human boss would be angry that they had lost the bird.

"No," Alpha said in a squeaky voice. "Soon enough the bird will be ours yet again." Alpha told them that their master would reward them for their hard work. Beta and Gamma laughed at Alpha's funny voice.

"Mayhaps you desire to..." Alpha began, before he was distracted. "SQUIRREL!" he shouted.

The dogs stopped, consumed by their search for the squirrel. When they did not find one, Alpha continued, "Mayhaps you desire to challenge the ranking that I have been assigned by my strength and cunning."

Beta and Gamma backed down, but said Dug might and laughed. Beta worried that when their boss found out they had sent Dug off on his own, he wouldn't give them any treats.



Lovable Dug contrasts in both look and name against the strong, muscular Alpha, Beta and Gamma. DANIEL LÓPEZ MUÑOZ / DIGITAL





The artists visiting the tepui Roraima found that the weather changed constantly, from bright sunshine to pouring rain. NAT McLAUGHLIN / DIGITAL

Alpha thought this was very wise and called Dug through a screen on Beta's collar. Dug answered and told them that the bird was his prisoner.

"Yeah, right," Gamma scoffed, not believing him. Alpha asked where he was. Dug told them he would bring them the bird. Suddenly Russell appeared on the screen and asked who Dug was talking to, and the screen went blank.

Alpha, Beta and Gamma wanted to know where Dug was and what he was up to.

"Why's he with that small mailman?" Gamma said, referring to Russell's Explorer uniform.

Alpha hit a button on Beta's screen and a map appeared. The map showed three lights together and another a little way off - Dug!

...

Russell told Dug to stop begging Kevin to be his prisoner, but Dug said that Carl said he could have him. Russell tried to pull Dug off Kevin, but pulled on the rope to the house. Carl yelled as the house crashed into a rock. Carl told Dug and Kevin to leave.

"A ball!" Dug said, seeing the tennis balls on the bottom of Carl's cane. Carl took a ball and threw it into the forest. Dug dashed after it. Carl then threw some chocolate into the bushes for Kevin. When they'd gone, Carl made his escape. Russell asked him to wait, but Carl pulled him and his house through the trees, across a stream and up a mountain.

"I think that did the trick," Carl said, but turned round to find Dug waiting with the ball. Kevin squawked beside him.

That night, Russell and Carl sheltered from the rain beneath the house. Russell tried to use his manual to help him put up a tent for Carl, but he couldn't get it to work.

"Wait, aren't you super wilderness guy?" Carl said. But Russell had a secret.



Inspired by a dog on an adoption website named Buddy, Dug is a cross between a Labrador and a golden retriever. ALBERT LOZANO / PENCIL, DIGITAL PAINT



Russell confessed that he had never put up a tent before. In fact, he'd never even camped outside before.

"Why didn't you ask your dad how to build a tent?" Carl asked. Russell said that he didn't think his dad wanted to talk about that sort of stuff. Russell revealed that he didn't see his father much because he was away a lot and that when he tried to call, Phyllis told him he bothered him too much.

"You call your own mother by her first name?" Carl asked. Russell replied that Phyllis wasn't his mother. "Oh," Carl said, looking into the fire.

"But he promised he'd come to my Explorer ceremony to pin on my 'Assisting the Elderly' badge," Russell said. "So he can show me about tents then, right?"



Kevin is very unpredictable, in the same way that real cranes and storks behave. DANIEL LÓPEZ MUÑOZ / DIGITAL



Before Russell went to sleep, he told Carl that Dug wanted to take Kevin prisoner. Russell said they needed to protect Kevin. Russell asked Carl to promise they wouldn't leave Kevin behind.

"Cross your heart?" Russell asked.

"Cross my heart." Carl agreed.

When Carl woke he saw the balloons were starting to sag.

"We'd better get moving," Carl said, but Kevin was nowhere to be seen. Russell told Dug to find him. Dug sniffed the ground and pointed to where he thought he'd gone, but then Russell saw that Kevin was on the roof, making a pile of Carl's food. Carl told him to get down. Kevin squawked and Dug told them she was calling to her babies.

"Kevin is a girl?" Russell said. Kevin called out again.

Dug said Kevin had been gathering food for her babies and needed to get back to them.

"Wait. Kevin's just leaving?" Russell asked as Kevin nuzzled him goodbye.

Russell needs to earn his 'Assisting the Elderly' badge to achieve the rank of Senior Wilderness Explorer. PAUL CONRAD / DIGITAL





Russell said that Carl had promised they would protect Kevin. He thought they needed to make sure she got back to her babies safely. But Carl said they had lost enough time already. Russell looked sadly at his chocolate and told Carl that, with Kevin gone, there was more for him. Carl and Russell heard rustling coming from the bushes.

"Kevin?" Russell called hopefully. But it was not Kevin.

Beta and Gamma leapt towards them barking as Carl protected Russell with his cane. Dug didn't know what to do.

"Where is the bird?" Alpha loomed over Dug. "You said you had the bird."

Dug tried to stall. He told Alpha to come back tomorrow when he would have the bird. Alpha was not surprised.

"Well, at least you have led us to the small mailman." Alpha said their human would be pleased they had found them and would want to ask them lots of questions. But Carl had no intention of going with Alpha.

Muntz is a very old man, in his late nineties or early hundreds. DANIEL LÓPEZ MUÑOZ / PENCIL, DIGITAL

"We're going to the falls!" Carl said. He turned to leave with Russell, but the dogs had them surrounded. They snarled and barked and forced Carl and Russell to follow. The house floated behind them, with Kevin on the roof.

As they walked, they were joined by more dogs. Dug followed, his head low with shame. When they reached the entrance, Alpha turned round and a large pack of dogs emerged from within, snarling. The dogs got closer and closer. Carl was frightened, when a voice called out from the darkness.

"Stay," the voice commanded. The dogs stopped as a shadowy figure appeared.



Muntz's lair evolved from a zeppelin hanger to a cave. It's representational of a tomb that he's stuck in. NAT McLAUGHLIN / DIGITAL



The shadowy figure looked up at the floating house and asked if this was how they got here. Carl said that they had. The figure laughed and said his dogs had made a mistake. When the figure walked into the light, Carl couldn't believe his eyes.

"Are you Charles Muntz?" Carl asked.

Charles said that he was. "Adventure is out there," he added, to prove it.

"That's Charles Muntz!" Carl said to Russell, delighted. But Russell didn't know who Muntz was.

Carl told Charles that he and Ellie were his biggest fans. Charles complimented their taste. Charles told the dogs that Carl and Russell were to be treated as guests, not intruders. The dogs trotted happily alongside Carl and Russell as Charles led them to his airship.



Muntz's trophy room is adorned with treasures from his travels. SANDEEP MENON / DIGITAL

"I hope they weren't too rough on you," Charles said, before telling Carl he could park his airship next to his. Charles climbed aboard, and asked Carl and Russell to join him. Carl was thrilled.

Carl and Russell entered the ship as the dogs decided what to do with Dug. Alpha told them to put him in the Cone of Shame. Dug whimpered.

Inside, Charles showed them around. He led them through a gallery of skeletons laid out like a museum and told stories as the dogs served champagne.

"Dinner is ready, sir," Alpha said in his squeaky voice. Charles said that Alpha's translator must be broken. Charles fixed it quickly. "Thank you," Alpha said in a deep voice. Russell said that he had preferred it as it was before.

As Charles led them through to the dining room, he asked how things were at home and said he would visit if it weren't for unfinished business in Paradise Falls. When they sat down, the dogs served dinner.



Originally Muntz had a fountain of youth storyline in which he would appear as he did in the 1930s, then transform to his true, ancient age. DANIEL LÓPEZ MUÑOZ / PENCIL, DIGITAL





Muntz has diamond and triangle shapes throughout his head and hands, in contrast to the squared shape of Carl. RONNIE DEL CARMEN / DIGITAL

Carl told Charles how Ellie dreamed of moving to Paradise Falls, because of him. Carl wanted to be sure he and Russell weren't imposing, but Charles said it was a treat to have guests.

The dogs went wild, hearing their favourite word. Charles told them to calm down as they demanded treats. Charles said that most people he met were trying to steal what was his. He walked over to a tall skeleton. "Beautiful, isn't it?" Charles marvelled. Carl looked at the familiar skeleton.

Charles said he had tried to smoke the bird out from the labyrinth where it lived, but added it was impossible to go in after it, because there was no way out. Charles said that people who came looking soon found out what a dangerous place it was.

Russell told Charles that the skeleton looked like his new pet, Kevin. Then Russell said he had trained Kevin to follow him, and that Kevin liked chocolate.

"She goes gaga for it," Russell said proudly, before Carl interrupted and told Charles the bird was gone.

The atmosphere turned cold as Charles walked over to a display of flying helmets. Charles said everyone who came to steal from him had a story: there was a surveyor who made maps. Charles knocked a helmet off the table with an axe. There was a botanist looking for plants. Charles knocked off another helmet. Charles said there was an old man taking his house to Paradise Falls. Charles picked up a helmet and dropped it at Carl's feet.

"That's the best one yet," Charles said. "I can't wait to hear how it ends."

Carl looked over at the house and gasped. Kevin was on the roof! Carl said it was time to leave.



In the 1930s, Muntz gave tours of the airship, so the design team included presentational spaces as well as the more utilitarian rooms. BILL PRESING / DIGITAL

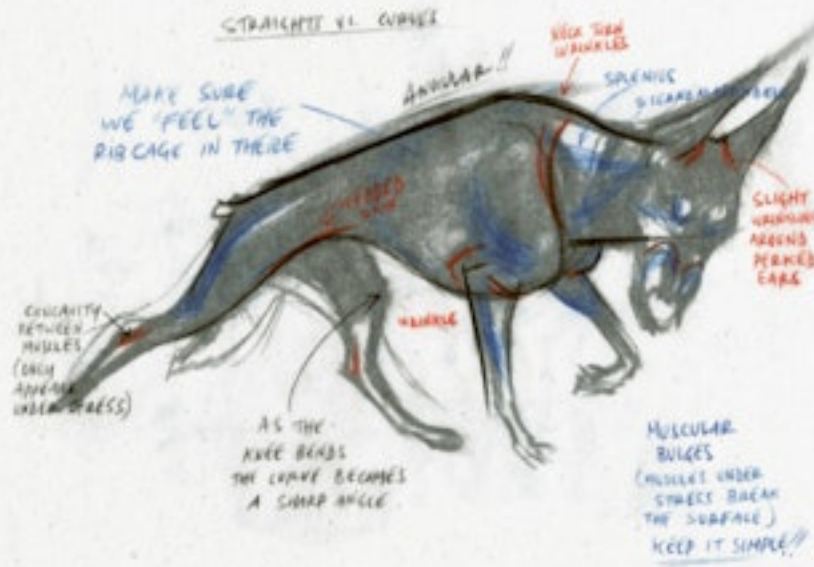


"You really must stay," Charles said as Carl led Russell away from the table.  
"I insist. We have so much more to talk about."

Suddenly they heard a familiar call. "Kevin," Russell gasped. Carl closed his eyes as Charles turned and saw Kevin on the roof of the house.

"It's here," Charles said, but Carl and Russell were not. "Get them!" Charles commanded his dogs. Carl and Russell untied the house and secured it to their backs, but the entrance to the cave was blocked by dogs.

"Papa, over here!" Dug called. Russell and Carl followed Dug to the edge of a steep drop and used the house to steady them as they hopped down. Once on the ground, Kevin picked them both up and sprinted towards the exit. The house bobbed behind them as its balloons popped on the low ceiling of the cave. The house crashed against a rock formation and Russell was thrown into the path of the dogs. The dogs snapped at Russell's feet, but were swept away by a sudden rock fall. Carl looked to see where the rocks had come from and saw that Dug had pushed them.



Alpha needed to have a cutting-edge shape. He's threatening and doesn't need to do much to really do harm. DANIEL LÓPEZ MUÑOZ / COLOURED PENCIL



The dirigible has a beautiful and grand art deco design as well as the rougher airship structure itself. NAT McLAUGHLIN / DIGITAL

"Go on, Papa!" Dug said. Dug jumped in front of the chasing pack, but all the dogs ran right past him, except Alpha. Dug yelped as Alpha threw him down the side of a cliff. Dug landed roughly on a ledge.

The dogs chased as Kevin used his long legs to hop between the towering rock formations.

"Help!" Russell cried as he swung perilously, narrowly missing the rocks. Carl held out his cane and pulled Russell onto Kevin's back. Dug caught up with them at the edge of a steep cliff. Carl grabbed onto his collar as Kevin jumped.

Alpha leapt after them, sinking his teeth deep into Kevin's leg. The dogs tried to stop, but some got knocked into the river, and as Kevin shook his leg free, Alpha fell too.





Kevin doesn't speak but has a very important part in the film. She always looks with just one eye, often appearing one-dimensional.  
DANIEL LÓPEZ MUÑOZ / DIGITAL

Kevin was badly injured. Once on the other side of the ravine, Russell treated her with his first-aid kit, but blood seeped through the bandage.

"Can't we help her get home?" Russell asked.

Carl said they could, but they had to hurry.

...

In Muntz's cave, the river-drenched dogs told their boss of Dug's betrayal.

Muntz was angry, but then he realised that if Dug was with them, he could track them using Dug's collar.

...

As night fell, Dug sniffed the air and told Carl that they weren't being followed. Carl lamented the fact that his childhood hero was trying to kill them.

Kevin lay on the porch as Carl and Russell towed the house. Russell called up to check that she was okay, but Kevin was too weak to answer.

Russell told Carl that the wilderness was wilder than he expected it to be from his manual.

"My dad made it sound so easy." Russell said his father was a great camper and used to come to all his Explorer meetings. Afterwards they would get ice cream and sit on the kerb counting differently coloured cars.

"That might sound boring," Russell said, "but I think the boring stuff is the stuff I remember the most." Carl knew just what he meant.

In the distance, the baby birds called for their mother, and Kevin lifted her head to answer.

"There it is!" Russell cried, seeing the entrance to the labyrinth that Muntz had described.

Carl secured the house to a tree as Russell helped Kevin get down from the porch. Invigorated by being so close to home, Kevin ran towards the labyrinth.

Muntz has invented collars that translate his dog's thoughts into speech. DANIEL LÓPEZ MUÑOZ / DIGITAL





But just as they were about to enter the labyrinth, the group were dazzled by the beam of a searchlight. Carl covered his eyes and looked up to see *The Spirit of Adventure* bearing down on them.

Kevin ran as fast as she could, but was caught by a net fired from the airship.

"Oh no!" Russell cried. Kevin tried to stumble onwards, but the net snagged on a rock. Carl took Russell's knife to cut her free.

"Get away from my bird," Muntz said as he climbed down from the airship, holding an oil lamp. Muntz threw his lamp at Carl's house and set it ablaze. Carl stopped what he was doing and ran to save his house. Kevin called out as Muntz's dogs carried her to the airship.



The tepui rock formations Kevin has chosen as her home form a confusing labyrinthian landscape. LOU ROMANO / GOUACHE

"Kevin!" Russell shouted as the airship lifted into the air.

"You gave away Kevin," Russell lamented, once Carl beat out the last of the flames.

"I didn't ask for any of this," Carl roared.

"Papa. It's all right," Dug said.

But Carl said he was not Dug's papa and that if Dug hadn't shown up, none of this would have happened.

"Bad dog!" Carl yelled. Dug bowed his head and walked away sadly.

Carl told Russell that he was going to get to Paradise Falls, whether Russell helped him or not.

Carl pulled the house into the dark night alone. When the house creaked to a halt at the falls the next morning, Carl dropped the hose and walked to the edge. Carl looked down at the falls and pulled Ellie's picture from his pocket.

"Here. I don't want this any more." Russell threw his Explorer sash at Carl's feet and went to sit on a rock.



Muntz was once the childhood hero of Carl and Ellie but is now a much more sinister character. DANIEL LÓPEZ MUÑOZ / PENCIL





Elie Docter, daughter of co-director Pete, created the childhood drawings and handwriting for Ellie's Adventure Book. She also voiced young Ellie. CRAIG FOSTER AND ELIE DOCTER / DIGITAL

Carl took Russell's sash inside his very quiet house. The journey, and the fire, had made a mess. Carl set Ellie's chair on its feet and sat down beside it. Carl returned the picture of Paradise Falls to the Adventure Book and looked at all the familiar pages. When Carl reached 'Stuff I'm Going to Do', he sighed. He'd made it to the falls, but Ellie wasn't there to see them. Carl started to close the book, when he saw something on the next page. He turned the page and found that Ellie had stuck in a picture of their wedding. As Carl leafed through the book, he found that Ellie had filled the pages with pictures of the everyday adventures they'd shared – picnics and birthdays, happy times and sad. On the last page, Ellie had written a message for Carl.

'Thanks for the adventure – now go have a new one! Love, Ellie.'

Ellie had finished her adventures, but Carl had not, and now he had another promise to keep. Carl picked up Russell's sash and crossed his heart.

When Carl found Russell, he was floating over the house suspended from a bunch of balloons, holding a leaf blower.

"I'm going to find Kevin, even if you won't," Russell yelled. He started the leaf blower and zoomed away.

Carl tried to lift the house into the air to go after him, but it was too heavy. Carl threw his chair off the porch, frustrated. Suddenly Carl understood what he needed to do. He ran inside and grabbed anything he could find and threw it out. The house lifted slightly. He took tables, pictures, his television, the refrigerator and even his and Ellie's chairs and tossed them out. Carl whooped as the house lifted into the air.



Co-director Bob Peterson recalls how truly powerful it was seeing his grandparents' empty house after they passed away. DANIEL ARRIAGA / PENCIL



When Carl put out the sails, he was surprised by a knock at the door. It was Dug! Dug told Carl that he had hidden under his porch because he loved him and asked if he could stay. Carl said he could because Dug was his dog.

"You're my papa!" Dug knocked Carl to the ground, but Carl smiled and called Dug a good boy.

...

Meanwhile, Russell flew alongside *The Spirit of Adventure* until he saw an open window. Russell fired the leaf blower and tumbled inside to find himself face to face with four snarling hounds. Russell fired the leaf blower at them, but the dogs didn't budge.



Towards the end of the movie Carl transforms into an action hero. His posture changes – he straightens up and becomes a younger, more hopeful soul.  
DANIEL LÓPEZ MUÑOZ / DIGITAL

When Alpha found Muntz, he was with Kevin, who was in a cage.

"Just wait till they get a look at you," Muntz said, marvelling at the bird.

"The small mailman has returned," Alpha announced.

When Muntz found Russell, the dogs had tied him to a chair. Muntz asked him where his friend was. Russell told Muntz that he wasn't friends with Carl any more. Muntz thought Carl couldn't be far behind.



Throughout the film Russell proves himself a tenacious and dedicated individual, worthy of his 'Assisting the Elderly' badge. ENRICO CASAROSA, BILL PRESING AND JOSH COOLEY / STORYBOARD

"Let me go!" Russell yelled as Muntz dragged his chair through the ship.

Muntz looked out of the window and saw Carl's house. Muntz told Alpha to guard the bird.

"If you see the old man, you know what to do," Muntz said.

"Where are you going?" Russell called after them as they left him on the ramp. Russell watched in horror as the ramp to the airship opened beneath him and cried out when his chair started slide.

When Carl heard Russell's cry, he flew to his rescue. Carl steered close to the airship. Armed with Russell's sash and his cane, Carl looked like a hero ready for action.



Carl swung the hose to the airship's railing, looped his cane over it, ziplined onto the ramp and caught Russell just in time. Dug reeled in the hose for Carl to jump onto the porch with Russell. Carl carried Russell inside. Russell wanted them to rescue Kevin together, but Carl wanted to keep him safe. Carl left Russell in the hall and ran back onto the airship with Dug.

Onboard, Carl asked Dug how to get past Muntz's dogs. Dug pointed at a vent. Carl crawled along the vent until they found Kevin.

"Don't worry, Kevin - we're on our way!" Carl said. Carl and Dug hid as Alpha entered with a pack of dogs and told them to guard the bird.

Carl asked Dug what to do, but Dug wasn't paying attention. Instead he chewed blissfully on one of the tennis balls on Carl's cane.



Dug believes he belongs with the rest of the pack. ALBERT LOZANO / PENCIL, DIGITAL



Carl dropped onto Kevin's cage. Carl plucked one of the balls from his cane and waved it.

"Who wants the ball?" Carl teased. He threw the ball, and the excited dogs chased it in a frenzy, out of the door and down the hall.

"I got it!" Gamma cried. As Carl closed the door, the dogs realised they'd been tricked. Carl released Kevin from the cage.

Muntz was still scanning the skies for signs of Carl when the radio crackled to life and the dogs scrambled to inform him that not only was Carl onboard, he had taken Kevin.

Russell hopped in his chair to free himself from the ropes. He wrestled his arms free, but as he did so shuffled his chair off the side of the porch and fell. Russell grabbed for the hose and hung on as the chair tumbled out of sight.

Carl and Russell certainly learn that 'adventure is out there!' ENRICO CASAROSA, BILL PRESING AND JOSH COOLEY / DIGITAL



Muntz was trying to locate Carl and the bird when the house floated by. Russell's face squeaked as he was dragged across the glass of the cockpit.

"Grey leader, take down the house," Muntz shouted into the radio.

Three biplanes, piloted by dogs, zoomed out of the airship headed for the house.

"Target sighted," Beta said, and fired poison darts at Russell.

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The writing team were mindful to keep the dogs in check so they brought enough humour to the film, but didn't appear too silly. NAT McLAUGHLIN / DIGITAL



The dog pack follow Muntz's every order, from serving dinner to more nefarious activities. JOSH COOLEY / DIGITAL

Carl led Kevin and Dug through the airship as Muntz hid behind a door to his museum with a sword. When they entered, Muntz raised his sword to strike, but Dug bit him hard on the leg. Muntz kicked Dug out of the door.

Dug scratched to get back inside, but saw that the hallway was filled with dogs. Dug ran.

Carl met Muntz's sword with his cane. Muntz swung and buried his sword in the bone of a skeleton. As Muntz tried to wrench it free, Carl hit him over the head, but the cane bounced and hit him too. Both men groaned.

"Any last words, Fredricksen?" Muntz snarled, his sword at Carl's throat. "Come on, spit it out."

Carl spat his false teeth hard into the explorer's face. Muntz fell to the ground. Carl picked up his teeth and ran. Muntz swung wildly with his sword and said he was taking the bird back with him, dead or alive.

In the cockpit, cornered by Muntz's hounds, Dug backed into a lever. The airship lurched, sending Muntz and Carl tumbling off their feet. Carl fell against a window and saw that Russell was in danger.





By the end of the film, Carl has learned to be more present and to open himself up again to people, and creatures, around him, like Russell and Dug.  
ENRICO CASAROSA, BILL PRESING AND JOSH COOLEY / STORYBOARD

Carl led Kevin out of the window and climbed up the side of the airship.

Back in the cockpit, Alpha thrust his head through the steering wheel to reach Dug. Dug shrunk back in fright, but noticed the cone-shaped shield of Muntz's radar. Dug put the cone on Alpha's head.

"He wears the Cone of Shame," a dog gasped.

"Attack!" Alpha shrieked in a high-pitched voice. The cone had knocked a wire loose in his collar and made his voice go funny again.

The dogs laughed. Alpha ordered them to stop, but the dogs no longer obeyed him.

"Sit!" Dug said. And Alpha sat.

With Dug as their new leader, the rest of the dogs sat too.

Beneath the house, Russell struggled to climb up the hose. But when Russell saw Muntz scaling the airship after Carl and Kevin, his desire to help his friends gave him the boost he needed. Russell clambered up onto the porch, with the biplanes in hot pursuit. When they drew close, Russell shouted, "SQUIRREL!"

The dogs swerved to see the squirrel and crashed into one another in confusion.

Meanwhile, Carl hit Muntz with his cane, and Muntz fell back. Carl and Kevin walked onto the top of the airship as Dug emerged out of a hatch, delighted to see his papa.

"Russell, over here!" Carl called. Russell steered the house for them to climb aboard. Carl had just climbed onto the porch when the sound of a shotgun rang through the air, followed by the popping of balloons. It was Muntz. The house fell, and Carl was knocked off the porch and onto the airship. As the house sank further, Carl reached for the hose, to stop it from falling.

Carl told Russell to get out of the house because it was about to fall, but when Muntz fired at the house, Russell shut the door.

Carl struggled to hang onto the hose as Muntz tried to kick in the door to the house. Carl told Russell to hang on to Kevin and not let go.

"Chocolate!" Carl cried.





Patrick McDonnell was brought in from outside the studio early on in development; the team admired the charm and sense of character in his work.  
PATRICK McDONNELL / WATERCOLOUR

Kevin squawked and smashed out of the window with Russell and Dug in search of the chocolate. Muntz leapt after them, but he got tangled in balloons and fell.

On the airship, Carl clung to the hose, not knowing who or what was on the other end. Carl laughed with relief when his friends swung into view. After they climbed aboard, Carl greeted them happily.

"I'm sorry about your house," Russell said as they watched Carl's house disappear into the clouds.

"You know, it's just a house," Carl said, putting his arm around him.

Carl and Russell flew the airship to return Kevin to her babies. When it was time to leave, Carl discovered that Kevin and her babies had all swallowed parts of his cane. Carl left it for them as a gift. Kevin honked as Carl and Russell waved goodbye.

Carl and Russell stood side by side at the controls of *The Spirit of Adventure* as they flew away.

...

Back home, Russell waited on stage to receive his 'Assisting the Elderly' badge at his Explorers ceremony. When Russell's turn came, the camp master asked Russell if anyone was there to pin it on for him. Russell scanned the audience, but his father was not there.

"I'm here for him," Carl said, stepping forward. Carl took the badge from the camp master, but he didn't award it to Russell.

"I would like to award you the highest honour I can bestow, the Ellie Badge." Carl pinned his grape-soda badge to Russell's sash.

After the ceremony, Carl flew Russell and Dug in the airship to the ice-cream parlour and parked in the disabled parking bay outside. The three friends sat on the kerb to eat their cones and counted the differently coloured cars as they passed.



As the film comes to a close, both Russell and Carl have what they've craved for so long: companionship. BILL PRESING / STORYBOARD



## The Art of Pixar Up

Inspired by the thought of escape, Pixar's tenth animated feature film, *Up*, was written by director Pete Docter and co-director Bob Peterson.

The lyrical, mindful tone of the film was influenced, in part, by the aesthetic of anime fantasy films. It was this magical, fairytale element that tested the animators and artists. The filmmakers were challenged with creating a world in which the audience would believe that a house could take flight.

*Up*'s designers took a minimalist approach to the character design, coining the term 'simplicity'. By distilling the protagonists into shapes, the filmmakers were able to convey the different personalities in a stylised, graphic manner. With a circle representing the future, and a square representing the past, we see boxy Carl, resistant to change, surrounded by the curved and circular characters of Dug, Russell, Kevin and Ellie. This essence of caricature presents a heightened reality, allowing the suspension of disbelief.

*Up* was released in 2009 to critical acclaim. It was nominated for five Academy Awards, winning two. *Up* became the second animated film in history to receive a nomination for the Academy Award for Best Picture.



Apart from *Toy Story*'s Mr Potato Head, Carl is Pixar's only character to be just three heads tall. DANIEL LÓPEZ MUÑOZ / DIGITAL

RICKY NIERVA

Concept art on pages 4, 12, 28 and 31.

DANIEL LÓPEZ MUÑOZ

Concept art on pages 8, 10, 12-13, 14, 15, 16, 25, 35, 38, 40, 43, 46, 48, 49, 51, 54 and 64.

NAT McLAUGHLIN

Concept art on pages 9, 22, 24, 36, 41, 47 and 58.

LOU ROMANO

Concept art on pages 11, 23, 32, 50 and 67.

HARLEY JESSUP

Concept art on page 13.

ELIE DOCTER

Concept art on pages 13 and 52.



Dug's lovable personality is instantly recognisable. TONY FUCILE / PENCIL AND DIGITAL



ERIC EVANS

*Concept art on page 13.*

DON SHANK

*Concept art on page 17.*

ALBERT LOZANO

*Concept art on pages 18, 29, 30, 37 and 56.*

PETE SOHN

*Storyboards on pages 19 and 33.*

JAMES BAKER

*Storyboards on page 19.*

DOMINIQUE LOUIS

*Concept art on pages 20–21.*

NOAH KLOCEK

*Concept art on page 26.*

DANIEL ARRIAGA

*Concept art on pages 27, 53 and 68–69.*

PAUL CONRAD

*Concept art on page 39.*

SANDEEP MENON

*Concept art on page 42.*



Pete Docter was inspired by a television documentary to use the monolithic setting of South America's tepuis in *Up*. LOU ROMANO / GOUACHE



RONNIE DEL CARMEN

Concept art on page 44.

BILL PRESING

Concept art on page 45. Storyboards on pages 55, 57, 60 and 63.

CRAIG FOSTER

Concept art on page 52.

ENRICO CASAROSA

Storyboards on pages 55, 57 and 60.

JOSH COOLEY

Storyboards on pages 55, 57 and 60. Concept art on page 59.

PATRICK McDONNELL

Concept art on page 62.

TONY FUCILE

Concept art on page 65.



Showing Carl and Ellie at different stages of life provided the challenge in making sure they looked like the same person, but audiences could read how old they are. DANIEL ARRIAGA / PENCIL







GLUED DOWN