

The Pixar Touch: The Making Of A Company (Vintage)

In 1986, gifted animator John Lasseter, technology guru Ed Catmull, and visionary Steve Jobs founded Pixar Animation Studios. Their goal: create a computer animated feature, despite predictions that it could never be done. An unprecedented catalog of blockbuster films later, the studio is honoring its history in this deluxe volume. From its fledgling days under George Lucas to ten demanding years creating Toy Story to the merger with Disney, each milestone is vibrantly detailed. Interviews with Pixar directors, producers, animators, voice talent, and industry insiders, as well as concept art, storyboards, and snapshots illuminate a history that is both definitive and enthralling.

The finest account yet of the rise of one of the most profitable, most powerful, and oddest businesses the world has ever seen.” —San Francisco Chronicle
Just eleven years old, Google has profoundly transformed the way we live and work—we’ve all been Googled. Esteemed media writer Ken Auletta uses the story of Google’s rise to explore the future of media at large. This book is based on the most extensive cooperation ever granted a journalist, including access to closed-door meetings and interviews with industry legends, including Google founders Larry Page and Sergey Brin, Marc Andreessen, and media guru “Coach” Bill Campbell. Auletta’s unmatched analysis, vivid details, and rich anecdotes illuminate how the Google wave grew, how it threatens to drown media institutions, and where it’s taking us next.

Larry the lovable monster from Don’t Push the Button! is back with another hilarious, interactive adventure! I know what you’re thinking: this is a pretty cool-looking book. But... DON’T TOUCH THIS BOOK! (Don’t even try it, bub.) Okay, okay. You can touch, but you can only use ONE finger. Whoa. How’d you do that? Larry is a lovable monster, but he has trouble sharing. It’s up to you to show him how it’s done!

The first in-depth, unauthorized look at the creation and operation of the world’s most popular vacation destination. The author of the best-selling Mouse Tales: A Behind-the-Ears Look at Disneyland reveals how Walt Disney’s City of Tomorrow evolved into a sprawling resort where—despite extraordinary efforts to control every aspect of “the show”—everything doesn’t always go according to script.

Disney/Pixar Lightyear Little Golden Book

Don’t Touch This Book!

How Bill Hewlett and I Built Our Company

The Battle For the Magic Kingdom

Love and Hate In Jamestown

Overcoming the Unseen Forces That Stand in the Way of True Inspiration

The Making of a Company

The definitive guide to working with -- and surviving -- bullies, creeps, jerks, tyrants, tormentors, despots, backstabbers, egomaniacs, and all the other assholes who do their best to destroy you at work. "What an asshole!" How many times have you said that about someone at work? You're not alone! In this groundbreaking book, Stanford University professor Robert I. Sutton builds on his acclaimed Harvard Business Review article to show you the best ways to deal with assholes...and why they can be so destructive to your company. Practical, compassionate, and in places downright funny, this guide offers: Strategies on how to pinpoint and eliminate negative influences from your team; A self-diagnostic test and a program to identify and keep your own "inner jerk" from coming out; The No Asshole Rule is a New York Times, Wall Street Journal, USA Today and Business Week bestseller. The dramatic, untold story of the brilliant team whose feat of innovation and engineering created the world's first digital electronic computer--decrypting the Nazis' toughest code, helping bring an end to WWII, and ushering in the information age. Planning the invasion of Normandy, the Allies knew that decoding the communications of the Nazi high command was imperative for its success. But standing in their way was an encryption machine they called Tunny (British English for "tuna"), which was vastly more difficult to crack than the infamous Enigma cipher. To surmount this seemingly impossible challenge, Alan Turing, the Enigma codebreaker, brought in a maverick English working-class engineer named Tommy Flowers who devised the ingenious, daring, and controversial plan to build a machine that would calculate at breathtaking speed and break the code in nearly real time. Together with the pioneering mathematician Max Newman, Flowers and his team produced--against the odds, the clock, and a resistant leadership--Colossus, the world's first digital electronic computer, the machine that would help bring the war to an end. Drawing upon recently declassified sources, David A. Price's Geniuses at War tells, for the first time, the full mesmerizing story of the great minds behind Colossus and chronicles the remarkable feats of engineering genius that marked the dawn of the digital age.

The pixel as the organizing principle of all pictures, from cave paintings to Toy Story. The Great Digital Convergence of all media types into one universal digital medium occurred, with little fanfare, at the recent turn of the millennium. The bit became the universal medium, and the pixel--a particular packaging of bits--conquered the world. Henceforward, nearly every picture in the world would be composed of pixels--cell phone pictures, app interfaces, Mars Rover transmissions, book illustrations, videogames. In A Biography of the Pixel, Pixar cofounder Alvy Ray Smith argues that the pixel is the organizing principle of most modern media, and he presents a few simple but profound ideas that unify the dazzling varieties of digital image making. Smith's story of the pixel's development begins with Fourier waves, proceeds through Turing machines, and ends with the first digital movies from Pixar, DreamWorks, and Blue Sky. Today, almost all the pictures we encounter are digital--mediated by the pixel and irretrievably separated from their media; museums and kindergartens are two of the last outposts of the analog. Smith explains, engagingly and accessibly, how pictures composed of invisible stuff become visible--that is, how digital pixels convert to analog display elements. Taking the special case of digital movies to represent all of

Dusty Crophopper is a big-hearted, speed-loving crop duster who dreams of competing in the roughest and most exhilarating subject-the-world air race in history.

Reallyland

A Considerate Approach

An Intersectional Approach to Creating a Culture of Belonging at Work

The Pixar Touch

The Pixar Theory

Pixar with Lacan

Summary: The Pixar Touch

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.

Kayla Maxwell is eager to shed her slasher-flick bimbo image—and she plans to do just that in her new role on daytime’s most popular soap. With a chance to showcase her dramatic range, Kayla will be able to wash away the lingering betrayal and public humiliation left by her controlling, philandering ex-boyfriend. Sean Barrett, the son of an influential, award-winning actor, is the hottest soap star in the country. Paired on-screen with the talented and beautiful Kayla Maxwell, Sean is determined to keep her at arm’s length, burned before by fame-seeking actresses who had no qualms about using him to get to his famous father. But when Kayla receives threatening letters, her past as a scream queen seems to be coming back to haunt her. Succumbing to an attraction neither one of them can deny, Sean and Kayla make love down her stalker and their own personal demons before trusting what they both feel—a love that lasts long after the cameras stop rolling. 94,000 words

How organizations can foster diversity, equity, and inclusion: taking action to address and prevent workplace bias while centering women of color. Few would disagree that inclusion is both the right thing to do and good for business. Then why are we so terrible at it? If we believe in the morality and the profitability of including people of diverse and underestimated backgrounds in the workplace, why don’t we do it? Because, explains Ruchika Tulshyan in this eye-opening book, we don’t realize that inclusion takes awareness, intention, and regular practice. Inclusion doesn’t just happen; we have to work at it. Tulshyan presents inclusion best practices, showing how leaders and organizations can meaningfully promote inclusion and diversity. Tulshyan centers the workplace experience of women of color, who are subject to both gender and racial bias. It is at the intersection of gender and race, she shows, that we discover the kind of inclusion policies that benefit all. Tulshyan debunks the idea of the “level playing field” and explains how leaders and organizations can use their privilege for good by identifying and exposing bias, knowing that they typically have less to lose in speaking up than a woman of color does. She explains why “leaning in” doesn’t work—and dismantling structural bias does; warns against hiring for “culture fit,” arguing for “culture add” instead, and emphasizes the importance of psychological safety in the workplace—you need to know that your organization has your back. With this important book, Tulshyan shows us how we can make progress toward inclusion and diversity—and we must start now.

On the train ride to visit his grandpa, or Papa, Henri is only interested in his game. But then George the dog steals Henri’s hat upon arrival, so Henri makes chase and finds himself in front of a trunk full of hats. Henri meets a sea captain, a flying ace, and more! Papa finally catches up to Henri and George, and that’s when Henri hears Papa’s stories, real stories, about racing, sailing, flying, and more! As Henri heads home, he looks up at the stars and begins to dream . . . of being just like Papa.

Review and Analysis of Price’s Book

Down and Dirty Pictures

John Smith, Pocahontas, and the Start of a New Nation

Toy Story

Love in the Afternoon

The Hysteric’s Guide to Animation

Disneywar

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 primer 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 drive to uncover what is unseen and understand its nature, you will be ill prepared to lead.
• It’s not the managers’ job to prevent risks. It’s the managers’ 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.
• No one should ever be promoted if those below him don’t report to him.

With a foreword by film theorist and film historian Peter Biskind (Entertainment Weekly) New York Times bestseller, Biskind chronicles the rise of independent filmmakers who reinvented Hollywood—most notably Sundance founder Robert Redford and Harvey Weinstein, who with his brother, Bob, made Miramax films an indie powerhouse. As he did in his acclaimed Easy Riders, Raging Bulls, Peter Biskind “takes on the movie industry of the 1990s and again gets the story” (The New York Times). Biskind charts in fascinating detail the meteoric rise of the controversial Harvey Weinstein, often described as the last mogul, who created an Oscar factor that became the envy of the studios, while leaving a trail of carnage in his wake. He follows Sundance as it grew from a regional film festival to the premier showcase of independent film, succeeding almost despite the mercurial Redford, whose visionary plans were nearly thwarted by his own quixotic personality. Likewise, the directors who emerged from the Independent Movement, such as Quentin Tarantino, Steven Soderbergh, and David O. Russell, are now among the best-known directors in Hollywood. Not to mention the actors who emerged with them, like Matt Damon, Ben Affleck, Ethan Hawke, and Uma Thurman. Candid, controversial, and “sensationally entertaining” (Los Angeles Times) Down and Dirty Pictures is a must-read for anyone interested in the film world.

Toy Story (John Lasseter, 1995), Pixar’s first feature-length production and Hollywood’s first completely computer-generated animated film, is an international cultural phenomenon. This collection brings together a diverse range of scholars and practitioners who together explore the themes, compositional techniques, cultural significance and industry legacy of this landmark in contemporary cinema. Topics range from industrial concerns, such as the film’s groundbreaking use of computer generated imagery and the establishment of Pixar as a major player in the animation world, to examinations of its music, aesthetics, and the role of toys in both the film and its fandom. The Toy Story franchise as a whole is also considered, with chapters looking at its cross-generational appeal and the experience of growing up alongside the series. As the first substantial work on this landmark film, this book will serve as an authoritative introduction for scholars, students and fans alike.

On cartoon animation

My Unlikely Journey with Steve Jobs to Make Entertainment History

Reading the Rabbit

Building a Civilized Workplace and Surviving One That Isn't

A Celebration of the World of Disney

Blockbusters

Creativity, Inc.

The Pixar Treasures

This Little Golden Book is based on Disney/Pixar Lightyear—in theaters summer 2022! Disney/Pixar Lightyear is a sci-fi action-adventure and the definitive origin story of Buzz Lightyear (voice of Chris Evans)—the hero who inspired the toy. The film reveals how a young test pilot became the Space Ranger that we all know him to be today. Lightyear is directed by Angus MacLane, produced by Galyn Susman, and opens in theaters in Summer 2022. This Little Golden Book retelling the animated feature film is perfect for girls and boys ages 2 to 5, as well as Disney Little Golden Book collectors of all ages!

A Wall Street Journal Best Book of the Year
The Pixar Touch is a lively chronicle of Pixar Animation Studios' history and evolution, and the "fraternity of geeks" who shaped it. With the help of animating genius John Lasseter and visionary businessman Steve Jobs, Pixar has become the gold standard of animated filmmaking, beginning with a short special effects shot made at Lucasfilm in 1982 all the way up through the landmark films Toy Story, Finding Nemo, Wall-E, and others. David A. Price goes behind the scenes of the corporate feuds between Lasseter and his former champion, Jeffrey Katzenberg, as well as between Jobs and Michael Eisner. And finally he explores Pixar's complex relationship with the Walt Disney Company as it transformed itself into the \$7.4 billion jewel in the Disney crown. With an Updated Epilogue

FOREWORD BY GUY KAWASAKI Presentation designer and internationally acclaimed communications expert Garr Reynolds, creator of the most popular Web site on presentation design and delivery on the Net — presentationzen.com — shares his experience in a provocative mix of illumination, inspiration, education, and guidance that will change the way you think about making presentations with PowerPoint or Keynote. Presentation Zen challenges the conventional wisdom of making “slide presentations” in today’s world and encourages you to think differently and more creatively about the preparation, design, and delivery of your presentations. Garr shares lessons and perspectives that draw upon practical advice from the fields of communication and business. Combining solid principles of design with the tenets of Zen simplicity, this book will help you along the path to simpler, more effective presentations.

“The definitive history of the studio” created by the larger-than-life team of Spielberg, Geffen, and Katzenberg (Los Angeles Times). For sixty years, since the birth of United Artists, the studio landscape was unchanged. Then came Hollywood’s Circus Maximus—created by director Steven Spielberg, billionaire David Geffen, and Jeffrey Katzenberg, who gave the world The Lion King—an entertainment empire called DreamWorks. Now Nicole LaPorte, who covered the company for Variety, goes behind the hype to reveal for the first time the delicious truth of what happened. Readers will feel they are part of the creative calamities of moviemaking as LaPorte’s fly-on-the-wall detail shows us Hollywood’s bizarre rules of business. We see the clashes between the often-otherworldly Spielberg’s troops and Katzenberg’s warriors, the debacles and disasters, but also the Oscar-winning triumphs, including Saving Private Ryan. We watch as the studio burns through billions of dollars, its rich owners get richer, and everybody else suffers. LaPorte displays Geffen, seducing investors like Microsoft’s Paul Allen, showing his steel against CAA’s Michael Ovitz, and staging fireworks during negotiations with Paramount and Disney. Here is a blockbuster behind-the-scenes Hollywood story—up close, glamorous, and gritty.

Pixar’s America

Twenty-Five Years of Laughter from the Pixar Story Room

Funny!

The Disney Book

Presentation Zen

An Almost Epic Tale of Moguls, Movies, and a Company Called DreamWorks

True-Life Adventures at Walt Disney World

Why the future of popular culture will revolve around ever bigger bets on entertainment products, by one of Harvard Business School’s most popular professors
What’s behind the phenomenal success of entertainment businesses such as Warner Bros., Marvel Entertainment, and the NFL—along with such stars as Jay-Z, Lady Gaga, and LeBron James? Which strategies give leaders in film, television, music, publishing, and sports an edge over their rivals? Anita Elberse, Harvard Business School’s expert on the entertainment industry, has done pioneering research on the worlds of media and sports for more than a decade. Now, in this groundbreaking book, she explains a powerful truth about the fiercely competitive world of entertainment: building a business around blockbuster products—the movies, television shows, songs, and books that are hugely expensive to produce and market—is the surest path to long-term success. Along the way, she reveals why entertainment executives often spend outrageous amounts of money in search of the next blockbuster, why superstars are paid unimaginable sums, and how digital technologies are transforming the entertainment landscape. Full of inside stories emerging from Elberse’s unprecedented access to some of the world’s most successful entertainment brands, Blockbusters is destined to become required reading for anyone seeking to understand how the entertainment industry really works—and how to navigate today’s high-stakes business world at large.

In the fall of 1930, David Packard left his hometown of Pueblo, Colorado, to enroll at Stanford University, where he befriended another freshman, Bill Hewlett. After graduation, Hewlett and Packard decided to throw their lots in together. They tossed a coin to decide whose name should go first on the notice of incorporation, then cast about in search of products to sell. Today, the one-car garage in Palo Alto that housed their first workshop is a California historic landmark: the birthplace of Silicon Valley. And Hewlett-Packard has produced thousands of innovative products for millions of customers throughout the world. Their little company employs 98,400 people and boasts constantly increasing sales that reached \$25 billion in 1994. While there are many successful companies, there is only one Hewlett-Packard, because from the very beginning, Hewlett and Packard had a way of doing things that was contrary to the prevailing management strategies. In defining the objectives for their company, Packard and Hewlett wanted more than profits, revenue growth and a constant stream of new, happy customers. Hewlett-Packard’s success owes a great deal to many factors, including openness to change, an unrelenting will to win, the virtue of sustained hard work and a company-wide commitment to community involvement. As a result, HP now is universally acclaimed as the world’s most admired technology company; its wildly successful approach to business has been immortalized as The HP Way. In this book, David Packard tells the simple yet extraordinary story of his life’s work and of the truly exceptional company that he and Bill Hewlett started in a garage 55 years ago.

A New York Times Notable Book and aSan Jose Mercury News Top 20 Nonfiction Book of 2003!In 1606, approximately 105 British colonists sailed to America, seeking gold and a trade route to the Pacific. Instead, they found disease, hunger, and hostile natives. Ill prepared for such hardship, the men responded with incompetence and infighting; only the leadership of Captain John Smith averted doom for the first permanent English settlement in the New World.The Jamestown colony is one of the great survival stories of American history, and this book brings it fully to life for the first time. Drawing on extensive original documents, David A. Price paints intimate portraits of the major figures from the formidable monarch Chief Powhatan, to the resourceful but unpopular leader John Smith, to the spirited Pocahontas, who twice saved Smith’s life. He also gives a rare balanced view of relations between the settlers and the natives and debunks popular myths about the colony. This is a superb work of history, reminding us of the horrors and heroism that marked the dawning of our nation.

While Pixar Animation Studios was creating beloved feature-length films such as Monsters Inc., Ratatouille, and WALL-E, it was simultaneously testing animation and storytelling techniques in dozens of memorable short films. Andre and Wally B proved that computer animation was possible; Tin Toy laid the groundwork for what would become Toy Story; and Mike’s New Car exposed Pixar’s finely tuned funny bone. In *The Art of Pixar Short Films*, animation expert and short film devotee Amid Amidi shines a spotlight on these and many more memorable vignettes from the Pixar archive. Essays and interviews illuminate more than 250 full-color pastels, pencil sketches, storyboards, and final rendered frames that were the foundation of Pixar’s creative process.

Genuses at War

The End of the World As We Know It

In the Plex

The Story of Pixar Animation Studios

The Re-Animation of American Myths and Symbols

Simple Ideas on Presentation Design and Delivery

The Art of Pixar Short Films

This book examines the popular and critically acclaimed films of Pixar Animation Studios in their cultural and historical context. Whether interventionist sheriff dolls liberating oppressed toys (Toy Story) or exceptionally talented rodents hoping to fulfill their dreams (Ratatouille), these cinematic texts draw on popular myths and symbols of American culture. As Pixar films refashion traditional American figures, motifs and narratives for contemporary audiences, this book looks at their politics – from the frontier myth in light of traditional gender roles (Wall-E) to the notion of voluntary associations and neoliberalism (The Incredibles). Through close readings, this volume considers the aesthetics of digital animation, including voice-acting and the simulation of camera work, as further mediations of the traditional themes of American culture in novel form. Dietmar Heibel explores the ways in which Pixar films come to reanimate and remediate prominent myths and symbols of American culture in all their cinematic, ideological and narrative complexity.

From Toy Story to The Good Dinosaur, some of the most iconic and hilarious moments in Pixar’s films were first conceived by the artists featured in this book. But there are hundreds of gags that don’t make it past the cutting room floor, like Frozone cooling some beers with his breath and Sadness wearing mom jeans. Funny! explores this material in depth, showcasing classic moments from all of Pixar’s films to date, plus never-before-published illustrations and doodles from the Pixar archives. With an introduction by veteran story man Jason Katz, this book is a must-have for any Pixar fan. Copyright ©2015 Disney Enterprises, Inc. All rights reserved.

The must-read summary of David Price’s book “The Pixar Touch: The Making of a Company”. This complete summary of the ideas from David Price’s book “The Pixar Touch” is based on interviews given by company insiders. It tells the story of the American computer animation film studio, from its early days to its acquisition by Disney. In his book, the author explains how computer innovations revolutionised the world of animated cartoons. This summary provides an insight into the incredible success story of this multi-billion dollar company, which was created for the pleasure of both children and adults. Added-value of this summary:
• Save time
• Understand key concepts
• Expand your knowledge
To learn more, read “The Pixar Touch” and discover the story behind the success of this world-class animation company.

The films from Pixar Animation Studios belong to the most popular family films today. From Monsters Inc to Toy Story and Wall-E, the animated characters take on human qualities that demand more than just cultural analysis. What animates the human subject according to Pixar? What are the ideological implications? Pixar with Lacan has the double aim of analyzing the Pixar films and exemplifying important psychoanalytic concepts (the voice, the gaze, partial object, the Other, the object a, the primal father, the name-of-the-father, symbolic castration, the imaginary/ the real/ t the symbolic, desire and drive, the four discourses, masculine/feminine), examining the ideological implications of the images of human existence given in the films.

Miramax, Sundance, and the Rise of Independent Fil

How Pixar Reinvented the Animated Feature

To Pixar and Beyond

Inclusion on Purpose

Innovate the Pixar Way: Business Lessons from the World’s Most Creative Corporate Playground

The Men Who Would Be King

To Infinity and Beyond!

“The most interesting book ever written about Google” (The Washington Post) delivers the inside story behind the most successful and admired technology company of our time, now updated with a new Afterword. Google is arguably the most important company in the world today, with such pervasive influence that its name is a verb. The company founded by two Stanford graduate students—Larry Page and Sergey Brin—has become a tech giant known the world over. Since starting with its search engine, Google has moved into mobile phones, computer operating systems, power utilities, self-driving cars, all while remaining the most powerful company in the advertising business. Granted unprecedented access to the company, Levy disclosed that the key to Google’s success in all these businesses lay in its engineering mindset and adoption of certain internet values such as speed, openness, experimentation, and risk-taking. Levy discloses details behind Google’s relationship with China, including how Brin disagreed with his colleagues on the China strategy—and why its social networking initiative failed; the first time Google tried chasing a successful competitor. He examines Google’s rocky relationship with government regulators, particularly in the EU, and how it has responded when employees left the company for smaller, nimbler start-ups. In the Plex is the most authoritative and in many ways the most entertaining.

The Pixar Treasures is a scrapbook of instinct and inspiration, experiences readers can touch, and visions that exist only in the imagination. It begins with a group of animators who were inspired by Walt Disney films. In the late 1970s and early ’80s, John Lasseter, Brad Bird, and Joe Ranft were hired into an apprenticeship program at Walt Disney Productions. The last of Disney’s golden age artists, including animators Eric Larson, Milt Kahl, Frank Thomas, and Ollie Johnston mentored the young dreamers, and as Pixar later developed, their work would draw heavily from this direct connection with Walt Disney’s “Nine Old Men.” The tale continues with Pixar’s foray into computer animation, and the resulting success of Toy Story. With chapters on A Bug’s Life; Monsters, Inc.; Finding Nemo; The Incredibles; Cars; Ratatouille; and WALL*E, Hauser’s narrative covers the struggles, growth, and successes of an incredible animation studio. And it gives readers a sneak peek at the newest Disney*Pixar film, Up. Filled with unique removable keepsakes, The Pixar Treasures is an essential collector’s item for every Pixar fan.

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.

When you wish upon a star... “Whistle While You Work,” “The Happiest Place on Earth” – these are lyrics indelibly linked to Disney, one of the most admired and best-known companies in the world. So when Roy Disney, chairman of Disney Animation, abruptly resigned in November 2003 and declared war on chairman and chief executive Michael Eisner, he sent shock waves throughout the world. DISNEYWAR is the dramatic inside story of what drove this iconic entertainment company to civil war, told by one of America’s most acclaimed journalists. Drawing on unprecedented access to both Eisner and Roy Disney, current and former Disney executives and board members, as well as hundreds of pages of never-before-seen letters and memos, James B. Stewart gets to the bottom of mysteries that have enveloped Disney for years. In riveting detail, Stewart also lays bare the creative process that lies at the heart of Disney. Even as the executive suite has been engulfed in turmoil, Disney has worked – and sometimes clashed – with a glittering array of Hollywood players, many of who tell their stories here for the first time.

Googled

How Google Thinks, Works, and Shapes Our Lives

Hit-making, Risk-taking, and the Big Business of Entertainment

Fasciol

The No Asshole Rule

Explorations in Warner Bros. Animation

A Biography of the Pixel

"Details how this playful organization provides a working environment that encourages imagination, inventiveness, and joyful collaboration. If you dream of creating a more positive climate in your company, this book might just make your dreams come true." Ken Blanchard, coauthor of The One Minute Manager® and Helping People Win at Work Unleash Pixar-style creativity in any organization! Authors of the business classic The Disney Way, Bill Capodagli and Lynn Jackson take a behind-the-scenes look at the company built upon the “magic” of Disney. Readers of this concise and accessible book will learn how to apply Pixar’s secrets of success, which include the company’s ability to turn visions into clear directives and its remarkable focus on detail. Other lessons include how to hire creative people and always challenging the status quo.

In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney’s films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

"Every Pixar movie is connected. I explain how and possibly why." These are the words that began the detailed essay now known as "The Pixar Theory," which came out way back in 2013. It collected over 10 million views on Jon's blog alone, and was syndicated on BuzzFeed, Mashable, Huffpost, Entertainment Weekly, and more - generating over 100 million impressions and now translated into a dozen languages. Now, these thoughts and ideas first written by Jon Negroni have been fully realized inside this book, aptly named

The Pixar Theory. In this book, you'll find an analysis of every single Pixar movie to date and how it tells a hidden story lurking behind these classic movies. You'll learn about how the toys of Toy Story secretly owe their existence to the events of The Incredibles. You'll learn about what truly happened to the civilization of cars from Cars before the events of WALL-E. And of course, you'll find out the possible truth for why "Boo" of Monsters Inc. is the most important Pixar character yet. Welcome to the Pixar Theory. Don't forget to fasten your imagination.

The HP Way

Disney Planes

Bletchley Park, Colossus, and the Dawn of the Digital Age

Henri's Hats

The Psychosocial Implications of Disney Movies

Pixar Animation Studios Artist Showcase