**Demystifying Disney**

In Music in Disney's Animated Features James Bohn investigates how music functions in Disney animated films and identifies several vanguard techniques used in them. In addition he also presents a history of music in Disney animated films, as well as biographical information on several of the Walt Disney Studios' seminal composers. The popularity and critical acclaim of Disney animated features truly is built as much on music as it is on animation. Beginning with Steamboat Willie and continuing through all of the animated features created under Disney's personal supervision, music was the organizing element of Disney's animation. Songs establish character, aid in narrative, and fashion the backbone of the Studios' movies from Snow White and the Seven Dwarfs through The Jungle Book and beyond. Bohn underscores these points while presenting a detailed history of music in Disney's animated films. The book includes research done at the Walt Disney Archives as well as materials gathered from numerous other facilities. In his research of the Studios' notable composers, Bohn includes perspectives from family members, thus lending a personal dimension to his presentation of the magical Studios' musical history. The volume's numerous musical examples demonstrate techniques used throughout the Studios' animated classics.

**Walt Disney Animation Studios The Archive Series: Story**

Going beyond the box-office hits of Disney and Dreamworks, this guide to every animated movie ever released in the United States covers more than 300 films over the course of nearly 80 years of film history. Well-known films such as Finding Nemo and Shrek are profiled and hundreds of other films, many of them rarely discussed, are analyzed, compared, and catalogued. The origin of the genre and what it takes to make a great animated feature are discussed, and the influence of Japanese animation, computer graphics, and stop-motion puppet techniques are brought into perspective. Every film analysis includes reviews, four-star ratings, background information, plot synopses, accurate running times, consumer tips, and MPAA ratings. Brief guides to made-for-TV movies, direct-to-video releases, foreign films that were never theatrically released in the U.S., and live-action films with significant animation round out the volume.

**Walt Disney's Nine Old Men**

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. Copyright ©2019 Disney Enterprises, Inc. All Rights Reserved
Teaming

There are nine flip books inside this box that pays tribute to Disney's early animators. Legendary animators Ub Iwerks, Norm Ferguson, Bill Tytla, Ham Luske, Art Babbitt, Grim Gatwick, Freddie Moore, Hal King, and John Sibley are featured in this special set. Each flipbook features a scene from an animated Disney feature in its original line-drawn form, having been selected from among a wide range of films for great movement and classic characters. In addition to the flipbooks, the box contains a booklet detailing the incredible talents that the animators contributed to The Walt Disney Animation Studios, for which they have all been named Disney Legends. With their enduring appeal, precise timing, and focused staging, it's no wonder the films created by these animation pioneers have been enjoyed by generation after generation.

Walt Disney, the Art of Animation

A must for collectors and fans of all ages, this is the most exciting, comprehensive, and thorough examination of what the Disney magic is all about. More than 2,700 illustrations, 489 in full color.

Holly's Day at the Pool

An innovative critical history of Disney feature animation that uproots common misconceptions and brings fresh scholarly definition to a busy field.

Blue Spot

In Hollywood Cartoons, Michael Barrier takes us on a glorious guided tour of American animation in the 1930s, ‘40s, and ‘50s, to meet the legendary artists and entrepreneurs who created Bugs Bunny, Betty Boop, Mickey Mouse, Wile E. Coyote, Donald Duck, Tom and Jerry, and many other cartoon favorites. Beginning with black-and-white silent cartoons, Barrier offers an insightful account, taking us inside early New York studios and such Hollywood giants as Disney, Warner Bros., and MGM. Barrier excels at illuminating the creative side of animation--revealing how stories are put together, how animators develop a character, how technical innovations enhance the "realism" of cartoons. Here too are colorful portraits of the giants of the field, from Walt and Roy Disney and their animators, to Bill Hanna and Joe Barbera. Based on hundreds of interviews with veteran animators, Hollywood Cartoons gives us the definitive inside look at this colorful era and at the creative process behind these marvelous cartoons.

The Nine Old Men: Lessons, Techniques, and Inspiration from Disney's Great Animators

"NOOOOOOO! I don't want to go to the pool. What if . . . the water is too cold?" says Holly. Holly the hippo imagines the worst: icebergs and icy water, penguins and seals! Her imagination bursts at every turn, making it harder and harder for her to step foot in the pool. Until she get the chance to be a hero. Holly may be scared, but she is a very brave girl.

Creativity, Inc.

"NOOOOOOO! I don't want to go to the pool. What if . . . the water is too cold?" says Holly. Holly the hippo imagines the worst: icebergs and icy water, penguins and seals! Her imagination bursts at every turn, making it harder and harder for her to step foot in the pool. Until she get the chance to be a hero. Holly may be scared, but she is a very brave girl.

Treasures of Disney Animation Art

Based on Mindy Johnson's critically acclaimed Disney Editions title, Ink & Paint: The Women of Walt Disney's Animation, this nonfiction picture book is a fun and
inspiring look at many of the amazing women who have worked at Disney Animation over the years—from Story Artists, to Animators to Inkers and Painters, all with unique personalities and accomplishments, such as becoming a record-holding pilot, or designing Hollywood monsters, or creating an international club for tall people!

**They Drew As They Pleased Volume 6**

Malina is a generous little hedgehog who makes an amazing raspberry jam, which she shares with the other animals—but forgets to save some for herself for winter. Now it's too late! What will she do?

**The Walt Disney Film Archives**

Please note that the content of this book primarily consists of articles available from Wikipedia or other free sources online. Pages: 43. Chapters: Sullivan Bluth Studios, Lastrego, Walt Disney Animation Studios, Motion Theory, Weta Digital, Littlenobody, List of animation studios, Wang Film Productions, Pannonia Film Studio, DUCK Studios, Crew972, Imag Animation Studios, BRB Internacional, Rubicon Group Holding, Institute for the Intellectual Development of Children and Young Adults, Centro Digital Pictures Limited, Motek, Cine Animadores, Les' Copaque Production, Fred Wolf Films Dublin, Anima Studios, A. Film A/S, Cartoon Saloon, Croatia Film, Spectrum Animation, Shanghai Animation Film Studio, Vismayas Max, Ilion Animation Studios, Lucasfilm Animation Singapore, Nest Family Entertainment, Toondra, Belarusfilm, Pentamedia Graphics, Walt Disney Animation France, Kendor Graphics, Hong Ying Animation, Clockwork Zoo, Znz Animation Co., Murakami-Wolf-Swenson, Xyzoo Animation, Toon City, Pixomondo, Zagreb School of Animated Films, MOOK DLE, Kathaa Animations, Melusine, Crest Animation Studios, Walt Disney Animation Japan, Toonz India Ltd, Se-ma-for, Start Desenhos Animados, Dygra Films, Welkin-Animation, Global Mechanic, Adult Visual Animation, Next Media Animation, BreakThru Films, A.C.G.T, Varga Studio, Zinkia Entertainment, Filmtecknarna, Post Amazers, Animafilm, Cuckoo's Nest Studio, National Cinematheque of Ukraine, Belvision Studios, Animation Lab, Gamma Productions, Luminus Studio, Stylus visuals, Total Television, Trickfilmstudio, Puzzle Animation Studio Limited, Mirari Films, Phil Roman Entertainment, Kanaban Graphics, Sovkino. Excerpt: Sullivan Bluth Studios was an American animated film production company established in 1985 by animator Don Bluth. Bluth and several colleagues, all of whom were former Disney animators, left Disney in 1979 to form Don Bluth Productions, later known as the Bluth Group. This studio produced the short film Banjo the Woodpile

**The Art of Moana**

Preliminary sketches, drawings, and ideas that later will become the films, dramas, and comedies of the Disney Studios

**They Drew as They Pleased Vol 5**

Whether it consists of quick sketches on a lunch counter napkin, elaborate paintings in oils or watercolors, or dazzling computer renderings, the unparalleled creative process of Disney artists is lavishly showcased in Design, the third volume of *The Walt Disney Animation Studios - The Archive Series*. Among the incredible talents featured in this volume are Albert Hurter, Ferdinand Horvath, Joe Grant, Maurice Noble, Gustaf Tenggren, Tyrus Wong, Kay Nielsen, Rowland Wilson, Glen Keane, Chris Sanders, Andreas Deja, Mike Gabriel, Mike Giaimo, Hans Bacher, Chen Yi Chang, Paul Felix, Aaron Blaise, Ian Gooding, and John Musker. Design represents a rare opportunity to again enjoy a glimpse into the truly spectacular trove of treasures from the Walt Disney Animation Research Library.

**Malina's Jam**

New breakthrough thinking in organizational learning, leadership, and change Continuous improvement, understanding complex systems, and promoting innovation are all part of the landscape of learning challenges today's companies face. Amy Edmondson shows that organizations thrive, or fail to thrive, based on how well the small groups within those organizations work. In most organizations, the work that produces value for customers is carried out by teams, and increasingly, by flexible team-like entities. The pace of change and the fluidity of most work structures means that it's not really about creating effective teams anymore, but instead about
leading effective teaming. Teaming shows that organizations learn when the flexible, fluid collaborations they encompass are able to learn. The problem is teams, and other dynamic groups, don't learn naturally. Edmondson outlines the factors that prevent them from doing so, such as interpersonal fear, irrational beliefs about failure, groupthink, problematic power dynamics, and information hoarding. With Teaming, leaders can shape these factors by encouraging reflection, creating psychological safety, and overcoming defensive interpersonal dynamics that inhibit the sharing of ideas. Further, they can use practical management strategies to help organizations realize the benefits inherent in both success and failure. Presents a clear explanation of practical management concepts for increasing learning capability for business results Introduces a framework that clarifies how learning processes must be altered for different kinds of work Explains how Collaborative Learning works, and gives tips for how to do it well Includes case-study research on Intermountain healthcare, Prudential, GM, Toyota, IDEO, the IRS, and both Cincinnati and Minneapolis Children's Hospitals, among others Based on years of research, this book shows how leaders can make organizational learning happen by building teams that learn.

Pixar Animation Studio Artist Showcase Over There

With an introduction by John Lasseter—and very little else in the way of words—this second book in The Artist Series lavishly showcases the most brilliant animation created by such luminaries as Ub Iwerks, Norm Ferguson, Ben Sharpsteen, Hamilton Luske, Dick Huemer, Grim Natwick, Art Babbitt, Fred Moore, Bill Tytla, Frank Thomas, Ollie Johnston, Milt Kahl, Marc Davis, John Lounsbery, Ward Kimball, Eric Larson, Les Clark, Wolfgang Reitherman, John Sibley, Bill Justice, Clyde Geronimi, Ted Berman, Glen Keane, Andreas Deja, Eric Goldberg, Mark Henn and Tony Bancroft. The artwork—much of which has never before been published—offers the opportunity to marvel at those magical lines of pencil that brought life to so many unforgettable Disney characters. Animation represents a rare opportunity to enjoy a glimpse into the truly spectacular trove of treasures from the Walt Disney Animation Research Library.

Ink & Paint

Pencils, Pens & Brushes: A Great Girls' Guide to Disney Animation

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.

Walt Disney Animation Studios The Archive Series: Animation

Evie and Simon always mind their manners. But sometimes, they have to mind their father's, too! In this humorous spin on manners books, two kids teach their father everything he needs to know about mealtime etiquette. Everything is going well, until a surprise visitor arrives for dinner! Will Father be able to remember all of Evie and Simon's lessons? With humor, charm, and a dash of silliness, No Slurping, No Burping! uses role reversal to show young readers how to be considerate guests at mealtime.

Hollywood Cartoons

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

**Walt Disney Animation Studios Artist Showcase: No Slurping, No Burping!**

Charts the turbulent history of Pixar Animation Studios in the context of the changing fortunes of computer animation, discussing the rocky early years, the volatile personal relationships involved, and the making of the studio's innovative films.

**Walt Disney Animation Studios The Archive Series: Walt Disney's Nine Old Men: The Flipbooks**

From a co-founder of Pixar Animation Studios—the Academy Award–winning studio behind Coco, Inside Out, and Toy Story—comes an incisive book about creativity in business and leadership for readers of Daniel Pink, Tom Peters, and Chip and Dan Heath. NEW YORK TIMES BESTSELLER | NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Huffington Post • Financial Times • Success • Inc. • Library Journal Creativity, Inc. is a manual for anyone who strives for originality and the first-ever, all-access trip into the nerve center of Pixar Animation—into the meetings, postmortems, and “Braintrust” sessions where some of the most successful films in history are made. It is, at heart, a book about creativity—but it is also, as Pixar co-founder and president Ed Catmull writes, “an expression of the ideas that I believe make the best in us possible.” For nearly twenty years, Pixar has dominated the world of animation, producing such beloved films as the Toy Story trilogy, Monsters, Inc., Finding Nemo, The Incredibles, Up, WALL-E, and Inside Out, which have gone on to set box-office records and garner thirty Academy Awards. The joyousness of the storytelling, the inventive plots, the emotional authenticity: In some ways, Pixar movies are an object lesson in what creativity really is. Here, in this book, Catmull reveals the ideals and techniques that have made Pixar so widely admired—and so profitable. As a young man, Ed Catmull had a dream: to make the first computer-animated movie. He nurtured that dream as a Ph.D. student at the University of Utah, where many computer science pioneers got their start, and then forged a partnership with George Lucas that led, indirectly, to his co-founding Pixar in 1986. Nine years later, Toy Story was released, changing animation forever. The essential ingredient in that movie’s success—and in the thirteen movies that followed—was the unique environment that Catmull and his colleagues built at Pixar, based on leadership and management philosophies that protect the creative process and defy convention, such as: • Give a good idea to a mediocre team, and they will screw it up. But give a mediocre idea to a great team, and they will either fix it or come up with something better. • If you don’t strive to uncover what is unseen and understand its nature, you will be ill prepared to lead. • It’s not the manager’s job to prevent risks. It’s the manager’s job to make it safe for others to take them. • The cost of preventing errors is often far greater than the cost of fixing them. • A company’s communication structure should not mirror its organizational structure. Everybody should be able to talk to anybody.

**Walt Disney Animation Studios Short Films Collection**

Established in October 1923, the Ink & Paint Department set up shop at the first Disney studios on Kingswell Avenue in Los Angeles before moving to the Disney Hyperion Studio, and finally to the Burbank Studios in 1940. At the height of production, the staff was comprised primarily of women, numbering more than 250 artists and technicians. Today, this vital division continues with a small number of talented artists who keep the hand-made magic alive, even with the advent of 3-D animation. In this glossy volume, featuring never-before-seen photos, artwork, and detailed accounts, the process, techniques, and contributions of the women-and men-who defined the Walt Disney Studio’s legendary Ink & Paint Department over the years are carefully explored, preserved, and shared for future generations.

**Animation Studios**

Traces the development of Disney animation, explains what made Disney's style unique, and features original sketches and drawings revealing the origins of Mickey Mouse and other Disney characters.
The Illusion of Life

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.

Disney Animation

Daisy the kitten has gotten a blue spot on her new white dress. How did this happen, asks her mama. Daisy has an answer, which is anything but simple. Instead, she responds with a wonderful fantastical story that includes a blue monster and plenty of blue treats. Mama encourages Daisy to tell the truth in the end, which she does, but even Mama loves the creativity in Daisy's first answer--and kids will, too.

Animated Life

From the bestselling author of Rise of the Rocket Girls, the untold, "richly detailed" story of the women of Walt Disney Studios, who shaped the iconic films that have enthralled generations (Margot Lee Shetterly, New York Times bestselling author of Hidden Figures). From Snow White to Moana, from Pinocchio to Frozen, the animated films of Walt Disney Studios have moved and entertained millions. But few fans know that behind these groundbreaking features was an incredibly influential group of women who fought for respect in an often ruthless male-dominated industry and who have slipped under the radar for decades. In The Queens of Animation, bestselling author Nathalia Holt tells their dramatic stories for the first time, showing how these women infiltrated the boys' club of Disney's story and animation departments and used early technologies to create the rich artwork and unforgettable narratives that have become part of the American canon. As the influence of Walt Disney Studios grew -- and while battling sexism, domestic abuse, and workplace intimidation -- these women also fought to transform the way female characters are depicted to young audiences. With gripping storytelling, and based on extensive interviews and exclusive access to archival and personal documents, The Queens of Animation reveals the vital contributions these women made to Disney's Golden Age and their continued impact on animated filmmaking, culminating in the record-shattering Frozen, Disney's first female-directed full-length feature film. A Best Book of 2019: Library Journal, Christian Science Monitor, and Financial Times

Walt Disney Animation Studios The Archive Series: Design

This comprehensive history of Japanese animation draws on Japanese primary sources and testimony from industry professionals to explore the production and reception of anime, from its origins in Japanese cartoons of the 1920s and 30s to the international successes of companies such as Studio Ghibli and Nintendo, films such as Spirited Away and video game characters such as Pokémon.

Before Ever After

Ben loves bugs: armored, teeny, leggy, greenie, floaty, wingy, jumpy, springy bugs! After a trip to the city zoo, Ben collects all of the bugs he can find and sets up a bug zoo. He couldn't be happier--but what about his bugs?
The Animated Movie Guide

BEFORE EVER AFTER is a compilation of never-before-seen lecture notes from classes that were held in preparation for the production of Snow White. Walt knew that to fulfill his once-impossible dream of crafting a feature-length animated film, he had to establish an on-campus art school for his staff. He hand-picked Don Graham, a respected instructor from the Chouinard Art Institute, to hold classes on entertainment, drawing, and acting and was also innovative enough to document the thought process behind the nascent art form of feature animation. Guest lecturers included Frank Lloyd Wright who spoke about art philosophy and USC psychology professor Dr. Boris Morkovin who talked about humor. Previously unseen outside of the Disney studios, these lecture notes contain the wisdom behind the artistry that audiences generation after generation have come to appreciate in Snow White, and this wisdom also provided the artistic foundation for many films to come.

The Queens of Animation

Evie and Simon always mind their manners. But sometimes, they have to mind their father's, too! In this humorous spin on manners books, two kids teach their father everything he needs to know about mealtime etiquette. Everything is going well, until a surprise visitor arrives for dinner! Will Father be able to remember all of Evie and Simon's lessons? With humor, charming word for word narration, and a dash of silliness, No Slurping, No Burping! uses role reversal to show young readers how to be considerate guests at mealtime.

Anime

During the Roaring Twenties--from 1921 through 1928--Walt Disney and his friends made more than ninety silent cartoons, turning them out as often as one or two per month. Years before Mickey Mouse, the young entrepreneur recruited and nurtured an extraordinary array of talented people. Drawing on interviews with Disney's coworkers, Disney's business papers, promotional materials, scripts, drawings, and correspondence, the richly illustrated Walt in Wonderland reconstructs Disney's silent film career and places his early films in critical perspective.

Music in Disney's Animated Features

Catch My Breath

A well designed, well written animated film has warmth, humor, and charm. Since Steamboat Mickey, animators have been creating characters and films that are charming, warm and humorous, allowing people to connect with the animated medium. Animation fans love the characters for a lifetime. This is the legacy of the countless animators and artists who created the classic characters and fun stories and the legacy of Disney Legend, Floyd Norman. Written with wit and verve, Animated Life is a guided tour through an entire lifetime of techniques, practical hands-on advice and insight into an entire industry. A vital tutorial in animation’s past, present and future for students who are now poised to be part of another new generation in the art form. Apply artistic magic to your own projects and garner valuable insight and inspiration from a True Disney legend. With valuable advice, critical comment, and inspiration for every student of the arts, Animated Life is a classic in the making with completely relevant techniques and tools for the contemporary animation or fine arts professional. Build your skill-set of acclaimed professional animation tools, techniques and strategies covering story development, voice-work, and animation production, pitching and storyboarding. Take a tour through a lifetime of professional techniques, practical hands-on advice and insight into an entire industry with legendary lessons from master animator - collected for the first time ever. Start your mentorship today with Floyd Norman, featuring in-depth explanations and examples from some of the greatest animation classics and contemporary favorites.

Walt Disney Animation Studios The Archive Series Walt Disney's Nine More Old Men (Nine More Old Men: The Flipbooks)
**Walt in Wonderland**

With an introduction by John Lasseter—and very little else in the way of words—this first book in The Artist Series lavishly showcases the most brilliant story artwork created by such luminaries as Bill Peet, Don DaGradi, Joe Rinaldi, Roy Williams, Ub Iwerks, Burny Mattison, and Vance Gerry for such films as Steamboat Willie and Snow White and the Seven Dwarfs to Alice in Wonderland and 101 Dalmatians. The art will be displayed in its full glory with all the notes, flaws, and hole punches that were so much a part of the story development process. Featuring the best examples—many never published before—as well as some pieces by unidentified artists—Story will be the must-have art book for collectors, artists, and Disney fans.

**The Pixar Touch**

In TASCHEN's first volume of one of the most expansive illustrated publications on Disney animation, 1,500 images take us to the beating heart of the studio's "Golden Age of Animation." The landmark volume includes behind-the-scenes photos, story sketches, and cel setups of famous film scenes. It spans each of the major animated features made.

**Walt Disney Animation Studios The Archive Series: Layout & Background**

Learn from the men who changed animation forever Walt Disney's team of core animators, who he affectionately called his "Nine Old Men," were known for creating Disney's most famous works, as well as refining the 12 basic principles of animation. Follow master animator and Disney legend Andreas Deja as he takes you through the minds and works of these notable animators. An apprentice to the Nine Old Men himself, Deja gives special attention to each animator and provides a thoughtful analysis on their techniques that include figure drawing, acting, story structure, and execution. The in-depth analysis of each animator's work will allow you to refine your approach to character animation. Rare sequential drawings from the Disney archives also give you unprecedented access and insight into the most creative minds that changed the course of animation. Instruction and analysis on the works of each of the Nine Old Men broaden your creative choices and approaches to character animation Original drawings, some never-before-seen by the public are explored in depth, giving you behind-the-scenes access into Disney animation history Gain first-hand insight into the foundation of timeless characters and scenes from some of Disney's most memorable feature and short films.

**Bug Zoo**

This box set of nine flip books pays tribute to Walt Disney's original animators--the Nine Old Men: Les Clark, Eric Larson, Frank Thomas, John Lounsbery, Ward Kimball, Ollie Johnston, Mark Davis, Wolfgang Reitherman, and Milt Kahl. Each flip book features a scene from an animated Disney feature in its original line-drawn form, having been selected from among a wide range of films for great movement and classic characters. Such iconic clips from the reel of Disney animation history include: Lady and the Tramp's moonlit spaghetti dinner; Sorcerer Mickey's ordeal with a horde of mops; and Thumper's announcement that a prince has been born! In addition to the flip books, the box will contain a booklet providing additional information about the artists.

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