

## The Art Of Disney The Golden Age 1937 1961

The 1950s and 1960s at The Walt Disney Studios marked unprecedented stylistic directions brought on by the mid-century modern and graphic sensibilities of a new wave of artists. This volume explores the contributions of these heroes with special emphasis on the art of Lee Blair, Mary Blair, Tom Oreb, John Dunn, and Walt Peregoy. It includes never-before-seen images from Cinderella, Alice in Wonderland, Peter Pan, and Sleeping Beauty and discusses Disney's first forays into television, commercials, space, and science projects—even the development of theme parks. Drawing on interviews and revealing hundreds of rediscovered images that inspired Disney's films during one of its most prolific eras, this volume captures the rich stories of the artists who brought the characters to life and helped shape the future of animation.

In *Wreck-It Ralph*, Disney's expert team of concept, visual development and story artists explore the hidden world of video games from classic 8-bit arcade games to the most modern and inventive offerings of the digital age. At the center of this hilarious and wildly original video-game-hopping adventure is *Wreck-It Ralph*, an arcade game bad guy who breaks all the rules when he sets off on a mission to prove he can be good. *The Art of Wreck-It Ralph* captures the fresh artistic vision of the film and the aesthetic journey of the filmmakers through interviews with the film's many artists, including a foreword by director Rich Moore and a preface by John Lasseter. Illustrated with character sketches, storyboards, visual development paintings, colorscripts, and more, this behind-the-scenes look at Disney's latest 3-D animated epic is a treat for video game and animation lovers alike.

In *Disney Princess*, nostalgic fans and collectors finally have the chance to get a closer look at how each of the princesses came to be. This spectacular, eye-catching package serves as the definitive celebration and history of the Disney princess from 1937 to 2019. For every classic Disney fairytale, the Disney princess has always been the beating heart and soul--the magic ingredient that ties the masterpiece together. - Filled with never-before-seen concept art from various archival collections within Disney - Features over 200 colorful images - Includes a brief history of how and why Disney began developing princess characters Each chapter of this stunning book focuses on a princess and the visual development of each Disney princess. Organized chronologically by release date, this serves as a comprehensive history of the princesses. - Features Snow White, Belle, Cinderella, Aurora, Ariel, Jasmine, Pocahontas, Mulan, Tiana, Rapunzel, Merida, Anna & Elsa, and Moana - A must-have for collectors of all things Disney, especially nostalgic Disney memorabilia - Perfect for those who loved *The Art of the Disney Princess* by Disney Book Group, *Tale as Old as Time: The Art and Making of Disney Beauty and the Beast* by Charles Solomon, and *The Art and Flair of Mary Blair: An Appreciation* by John Canemaker. (c)2020 Disney Enterprises, Inc. All Rights Reserved.

Now, for the first time, one element of the methods behind the magic that is the Walt Disney World Resort--quality service--is revealed. The book outlines proven Disney principles and processes for helping an organization focus its vision and align its people into a strategy that delivers on the promise of exceptional customer service.

In this completely redesigned follow-up to the successful *Building A Dream*, readers will get a look at the architecture and the ideas and stories behind the structures which

have been designed by some of the most renowned contemporary architects--Robert Venturi, Robert A. M. Stern, Arata Isozaki, Frank Gehry, Aldo Rossi, and Michael. Disney has set new standards for postmodern architecture and has become one of its leading patrons anywhere in the world. The resulting projects, which include quirky, fantastic theme parks, hotels, resorts, movie studios, and offices, are evidence of how Disney's long-standing use of popular, often surreal, imagery and iconography has been absorbed into the architects' styles. This stunning oversize and collectible volume will feature original architectural drawings and superb color photographs of the projects alongside an expertly written text that incorporates extensive interviews with the architects and executives involved.

Anyone who has ever walked through the gates at a Disney Park knows that there is a magical experience waiting to be had on the other side. All of the telltale signs are there: the sound of joyful music pipes across the promenade; the smells of popcorn and cookies waft through the air; and the colorful attraction posters depict all the wonderful rides and shows created for Guests by the Imagineers. *Poster Art of the Disney Parks* is a tribute to those posters, which begin telling the story of each attraction even before Guests have entered the queue area. Disney attraction posters have been an important means of communication since Disneyland began displaying them in 1956. Not only are they eye-catching pieces of artwork that adorn the Parks with flair and style, they are also displayed to build excitement and disseminate information about the newest additions to the Disney landscape. When the first attraction posters made their debut at Disneyland, one such piece of art proclaimed that Guests could have a "true-life adventure" on the Jungle Cruise. And in 2012 at Disney California Adventure, a poster announced the grand opening of Cars Land—the newest thrill-filled destination at the Disneyland Resort. Both of those posters are reproduced within this book, along with posters from every decade in between. As evidenced by the evolution of the attraction posters, art styles and design techniques have certainly changed over the years. These characteristics also differ from continent to continent. Posters from Tokyo Disneyland, Disneyland Paris, and Hong Kong Disneyland exhibit the nuances in presentation that give each Park's pantheon of posters its signature look. But while artistic interpretations and color palettes may vary from Park to Park and from year to year, the spirit of Disney storytelling is a constant that ties them all together.

*Art of Disney The Golden Age (1928-1961)* Chronicle Books LLC

Bring 16 classic Disney and Pixar movie posters to life by etching away the lines to reveal the color underneath! *Scratch Artist* features 16 movie posters from beloved Disney and Pixar animated films—from *Cinderella* and *Peter Pan* to *The Little Mermaid*, *Toy Story*, *Up*, and more. Use the included stylus to scratch away the black layer and reveal bright, bold colors of the poster underneath! An introductory section describes how to etch your masterpiece, as well as fascinating history and details of the films and their posters. By revealing color in key areas and leaving other areas unetched, you'll wind up with one-of-a-kind stunning artworks that can be displayed on your wall.

Every little girl has a favorite Disney Princess--and for that matter, every grown-up girl, too! In *The Art of the Disney Princess*, Disney artists, designers, illustrators, and animators from around the world have re-imagined their favorite princesses and portrayed them in a variety of mediums. Ariel, Aurora, Belle, Jasmine, Snow White, and Cinderella are newly incarnated in water color, pastel, oil paint, colored pencil, mixed

media, and computer graphics pieces that range from the traditional to the unconventional. This artwork has been created especially for this museum-quality book, which is sure to delight art lovers, Disney collectors, and any prince or princess who ever believed that fairytales do come true.

The Art of Walt Disney's Mickey Mouse is a celebration of the true original icon, spanning the ninety years that Mickey Mouse has been entertaining audiences with heartfelt performances and humorous antics. The book begins with a comprehensive filmography, listing Mickey's animated performances in shorts, films, and television shows. This impressive résumé is followed by an analysis of Mickey's milestones: the firsts he has attained, the achievements he has made, and the recognitions he has received throughout his life thus far. A special double gatefold commemorates Mickey and Minnie's ninetieth anniversary with ninety pieces of artwork depicting the famous pair, from never-before-seen animation drawings to classic comic book covers. The final portion of the book is a jubilant commemoration comprised of new artwork, interpretations of Mickey Mouse contributed by the inspired minds at Disney Consumer Products and Interactive Media. Here, Mickey is reimagined in a variety of media ranging from digital renderings to traditional paintings, in styles as unique and different as the artists themselves.

The Art of Soul presents the story behind this thrilling feature film from Pixar. This companion book features stunning artwork from the film's creation, along with character explorations, storyboards, color scripts, and much more from the creative team. • A comprehensive volume to accompany Pixar's feature film, Soul • Reveals the behind-the-scenes story of this unique film • Filled with exclusive interviews from the creative team behind it all The Art of Soul showcases concept art details that bring this epic story to life in a brand new way. • Part of the fan-favorite, collectible Art of series—books that explore production art and exclusive making-of details • A perfect gift for Pixar fans, animation and filmmaking students, film buffs, and more • Add it to the shelf with other books like The Art of Zootopia by Jessica Julius, The Art of Pixar: The Complete Color Scripts and Select Art from 25 Years of Animation by Amid Amidi. Copyright © 2020 Disney Enterprises, Inc. and Pixar. All rights reserved.

After Toy Story, Ratatouille, WALL-E, and other award-winning blockbusters, where else could Pixar Animation Studios go but Up? Their film is the heartwarming story of Carl Fredrickson (voiced by Ed Asner), a 78-year-old widower who feels that life has passed him by—until a twist of fate takes him on a journey across the globe. The Art of Up contains more than 250 pieces of concept art developed for the feature, including storyboards, full-color pastels, digital and pencil sketches, character studies, color scripts, and more. Quotes from the director, artists, animators, and production team reveal the sky-high creativity that elevated this whimsical film to new heights.

With a story that's spanned more than 20 years, the adventures of Woody, Buzz Lightyear, and the gang have captured the hearts of millions. The Art of Toy Story 4 invites readers to explore the next installment of Pixar's beloved franchise through never-before-seen concept art, character studies, process animation, storyboards, colorscripts, and more. Featuring exclusive interviews with the production team on the making of the film and insights into their creative vision, The Art of Toy Story 4 reveals the vivid imagination that brought this story to life. Copyright ©2019 Disney Enterprises, Inc. and Pixar. All rights reserved.

A lighthearted twist on Rapunzel, the beloved fairy tale from the Brothers Grimm, Tangled brims with thrilling adventure, a distinctive cast of characters, a daring heroine, and, of course, seventy feet of golden hair. Featuring the stunning concept art behind the newest Disney masterpiece, *The Art of Tangled* also includes a preface by John Lasseter, a foreword by Directors Nathan Greno and Byron Howard, and interviews with the artists, animators, and production team—including Art Director David Goetz—that shed light on the history and artistry of this landmark film.

Disney's newest animated feature, *Zootopia*, is a comedy-adventure starring Officer Judy Hopps, a rookie bunny cop who has to team up with fast-talking scam-artist fox Nick Wilde to crack her first case in the all-animal city of Zootopia. This lushly illustrated book offers a behind-the-scenes view of the elaborate artistry involved in creating the film. Copyright ©2016 Disney Enterprises, Inc. All rights reserved.

Walt Disney World honors its fiftieth anniversary with "The World's Most Magical Celebration," an incredible 18-month event that begins October 1, 2021. As part of the festivities, this must-have adult coloring book offers a fun and familiar look at the Florida resort's enchanting past, present, and future. Part of the *Art of Coloring* series, which has sold over 2 million copies across the U.S. Walt Disney World is a place like no other, and this stunning collection of illustrations features memorable characters, favorite icons, and visual surprises at each page turn. Thoughtfully curated by Kevin M. Kern of the Walt Disney Archives, these images are ideal for taking pencil to paper and adding your own brand of color and style. Disney theme park concept art, posters, and maps join with playful vintage coloring book art to draw out the inner artist in every Disney fan, cultivating relaxation and focus. Includes: a convenient "lay flat" paperback book perforated pages throughout 100 images to inspire creativity and relaxation

Collect the entire *Art of Coloring* series!

- Art of Coloring: Maps of the Disney Parks - 36 Postcards to Inspire Creativity
- Art of Coloring: Poster Art of the Disney Parks - 36 Postcards to Inspire Creativity
- Art of Coloring: Mickey & Minnie
- Art of Coloring: Tim Burton's *The Nightmare Before Christmas*
- Art of Coloring: Golden Girls
- Art of Coloring: Muppets
- Art of Coloring: *Beauty and the Beast*
- Art of Coloring: Disney Villains
- Art of Coloring: Disney Animals
- Art of Coloring: Disney Princess
- Art of Coloring: Disney Frozen
- Art of Coloring: Star Wars
- Art of Coloring: *Descendants 2*

A Wickedly Cool Coloring Book

Pixar Animation Studios, the innovators behind *Toy Story*, *Finding Nemo*, and *Ratatouille*, created this genre-defying film with an intriguing and unorthodox question in mind: What if mankind had to leave Earth, and somebody forgot to turn off the last robot? *WALL-E* (Waste Allocation Load Lifter-Earth Class) is this last, soulful robot. When his lonely work is interrupted by the arrival of the sleek probe-droid EVE, a rollicking adventure across the galaxy ensues. *The Art of WALL-E* features the myriad pieces of concept art on which this fantastic, futuristic film was built, including storyboards, full-color pastels, digital and pencil sketches, character studies, color scripts, and more. Astute text-featuring quotes from the director, artists, animators, and production team-unearths the filmmakers' historical inspirations and recounts the creative process in intimate detail. This richly illustrated portal into the artistic spirit of Pixar reveals a studio confidently pushing the limits of animation.

In Walt Disney Animation Studios upcoming film, *Frozen*, the fearless optimist Anna sets off on an epic journey—teaming up with rugged mountain man Kristoff—to find her sister Elsa, whose icy powers have trapped the kingdom of Arendelle in eternal winter. Encountering Everest-like conditions, Anna and Kristoff battle the elements in a race to save the kingdom. *The Art of*

Frozen features concept art from the making of the film—including character studies and sculpts, color scripts, storyboards, and more—alongside interviews with the film's artists about the making of this comedy-adventure. © Disney

Gathered together for the first time anywhere is an illustrated chronicle of the artistic development of the landmarks, attractions, and shows that constitute Disneyland. Conceptual materials, sketches, layout drawings, and paintings are meticulously reproduced with lavish production values in a beautiful large-format book that is destined to become a spectacular keepsake for the Park's fans and art collectors everywhere.

Walt Disney once wisely said, "There is more treasure in books than in all pirates' loot on Treasure Island and at the bottom of the Spanish Main . . . and best of all, you can enjoy these riches every day of your life." No doubt Walt was referring to the intangible wealth of opportunities for learning and imagining inherent in the act of reading, but when one considers the vibrant art and gilded spines of the Disney Golden Books, Walt's pronouncement takes on a parallel meaning. For perhaps no other children's books are as cherished and collected—as though they were doubloons and jewels—than the Disney Golden Books. The history of these books began in 1933, when the president of Whitman Publishing wrote a letter to Walt Disney. Whitman had already published compilations of the "Dick Tracy" and "Little Orphan Annie" comic strips, and these Big Little Books had met with great success. The publisher proposed a similar collection of the "Mickey Mouse" comic strips, and offered a royalty of one-half percent per book. Walt agreed, and a new era in Disney publishing commenced. A remarkable lineup of talent, many of whom were Disney Studio artists— including Mary Blair, Alice and Martin Provensen, Gustaf Tenggren, Al Dempster, Retta Scott Worcester, and Bill Peet—created the illustrations for the early Disney Golden Books. The bold and incredibly detailed artwork was painstakingly executed in gouache and watercolor—media that required a steady hand and immense patience and precision. The resulting publications became favorite selections in the libraries of many children, among them, future generations of Disney and Pixar artists who were inspired to draw, dream, and later, create their own films and Golden Books. The Art of the Disney Golden Books celebrates a legacy that has now thrived for more than eighty years and continues to influence new generations of artists and filmmakers. Through interviews with contemporary animators who recall tracing the characters in their childhood Disney Golden Books, paintings by artists who influenced and inspired the Disney Golden Book illustrations, and a generous complement of Golden Book artwork—much of which was thought to have been lost until very recently—the rich tradition of the series is explored in this vibrant volume. From Peter Pan and Cinderella to Toy Story and Tangled, the Disney Golden Books are displayed in all their glory, evoking a poignant sense of wonder and nostalgia. For as long as parents and children partake in the ritual of reading together at bedtime, the Disney Golden Books will continue to be published, enjoyed, and treasured.

With never-before-seen development art, character sketches, storyboards, and color scripts, The Art of Raya and the Last Dragon gives fans a front-row view of the making of the Disney animated feature. - Art book from Disney's Raya and the Last Dragon - Features colorful concept art from the all-original fantasy adventure - Includes fascinating facts and details from the creators It's an exclusive look inside the studio as Disney's talented team of artists develop characters and create the Raya and the Last Dragon universe, inspired by the diverse cultures of Southeast Asia. In Raya and the Last Dragon, a lone warrior from the fantasy kingdom of Kumandra teams up with a crew of misfits to find the last dragon and bring light and hope back to their broken world. The Art of Raya and the Last Dragon is part of the acclaimed ART OF series, inviting audiences behind-the-scenes of their favorite animated films. This book is perfect for: - Disney fans and art buffs - Animators and students of animation - Fans of The Art of Frozen 2 and The Art of Moana (c)2021 Disney Enterprises, Inc. All Rights Reserved

Go behind the scenes of some of Disney's classic films with this collection of concept art starring some of the studio's most iconic villains, including Maleficent, Cruella de Vil, Jafar, and more! From Snow White's jealous Evil Queen to Moana's glitzy Tamatoa, the Disney Villains are some of the best bad guys in movie history. Now fans can discover the story behind these unforgettable characters with this miniature collection of Disney Villain concept art. The first art book to put the spotlight squarely on the Disney Villains, this collectible volume offers fans an inside look at the visual history of the foes, antagonists, and evildoers of the Disney universe. Imagine if one sketchbook had been passed down through the decades from one Disney artist to the next, with each one making a contribution before leaving it in the talented hands of another. That idea was the inspiration for *The Art of Disney's Dragons*. The drawings contained within this volume represent the entire range of dragon-themed development art from animators, live-action studio artists, and Imagineers. Inside find playful pencil studies of Mushu; color concepts on Figment (who was green before he became purple!); bold pencil layouts on Maleficent, and the latest character explorations of Elliot from the new Spring/Summer 2016 live-action film *Pete's Dragon*. Tom Bancroft, often recognized in Disney circles as being lead animator on Mushu the dragon in *Mulan*, writes the book's introductory essay.

From an adventurous balloon ride above the clouds to a monster-filled metropolis, Academy Award®-winning director Pete Docter ("*Monsters, Inc.*," "*Up*") has taken audiences to unique and imaginative places. In Disney•Pixar's original movie "*Inside Out*," he will take us to the most extraordinary location of all—inside the mind. Growing up can be a bumpy road, and it's no exception for Riley, who is uprooted from her Midwest life when her father starts a new job in San Francisco. Like all of us, Riley is guided by her emotions – Joy, Fear, Anger, Disgust, and Sadness. The emotions live in Headquarters, the control center inside Riley's mind, where they help advise her through everyday life. As Riley and her emotions struggle to adjust to a new life in San Francisco, turmoil ensues in Headquarters. Although Joy, Riley's main and most important emotion, tries to keep things positive, the emotions conflict on how best to navigate a new city, house and school. In this groundbreaking and illuminating film, Pixar Animation Studios examines the extraordinary depths of the mind and the powers of emotion and imagination. *The Art of Inside Out* provides an exclusive look into the artistic exploration that went into the making of this vibrant film. Featuring concept art—including sketches, collages, color scripts, and much more—and opening with a foreword by actress Amy Poehler and introduction by the film's writer and director Pete Docter, this is the ultimate behind-the-scenes experience of the making of this landmark film. Copyright ©2015 Disney Enterprises, Inc. and Pixar. All rights reserved.

A collection of "storyboard" images offers a retrospective of Disney's animation, from "Snow White" to "The Hunchback of Notre Dame"

*Designing Disney* sets into history and puts into context the extraordinary contributions of the late John Hench, who, at the age of 94, still came into his office at Imagineering each day. His principles of theme park design, character design, and use of color made him a legendary figure, not only for Disney fans but also for students and aficionados of architecture, engineering, and design. *Designing Disney* reveals the magic behind John's great discoveries and documents his groundbreaking in several key areas: "Design Philosophy" examines the values, attitudes, aesthetics, and logic that went into the original concepts for Disney theme parks. In "The Art of the Show" and "The Art of Color," Hench reveals the essence of what makes the parks work so well. And in "The Art of Character," he lets the reader in on the how and why of the Disney characters' inherent popularity—their timeless human traits, archetypal shape and gestures that suggest these qualities graphically, and their emotional resonance in our

lives.

As the Walt Disney Studio entered its first decade and embarked on some of the most ambitious animated films of the time, Disney hired a group of "concept artists" whose sole mission was to explore ideas and inspire their fellow animators. They Drew as They Pleased showcases four of these early pioneers and features artwork developed by them for the Disney shorts from the 1930s, including many unproduced projects, as well as for Snow White and the Seven Dwarfs, Pinocchio, and some early work for later features such as Alice in Wonderland and Peter Pan. Introducing new biographical material about the artists and including largely unpublished artwork from the depths of the Walt Disney Archives and the Disney Animation Research Library, this ebook offers a window into the most inspiring work created by the best Disney artists during the studio's early golden age. They Drew as They Pleased is the first in what promises to be a revealing and fascinating series of books about Disney's largely unexamined concept artists, with six volumes spanning the decades between the 1930s and 1990s. Copyright ©2015 Disney Enterprises, Inc. All rights reserved.

A stunning showcase of the art behind Walt Disney Animation Studio's magical film, Encanto !With never-before-seen production art, character designs, storyboards, and colorscripts, The Art of Encanto celebrates the art of this stunning animated film, alongside exclusive interviews with the filmmakers and behind-the-scenes details into the creative development process. Encanto tells the tale of an extraordinary family, the Madrigals, who live hidden in the mountains of Colombia, in a magical house, in a vibrant town, in a wondrous, charmed place called an Encanto. The magic of the Encanto has blessed every child in the family with a unique gift from super strength to the power to heal - every child except one, Mirabel. But when she discovers that the magic surrounding the Encanto is in danger, Mirabel decides that she, the only ordinary Madrigal, might just be her exceptional family's last hope.\* EXCLUSIVE BEHIND-THE-SCENES: Fans will want to delve into and explore this new Walt Disney Animation film through character designs, filmmaker stories, and making-of details exclusive to this book.\* PART OF THE FAN-FAVORITE SERIES: The collectible Art of series from Disney and Pixar is perfect for animation enthusiasts, filmmakers, students, art buffs, and fans of Disney alike. Add this to the shelf alongside The Art of Raya and the Last Dragon, The Art of Frozen 2, and The Art of Soul .©2021 Disney Enterprises, Inc. All Rights Reserved.

Based on hundreds of interviews with Disney staff members past and present, this story of Walt Disney and his company's vast artistic achievements through the decades contains more than 800 illustrations ranging from concept art to film stills to views of the theme park attractions. / Harry N. Abrams, Inc.

The sixth volume in the They Drew as They Pleased series from award-winning Disney historian Didier Ghez! They Drew as They Pleased Volume 6: The Hidden Art of Disney's New Golden Age explores the Disney Animation Studios from the 1990s through 2010s. This gorgeous volume is the culmination of this landmark series, profiling artists Joe Grant, Hans Bacher, Mike Gabriel, and Michael Giaimo. - Blockbusters like The Little Mermaid, The Lion King, Beauty and the Beast, Aladdin, Frozen, and Moana captivated audiences around the globe. - Explores how Disney navigated the dramatic shift to computer animation - Filled with vivid descriptions, never-before-seen art, and interviews with the artists themselves This visually rich collection

offers a rare view of the artists whose collective talents exemplify Disney's storied past and visionary leap forward. As Disney shifted to computer animation, the featured artists were part of the animation process through it all--as they had been since the studio's inception. - Ideal for anyone looking for a unique visual history of Disney's artists, as well as unprecedented access to concept art - Makes a wonderful gift for fans of Disney, animation, pop culture, and film history - A visually gorgeous volume that can be displayed on the coffee table or on the shelf - Perfect for those who loved *The Illusion of Life: Disney Animation* by Ollie Johnston, *The Animator's Survival Kit* by Richard Williams, and *Walt Disney* by Neal Gabler (c)2020 Disney Enterprises, Inc. All Rights Reserved.

In the follow-up to the Oscar–nominated film *Wreck-It Ralph*, our hero leaves his arcade for the expansive universe of the Internet. Disney's artists have brought the world of the Inter–net (a world you may think you know) to life in an all-new, imaginative way.

Through never-before-seen concept art, character sketches, storyboards, and colorscripts, along with interviews with the production team, *The Art of Ralph Breaks the Internet* reveals the artistic process behind Disney's highly anticipated sequel.

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This fourth installment in *The Archive Series* showcases the scenic background and layout art that gives every piece of Disney animation a time and place. The Animation Research Library and curator John Lasseter, the Walt Disney Animation Studios Chief Creative Officer, have assembled over 300 pieces of artwork from the company's shorts and masterpieces from *Snow White and the Seven Dwarfs* to *Tangled*, and even the upcoming *Winnie the Pooh*. With many two-page spreads and several 30-inch gate-folds, *Backgrounds & Layouts* includes famous as well as unpublished work of the great layout artists and background painters such as Eyvind Earle, Claude Coats, Walter Peregoy, Maurice Noble, James Coleman, Serge Michaels, Al Dempster, Bill Layne, Art Riley, Brice Mack, and Lisa Keene. Collectors and animation enthusiasts couldn't be more thrilled with the first three books in the series, and they are eager to add *Backgrounds & Layouts* to their libraries.

The 1940s ushered in an era of musical experimentation and innovation at the Walt Disney Studios. Artists from all over the world flocked to California to be part of the magic, and their groundbreaking styles influenced such classics as *Dumbo* and *Bambi* as well as shaped the masterpieces that followed such as *Alice in Wonderland* and *Peter Pan*. For this volume, author Didier Ghez has unearthed hundreds of enchanting images—from early sketches to polished concepts for iconic features—by five exceptional artists who shaped the style of the Studio's animation during this period of unbridled creativity. With evocative descriptions and excerpts from the artists' journals and autobiographies, this magnificent collection offers a rare look at the visionaries who breathed life into some of the most beloved films of our time. Copyright ©2016 Disney Enterprises, Inc. All Rights Reserved

In Disney's *Planes* and *Planes: Fire and Rescue*, the big-hearted crop duster Dusty Crophopper is full of dreams. In the first film, he overcomes his fear of heights to win the Wings Around The Globe Rally. In the second, Dusty learns his damaged engine will keep him from racing, but he finds the true hero within himself working alongside firefighting aircraft on a courageous wildfire air attack team. *The Art of Planes* explores the beautiful concept art that went into the development of these two inspiring stories,



including colorscripts, storyboards, character studies, sculpts, background art, and more. Insider insights from the films' artists and filmmakers, a preface by directors Bobs Gannaway and Klay Hall, and a foreword by Chief Creative Officer John Lasseter offer an invaluable and fascinating glimpse into the creative thinking involved in the making of these companion films. Copyright ©2014 Disney Enterprises, Inc. All rights reserved. Celebrate movie history and the world of Disney, from the animations and live action movies to the magical Disney parks and attractions, with *The Disney Book*. Go behind-the-scenes of Disney's best-loved animated movies and find out how they were made, follow Disney's entire history using the timeline, and marvel at beautiful concept art and story sketches. Perfect for Disney fans who want to know everything about the magical Disney world, *The Disney Book* delves into their incredible archives and lets readers explore classic Disney animated and live action movies, wonder at fascinating Disney collectibles and even see original story sketches from Disney films. The ideal gift for Disney fans and animation and movie buffs, *The Disney Book* also includes 3 original movie frames from Disney Pixar's *Brave*. Copyright © 2015 Disney.

*The Art of Moana* is the latest title in our exceptional series showcasing artwork from the creation of Walt Disney Animations' latest releases. Three thousand years ago, the greatest sailors in the world ventured across the Pacific, discovering the many islands of Oceania. But then, for a millennium, their voyages stopped—and no one today knows why. From Walt Disney Animation Studios, *Moana* is a CG-animated adventure about a spirited teenager who sails out on a daring mission to prove herself a master wayfinder and fulfill her ancestors' unfinished quest. During her journey, *Moana* meets the once-mighty demi-god Maui and together they traverse the open ocean on an action-packed adventure, encountering enormous fiery creatures and impossible odds. The stunning artwork in this behind-the-scenes book includes character designs, storyboards, colorscripts, and much more. Copyright ©2016 Disney Enterprises, Inc. All Rights Reserved

This box of postcards collects a treasure trove of concept art—many pieces never before published— and final frames from Disney's golden age of animation, spanning from *Snow White and the Seven Dwarfs* in 1937 to *One Hundred and One Dalmatians* in 1961.

Celebrate the imagination, passion, and attention to detail invested in each Disney costume within this gorgeous coffee table book! The elegant and adventurous array of dresses, uniforms, and other attire is a feast for the eyes and a fascinating examination of pure craft and of the brilliant, creative minds behind it. The collection begins with a summation of the costumes created for Disney animation, early live action, and television, along with show wardrobes sported at the Disney Parks by Audio-Animatronics figures and Cast Members. The next section details a timeless case study: Cinderella's ball gown. A diverse group of designers has been called upon over the years to address and improvise the creative and practical needs each time the fairy tale Cinderella has been reimagined. Each project has brought with it inherent cultural challenges when bringing a familiar and beloved tale to life again and again, and all have yielded stunning and distinct results. At last, the full galleries (organized by the character archetypes of heroes and villains, and those complex, always interesting, "spaces between") showcase costumes across more than thirty Disney films. At each turn, this volume offers a one-of-a-kind backstage view of remarkable works of art, and

it inspires a true appreciation for the highly skilled and talented costumers who created them.

In the 1970s and 1980s, the Disney animation studio redefined its creative vision in the wake of Walt Disney's death. This latest volume from renowned Disney historian Didier Ghez profiles Ken Anderson and Mel Shaw, whose work defined beloved classic Disney characters from films like *The Jungle Book*, *The Aristocats*, *Robin Hood*, and *The Rescuers*. With vivid descriptions of passages from the artists' autobiographies and interviews, accompanied by never-before-seen images of their art and process, this visually rich collection offers a rare view of the Disney leg-ends whose work helped shape the nature of character and story development for generations to come.

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