

## Animation (Walt Disney Animation Studios: The Archive Series)

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

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

Kem Weber (1889--1960), a well-known mid-century architect, was part of the distinctive West Coast modernism movement that helped shaped the relaxed California lifestyle. He influenced California style during the mid-twentieth century with buildings architecture, interior designs and furniture, including his famed Air Line chair, which is part of many museum furniture collections. As chief designer for the Walt Disney Studios in Burbank in 1939, Kem Weber also designed the specialized animation furniture that went into the then new studio complex. The Disney animation furniture, which has been lauded in recent years, was designed for specific animation disciplines, with input from the artists who would be using it. It was all part of Walt Disney's desire to create an efficient utopian campus for animated film production. This book is a comprehensive overview of the Kem Weber designed Disney animation furniture that takes the reader on a journey from concept sketches and photos to interviews with legendary artists. David A. Bossert celebrates and details the form and function of this unique mid-century furniture and the impact it had on the Disney animation process over the decades.

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, David Hall, Mel Shaw, Mary Blair, Bianca Majolie, Yale Gracey, Eyvind Earle, Walt Peregoy, Ken Anderson, James Coleman, Jean Gillmore, 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.

Walt Disney Animation Studios Artist Showcase

Catch My Breath

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

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

Holly's Day at the Pool

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

*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." Derived from the XXL book, this new edition again includes behind-the-scenes photos, story sketches, and cel setups of famous film scenes. It spans each of the...*

*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.*

*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...*

*Profiles the life and career of the legendary animator who created Mickey Mouse, released the first American animated feature film, "Snow White and the Seven Dwarfs," and was the owner of Walt Disney Studios and Disneyland.*

*A Tale of Table Manners*

*Learn to Draw Disney's Classic Animated Movies*

*Walt Disney Animation Studios Artist Showcase Book*

*Walt Disney Animation Studios Short Films Collection*

*Mid-Century Furniture Designs for the Disney Studios*

*Teaming*

*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. 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.*

*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.*

*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.*

*Discussing Disney*

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

*Walt Disney's Nine Old Men*

*Walt Disney Animation Studios The Archive Series: Design*

*Short Story Long: Blue Spot*

*Before Ever After*

"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.

Demystifying Disney: A History of Disney Feature Animation provides a comprehensive and thoroughly up-to-date examination of the Disney studio's evolution through its animated films. In addition to challenging certain misconceptions concerning the studio's development, the study also brings scholarly definition to hitherto neglected aspects of contemporary Disney. Through a combination of economic, cultural, historical, textual, and technological approaches, this book provides a discriminating analysis of Disney authorship, and the authorial claims of others working within the studio; conceptual and theoretical engagement with the constructions of 'Classic' Disney, the Disney Renaissance, and Neo-Disney; Disney's relationship with other studios; how certain Disney animations problematise a homogeneous reading of the studio's output; and how the studio's animation has changed as a consequence of new digital technologies. For all those interested in gaining a better understanding of one of cinema's most popular and innovative studios, this will be an invaluable addition to the existing literature.

These scholarly essays examine Disney's cultural impact from various perspectives—including film studies, history, musicology, gender and more. The academic field of Disney Studies has evolved greatly over the years, as the twelve essays collected in this volume demonstrate. With a diversity of perspectives and concerns, the contributors examine the cultural significance and impact of the Disney Company's various outputs, such as animated shorts and films, theme park attractions, television shows, books, music, and merchandising. By looking at Disney from some of its many angles—including the history and the persona of its founder, a selection of its successful and not-so-successful films, its approaches to animation, its branding and fandom, and its reception and reinterpreted within popular culture—Discussing Disney offers a more holistic understanding of a company that has been, and continues to be, one of the most important forces in contemporary culture.

Breath . . . it inspires so many silly sayings. Let me catch my breath. You take my breath away. I need a breath of fresh air. And how did little white flowers come to be known as Baby's Breath? Breath is a mystery in more ways than one. And this story is all about breath: losing it, trying to find it, even trying to buy it. In the imagination of Paul Briggs, a boy's breath becomes personified, and it zooms away through farm, forest, and sea, returning only when the boy least expects it.

Fairy Dust and the Quest for the Egg

Animated Life

Bug Zoo

How Organizations Learn, Innovate, and Compete in the Knowledge Economy

Demystifying Disney

Walt Disney Animation Studios The Archive Series: Story

**Provides step-by-step instructions on how to draw favorite Disney characters.**

**Fairy Haven's newest arrival, Prilla, along with Rani and Vidia, embarks on a journey filled with danger, sacrifice, and adventure. The fate of Never Land rests on their shoulders.**

**Pink castles, talking sofas, and objects coming to life: what may sound like the fantasies of Hollywood dream-maker Walt Disney were in fact the figments of the colorful salons of Rococo Paris. Exploring the novel use of French motifs in Disney films and theme parks, this publication features forty works of eighteenth-century European design—from tapestries and furniture to Boulle clocks and Sèvres porcelain—alongside 150 Disney film stills, drawings, and other works on paper. The text connects these art forms through a shared dedication to craftsmanship and highlights references to European art in Disney films, including nods to Gothic Revival architecture in *Cinderella* (1950); bejeweled, medieval manuscripts in *Sleeping Beauty* (1959); and Rococo-inspired furnishings and objects brought to life in *Beauty and the Beast* (1991). Bridging fact and fantasy, this book draws remarkable new parallels between Disney's magical creations and their artistic inspirations.**

**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.**

**The Lost Lectures of Walt Disney's Animation Studio**

**Masters of Animation**

**The Idea of Nature in Disney Animation**

**The Animated Movies 1921-1968**

**Animation Magic 2001**

**The Animated Movie Guide**

This fourth installment in The Archive Series showcases the scenic background and layout art that gives every piece of animation a time and place. The Animation Research Library and curator John Lasseter, the Walt Disney Animation Studio 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 spreads, *Backgrounds & Layouts* includes famous as well as unpublished work of the great layout artists and background painters Eyvind Earle, Claude Coats, Walter Peregoy, Maurice Noble, James Coleman, Serge Michaels, Al Dempster, Bill Layne, Art Brice Mack, and Lisa Keene. Collectors and animation enthusiasts couldn't be more thrilled with the first three books, and they are eager to add *Backgrounds & Layouts* to their libraries.

This box set of nine flip books pays tribute to Walt Disney's original animators--the Nine Old Men: Les Clark, Eric Larson, Tom 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 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 is on his way. In addition to the flip books, the box will contain a booklet providing additional information about the artists.

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

Daisy is an imaginative kitten who loves to tell long and winding stories that could have been summed up in a couple of sentences--but her versions are much more exciting! Narrated by author and illustrator, Griselda Sastrawinata-Lemay.

**A History**

**The Untold Story of the Women Who Transformed the World of Disney and Made Cinematic History**

**Ink & Paint**

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

**The Walt Disney Film Archives**

**Anime**

**Discusses the techniques and people involved in creating Disney's animated films, from the first story idea to opening night.**

**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.**

**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.

Celebrate the legacy of Disney's core group of animators, with *Walt Disney's Nine Old Men: Masters of Animation*, featuring original sketches from classic films such as *Pinocchio*, *Bambi*, and *Peter Pan*—including an exclusive look at the animators' lives, with personal caricatures and fine artwork. In the mid-1930s, President Franklin D. Roosevelt coined the term "Nine Old Men" to describe the nine justices of the Supreme Court, who had seemingly lost touch with the ever-changing times. In jest, Walt Disney borrowed the term several years later to refer to his core team of animators—Les Clark, Marc Davis, Ollie Johnston, Milt Kahl, Ward Kimball, Eric Larson, John Lounsbery, Wolfgang Reitherman, and Frank Thomas—even though they were neither old nor out of touch, and in fact would together make history with their cutting-edge contributions to the world of animation. Produced in conjunction with The Walt Disney Family Museum's 2018 exhibition of the same name, *Walt Disney's Nine Old Men: Masters of Animation* features an array of fascinating artwork and family mementos from each of these accomplished gentlemen, such as sketchbooks, caricatures, and snapshots, as well as original art from the classic films *Pinocchio* (1940), *Bambi* (1942), *Peter Pan* (1953), *Lady and the Tramp* (1955), and *Sleeping Beauty* (1959). Personal art, paintings, sculptures, flip-books, and hundreds of original animation drawings are all faithfully presented, alongside pencil tests and final color scenes that showcase their genius. In conducting his extensive research on the Nine Old Men, curator and celebrated producer Don Hahn sat down with each of the animators' families for in-depth discussions, unearthing details about the unique personalities of the men behind iconic Disney characters and films. The result of this collaboration is a spectacular collection of personal artifacts and ephemera that have never been seen by the public, all of which help tell each animator's individual story and reveal how they collectively elevated animation to an art form. After roughly 40 years of mentorship, the Nine Old Men were all named Disney Legends in 1989 in recognition of their lasting contributions, not only to The Walt Disney Studios, but to animation as a whole. This book offers a deep dive into their esteemed work and life stories—and a rich offering of the legacy they helped shape.

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

**Blue Spot**

**From Snow White to WALL-E**

**A Lifetime of Tips, Tricks, and Stories from a Disney Legend**

**The Flipbooks**

**Disney Animated Classics: Aladdin**

From the bestselling author of *Rise of the Rocket Girls*, the untold story of the women of Walt Disney Studios, from early days to the present. In *The Queens of Animation*, bestselling author Nathalia Holt recounts the dramatic stories of an incredibly influential group of women who have slipped under the radar for decades but have touched all our lives. These women infiltrated the all-male domain of Disney Studios and used early technologies to create the rich artwork and iconic storylines that would reach millions of viewers across generations. Over the decades -- while battling sexism, domestic abuse, and workplace harassment -- these women also fought to influence the way female characters are depicted to young audiences. Based on extensive interviews and exclusive access to archival and personal documents, *The Queens of Animation* tells the story of their vital contribution 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. 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 professional 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.

With an introduction by John Lasseter—and very little else in the way of words—this first book in The Artist Series 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. /DIV DIV

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 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*

*The Women of Walt Disney's Animation*

Featuring favorite characters from *Alice in Wonderland*, *The Jungle Book*, *101 Dalmatians*, *Peter Pan*, and more!

*The Art of Moana*

*A History of Disney Feature Animation*

*The Queens of Animation*

*Inspiring Walt Disney: The Animation of French Decorative Arts*

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.

In the second edition of *The Idea of Nature in Disney Animation*, David Whitley updates his 2008 book to reflect recent developments in Disney and Disney-Pixar animation such as the apocalyptic tale of earth's failed ecosystem, *WALL-E*. As Whitley has shown, and Disney's newest films continue to demonstrate, the messages animated films convey about the natural world are of crucial importance to their child viewers. Beginning with *Snow White*, Whitley examines a wide range of Disney's feature animations, in which images of wild nature are central to the narrative. He challenges the notion that the sentimentality of the Disney aesthetic, an oft-criticized aspect of such films as *Bambi*, *The Jungle Book*, *Pocahontas*, *Beauty and the Beast*, and *Finding Nemo*, necessarily prevents audiences from developing a critical awareness of contested environmental issues. On the contrary, even as the films communicate the central ideologies of the times in which they were produced, they also express the ambiguities and tensions that underlie these dominant values. In distinguishing among the effects produced by each film and revealing the diverse ways in which images of nature are mediated, Whitley urges us towards a more complex interpretation of the classic Disney canon and makes an important contribution to our understanding of the role popular art plays in shaping the emotions and ideas that are central to contemporary experience.

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.

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 the 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.

*A Celebration of the World of Disney*

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

Walt Disney

The Walt Disney Film Archives. the Animated Movies 1921-1968

Malina's Jam

Kem Weber

***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? An incredibly charming conceptual picture book that will make kids and adults smile. The story follows puns associated with breath—catch my breath, babies breath, bated breath. And it has a heartwarming ending where a little girl takes his breath away.***

***This fresh, hardcover retelling of the classic Disney film Aladdin is illustrated with vintage paintings, sketches, and concept art from the original Disney Studio artists. Illustrated with a variety of paintings, sketches, and concept art from the original Disney Studio artists, this fresh retelling of Aladdin follows the story of the classic animated film. See how Disney's artists interpreted the story through different styles and mediums, and follow Aladdin on his adventures in Agrabah.***

***The Disney Book***

***A Tale of Table Manners | A Hyperion Read-Along***

***The Mouse that Roared***