

NEW EXPLORATIONS

# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD



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Snow White: From  
Films to Attractions

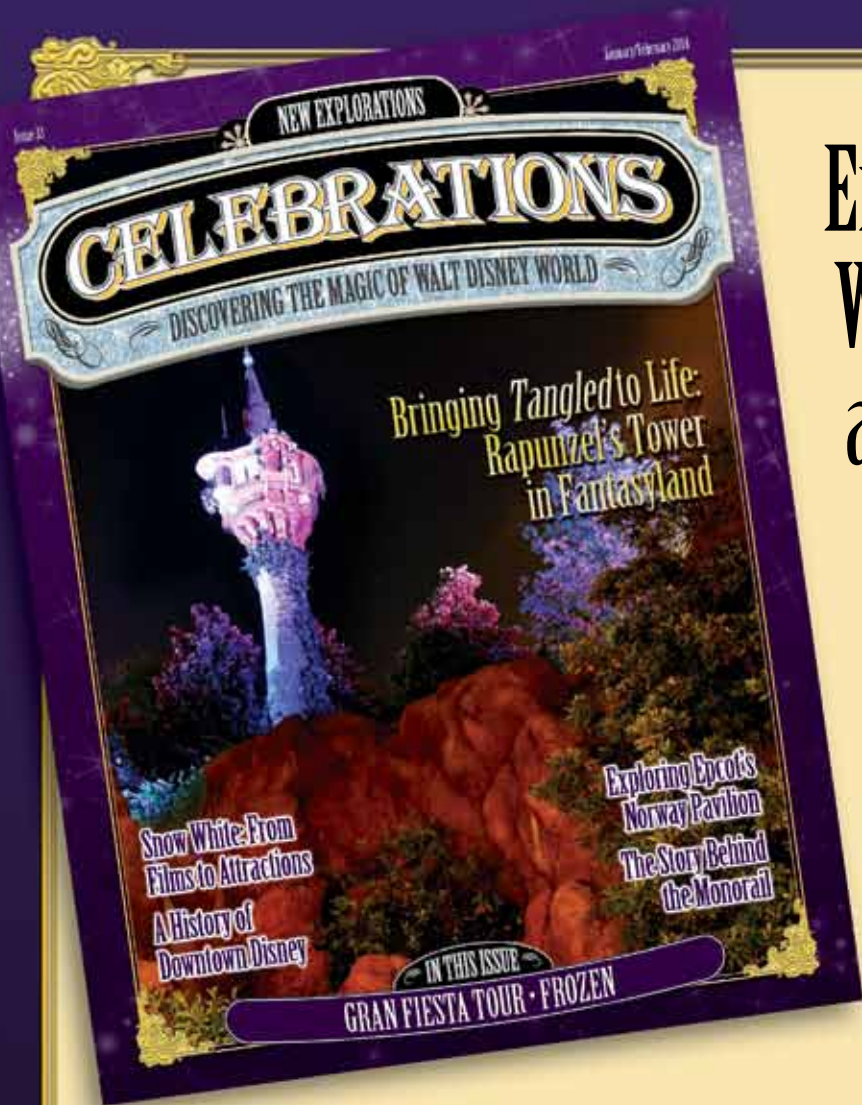
A History of  
Downtown Disney

Exploring Epcot's  
Norway Pavilion

The Story Behind  
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GRAN FIESTA TOUR • FROZEN



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DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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# Quite a Character!

One of the things that sets Disney apart from other parks and resorts is the characters. No, I'm not talking about the Cast Members (who, let's make no mistake, are extraordinarily special in their own right!). Rather, I'm talking about the classic Disney characters, both old and new, that have added, and continue to add, a timeless sense of history, tradition, and fantasy to the entire Disney experience.

As we've talked about before, one of the magical things that happens as you walk around Walt Disney World is the connection you feel when you see a familiar character. You are immediately taken back to your childhood, or perhaps a moment that you shared with your own children. When you see Mickey, Donald, or Goofy, you are reminded that the roots of Walt Disney World go back well over a hundred years. These were not only some of Walt Disney's first characters, these were some of the first animated characters ever! Not only that, these were characters that helped build a vast entertainment empire that reached far beyond a collection of whimsical animated shorts. The success and popularity of these characters (and others) led to the creation of some of the greatest films of all times, to real-life fantasy worlds in Disneyland and later Walt Disney World, and even to ambitious (but unrealized) plans for a new city unlike any other that had come before. You may not think of all those things as you race to get your photo take with Donald at Chef Mickey's, but that's not really the point. The point is that you know these characters, they mean something to you, and they help tie the whole experience together. While you may not consciously think about the history of, say, Disneyland when you're shaking hands with Mickey, you do know that you're in a very special place that's filled with magic.

When you see these characters, it's as if Walt Disney were there himself, welcoming you to this place he created where families could be together and share magical moments. So when you see a character walking by, take a moment to think of those magical moments, and of the man who made it all possible.

Enjoy the magic!

Tim Foster





# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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# Letters



## Serendipitous Mickey!

We just returned from our first trip to Disneyland. Being on East Coast time, we woke up before the sun came up on our first morning there. We decided to walk over to Storyteller's Cafe for breakfast. On the way, we stopped to take a picture in front of the Disneyland sign. After we got home and were going through our pictures, we noticed the magical Mickey ears our daughter Lauren got from the bus passing by in the background. We couldn't have timed it better if we had tried!

*Pam Smith  
Lafayette, Indiana*



## Thank You!!

We received our current issue of *Celebrations* yesterday and my daughter loved it! She has hardly put it down since she got it in the mail :) She turned 12 on Wednesday and this was one of her presents. I must say - she does love your magazines and her Guide to the Magic book too! She received a subscription when she was 10 and I ordered a set of back issues then. She is looking forward to sending you some fan mail? That's what she said at least! I didn't realize how much she loved them and missed them!

*Thank you!  
Melanie Lyon*

## Disney Nativity

After seeing your article about the Candlelight Processional in one of your newsletters, I recalled the silent nativity scene with live animals that was narrated and presented at the "old" stage area at Downtown Disney. Do you have any additional information?

*Annamarie Zimmerman*

*Good memory! Back in the 80s and 90s, the Disney Village Marketplace (now Downtown Disney) played host to a unique holiday show called The Glory and Pageantry of Christmas. For more than 15 years, this "living nativity scene" was performed on the Waterfront Dock Stage, decorated to resemble the little town of Bethlehem. A 36-performer cast augmented with live animals recreated the Christmas Story, with narration provided by Kevin Miles (who also performed with the Voices of Liberty and the Dapper Dans). The show featured a selection of Christmas songs, and began with Mary and Joseph approaching the manger, revealing a child wrapped in swaddling clothes. Shepherds and angels appeared as shopkeepers brought gifts for the child. Later, a young boy with no gift to present played his drum, reenacting the tale of the Little Drummer Boy. The show ended after a 15 year-plus run, and remains but a memory of Disney fans.*

# Kids Write in!

Hi! I am David Kessler and I am ten years old. I want to talk about my trips to Aulani in Hawaii. Aulani is a Disney hotel. I think it's a great experience to try. You can explore Hawaii and also be 'with' Disney! It's very fun and I think you should try it.

For kids, I loved the Menehunes. Menehunes are Hawaiian legends that are like small characters. They are hidden all over the inside and outside of the hotel. It is very fun and challenging to find them, just like Hidden Mickey's. There's a story about the Menehunes that you can learn about.

Outside there is a water play area that has slides, a lazy river, the beach, etc. That was probably my favorite part. There is also a Menehune adventure trail that you can do all over the hotel. It is similar to the Phineas and Ferb game at Epcot if you've ever tried that. All around the water area and slides there are volcanos with carved animals similar to the Tree of Life at the Animal Kingdom. There are so many! I also loved the shows, seeing the characters in Hawaiian outfits, and firepit stories at night.

I think that Aulani is a great way to try something new. See you on the Disney side!!

*David Kessler*



Kids, do you have any stories or photos you'd like to share? If so, send them to us at [subscriptions@celebrationspress.com](mailto:subscriptions@celebrationspress.com) and we'll print them for all to share!

## Disney Infinity Correction

In our last issue, we profiled the new interactive game, Disney Infinity. In our story we wrote "The Lone Ranger and Cars standalone adventures are already available, and future releases include Toy Story, The Nightmare Before Christmas, Wreck-It Ralph, Phineas and Ferb, Tangled, Frozen, and Fantasia." Writer Matt Cabral alertly pointed out to us that this was incorrect in regards to which franchises were play sets and which were only figures. Of the group we listed, the only announced Play Set was Toy Story. As far as figures go, Anna and Elsa from *Frozen* will be out soon, as will



Rapunzel, Wreck-it Ralph, and Vanellope. Sorcerer Mickey, already gifted to D3 attendees, will be available at retail early next year. Thanks Matt!



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# Contributors



*Lori Elias credits her passion for Disney to long-time friend Tara Miller, a Cast Member with the Disney Cruiseline. Lori is a Cleveland-area middle school music teacher by day, freelance writer by night, and Disney fan 24/7. She has written for a number of music publications, and is thrilled to be able to share her love of all things Disney.*



*Ray Harkness thanks Disney for saving his marriage. After being shown the joys of a vacation by his lovely wife Nancy, he now cannot imagine being away from work if it doesn't involve a Disney resort. When not touring the parks, Ray writes for his blog Grumpy's Hollow under the name Grumpwurst (grumpyspace.blogspot.com).*



*Cari Keebaugh is a professor of English specializing in children's and young adult literature and culture. Her primary passion is for all things Disney, and when she's not at WDW, she can frequently be found either at home watching Disney films with her awesome husband or at work surreptitiously eating large Mickey Mouse lollipops under her desk.*



*Jim Korkis is an internationally recognized Disney Historian whose writing and original research has been utilized by other Disney Historians as well as the Disney Company.*

## In Memoriam

On November 19, the world was saddened to learn of the passing of Walt Disney's daughter, Diane Disney Miller. Upon learning the news, Disney chairman and CEO Bob Iger said, "We are deeply saddened by the passing of Diane Disney Miller. She is remembered by Disney fans around the world as the beloved daughter of Walt Disney, and one who graciously shared her family history and personal memories of her father."

"Diane was a fierce guardian of her father's legacy who never hesitated to set the record straight, opening The Walt Disney Family Museum in San Francisco to bring her father's fascinating story to life. In our many conversations over the years, Diane's unique and special perspective about her father only deepened my considerable appreciation for him. Diane was incredibly generous in that regard, freely sharing her personal insights and providing details that deepened our knowledge, and we remain grateful for her many valuable contributions to our efforts to preserve Disney history. She and her sister, Sharon, have long been recognized as Walt's inspiration for Disneyland, a



*place he created for families to have fun together. For that reason and many others, Diane will always have a special place in our company's legacy and in the hearts of fans."*

"Diane was the wife of former Disney CEO Ron Miller, as well as mother to their seven children, Christopher, Joanna, Tamara, Jennifer, Walter, Ronald and Patrick. She also had 13 grandchildren and had the great joy of recently welcoming her first great-grandchild into the world. We send our sincere condolences to the entire family and our thoughts remain with them during this difficult time."

# Calendar of Events

## **Epcot International Flower & Garden Festival**

**Presented by HGTV**

Epcot

March 05 - May 18, 2014

Discover dazzling gardens, high-energy entertainment, family fun and more at this spectacular springtime event.

Sprouting once again in 2014, the Epcot International Flower & Garden Festival will be brimming with special experiences for every age and interest.

Festival highlights may include:

- Educational designer presentations
- Themed flower and garden displays where you'll learn new tips and techniques you can try at home
- Interactive play areas for kids
- Topiary displays of Disney characters
- The Flower Power Concert Series featuring live performances from popular hitmakers of the 1960s and 1970s

## **Expedition Everest Challenge**

Disney's Animal Kingdom

May 04, 2013 - May 03, 2014

From the scavenger hunt and 5k obstacle race to the lively Post-Race Party, an evening of excitement awaits!

Expedition Everest Challenge beckons thrill-seekers to embark on a course that's sure to test your body, mind and spirit. At the end of it all, you'll be rewarded for your efforts with a special celebration.

Event festivities include:

- Expedition Everest Challenge
- runDisney Kids' Races
- Post-Race Party

## **Star Wars Weekends**

Disney's Hollywood Studios

Late spring 2014, dates to be announced

Join *Star Wars* celebrities and characters for special shows, exciting presentations and more! From Friday to Sunday each weekend, immerse yourself in the beloved saga that takes place in a galaxy far, far away.

You can also pull back the mask, go behind the makeup and get an autograph from an actual *Star Wars* actor. Bring along a favorite memento, or purchase one in the Park, and



have it signed by some of the very people who portrayed your favorite characters.

## **St. Patrick's Day Celebration**

Downtown Disney

March 07 - March 17, 2014

Come March 2014, don your finest green duds and jaunt over to Downtown Disney area, where the jovial jig together in a spirited celebration of unbridled revelry. Be ready to lock arms for some Irish dancing, live music, Gaelic eats and Celtic suds!



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# Disney News



## Spice Road Table Coming to Morocco Pavilion at Epcot World Showcase

Spice Road Table is coming soon to Epcot at Walt Disney World Resort, offering a variety of Moroccan small plates and specialty drinks. Regional flavors from the Mediterranean are highlighted, along with a scenic view of the World Showcase lagoon in front of the Morocco pavilion.

Perfect for "IllumiNations: Reflections of Earth" viewing or relaxing with a selection of Moroccan flavors and cocktails along World Showcase Lagoon, Spice Road Table is a feast for the eyes as well as the taste buds, say the restaurant's designers. There's an array of small plates: zesty harissa chicken drumettes; a Mediterranean omelet with sausage, potatoes and caramelized onion; mussels with preserved

lemons and tomato sauce baked in an earthenware tagine pot; Moroccan merguez sausage with a fresh tomato salad; garlicky jumbo shrimp in a spicy chile pepper sauce.

Inspired by the outdoor cafes along the Mediterranean, the whitewashed façade of Spice Road Table is accented in icy shades of blue from the famous "Blue City" of Chefchaouen in Morocco's Rif Mountains. A collection of shops in the colorful style of a Moroccan "souk," or marketplace, stretches along the front of the building – a henna tattoo artist will create temporary body art from traditional and modern designs.

With 120 outdoor terrace seats, the inside will seat 60 with cozy booths, Moroccan light fixtures, tilework, tapestries and art representing Morocco's indigenous Berber tribes. Spice Road Table is the third eatery in the Morocco pavilion, joining The Tangerine Café, which features a variety of Moroccan sandwiches and specialty pastries, and Restaurant Marrakesh, where savory dishes, Moroccan music and belly dancers showcase the authentic charm of the North African country.



# Adventures by Disney Announces New Film- Inspired Norway Itinerary for 2014

The trip-planning specialists at Adventures by Disney, masters of creating family vacations, have teamed up with the pioneers of storytelling on the silver screen – Walt Disney Animation Studios – to offer a new, epic adventure to the land that inspired the look of the upcoming animated feature film *Frozen*. This tour of Norway allows adventure-seeking families to immerse themselves in the activities that inspired the comedic adventure of Anna, the film's fearless and optimistic protagonist who sets off on a heroic journey to find her sister Elsa and save her kingdom from eternal winter.

Families embarking on this eight-day, seven-night Norway vacation will follow the footsteps of the *Frozen* filmmakers by seeing the places, meeting the people and experiencing the beauty that inspired the setting and the look of the film. The adventure guides will care for every detail during the trip so families can focus on what really matters – spending time together.

As a hallmark of Adventures by Disney, families can expect to experience authentic, hands-on experiences that only Disney can provide. As families venture deep into Norway's villages of Bergen, Flam, Geiranger and Oslo with their adventure guides, they will encounter excitement, nature and culture. Bonding time is inevitable as families:

- Visit the storybook village of Bergen, a real-life inspiration for the kingdom of Arendelle, and enjoy dinner in a "Brygen-style" room with a view of the Bergen Harbor.
- Meet local storytellers, fishermen and farmers along the way to learn their stories.
- Discover the Fjord country by safari.
- Hike across stunning, mystical terrains.
- Explore the capital city of Oslo.
- Raft down an exhilarating river in Voss.
- Learn Norwegian folk dancing.
- Visit the stave churches that inspired the film's architecture.
- Experience the natural beauty of Norway, including stunning waterfalls, gleaming glaciers and gorgeous fjords.
- Participate in many surprises like rainbow trout fishing and glacier visits.

As with most trips, a Junior Adventure Night is available during the excursion so kids can partake in a private dinner museum experience while adults enjoy a stress-free, indulgent fine-dining experience. For more information on this tour of Norway, please visit [www.AdventuresbyDisney.com/Frozen](http://www.AdventuresbyDisney.com/Frozen) or call 888-272-0571 for dates, availability and to make reservations.



# Kermit and Miss Piggy Topiaries Will Debut at 21st Epcot International Flower & Garden Festival

**K**ermit the Frog will find it is easy being green when his Kartfully-crafted character topiary debuts during the 21st Epcot International Flower & Garden Festival presented by HGTV March 5 to May 18, 2014 at Walt Disney World Resort. With flamboyance to spare, a floral Miss Piggy will join Kermit and his blooming banjo in the World Showcase topiary display.

Nearly 100 topiaries will animate the landscape during the 75 days when Epcot transforms to a rainbow-hued wonderland of sweeping gardens and exhibits. Back for a second year: outdoor food-and-beverage marketplaces exclusive to this festival that feature sweet and savory bites worthy of indulgence. After debuting at the 2013 festival, the marketplaces will return with new menu items such as Piggylicious Bacon Cupcakes and a Barbecued Chicken Leg at the Smokehouse Barbecue marketplace. Floral-flavored lemonades will feature rose and violet notes, and specialty cocktails, wines and beers will offer menu-pairing possibilities. Last year's top menu picks such as the Watermelon Salad with local baby arugula, feta cheese, pickled red onions and balsamic reduction will be back for an encore at the Florida Fresh marketplace.

## More Festival News ...

- Goofy, Donald Duck and Daisy Duck topiaries will appear in a new Epcot front entrance garden vignette celebrating spring with a butterfly hunt adventure. The topiaries will have a new computer-generated look while telling an entertaining story. Goofy's butterfly net will prove useless as topiary butterflies light on the back of his floral garb. A topiary bee buzzes on an exasperated Donald's head. The garden will feature a real waterfall and pond with water lilies.
- A new Timon topiary will join Pumbaa near the park's Outpost location between China and Germany. Meanwhile, Peter Pan, Captain Hook and Croc return for a second year



to the United Kingdom showcase. Dozens of additional character topiaries, including Mickey Mouse, will surprise guests beyond the park's iconic Spaceship Earth.

- The Flower Power Concert Series welcomes two new acts in 2014: Gary Lewis and the Playboys ("This Diamond Ring") March 14-16, and The Alan Parsons Live Project ("Eye in the Sky") May 16-18. During opening weekend, the series kicks off at America Gardens Theatre with fan-favorite band The Guess Who ("American Woman") March 7-9. Other pop acts set to perform include Chubby Checker & the Wildcats, The Village People and Paul Revere & The Raiders. (Entertainment is subject to change).
- Florida agriculture will be in the spotlight at a large World Showcase garden exhibiting fresh Florida crops to include citrus, sugar cane, berries and vegetables.
- For the second year, illuminated gardens will cast a festive glow across the park when the sun sets each evening.




· Back by demand, the Disney-Pixar “Cars” garden and playground will bring favorite movie characters to life. Tinker Bell’s Butterfly House will be aflutter with hundreds of the winged beauties and fairy topiaries of Tinker Bell and Periwinkle.

At the Festival Center in the park’s Future World, twice-daily interactive gardening workshops will set the stage for outdoor do-it-yourself inspiration, and gardening guest speakers will appear daily. Fridays through Sundays, HGTV design celebrities will host home, garden and design seminars.

As they sample from marketplace menus, guests can wander among multiple themed gardens and children’s play areas. Dozens of Disney-crafted “flower towers,” herb gardens and beds of multi-colored blooms will add to the floral splendor of the park’s landscape. Disney’s garden gurus estimate 70,000 bedding plants will surround the

Future World east and west lakes alone; on the water, 220 mini-gardens will be set afloat. Several special weekend happenings, including the popular Art in the Garden Weekend, will be scheduled.

While Disney guests celebrate spring, they also can explore the reimagined, design-centric Test Track Presented by Chevrolet, the hang-gliding sensation of Soarin’ and other high-tech Future World marvels. In World Showcase, the spotlight will shine on topiaries of Disney princesses, story-book characters and even pandas and trolls, guests can discover the attractions, shops and restaurants that represent cultures and cuisine of 11 countries.

For more information about the 21st Epcot International Flower & Garden Festival, call 407/W-DISNEY (934-7639). As the festival nears, more details will be available at [epcotin-spring.com](http://epcotin-spring.com). The festival, including all gardening programs and exhibits, is included in regular Epcot admission. 

# Families With Little Ones Enjoy Special Savings at Walt Disney World Early in 2014

It's the season for jolly surprises, so there's no better time than now for families with little ones to pop the good news to their about-to-be-elated child...

You're going to Disney World!


Thanks to a new "Families With Little Ones" vacation package, 2014 can kick off with a Walt Disney World holiday that's just the right size for you and the young child in your life to share Disney magic together for the first time.

For just \$999, a family of three (two adults, one child ages

3 to 9) can get a 3-night, 2-day package that includes 2-day theme park tickets, Disney's Quick-Service Dining Plan and 3 nights in a standard room at a Disney Value Resort hotel (excluding Disney's Art of Animation Resort) – valid for stays most nights Jan. 5 through Feb. 12, 2014. Visit [DisneyWorld.com](http://DisneyWorld.com) for booking information. Children under 3 are admitted free to Disney parks every day.

Timing a visit for the cooler months is a great way for parents or grandparents to kick off the year, too, especially bringing along a young-park goer taking in all the magic, possibly for the first time.

Between world-class attractions in the theme parks and water parks, character meet 'n' greet and dining opportunities in the parks and resorts, just-for-kids menus, recreation fun and much more, there's enough magic to please every child in the family—and their parents.

For stays most nights Jan. 5 through Feb. 12, 2014, check online at [Disneyworld.com](http://Disneyworld.com) or call 407/939-7750 for availability. Must book by Dec. 31, 2013. Rates may vary based on Disney Resort hotel, room type, party size and length of stay. 



# Baby Zebra Adds its Stripes to Disney's Animal Kingdom Lodge Savanna

Sporting black and white stripes, there's a new addition to the savanna at Disney's Animal Kingdom Lodge. In October, the team welcomed a rare, baby Hartmann's Mountain zebra.

The filly and her mother are bonding well and doing fine after the yearlong gestation. Disney's animal care team, including veterinarians carefully monitored the mother throughout her pregnancy.

Typically found in mountainous regions of southwestern Africa, the species is characterized by a striking pattern of narrow vertical stripes covering its head and body. The species is considered endangered, with only 50 Hartmann's mountain zebras in the United States and an estimated 7,000 throughout the world.

Disney's Animal Programs team is actively involved in the Association of Zoos and Aquariums Species Survival Plan for this critical species. The team is proud to have a successful birth of a rare species.

The Hartmann's mountain zebra is listed as vulnerable on the International Union for Conservation of Nature's Red List of threatened species, which determines the risk of extinction to animals. The zebra's endangerment continues due to experience of loss of habitat in their native Africa.

## Here Are a Few Fun Facts About Zebras:

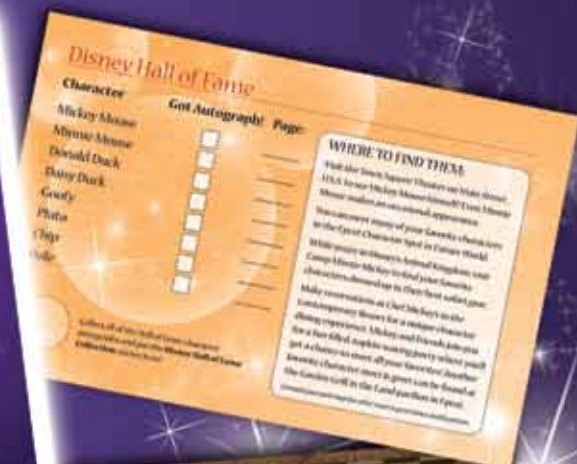
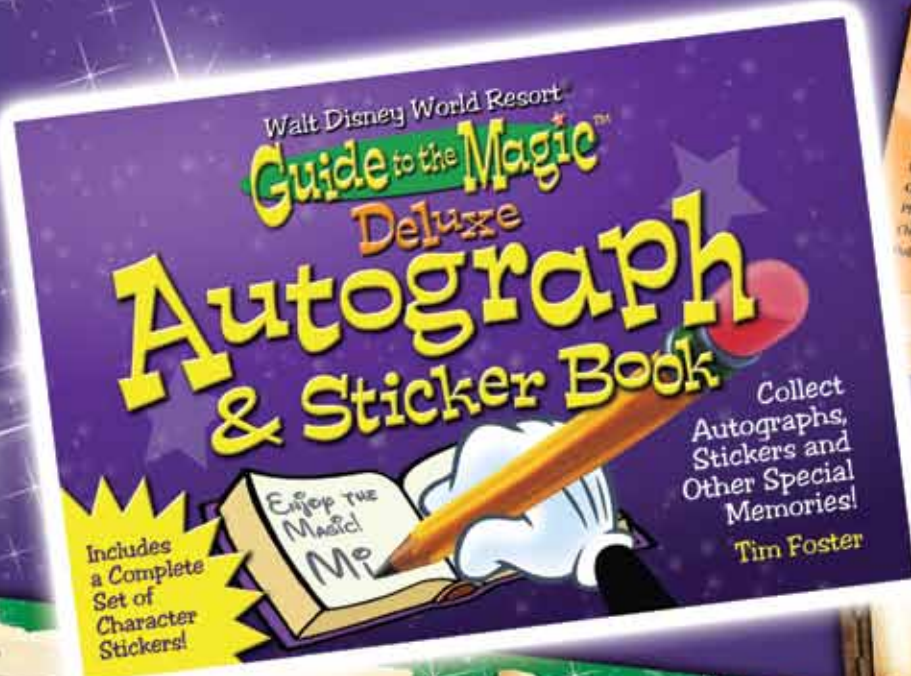
- With three species of zebra, they can be distinguished by their stripes: plains zebras have wider

- stripes that wrap around their bellies. The Hartmann's Mountain zebras have thinner stripes that don't extend around the belly.

- No two individual zebras look exactly alike.
- Most scientists believe that the zebra's stripes may serve to break up the outline of the zebra's body in the herd and provide some camouflage when the zebra is standing in tall grass.
- The Hartmann's Mountain zebra can weigh up to 800 pounds and grow up to eight and a half feet.
- Mountain zebras eat mostly grass, bark, leaves and tree and shrub shoots. Though they prefer mountainous regions for their habitat, they are known to move to lower elevations to graze in cold weather and seek shelter in caves or wooded areas.



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# MOUSE VIEWS



**W**elcome to MouseViews, a special section of *Celebrations Magazine* where you'll get an insider's peek at the Walt Disney World Resort. In every issue we'll bring you a treasure trove of tips, secrets, magical moments, special insights, little known facts and a whole lot more! Whether it's a different look at a familiar attraction, a hidden secret waiting to be discovered, or a helpful piece of advice for your upcoming trip, you're sure to find lots of fun-filled information inside.

So put on your Mickey ears, set your imagination free, and get ready to discover all of those things that make Walt Disney World the most magical place on Earth.

Ready? Then here we go...!



by Tim Foster



*Tim Foster is the creator of Celebrations magazine and the author of the Guide to the Magic book series, which includes the Guide to the Magic for Kids and the Deluxe Guide to the Magic Autograph & Sticker Book. Tim is also the creator of the [www.celebrationspress.com](http://www.celebrationspress.com) website.*

# The (Other) Windows of Walt Disney World

As you enter the Magic Kingdom, you are welcomed by the yesteryear charm of Main Street USA. One of the most notable features on Main Street is the many windows that line the shops and eateries. The windows are of course famous for the names emblazoned upon them, honoring notable figures in Disney history. Some names are famous, some obscure, but all are significant in their own way and are well worth taking the time to examine (you may even find a few surprises along the way!). These windows may be famous, but they aren't the only windows of note that you'll find at Walt Disney World. We'll take a peek at (or through!) some other out-of-the-way windows you'll find throughout the parks and resorts, and discover a few hidden surprises that you may not have noticed before.

## Lady and the Tramp

Our first secret window can actually be found right on Main Street, but it's not one of the honorary windows that you see outside the shops. This one is actually inside, and to see it you'll need to venture into Tony's Town Square Restaurant. While you'll find a beautiful illustration of Lady and the Tramp on the stained glass window in front of the restaurant, that's not the window we're seeking. For our purposes, you'll need to wander toward the rear of the inside dining area. It's there that you'll find a window that seemingly looks out into the back alley behind the restaurant. If you are able to take a peek, you'll find Lady and the Tramp themselves, about to enjoy their spaghetti feast—and their famous kiss—from one of the most memorable scenes in animation history. Be aware that the window is situated near a guest table, so be sure you don't intrude on someone's meal as you seek it out!

## Walt Disney's Enchanted Tiki Room

Our next window of note takes us over to Adventureland and one of the Magic Kingdom's classic attractions. Inside the Tiki Room theater, most of the action takes place in the center of the room or up in the rafters. Even the tiki statues on the walls get into the action, so as you enjoy the show you'll find that the whole theater comes to life. But there's another part of the theater that has some surprises, and most Guests overlook it while their attention is focused on the menagerie of singing birds. Behind the benches throughout the theater are windows that look out onto the surrounding "jungle." During the storm sequence, rain will fall outside the windows, and you'll even see an angry volcano in the distance. If you've seen the show before, take a seat in the back row for a change of scenery. This will give you a "front row" seat for seeing the action going on outside the theater. The Tiki Room is filled with wondrous Animatronics and visual surprises, but this is one detail that you may miss if you're not paying attention, or singing like the birdies sing!

## Carousel of Progress

As you travel through the years with the Carousel of Progress family, you'll discover plenty of innovations and little details, so many in fact that you're sure to

find something new every time you visit. However, the next time you're there; take a peek out the windows on the back wall. In particular, look closely at the window in the scene from the 1920s, when the home is filled with all sorts of new electronic gadgets. You'll see a sign for Kohn's Chinese Restaurant, which is fairly easy to see. A bit more obscure, though, is the sign that says Herb Ryman, Attorney at Law. In case the name is unfamiliar, Ryman was a very talented artist who worked closely with Walt Disney. He is perhaps most famously remembered for his historic concept sketch for Disneyland, which was used by Roy Disney to help secure financing for the new park. Ryman also painted the iconic concept sketch for Cinderella Castle, which you can see on the back cover of the previous issue of *Celebrations*.

### Disney's Hollywood Studios

Much like the windows on Main Street U.S.A., many of the windows on the store fronts in Disney's Hollywood Studios contain clever references and tributes to films, characters, and historic figures. There are many to discover, but here are two to get you started. In Echo Lake, see if you can spot a window for Eddie Valiant, Private Investigations. You may recognize that name from the film *Who Framed Roger Rabbit*? Valiant was the detective played by Bob Hoskins, and if you continue looking around the area you'll see a silhouette of Roger Rabbit himself in an adjacent window. Curiously, Harrison Ford was considered for the role of Valiant, but was passed over as his asking price was too high. What makes this especially curious is that two of Ford's most famous characters, Han Solo and Indiana Jones, are central to the two major attractions in Echo Lake: Star Tours—The Adventures Continue and the Indiana Jones Epic Stunt Spectacular.

On Sunset Boulevard, see if you can spot a sign for the International Brotherhood of Second Assistant Directors (it

can be found above the Villains in Vogue shop). Their motto, painted on the window, is "We're Standing Behind You!" This is a clever reference to the nearby Indiana Jones Epic Stunt Spectacular, where the second assistant director tells the extras not to worry about a dangerous stunt because he will be "standing right behind them!"

### The Wilderness Lodge

Finally, let's wander over to the Wilderness Lodge and look for a tiny but interesting window. This window is different from the others in that it doesn't pay tribute to a historical Disney figure, nor does it reference a classic film. In fact it's nothing more than an ordinary window. However, if you can find it, you'll nonetheless be rewarded for your efforts. As you explore the upper floors of this rustic resort, take a moment to wander down the hallways away from the central lobby, and over toward the corner of the grand fireplace that anchors the first floor lobby. You'll soon come upon a small window innocuously placed in a corner. What is the view afforded by this tiny window? Perhaps a grand vista of the geyser with Bay Lake in the background? A view of one of the towering totem poles in the lobby? No, the window



actually provides a breathtaking glimpse down to the resort's signature restaurant, Artist Point. The window is well worth seeking out, as you will enjoy a view of this beautiful restaurant from a unique vantage point, one that is impossible to appreciate at ground level.

Those are just a few of the windows to be discovered at Walt Disney World. Like so many other things, windows are often more than they seem, and the Imagineers will often take advantage of the opportunity to provide Guests with yet another Disney detail that may be hard to discover, but won't ever be forgotten.

# Pop Century Resort Hidden Mickeys

Most folks visit Walt Disney World to enjoy the theme parks, but I think you'll agree with me that the WDW Resorts can be destinations in themselves. In the search for Hidden Mickeys, don't forget to admire the amazing detail at the Disney Resorts. This article is about a few Hidden Images at the Pop Century Resort.

1. In a small TV room near the check-in area, classic Mickey bubbles are under a fish in a fishbowl painted on the wall.

2. In a photograph on the wall behind the middle of the long registration counter, a sideways classic Mickey formed of moon craters is at the lower right of a television screen. Look below the word "Moon." Above the same word are shadows and craters that form an upright classic Mickey image.

3. Inside the Food Court seating area, classic Mickeys made of circles can be found on the undulating purple, brown, blue, and green divider walls. Here's one example.

4. Several classic Mickeys are hiding on the tile floor of the Food Court order area. One is in the center of the order and pay area. Another one (shown in the photo) is in front of the middle cash register.

5. A tiny black classic Mickey is inside one or more round lights suspended from the ceiling in the Food Court area. (Note: These images change or even disappear.)

6. Inside the Pop Century gift shop, near the exit to the bus stop, check the wall behind the cash registers to spot round gift boxes that form a classic Mickey. The image appears twice in faux package-locker windows. One image is in the second window from the top of the second column of windows from the right side. The other is in the third window from the left along the top row.

7. Behind Roger Rabbit, in a mural on one of the '80s buildings near the Computer Pool, a classic Mickey is at the top of a bush beside a building. The bush's topmost leaf is just above Mickey's head and ears, and the traffic signal points to it!

8. Two black classic Mickeys are on the keyboard of the huge computer near the Computer Pool. Both are on the lower row of keys. One is on the second key from the left and the other is on the second key from the right. (More obvious decorative classic Mickeys are in the computer monitor's screensaver.)

9. In the guest laundry rooms near both the Hippy Dippy Pool and the Bowling Pool, bubbles form two sideways classic Mickeys. You'll find them in the same places in both laundry rooms. One is on the lower right front of the soap vending machine and the other (shown in the photo) is at the upper right.

10. Look for Disney references near the Bowling Pool. "Mickey Mouse Club March" is choice "C2" on the giant jukebox. ("I've Got a Date at Disneyland" is choice "F10.") 🐭

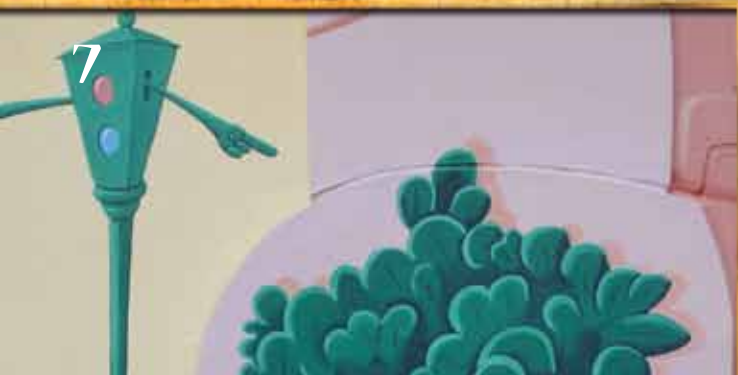
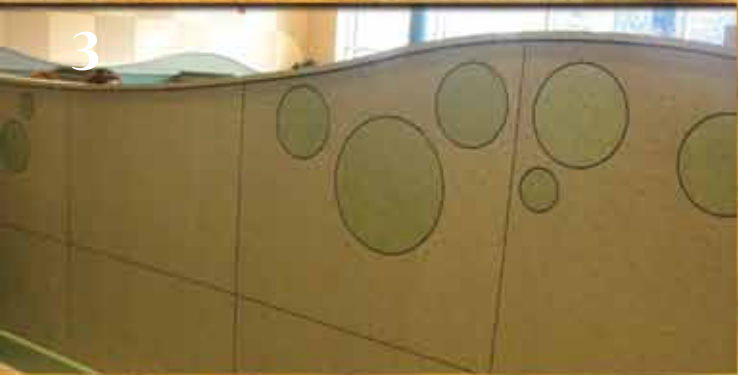


by Steve Barrett



*Steve Barrett is the author of the Hidden Mickeys Guide Book Series (Walt Disney World, Disneyland, and the Disney Cruise Ships) available in the Disney Parks and in book stores, Amazon, and on Kindle and other downloadable formats.*

*The WDW and Disneyland Hidden Mickeys Guide books are also offered as iPhone and Android apps. Steve and his wife Vickie (hiddenmickeygal) are the webmasters of HiddenMickeyGuy.com, and are on Twitter @hiddenmickeyguy and Facebook as Hidden Mickey Guy Disney's Hidden Mickeys Hunter.*



# How Can I Take Better Pictures at Walt Disney World?

The question that I am most often asked is “How can I take better pictures at Walt Disney World?” For someone who has run a Disney Photography website since 2006 and made appearances at fan gatherings, as well as being a part of Celebrations magazine since its inception, you would think it would be an easy question to answer. But the truth is that it isn’t an easy question to answer at all since the depth of the subject matter is so great. Let’s look at a few basics to get started:

Taking better pictures requires possessing more **KNOWLEDGE** about photography, much like how learning about construction would make you a better builder. Everyone gets lucky sometimes while taking pictures, but having a good knowledge base tucked away in your head will give you the foundation for how the camera works, how to read and work with the light you have, and how to overcome obstacles. This point seems so obvious but it is often overlooked. I am not a particularly “handy” person when it comes to doing things around the house. Why? Because I’ve never taken the time to really learn about using tools and materials, not to mention how they “work.” Taking pictures works the same way; the camera is your “tool” to build your photograph. By increasing your knowledge of photography and learning about your particular equipment, you will take better photos. I have a friend who is a professional photographer close to where I live and I constantly lean on him for advice on how to shoot a particular subject, such as food or merchandise, as he has been shooting those types of things for many years and he is always willing to share some tips and key points.

I have also mentioned **TECHNIQUE** in previous articles, but let’s briefly touch on it again. Stand with your feet approximately shoulder-width apart with your right foot slightly back from your left in an athletic stance. This will enable you to be more balanced and stable. Hold the camera with your left hand under the lens barrel with your left palm turned up instead of over the lens barrel with your left palm facing down. Keep your elbows tucked in against your body to provide more stability. Take a deep breath and exhale before pressing the shutter button to take the photo. Press the button gently, almost to the point where it is a surprise when the camera finally shoots. Also take note of your camera’s settings, particularly the shutter speed, prior to shooting. If the shutter speed is dipping down toward 1/50 of a second or slower, then your technique will become even more critical.

**COMPOSITION** is another key factor in taking better photos. We have all seen photos that are well exposed, have beautiful subject matter, and still seem to “lack” that special something. Oftentimes the simple solution is to re-compose the photo in a manner that gives stronger emphasis to your subject. There are several different compositional techniques, but the one I go back to time and time again is the “Rule of 3rds”. Using this technique, you would divide your camera’s viewfinder into 3rds both horizontally and vertically and envision lines along those areas. Placing your subject matter along those lines, or even better yet where the lines intersect, will make your compositions instantly stronger and more visually pleasing. If your camera has a “gridlines” or a “guides” feature that appears to superimpose a tic-tac-

MOUSE VIEWS

SHUTTERS & LENSES  
PHOTOGRAPHY TIPS & TRICKS

by Tim Devine



*Tim Devine is an avid photographer and the owner and webmaster of [www.themagicinpixels.com](http://www.themagicinpixels.com), a website created for and dedicated to fellow Disney Photography Enthusiasts. In addition to a large gallery of photos you can browse, you’ll also find tips, articles and equipment reviews to help you create magical photo memories of your Walt Disney World Resort vacation.*

*Tim lives in South Jersey with his wife, Karen, and their sons, Billy and Ryan. Do you have a photography topic that you would like to see in this column?*

*Please email [tim@themagicinpixels.com](mailto:tim@themagicinpixels.com)*



toe board on your viewfinder or LCD screen, turn it on and use it!

Another trick to getting better photos is to anticipate what is going to happen and **SEIZE THE OPPORTUNITY** to get the shot. Learning about what you are going to photograph ahead of time will make the task much easier to achieve. For example, if you were going to photograph a high school sports contest, particularly one that you were not familiar with, you would want to learn about some of the key points of that sport as part of your preparation. Taking photos at Disney is no exception! Learning about the fireworks, the musical performances, and the parades ahead of time will give you a foundation on which you can plan your shots and know what the key shots will be and when to anticipate them. At Pixelmania a few years back, a friend of mine kept checking his cell phone during the Holiday Wishes fireworks at Magic Kingdom. I finally asked him what he was doing and he told me that he had watched videos of the fireworks on YouTube and had typed notes to himself as to the duration of the blooms and the audio cues that preceded the blooms. He knew exactly how long to set the camera to shoot for and when to fire the shutter. This was an awesome example of preparation.

As with any skill, you must also **PRACTICE** constantly. Now that you've taken the time to learn about photography, worked on your compositions, and set off to take advantage of some photographic opportunities, you must constantly

practice your skills or you will begin to lose them. These are "perishable skills" that can be forgotten over time without practice. By not re-training yourself over and over you will become rusty and sloppy and get into bad habits. I have had the opportunity to do some professional work for a small, family-owned studio near my home and, as paradoxical as it sounds, I use the work I do for them as practice for my Disney vacations, and I use my Disney vacations as practice for working for the studio. Much as being a great shot with a gun requires lots of practice, being a great shot with a camera is the same way.

Improving your **GEAR** is another important aspect to improving your pictures. My top-of-the-line Canon 1dX is going to out-perform a \$150 point and shoot. Hands down. This is not to say that everyone has to run out and buy professional grade equipment tomorrow, but having better gear will help you get better sharpness, color, less noise, more contrast, and the like. Buy equipment to the level that you are economically able to buy. Learn how to squeeze every bit of potential out of your gear.

Finally, you need to **CARE** about what you are doing. This sounds so obvious but if you care about taking better photos, all of the previously mentioned things will seem to fall into place. Just like in nearly anything else, caring about what you are doing and taking pride in it is half the battle.

Now that we've touched on a few main points, brush up and have fun.

MOUSE VIEWS

DISNEY LEGENDS

by Jamie Hecker



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## Wathel Rogers

December 16, 1952 is a hallowed date in Disney history. It doesn't mark the release of an animated cinematic masterpiece, nor is it the date of an adventurous live-action film. The date marks the founding of WED, Walt Disney's personal company that he created to develop Disneyland, a theme park unlike any other. Walt hand-picked his first generation of Imagineers, mostly artists from the animation studio, and gave them a daunting task: to create a unique theme park and populate it with immersive and groundbreaking attractions. They had no blueprint to follow. They opened Disneyland in 1955 and designed its major updates such as Tomorrowland in 1959 and New Orleans Square in 1966. The natural progression of Imagineering technology eventually led to the development and refinement of Audio-Animatronics (AAs) for Disneyland, which was a natural evolution of the work the Disney Company was doing. Walt himself said, "It's just another dimension on the animation we have been doing all our life." Many Disney Imagineers were involved in this new technology, but one stands out among the others, Wathel Rogers, dubbed "Mr. Audio-Animatronics."

Rogers was born in Stratton, Colorado in 1919. As a boy, he had a natural curiosity about mechanical toys, and found he was able to easily create unique devices out of whatever odds and ends he found available. He also had an innate artistic ability and found himself drawn to the Disney Company in 1937. He enhanced his skills at the Chouinard Art Institute (which would later become the California Institute of the Arts, under the tutelage of Walt Disney). Rogers enjoyed a successful early career at Disney, before and after his service in World War II. His screen credits include *Cinderella*, *Alice in Wonderland*, and *Sleeping Beauty*. However, it was his youthful passion of mechanical tinkering that opened the door to his true calling with Disney. Walt came across model railroads Wathel had constructed, and noted this unique skill of his animator. This expertise was soon put to the test.

In 1951, Walt returned from one of his many trips with a small mechanical wind-up bird in a cage that would chirp and flutter. Walt asked Wathel to figure out how the bird mechanically worked. He reverse-engineered it and discovered that it contained a tiny bellow and delicate cams that operated the avian. From such a small object came the inspiration for Audio-Animatronics. On the strength of his work with the bird, Rogers was tasked, along with Roger Broggie Sr., with creating a more sophisticated mechanical figure. Dubbed Project Little Man, it involved filming actor Buddy Ebsen against a grid backdrop as he performed a vaudeville dance. The machine shop then created a nine inch tall figure (1/8th scale to Ebsen) that danced via a complex set of cams, rods, and pneumatic tubes. The first AA prototype was born. One critical observation, however, was that the external complexity of the cams and rods prohibited making a full sized human AA. That technology would need time to develop and mature.

In this same timeframe, Rogers' mechanical expertise was coming into focus as well. He and Ub Iwerks were creating new devices and techniques for filming, such as camera cranes and rear-screen special effects. Wathel's career went from the animation table to the studio machine shop and eventually to WED in the same capacity. His early work included the breakthrough Circarama motion-picture concept, which featured a 360 degree film. His involvement with AAs continued in Dis-

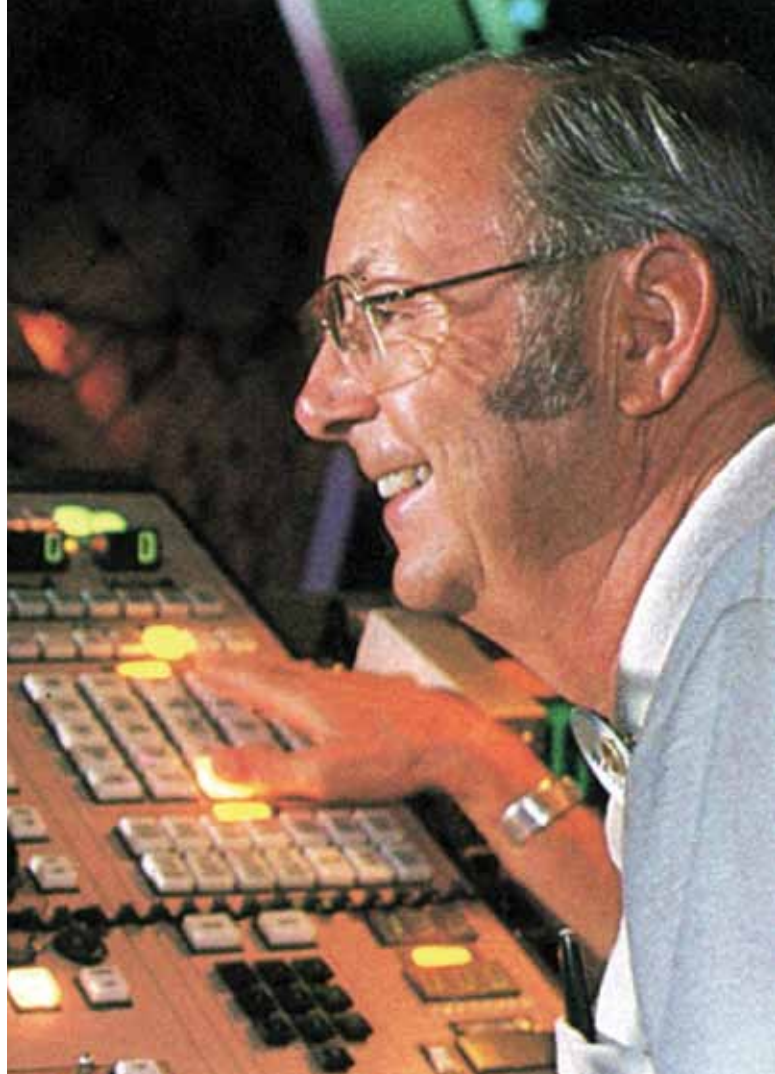
neyland on the various wildlife found along the Mine Train Through Nature's Wonderland update in 1960.

The Enchanted Tiki Room was the next major evolution in AAs. Opening in 1963, it was a whimsical musical show set in the lush tropics of the South Seas featuring over 150 talking and singing birds. The AA technology had matured enough to allow pneumatic tubes and solenoids (electrical magnets) to operate within the birds. In its simplest terms, the programming was binary – on or off. A bird beak would be either open or closed. An eyelid would blink down or be open. A head turn would be either left or right. On the vast stage, the collective bird show was an impressive sight. However, the technology needed improvement before taking on a more ambitious subject, the human body.

### Animatronic Triumphs

Disney was ramping up efforts for the 1964 New York World's Fair, which for the first time would feature full size human AAs. Disney's passion for American history led to the development of Abraham Lincoln for the State of Illinois pavilion, and the Carousel of Progress would feature a typical American family at different junctions in history. Two significant developments in AA technology allowed these ambitious projects to proceed. Hydraulic lines were incorporated into the body figures to allow for complex movement that air pressure couldn't handle, and an analog programming technique was added for more fluid human movement. In simpler terms, the voltage could be regulated to allow for cleaner motion. Lincoln was a complex creation. Rogers created the AA with sixteen air lines for the head, ten to the hands and wrists, and fourteen hydraulic lines to control the body. Rogers' work continued to the AAs exterior as well. He observed that latex didn't properly mimic human skin and instead went with a rubber-like product called Duraflex, which "has a consistency much like human skin," he said. "It flexes as well as compresses. Rubber, for example, will flex, but won't compress correctly for our needs."

Rogers' work on human AAs didn't end with construction. He was also a key figure in programming the movement, essentially animating them. Disney made use of a declassified government technology dubbed Waldo that could be used to design the movements. In today's terms, the Waldo control harness is a motion capture suit. Rogers would gesticulate, and Waldo captured his movements and translated them to tape where they in turn could be converted into electrical pulses that operated the AAs. As Walt put it, "the operator of the harness has to be a bit of a ham actor." Rog-



ers, who could be in the recording suit for hours at a time, recalled exaggerating his movements while programming the AAs. "I had to overreact in the harness to get the right movements in the figure." The added challenge was that AA programming had to be completed in one take; the recording tape could not be spliced and edited like a movie.

Rogers burnished his AA skills with the ambitious Hall of Presidents at the Magic Kingdom and eventually became the art director for the park. Marty Sklar recalls that Rogers always had a solution for any problems that arose at Walt Disney World.

Like other first generation Imagineers, Rogers worked closely with Walt. "We put forth our utmost effort, hoping to find the solution and please him. When we thought it was finished, we would show it to Walt and he'd say, 'that's coming along fine. You've got a good start there. Keep working at it.' And we were back to the drawing board. By requesting something impossible, he got improvements every time."

For his pioneering contributions to Audio-Animatronic technology, Wathel Rogers was named a Disney Legend in 1995.



By Allison Jones



*As an Orlando local, Allison has seen the growth of the Walt Disney World Resort. She experienced the inside as a Disney Cast Member and has planned Disney vacations for over 10 years. Allison Jones is a travel consultant with Destinations in Florida Travel and MouseDine. Destinations in Florida is an Authorized Disney Vacation Planner selling Disney vacations.*

*MouseDine is a restaurant consulting company for Disney World Dining Reservations. Visit [www.destinationsinflorida.com](http://www.destinationsinflorida.com) or [www.mousedine.com](http://www.mousedine.com) for more information on Disney Dining.*

## Chef Mickey's at Disney's Contemporary Resort

Who's the leader of the club, that's made for you and me! M-I-C-K-E-Y-M-O-U-S-E! Everyone knows that song! Most families that visit Walt Disney World want to see this popular Disney character. You can see Mickey Mouse at the Disney Theme Parks, but to do so you'll likely wait in long lines or get pictures with a few hundred of your new friends. My favorite way to see Mickey Mouse is at a Character Dining experience, like Chef Mickey's at Disney's Contemporary Resort.

This restaurant is located inside the Concourse at the Contemporary. You can enjoy an all-you-can-eat buffet while the Disney Characters come to your table. Chef Mickey himself will come around for pictures and autographs, and you may also see Goofy, Pluto, Donald, or Minnie Mouse; all decked out in their chef attire. It is a special moment when your favorite Disney Characters come up to your table to spend quality time with your family. Some of my most cherished memories with my family have come during Character Dining experiences.

Your experience at Chef Mickey's kicks off at the hostess stand. While you wait to be seated, you can watch the monorails go through the resort. This is always super fun for the whole family! Kids of all ages will be mesmerized as the monorails go right through the middle of the resort. When you are called to be seated, you'll head over to have your photo taken in front of a Chef Mickey backdrop. This is always a fun way to get a picture of the whole family to remember your dining experience. You are then whisked off to your table.

Chef Mickey's is an open-air restaurant with breathtaking views of the monorail line, glass windows, and the grand interior of the resort itself. There are also plenty of details to discover, including lots of pictures and Mickey Mouse-shaped accessories. At the center of it all is a huge pole with a Chef Mickey statue at the very top. The tables are scattered throughout the restaurant, and there are several buffet areas, which means you'll never have to wait in line as you fill your plate.

While Chef Mickey's is well known for its breakfast buffet, don't forget that you can enjoy dinner there too. The Character Dining dinner experience is an all-you-can-eat buffet with salads, soups, entrees, and desserts. You also get unlimited tea, soda, or coffee. You'll also find a carving board station with Prime Rib, carved beef, or oven roasted turkey. The Chefs prepare other entrees on the buffet including Oven Roasted Chicken with Bourbon BBQ Sauce, Mango BBQ Pork Ribs, Roasted Turkey Pot Pie, Chicken Florentine, Baked Salmon Filet, Orecchiette Pasta with Vegetables and Goat Cheese, Parmesan Mashed Potatoes, Mickey Cheese Ravioli, red beans and rice, green beans with mushroom sauce, broccoli with cheese sauce, and orange-glazed carrots.

Kids can enjoy a special buffet that's made just for them. This buffet includes macaroni and cheese, cheese pizza, and chicken tenders. As scrumptious as these entrees are, make sure you save room for dessert! Chef Mickey's has a Sundae Bar with toppings and an all-you-can-eat Dessert Buffet. The desserts include Rice Krispy Treats, Peach Cobbler, Mickey Mousse Dome, cupcakes, brownies, pudding, melons, and fruit.

Photo ©Disney



Chef Mickey's is a popular restaurant for both breakfast and dinner, and Advanced Dining Reservations are highly recommended. You can call your travel agent expert or call 407-WDW-DINE to make your reservation. Chef Mickey's price starts from \$42 per adult and \$21 per child (3-9) plus gratuity.

into chocolate custard to lighten, then fold in remaining cream gently but thoroughly.

Spoon mousse into small cups, let set, then add the Oreo cookie. Once completely set add the two chocolate coins to the top.

Enjoy!



## Mickey Mousse Dome Recipe

### Ingredients

2 cups chilled heavy cream  
4 large egg yolks  
3 tablespoons sugar  
1 teaspoon vanilla  
1 package of gelatin, bloomed  
7 ounces fine-quality bitter-sweet chocolate (not unsweetened), chopped  
Garnish: Two Chocolate Coins and Oreo Cookies

### Preparation

Heat  $\frac{3}{4}$  cup cream in a 1-quart heavy saucepan until hot. Whisk together yolks, sugar, and a pinch of salt in a metal bowl until combined well, then add hot cream and gelatin in a slow stream, whisking until combined. Transfer mixture to saucepan and cook over moderately low heat, stirring constantly, until it registers 160°F on a thermometer. Pour custard through a fine mesh sieve into a bowl and stir in vanilla.

Melt chocolate in a double boiler or a metal bowl set over a pan of simmering water (or in a glass bowl in a microwave at 50 percent power 3 to 5 minutes), stirring frequently. Whisk custard into chocolate until smooth, then cool.

Beat remaining  $1 \frac{1}{4}$  cups cream in a bowl with an electric mixer until it just holds stiff peaks.

Whisk one fourth of cream

# Disney's Animal Kingdom Secrets

Walt Disney World's fourth gate, Disney's Animal Kingdom, opened to critical acclaim and overwhelming public approval on April 22, 1998. Appropriately enough, that day was Earth Day, given that one of the park's central themes is conservation. The majestic park celebrates the grandeur of the wild kingdom; animals large and small, real and imagined, plentiful and rare, and even extinct. It should come as no surprise that this lavishly detailed world is home to many secrets and surprises. Some pay tribute to the past and to the individuals who created the park, while others (at the time) looked to the future and foreshadowed new worlds and characters that would follow.

## The Man Who Brought a Park to Life

Today, Guests to Disney's Animal Kingdom immerse themselves in a wondrous world where they can visit far-flung exotic locales around the globe. What they don't necessarily see is how the park came into existence. Or, more precisely, how it almost never came to be.

In 1989, CEO Michael Eisner came up with the idea of creating an animal-related theme park. While Eisner was aware that an animal concept polled favorably with resort Guests, he was also aware that, financially, ordinary zoos often fared poorly. Nevertheless, Eisner challenged Imagineering to come up with a model for a Disney animal park. The task to develop the concept was given to Imagineer Joe Rohde. Rohde had just completed work on the Adventurers Club in Downtown Disney's Pleasure Island, an immersive experience that transported Guests back to 1937. Prior to that, he had been involved in the creation of the Mexico pavilion at Epcot. With a background in captivating theming and exotic faraway lands, he was a perfect fit to lead up the animal park concept team.

Eisner met with Rohde in early 1990 to discuss the project. Rohde recalls Eisner saying, "You know, we have the Magic Kingdom. We should have Disney's Animal Kingdom." The name felt perfect and never changed. Rohde was given twelve weeks to come up with an outline of the park to be pitched to Disney management. Rohde also understood that it was a dark horse project; despite Eisner's enthusiasm, the Disney Decade that Eisner had proposed didn't include a new theme park.

Going from concept to approval on such an ambitious project was a high bar to hurdle, especially when the goal was a theme park that would eventually have a one billion dollar price tag. Rohde's team outlined a park that was distinctly not a traditional zoo. They focused on two primary themes; one being conservation, and the other being total immersion. To this end they worked to create a park that brought Guests and animals together, creating the illusion that the Guests were part of the natural wilderness and not mere observers. Even with these noble goals, it was still a tough sell. Realizing that support for the park was slipping, Rohde took a gamble in what was possibly his final opportunity to pitch the concept to management. As he began his proposal to Eisner, Disney President Frank Wells, Imagineering Director Marty Sklar, and other top Disney executives via artistic renderings and a well-rehearsed speech, the door to the boardroom opened and in sauntered a 400-pound Bengal tiger! Rohde continued with his outline, ignoring the beast, which walked around the room, ostensibly under control of her handler. The



By Jamie Hecker



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effect was immediate, real, and palpable. An Imagineer who witnessed the event recalled, "It was a definite role reversal. Eisner and Wells definitely saw the point of what we were trying to do in the park." In that moment, Disney's Animal Kingdom went from concept to approved project.

It's not an exaggeration to suggest that the efforts of one individual, Joe Rohde, were primarily responsible for the creation of Walt Disney World's fourth gate. With this background in mind, it's fitting that there is a personal tribute to him in the park. The next time you're in Harambe, the fictitious east African village that is the gateway to Kilimanjaro Safaris, step inside the Tusker House restaurant. Look up to the second floor of the open-air market and you'll see a sign that reads Jorodi Masks and Beads, which represents one of the many local businesses in Harambe. Appropriately enough, there's a smaller second sign along the handrail, telling us that earrings are a specialty. (Rohde sports a non-traditional Disney look, with a thick handlebar mustache and a widely stretched left earlobe that accommodates multiple earrings he's accumulated from years of world travel.) You can find other signs around Harambe for Jorodi, advertising "the finest collection of traditional art in east Africa." There's also a poster for Cap'n Bob's Super Safaris, featuring a mustachioed tour guide who bears more than a passing resemblance to Rohde.

### **Bugs on the Way!**

Disney's Animal Kingdom was also home to a bit of animation foreshadowing in its early days, and was the site of a Disney first. Before you can visit Harambe, you have to

pass the majestic Tree of Life, the central icon of Disney's Animal Kingdom. The 145-foot tall tree features the likeness of dozens of animals intricately carved into its bark and root structure.

The base of the Tree of Life is of course home to the highly entertaining 3-D presentation "It's Tough to Be a Bug!" that showcases the adventures of our planet's smallest citizens. During the attraction's development, Imagineering show writers were putting together the elements for the film when Eisner directed them to collaborate with Walt Disney Feature Animation and its film partner Pixar. At the time, Pixar wasn't yet owned by Disney, but the two companies were in the middle of a three-picture deal. Following the huge success of *Toy Story*, Pixar was working on its second feature, *A Bug's Life*. In brief, it's the story of an ant named Flik and his nemesis, a grasshopper named, appropriately enough, Hopper.

The two characters from the upcoming film were given starring roles in "It's Tough to Be a Bug!," providing Guests with an early glimpse of the forthcoming film's central characters. The 3-D film was an opening day attraction, debuting on April 22, 1998, but the movie itself didn't premiere until November 25, 1998. Early park Guests had a seven-month lead on meeting Pixar's latest characters. How's that for a sneak peek? The finished product marked the first time a theme park attraction based on a film debuted before the cinematic release.

Disney's Animal Kingdom has other secrets to share. We'll explore some more in the next edition of Celebrations. 🐜

A decorative sign with the words "MOUSE VIEWS" in a stylized font, featuring a Mickey Mouse head silhouette in the center. The sign is mounted on a wooden post with a metal hook.

By J Darling



*J Darling is a California native and life long Disney fan. Her parents first took her to Disneyland when she was 2 years old. According to them, her eyes just popped out of her head, and apparently they never went back in. Outside of her Disney fandom, J is a singer, songwriter, blogger, and theatrical actress. You can find her music at [www.jdarlingmusic.com](http://www.jdarlingmusic.com) and on Myspace at [www.jdarlingmusicmyspace.com](http://www.jdarlingmusicmyspace.com). Her blogs are available at [www.jjourneybook.blogspot.com](http://www.jjourneybook.blogspot.com).*

## Tomorrowland: Blasting Into the Future In the Blink of an Eye

When Tomorrowland first opened in July of 1955, it was intended to be a showplace for future technologies. Walt dedicated it as "A vista into a world of wondrous ideas signifying Man's achievement. A step into the future with predictions of constructed things to come. Tomorrow offers new frontiers in science, adventure, and ideals. The Atomic Age, the challenge of Outer Space, and the hope for a peaceful, unified world." The Tomorrowland of Walt's day boasted the Moonliner as the tallest structure in Disneyland at the time (though this rocket now sits in front of Pizza Port, in the shadow of Space Mountain), The Skyway to Fantasyland (where Guests could ride buckets high above the air to the far end of Fantasyland, including a trip through a tunnel in the Matterhorn), the Submarine Voyage, Cinerama (a nine screen short film cinema), and the Monsanto House of the Future, just to name a few. In fact, the House of the Future is probably the best example of Walt Disney's vision for this land. It showed off such astounding technological advancements as microwave ovens, television remote controls, robot butlers, and picture phones. Many people around the world now have most of this technology readily accessible in their homes, or their back pockets.

### Trying to Predict the Future

While Disney is carrying on the tradition of pushing technology to new heights (as anyone who has experienced Walt Disney World Resort's newest room-key-meets-park-ticket-meets-Fastpass-meets-fashion-accessory, the My Magic Band Plus, can attest to), Tomorrowland has often struggled to find its place as time marched on. That's always the challenge with the best science fiction. Someday, it becomes just plain science or just plain fiction.

In the decade that followed, transportation of the future became a key ingredient for Tomorrowland. Attractions like the Flight to the Moon (a motion simulator that took Guests on a short flight to the Moon long before the very first Star Tours got lost on its way to the Moon of Endor), and the People Mover (better known to those that visit the Magic Kingdom as the WEDway or the Tomorrowland Transit Authority) helped to propel Tomorrowland into the imaginations of future scientists. It was a place to inspire the youth of the day to solve the world's mass transportation problems through ecologically friendly means. After all, the People Mover ran on a single motor. The Monorail zoomed quietly by overhead. Autopia chugged by, introducing even the youngest drivers to the world of highways and byways. A revolving theater showed how technology had already changed the lives of humans across America through a show Magic Kingdom Guests may recognize, called The Carousel of Progress. Each new attraction became a feast for the imagination of Guests, but, just as Fantasyland attractions ignited the imaginations of Pixie Dust believers, Tomorrowland attractions sparked the curiosity of those with scientific inclinations.

But, as is the way, time once again caught up with Tomorrowland. By the 1970s, Neil Armstrong had already set foot on the moon, so Flight to the Moon seemed



dated. It was rethemed to push Guests a little further into outer space. This time, Guests flew to the Red Planet on Mission to Mars. While Mission to Mars didn't offer the thrills of today's Mission: SPACE in Epcot, it's interesting to wonder if it's a distant descendent of this West Coast attraction.

General Electric decided to close Carousel of Progress, but Disney didn't let the theater stay dark for long! It soon became home to over 110 singing animal Audio-Animatronics in a show celebrating the United States bicentennial called America Sings. Though the show delighted audiences for nearly a decade, it struggled to 'fit in' with the theme of Tomorrowland. A later renovation to the area would leave this theater dark for years.

Probably the most important addition to Tomorrowland during the 1970s was the beloved Space Mountain. Already a hit in the Magic Kingdom, it was time to add a version of Space Mountain to Disneyland itself. While only having one track (as opposed to the two tracks found at the Magic Kingdom), the attraction proved equally as popular on the West Coast, putting Tomorrowland on the must-see list of thrill seeking Guests who may not have been dazzled by the previous scientific attractions. To this day, the track layout remains the same as it did when the attraction opened in 1977.

### Reimagining the Future

But even though Tomorrowland boasted one of Disneyland Park's most popular attractions in Space Mountain and a popular night time stage and eatery for locals, by the 1990s it was clear that the area still suffered from the by-then dated vision of the future that had changed little in the previous 20 years.

In the late 1990s the entire land closed for renovations. When it reopened, Tomorrowland no longer resembled a dated future-that-might-be. Instead, it showcased the future that Jules Vern may have imagined. Heavily inspired by

the Disneyland Paris Tomorrowland, it took on an almost steampunk type of feel, with buildings painted in metallic bronze and gold. The Moonliner was moved to its current home in the shadow of Space Mountain. A light and music show that went off several times a day now occupied the Moonliner's original position in the park. The slow-and-steady People Mover was replaced with what promised to be a headliner attraction that many Guests today have probably never heard of – The Rocket Rods.

The Rocket Rods was billed as a Prototype Rapid Transit System. With a soundtrack written by the Sherman Brothers, a top speed of 35 miles per hour, and open cars zipping through the cool Southern Californian night air, this was sure to be a winner. Each car only held 5 passengers, so it became the first Disneyland attraction with a Single Rider line. In preparation for long lines, Disney used the long-since-dormant Circle-Vision theater (an evolution of the original Cinerama) for a portion of the queue. Shaded from the sometimes-unforgiving summer Southern Californian sun, the screens inside the Circle-Vision theater were used to show excerpts from Walt's discussions on technology for transit of the future. Ever wondered what it would feel like if the People Mover (or TTA) popped a wheelie? Well, on Rocket Rods, Guests got to find out! Unfortunately, while the attraction was widely successful, it was riddled with technical problems and closed down two years later.

Since the 1900s, Tomorrowland has seen a lot of change. Gone are most of the gold and bronze paint jobs. Disneyland's Space Mountain has borrowed some ghosts from its overseas siblings as it becomes Space Mountain: Ghost Galaxy. A spooky new soundtrack accompanies riders as they are chased by ghosts during the ride, and a ghostly alien tries to break through the exterior of the mountain via sound effects and projections! Star Tours has given way to the updated 3D experience that it shares with its Hollywood Studios counterpart, and Captain EO passed the reigns to Honey I Shrunk the Audience, though it eventually returned for a swan song. And many other attractions have come and gone in the 58 years of Disneyland.

Why all this talk of Tomorrowland? With Disneyland's 60th birthday right around the corner, and the recent acquisition of LucasFilms...well, let's just say there is more fuel than ever in Disney's Imagineering team for Tomorrowland. Maybe it's time for one last look at the place before it grows again? Who knows? You may be meeting an Ewok before you know it.

FEATURED ATTRACTION



**GRAN FIESTA**  
**TOUR**

Starring The Three Caballeros

By Tim Foster

Epcot's World Showcase is home to numerous eateries, shops, and exhibits that take you on a cultural journey across the globe. While the area is well suited to wandering and window-shopping, it is also home to two (non-theater) attractions, the most popular being Norway's Maelstrom. The thrilling flume ride takes you backward and forward through the mysterious land of trolls and the frigid North Sea, and draws large crowds throughout the day (making it the only FastPass attraction in World Showcase). However, another boat ride is right next door, and while it doesn't offer the thrills and surprises of its neighbor, it more than makes up for that with its whimsical charm.

The Gran Fiesta Tour in the Mexico pavilion is one of Epcot's underappreciated gems, tucked deep inside the twilight interior of the Aztec pyramid-inspired pavilion. Similar in style to "it's a small world," Gran Fiesta Tour takes you on a tranquil boat ride that highlights a few of the many areas of Mexico, from ancient Mayan temples to the cliffs of Acapulco and finally to the heart of Mexico City. Along the way, you are joined by Panchito and José Carioca as they search for their missing friend, the irascible Donald Duck. Together, the trio is known as the Three Caballeros, and they have a concert to play. Donald decided to do some sightseeing (apparently he's easily distracted), and it's up to you and the two remaining Caballeros to find Donald in time for the show. For those unfamiliar with the trio, they starred in the 1944 animated film, *The Three Caballeros*. The film was the second package film that Disney produced in the 1940s, and was comprised of seven segments. The narrative of the film followed Donald Duck as he toured throughout Latin America. Donald and his friend, José Carioca, the cigar-smoking parrot from Brazil, had previously starred in 1942's *Saludos Amigos*. They were joined in *The Three Caballeros* by Panchito Pistoles, the pistol-packing rooster from Mexico. (And yes, that means that only one of the three stars of the Gran Fiesta Tour is actually from Mexico!) The two films were produced in conjunction with the Disney Studio's good will tour of South America, commissioned by the United States Department of State in 1941.

### ¿Dónde está Donald?

The first part of your journey takes you beneath a mysterious Mayan pyramid set against a 220-foot scenic backdrop that recreates a lush Yucatan jungle, complete with a smoldering volcano. As you float underneath the evening sky of the pavilion's shopping village, you'll pass by the San Angel Inn Restaurante on your right. As you enter a stone passageway lined by ancient carvings and figures, you'll be greeted by the Three Caballeros themselves! Wait, did we say three? Actually, only José and Panchito are there, and it seems that Donald Duck is nowhere to be found. Since the Three Caballeros can't put on their show without their star crooner, you'll have to help them find him!

Panchito and José join you on their flying sarape as seen in the film as you take in the sights and sounds of Mexico, all



the while looking for Donald. Your first glimpse of Donald takes place in front of the Palacio des Bellas Artes (Palace of Fine Arts) in Mexico City, one of the most important cultural centers in all of Mexico, well known for its collection of murals by renowned artists Diego Rivera, Siqueiros, and others. The famous building also hosts many exhibitions and theatrical performances. Apparently though, this sense of culture is lost on Donald, as he seems more interested in the collection of colorful sombreros he's amassing. After passing by some "animated" Mayan carvings, you'll spot Donald getting a kiss on a traditional Mexican gondola, while Panchito and José are nearby circling the Monumento a



la Independencia (commonly known as El Ángel), a victory column located in the Paseo de la Reforma in downtown Mexico City. No sign of Donald here, though nearby you can see him attempting to climb the Mayan pyramid, El Castillo at Chichén Itzá, though he looks to be having some trouble on the steps. (In case you were wondering, each of the actual pyramids four sides has 91 steps which, when added to the temple platform, make a total of 365 steps. Tourists are no longer permitted to climb the steps, so it's just as well that Donald couldn't make it to the top.)

At this point you'll enter the part of the attraction that is reminiscent of "it's a small world," as colorful dolls and whimsical designs recreate a colorful Mexican village during the Día de Muertos celebration (Day of the Dead). That explains the skeletons on the bridge that traverses the canal, but that's not the only surprise you'll find here. As you sail underneath the bridge, keep an eye out for the piñata in the shape of Donald Duck! Incidentally, you may have noticed the festive song that's been playing throughout your journey. No, it's not a Spanish version of "it's a small world," that's the theme song from *The Three Caballeros*! Next, you'll enter a series of caverns as you visit the seaside resort of Acapulco, where you'll discover that Donald has gone parasailing, though unfortunately only his swimsuit remains behind. After a humorous close encounter in a res-

taurant, you'll catch a glimpse of Donald trying his luck on the famed Acapulco cliffs (it turns out he still needs a lot of practice). As the sun sets on the beach, the search continues for the elusive Donald, though you may be able to spot him in a swirl of bubbles in a tidal pool along with a playful octopus (and a Hidden Mickey or two if you're lucky).

The final part of your journey takes you past a festive Mariachi band as balloons and confetti fill the air. Happily, you'll find that Panchito and José have finally located Donald, though they're having a difficult time pulling away from the embraces of three lovely señoritas. As you sail on to the final scene, be sure to look for the boat on your left that says "Viva Donald." On the right corner of the boat is a set of three drums forming a clever Hidden Mickey.

Finally, everyone is reunited, and the Three Caballeros gather on stage to perform for you. The final scene, resplendent with fiber optic fireworks, takes place in the heart of Mexico City's Reforma Boulevard, highlighted by a spectacular mural. You may notice that you'll once again see the Monumento a la Independencia that you saw as you began your journey.

On your way back to the unloading area, a painting of Donald, José, and Panchito bids you "¡Adios, Amigos!" alongside a colorful map of Mexico highlighting some of the places you visited on your journey.

## El Rio Del Tiempo

Gran Fiesta Tour set sail on April 6, 2007, replacing the original attraction in the Mexico pavilion, El Rio Del Tiempo (The River of Time). El Rio Del Tiempo made its debut along with the nine original World Showcase pavilions, opening in 1982 with the rest of EPCOT. The attraction closed in January of 2007 to make way for the Gran Fiesta Tour, which would be the first time a classic Disney character starred in an Epcot attraction. The refurbishment was largely a cosmetic overlay on the existing attraction, with very little changing aside from the addition of the Three Caballeros animations and the introduction of the new story line. In the first part of the attraction, live-action recreations of ancient Mayan rituals were shown, later to be replaced by the Caballeros' adventures in modern Mexico. The "small world" section was much the same as it is today, with the exception of the Donald Duck pinata that replaced a more traditional one. In the original version, the narrator told Guests of Mexico's ancient culture that still thrived today, while the "small world"-style dolls sang Vistas De Mexico, a song written by XAtencio and Armando Corral. The Mariachi band seen today replaced a marketplace scene, where various shopkeepers tried to sell you Mexican clothing, jewelry, pottery, and other items. The most notable change came in the final scene, as

the original El Rio Del Tiempo featured a large carousel that was at the heart of the Reforma Boulevard setting. The carousel, reminiscent of the one in the final scene of "it's a small world," would be replaced by a stage where the Three Caballeros now perform their show. The original final Mexico mural was much more elaborate, with additional images and propping creating a festive farewell to the attraction.

Even though El Rio Del Tiempo was an opening day attraction at Epcot, initial plans called for a slightly different attraction. While still a slow-moving boat ride, the original concept had Guests traveling both indoors and outdoors, and would follow a storyline inspired by an ancient Mayan myth which told the tale of how the Gods took the gift of music from the jealous sun and gave it to the songless

Earth. The attraction was originally to be called Las Tres Culturas de Mexico (The Three Cultures of Mexico). Due to the ambitious plan of having the attraction travel inside and outside the pavilion, Imagineers considered the possibility of having the attraction open a few months after the opening of the park to allow time for construction. Unfortunately, since other planned attractions ended up falling by the wayside, including the never-built Rhine River attraction planned for Germany, the need to have the Mexico attraction ready for opening day became imperative. In order for that to happen, several design changes were implemented, the most notable being the decision to move the entire attraction indoors. Because of this, the ride ended

up being about 40% shorter than it was originally meant to be. However, the changes were all made in time, and El Rio Del Tiempo set sail along with the rest of World Showcase on Epcot's opening day.

Today, you can join Donald and his friends on this fun-filled journey through Mexico, a country filled with rich traditions, beautiful scenery, and festive celebrations. While Gran Fiesta Tour is one of the more overlooked attractions in all of Epcot, it's well worth visiting. You'll discover one of the great hidden treasures in World Showcase, and experience the beauty and splendor of a country that has much to offer. In addition

to the fun of experiencing the attraction itself, Gran Fiesta Tour is a wonderful way to pass the time if you happen to be waiting for your Fastpass time to arrive for the nearby Maelstrom. Best of all, there's rarely a wait for the attraction, so you can ride whenever you'd like. You'll also want to spend some time wandering throughout the marketplace, and for an experience you'll never forget, there's nothing quite like dining under the stars at the San Angel Inn Restaurante. But the true treasure of this beautiful pavilion can be found inside the ancient Mayan pyramid, and it's here that you'll get a chance to explore one of the most beautiful and historically rich countries in the world, accompanied by some of your favorite Disney characters.

In the words of José and Panchito, "Viva Donald!"



FEATURED FILM

Disney

FRODOEN

By Lori Elias



While winter's winds have been swirling snow around much of the country, eager fans have flocked to theaters to be immersed in the icy world of Disney's most recent animated feature, *Frozen*.

*Frozen* marks the directorial debut of Jennifer Lee, following her successful turn as a writer for *Wreck-It Ralph* (2012). She also co-wrote *Frozen's* screenplay alongside Disney newcomer Shane Morris. Lee's co-director was Chris Buck, whose lengthy Disney resume includes animation work on *The Fox and the Hound* (1981), *Who Framed Roger Rabbit?* (1988), *Oliver and Company* (1988), and *The Little Mermaid* (1989), as well as directing *Tarzan* (1999).

While Disney princesses certainly have become an entity unto themselves, *Frozen* is a bit of a departure from the standard Disney film in that there are two strong and royal young ladies.

They share a bond yet find themselves at odds: Anna, the endearing and spunky heroine, must stand up to her older sister Elsa, whose magical powers and sharp personality inadvertently threaten their kingdom.

*Frozen* is a return to fairy tales for Disney, being loosely based on *Snedromningen*, or *The Snow Queen*, written by Danish author Hans Christian Andersen (1805-1875). In the original story, published in 1845, a wicked spirit cursed a mirror so that good things would become extremely small and appear distorted, while bad things would be magnified. When his followers attempted to use the mirror against the angels in heaven, it slipped from their grasp, shattering into millions of pieces. These pieces became lodged in the eyes and hearts of unfortunate people on Earth.

One of these unlucky victims was a young boy named Kay (or in some translations, Kai). He and his best friend, a girl named Gerda, had heard stories of the cunning Snow Queen. On one fateful day, after catching a piece of the cursed mirror in his eye, Kay was lured into the Snow Queen's sleigh and taken to her ice palace, where the queen's enchantment caused him to forget his home and friends. Gerda braved a number of obstacles to find Kay, including a talking crow and singing flowers, finally rescuing him when the Snow Queen was miles away from the palace.

Disney's version kept the story in Scandinavia and transformed little Gerda into a young woman, a princess named Anna. The Snow Queen became Anna's sister Elsa, Kay was replaced by a mountain man named Kristoff...and the similarities generally end there. Elsa has the power to create ice and snow, but she is frightened by her abilities, knowing that she has the potential to harm those closest

to her. While in a burst of emotion she casts a spell that places their kingdom, the fictional Arendelle, into perpetual winter, so plucky Anna makes the trek to find her sister and bring summer back to their land. She is assisted by the handsome Kristoff and his reindeer Sven as they face trolls, blizzards, and a silly snowman named Olaf. Rounding out the cast of characters are the charming Prince Hans, who might be Anna's soulmate; the duplicitous Duke of Weselton, who tries to worm his way into Elsa's good graces, then works to turn her kingdom against her; the brutish snowman Marshmallow; and Oaken, the resourceful owner of Oaken's Trading Post and Sauna.

Disney had a much earlier opportunity to add its magic to the classic story. In the late 1930s and early 1940s, producer Samuel Goldwyn of MGM began work on a live-action biographical film about Hans Christian Andersen. A possible collaboration with Walt Disney was in the works, with Disney Studios animating scenes of Andersen's fairytales, including *The Snow Queen*, *The Emperor's New Clothes*, and *The Little Mermaid*—all of which Disney would revisit several years later, of course! (Goldwyn ultimately released the movie musical *Hans Christian Andersen* in 1952; it was not a biography, but instead "a fairytale about this great spinner of fairy tales.")

Various treatments of *The Snow Queen* continued to be presented, including a stage production with Disney Legend composer Alan Menken attached to the project, but none of the concepts ever came to fruition. While the title character could certainly be considered a villain, there was no climactic show-down between good and evil. The encounters Gerda made with other characters on her journey made for a charming fairytale, but they would not necessarily translate well on the screen. During the past few years, co-producer John Lasseter encouraged Disney's writers to further develop the characters that had been considered for a potential animated film. As discussions continued, it was suggested that Gerda's new entity, Anna, and the Snow Queen's counterpart, Elsa, could be sisters. This opened up a number of plot possibilities, and so the story began to take shape, ultimately developing into Disney's 53rd animated feature.

### Creating the *Frozen* Landscape

One of the most striking aspects of *Frozen* is that extraordinarily specific details are placed against the large, vast Scandinavian wintry countryside. As is standard procedure for a Disney "location" film, the *Frozen* creative team trav-

eled to a number of places, both for inspiration and to get a close look at elements that would appear in the film. Southern California does not see much (or any) snow, so a trip to Jackson Hole, Wyoming taught the animation staff what physically happens to snow when it is walked upon. The team members, both men and women, wore long skirts of heavier fabrics, such as wool and velvet, so that they could experience what movements Anna and Elsa and their clothing would make as they made their way through the snowy passes of Arendelle.

Meanwhile, the art and lighting teams were sent farther north to the Hôtel de Glace, or Ice Hotel, in Québec City. (shown below) The hotel, which opened in 2001, welcomes guests from January through March each year, and is constructed entirely of ice and snow. The Disney crew visited the hotel for inspiration in designing Elsa's castle in order to get a first-hand look at the ways light appears on the structure.



The creative team also ventured across the Atlantic to Norway to explore its landscape and architectural styles. They sailed along fjords and visited a number of historic buildings throughout the country, including stave churches (detailed in the story on Epcot's Norway Pavilion in this issue of *Celebrations*) in order to make the animated scenes as authentic as possible.

A Norwegian artistic device called rosemaling was noted by the Disney staff. Rosemaling is a style of folk art incorporating hand-painted flower patterns, which can be found on walls, furniture, wooden utensils, and clothing. Rosemaling first became popular in Norway in the middle 18th century and continues to be used to this day, with each pattern differing according to its respective region of Norway. The artists of *Frozen* made a point of utilizing rosemaling extensively in the film to honor this Norwegian tradition.

### Let It Snow

As enlightening and influential as these trips were, they only scratched the surface of the research undergone by the creative team. In order to accurately portray the properties of ice and snow, Disney consulted with Dr. Ken Libbrecht, chairman of the Physics Department at the California Institute of Technology (CalTech). Nicknamed "Dr. Snow," Libbrecht has conducted extensive studies of how snow is

formed and has written several books on the subject. He explained to the Disney team how ice crystals form in the air. When the air temperature and humidity conditions are just right, the crystals will plate and then branch into snowflakes. The animators utilized this knowledge in animating the film, particularly during the scene in which Elsa creates her palace of ice, so that the audience could see the intricate process of snowflakes taking shape.

Snow-creating programs were developed to further immerse the audience into the frosty Nordic kingdom of Arendelle. One of the challenges of working with snowy scenes in an animated movie is to have the characters look as though they are part of the scene and interacting with the snow, rather than appearing as though they were placed

on top of it. To solve the problem, an animation pipeline called Snow Batcher was developed, which would preview where snow would fall, thus allowing animators to add further details to the scene. Snow-generating software called Matterhorn was created for *Frozen*, and allowed different textures of snow to be seen throughout the film, just as it would appear in real life.



### Bringing the Characters to Life

This desire for authenticity even brought the actors into the animation studio. The animators watched the cast at work, using the actors' movements and reactions to influence the design of the characters' gestures and expressions. This is especially true with Idina Menzel, the voice of Elsa. Animators discussed the physical movements of singing with her, and carefully observed Menzel singing Elsa's music so that they could replicate Menzel's breathing and natural physicality into Elsa's character.

Because the animators wanted Elsa and Anna to look life-like, it stands to reason that as princesses they should also be well-coiffed. Their beautiful hairstyles, typical of Scandinavia in the mid-1800s, were created by software designed for *Frozen* called "Tonic." Not only did the program help animators design the ladies' braids, but also made hair styling easier and faster to render in animation. The rigging required for *Frozen* was the most extensive of any Disney feature to date. In animation, rigging refers to what are basically the characters' skeletons. Before they are rigged, the characters are essentially digitally-created three-dimensional statues. Rigging provides the characters with digital "joints" and "muscles" so that they can move and have facial expressions. Due to the amount of characters in *Frozen*, 312

character rigs, 245 cloth rigs, and 63 hair rigs were designed for the film.

Beautiful scenery and a thrilling adventure demand a first-rate cast, and Disney attracted some of Broadway's best to work alongside film and television stars in presenting the gripping story. Kristen Bell (*second from left*), as the spunky Anna, is known for her work on the hit television series *Veronica Mars*, *Gossip Girl*, and *House of Lies*. Idina Menzel (*second from right*), the voice of her sister Elsa, is known to Disney film fans as Nancy in *Enchanted* (2007). She is highly-regarded as a stage performer, having earned a Tony nomination while in the original cast of *Rent*, and winning a Tony Award for her role as Elphaba in the Broadway blockbuster *Wicked*.

Other stars of the Great White Way can be heard among the cast. Jonathan Groff (*right*), the voice of Kristoff, has been seen on television in *Glee* and *Boss*, and was a Tony nominee for his work in *Spring Awakening*. Santino Fontana (*left*), as Prince Hans, has an impressive theatrical résumé which includes the award-winning musicals *Sunday in the Park With George* (2008 revival), *Billy Elliot*, and his current role of Prince Topher in Rodgers and Hammerstein's *Cinderella*, for which he earned a Tony nomination for Best Actor in a Musical. Fellow Tony nominee Josh Gad (*center*, *The Book*



of *Mormon*) can be heard as the madcap snowman Olaf.

While all of these performers—with the exception of Menzel—have made their Disney debuts in *Frozen*, others have enjoyed a return to the Studios with *Frozen*. The versatile Alan Tudyk, whose film roles have run the gamut of the good-hearted sidekick Wat in *A Knight's Tale* (2001) and Doc Potter in *3:10 to Yuma* (2007) to abusive Phillies manager Ben Chapman in *42* (2013), provided the voice of King Candy in *Wreck-It Ralph* (2012). In *Frozen*, he has taken on the role of the wretched Duke of Weselton.

Disney veteran Chris Williams has spent more time off-screen than on, having served as a writer for *Mulan* (1998), *The Emperor's New Groove* (2000), and *Bolt* (2008), which he also directed. In *Frozen*, he provided the voice of the jovial Oaken.

### A Frosty Score

To musically enhance wintry Arendelle, Emmy-winning composer Christophe Beck (*right*), whose Disney credits include *The Muppets* (2011) and the short film *Paperman* (2012), incorporated traditional Norwegian singing styles into the score. Kulning, which has been used throughout Scandinavia for centuries, is a form of loud singing that is used outdoors to communicate with others over long distances, or to call flocks of livestock from far away. Another style, joik-

ing (or yoiking), is a traditional style of chanting performed among the Sami, the indigenous people of northern Scandinavia. Frode Fjellheim, a yoiker and composer from Trond-



heim, Norway, contributed his expertise to Beck's score. A Norwegian linguist was consulted for the score's vocal music, much of which was performed by Cantus, an award-winning Norwegian women's chorus that has been per-



forming since 1986. Traditional regional instruments were also included among the orchestra, such as the Norwegian bukkehorn, a wind instrument made from a ram's horn.

*Frozen* is Disney's first animated musical since *Winnie the Pooh* (2011), and to compose the original songs for the film, Disney tapped the same song-writing team who had helped bring the silly ol' bear to life in *Winnie the Pooh*. Robert Lopez has won Tony Awards for his scores for *Avenue Q* and *The Book of Mormon*; his wife, Kristen Anderson-Lopez, not only co-wrote the songs for *Winnie the Pooh*, but also provided the voice of Kanga for the film. *Frozen* is actually the third Disney project for the duo, as they also composed the songs for *Finding Nemo: The Musical*, which has been enjoyed by thousands of Guests daily at Disney's Animal Kingdom since 2007.

(What makes *Frozen* a musical, in contrast to 2012's *Brave* or 2013's *Planes*, which also contain songs? By definition, the songs of a musical are performed by the characters to either portray their feelings to the audience or to advance the story line; in contrast, the songs of *Brave* and *Planes* were used to help established the setting.)

Though the film has been released for only a short time, therefore making it impossible to know yet what financial

successes it will ultimately achieve, there is little doubt that the enchantment of *Frozen* will warm the hearts of Disney fans for many years to come.

#### **Frozen Fun Facts**

- Elsa has over 400,000 strands of hair. In contrast, Rapunzel had "only" 27,000 strands in *Tangled* (2010).
- Kristen Bell was the very first actress to audition for Anna.
- In order to animate Sven, a reindeer was brought to the animation studio so that artists could see how the animal naturally moves.
- There are 2000 different kinds of snowflakes seen in the film.
- *Frozen* was filmed in the same ultra-widescreen format that was used for *Sleeping Beauty* (1959). (The details of this format are described in the movie feature of the May/June 2013 issue of *Celebrations*.)
- Unlike most animated features, where the actors record their voices individually, members of the cast of *Frozen* were recorded while in the same room together.
- Have you noticed that Anna frequently bites her lip? While rehearsing and recording the script, animators noticed that this is a habit of Kristen Bell, and therefore added it to Anna's character.



A scroll with text on a background of a stone wall and greenery. The scroll is unrolled, showing the text. The background features a blue stone wall with a wooden beam and a green bush.

# BRINGING TANGLED TO LIFE:

*Rapunzel's Tower in  
Fantasyland*

BY TIM FOSTER

When you think of Walt Disney World, or Disney in general for that matter, one of the first things you think of is Cinderella Castle. The majesty and splendor of this fairytale creation has come to symbolize not only the Magic Kingdom, but the very heart and soul of Disney itself. Who can ever forget the moment when they see the 3D-rendered castle surrounded by mystical waterways and colorful fireworks at the beginning of a Disney film? And who hasn't shed a tear (come on, you can admit it!) when they see the Castle aglow in the cascading blue-white icicles of the holiday Dreamlights?

Cinderella Castle may be the biggest and most elaborate of the Disney castles, but castles are central to all the Disney parks around the world, starting of course with Sleeping Beauty's Castle in Disneyland. The Disney castles help to transport us to far away lands where we can leave the realities of the outside world behind. They do so by reminding us of the wonderful films we saw as children, and by making these fantasy worlds real. We can, at least for a day, imagine that we are walking through a land of princesses, fairy tales, and magic; a special place where dreams really can come true.

When plans were announced for the New Fantasyland, early word was that a number of new castles would join that of Cinderella. While they wouldn't be as grand in stature as the Magic Kingdom's central icon, they would be uniquely designed to fit the stylings of several of the other Disney princesses. They would offer eateries, shops, and meet and greet areas, and would help to transform Fantasyland into a royal showcase

for Cinderella's friends. As with most projects of this scale, plans changed over time, and the idea of having several castles scattered throughout the new area gave way to an exciting collection of new attractions. When the New Fantasyland opened, two new castles of a sort were on hand to welcome Guests; the Beast's castle that rose above the Be Our Guest restaurant, and Prince Eric's castle that welcomed Guests to the Under the Sea: Voyage of the Little Mermaid attraction (though neither was a true stand-alone castle along the lines of Cinderella Castle).

While individual turrets and castle walls did appear throughout the new land, there were no new stand-alone castles to complement Cinderella's home. And with the only yet-to-be-completed attraction being the Seven Dwarfs Mine Train (scheduled to open later this year), it seemed like the Fantasyland castle line-up was set. Or was it?

Toward the end of 2012, as the New Fantasyland was preparing for its grand opening, a new castle tower started to rise in the area between the walkway to Liberty Square and "it's a small world." Guests were puzzled, as there had been no announcement of an additional attraction as part of the Fantasyland expansion. It was

soon clear that this tower was none other than that of Rapunzel, as seen in the film *Tangled* that had opened two years earlier. Rapunzel herself had been coronated as member of the Disney Princesses back on October 2 of 2011. But what was the tower going to be? A new attraction? A meet and greet area? Disney was mum on the subject, and the answer was eventually found to be connected to another Fantasyland classic attraction.



### A Simple Problem with a Classic Disney Solution

Peter Pan's Flight has long been a fan-favorite at the Magic Kingdom. The short but magical flight over London and Never Land continues to enchant Guests as they marvel at the tiny cars driving through the streets of London, the shadows of Peter Pan and his friends gliding across the brilliant full moon, and the whimsical spectacle of Captain Hook desperately trying to escape the crocodile's toothy jaws. But the attraction's popularity had always made for long lines, and Peter Pan's Flight was often the busiest attraction in all of Fantasyland. Adding to the dilemma was the fact that the queue was a basic switch-back style queue that, although shaded for the most part, still left Guests sweltering in the hot Florida sun.

Long lines are never much fun, and Disney has done much to improve the wait experience over the years. From Extra Magic Hours to the introduction of Fast-Passes, Disney has provided Guests with ways to bypass those long lines. Newer attractions incorporated elaborately detailed queues that were often just as much of an attraction as the rides themselves. Examples can be found at the Twilight Zone Tower of Terror, Expedition Everest, and Kali River Rapids, to name but a few. However, that still left the problem of how to deal with the older attractions with outdated queue areas. To that end, Disney started to introduce the concept of interactive queues. In doing so, they would reimagine the existing queue areas of older attractions, adding new elements that would give Guests something to do while they waited to board the attraction. These ranged from interactive games that Guests could play (as seen in Soarin' and Space Mountain) to fun-filled activities for young and old alike (like the new graveyard elements at the Haunted Mansion and the whimsical games found at the Many Adventures of Winnie the Pooh). Peter Pan's Flight was a logical choice to receive a new interactive queue, and plans were put in place to add this much-needed area to one of the Magic Kingdom's most popular attractions. Part of the plans required the removal of a restroom area that was located on the Liberty Square

side of the attraction, and that would obviously need to be relocated. The logical location was right nearby: the area that was formerly home to the Fantasyland station of the Skyway that transported Guests via ski-lift style gondolas to Tomorrowland. Having closed in back in 1999, the area was seldom used, and was largely an area for parking strollers. During the holidays, special meet and greets would be held there (you could have your picture taken with the seven dwarfs!), but beyond that the area was basically empty. So why not put a new restroom area there? Sure! But your standard, non-descript restroom? No way, this is Disney! In typical Imagineering fashion, what seemed to be a small problem turned into a giant opportunity, and the seeds for something much grander and bolder were planted.

The entire area was redesigned as a *Tangled*-themed area, complete with all the Disney details you would expect, right down to the horseshoe prints of Maximus in the concrete. But what would a *Tangled*-themed area be without the film's central icon? Rapunzel's tower was to be at the heart of the new area, and added a new, albeit unexpected, touch of princess royalty to Fantasyland, perfectly in keeping with the area's recent expansion. The sitting area that would surround the base of the tower also provided Disney with the opportunity to address an all-new Guest need. As anyone who's needed to recharge a laptop or camera battery knows, outlets are hard to find at the Magic Kingdom. Sure, you can find one tucked away here and there, but none were placed specifically there for Guest's use, and if you were in need of a power source the task of finding one was often a quest unto itself. With the explosion of smart phones and tablets, the need for a quick place to recharge has become even more important, and you'll find charging stations in airports, malls, hotels...just about everywhere. In the course of creating this new rest area for Guests, Imagineers took the opportunity to add a much-needed area for Guests to recharge their phones and tablets. Leave it to the Imagineers to overlook no detail!

And so, in March of this year, the new *Tangled* area was

opened, providing Guests with a welcome rest area that was resplendent in whimsical details. And of course, at the heart of it all, rose Rapunzel's tower, anchoring the Liberty Square side of Fantasyland and providing a wonderful new photo spot as well as a place to relax.

### Origins of the Tower

While the tower in Fantasyland is a replica of the one seen in the Disney film, the original tale of Rapunzel goes back much further. "Rapunzel" was originally written by the Brothers Grimm, published back in 1812 as part of a collection of stories called *Children's and Household Tales*. The Brothers based their story on that of a similar tale penned by the French writer Charlotte-Rose de Caumont de La Force, the fairy tale *Persinette* written in 1698. However, the motif of a young woman being locked in a tower has been part of many other tales throughout history, from that of the Christian martyr Saint Barbara, who was a "maiden of great beauty whose father locked her in a tower to remove her from many ardent suitors who were not to his liking," to the 10th century Persian tale of *Rudāba*, in which she offers to let her hair down from the tower she is in so that her lover *Zāl* can climb up to her. Elements of the story can even be found in Greek mythology. *Danaë*, the mother of the hero *Perseus*, was a daughter of King *Acrisius*. *Acrisius* was told by an oracle that he would be killed by his daughter's son. At the time, *Danaë* was childless, so in order to prevent her from giving birth to a son he shut her up in a bronze tower.

But earlier references aside, the tale by the Brothers Grimm is the most famous, and is the one that provided the inspiration for *Tangled*. As told in the original tale:

*"Rapunzel was the most beautiful child under the sun. When she was twelve years old the Witch shut her up in a tower in the middle of a great wood, and the tower had neither stairs nor doors, only high up at the very top a small window. When the old Witch wanted to get in she stood underneath and called out: 'Rapunzel, Rapunzel, Let down your golden hair,' for Rapunzel had wonderful long hair, and it was as fine as spun gold. Whenever she heard the Witch's voice she unloosed*

*her plaits, and let her hair fall down out of the window about twenty yards below, and the old Witch climbed up by it."*



The height of the tower in the original tale was 20 ells. An ell is a unit of measurement that varied wildly throughout Europe, though for purposes of our story the ell was defined as being approximately 44 inches. That made the tower slightly more than 73 feet tall, a bit taller than the tower in the film, which was 70 feet high. This is also the approximate height of the tower built in the Magic Kingdom, so you can imagine for yourself what it would be like to climb up to the window using Rapunzel's hair!

### The Tangled Tower

When creating the tower for *Tangled*, the animators were tasked with giving what was basically a prison a sense of comfort and homeliness. Co-producer Glen Keane described it as a "...more whimsical kind of tower. It feels like a tower that you might find in Disneyland." In the course of designing the tower's interior, several different approaches were taken with the lighting in or



der to reflect the varying moods of the different scenes. For instance, in the early scenes where Rapunzel sings, her room is light and airy, but during her final confrontation with Mother Gothel, the lighting is darker and more dramatic.

In the original fairy tale, Rapunzel would pass the time by singing (this was how the prince in the story found her, he overheard her singing as passed through the forest). In *Tangled*, Rapunzel is not only a wonderful singer, but a talented artist as well. Within the tower, the walls throughout her entire room are covered with her paintings. The animators took great care in creating the look of Rapunzel's home. "To me, that is Rapunzel's world," said Keane, "and the idea (is) that this girl is making her walls go away by painting on them." Claire Keane (daughter of Glen) was



one of the film's Visual Development Artists, and she took a very personal approach to developing Rapunzel's artistic style. Her inspirations ranged from medieval paintings to sketchbooks she would fill in herself as she wandered around her house. "Cleaning up my house, putting away my clothes...(this leads into this life-as-art thing, where everything Rapunzel does is another opportunity for art," explains Claire. "(Rapunzel's paintings represent) all of her subconscious desires and all

of her conscious desires... Rapunzel paints on the walls and she paints on the furniture and it's all connected... It's not just about her art, she's also learning things." The sheer number of paintings that adorn every nook and cranny of her room reflect Rapunzel's progress from child to young adult. Glen Keane elaborates, "...when she was a little girl, she... painted very



simple, childish paintings on the wall. It progresses to maturity where every square inch is painted. When we're starting the story, there is no room left...her next step has to be to go out." This is reflected in the mural that surrounds the bedroom entry. It's an image of Rapunzel flying through the air, a visual representation of Rapunzel's desire to go out and see the world. But it's another piece that is particularly special to Rapunzel, the one that shows the hundreds of glowing lights that appear in the sky every year on her birthday. It is the desire to see those lights that leads to an early confrontation with Mother Gothel, and sets the stage for her ultimate escape and realization of her dream.

#### *From Tangled to Walt Disney World*

Many may not remember, but the tower that soars over Fantasyland was actually not the first to appear at Walt Disney World. As part of the 2011 Epcot International Flower and Garden Festival, a replica of Rapunzel's tower was added to the Germany pavilion. While not nearly as tall as the new tower, the Epcot version did feature Rapunzel's long, golden hair cascading down from her tower window. Periodically, the window shutters would open and shut, and if you listened closely you

could hear Rapunzel singing the song Healing Incantation from the film. If you visited the tower at night, you would even see Rapunzel's hair shimmer with a golden glow. That version of the tower was only temporary though, and was removed at the conclusion of the festival. Fortunately, the absence of Rapunzel's tower was short-lived, and the grander, life-size recreation eventually found its permanent home in the Magic Kingdom.

Today, the new *Tangled*-themed area is home to a wealth of other details. Props, references, and tributes to the Disney film can be found throughout the area. See if you can find a sack of apples (with one having been mysteriously nibbled on, perhaps by a certain hungry horse?), a frying pan, Flynn Rider's satchel, a wanted poster for Ulf (the criminal master "mime"), and other posters announcing upcoming appearances by Hookhand at the piano, and Vladimir, the Scourge of Seven Continents, as he showcases a "prestigious collection of tiny ceramic unicorns in the Daffodil Gallery" (tea and finger sandwiches will be served if you're interested!). Those are of course a few of the Gaul thugs seen at the Snuggly Duckling Inn, who are eventually charmed by Rapunzel's kindness. (You can even find a wanted poster for Flynn Rider himself in the restroom, though

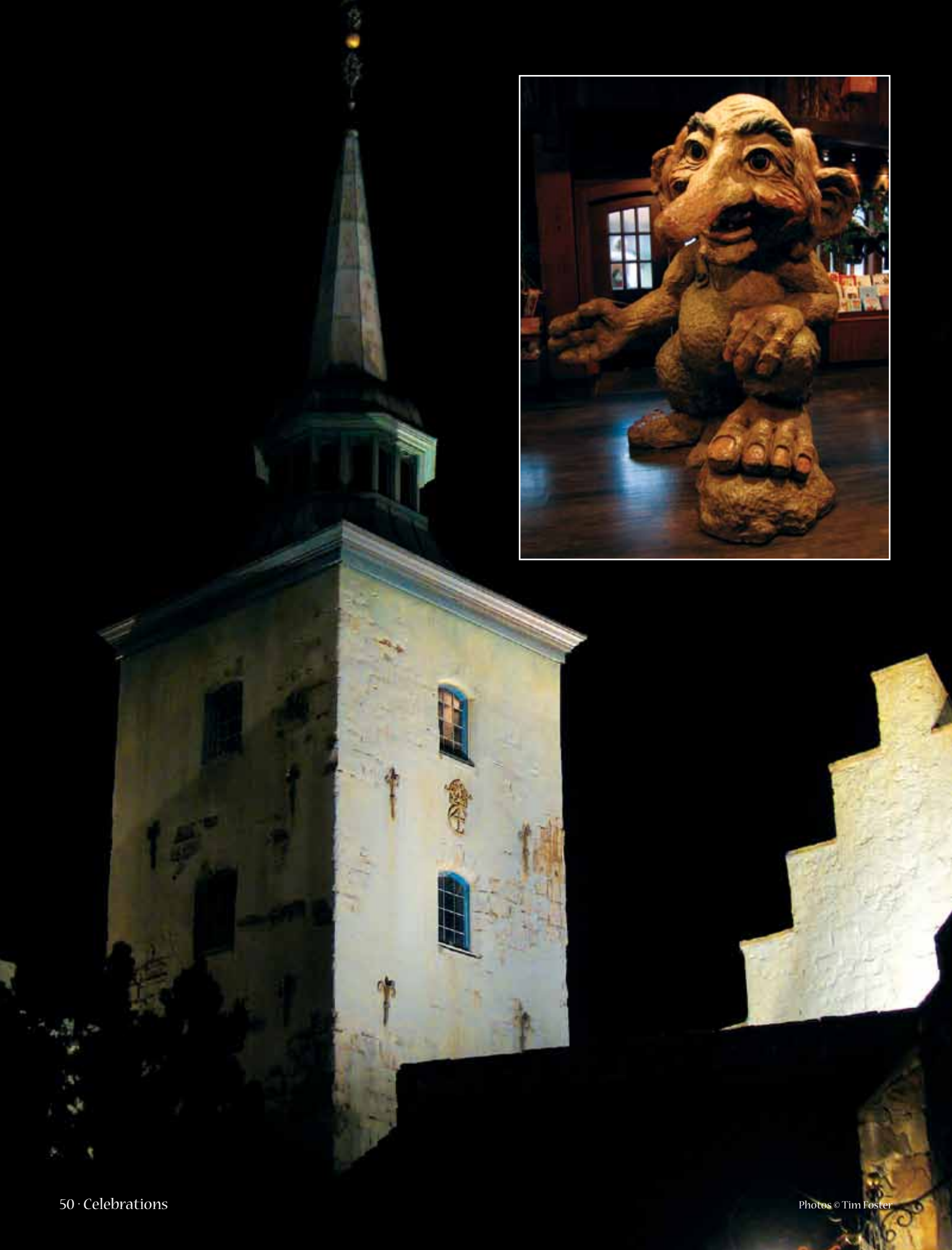
thankfully he seems to have been pardoned.) The buildings in the area are styled after the town in the kingdom as seen in the movie, right down to the purple pennants strung up in the air. If you're feeling adventurous and up for a quest, see if you can find Rapunzel's chameleon pal Pascal and his friends hiding "in the scenery... among all the flowers and greenery." Look carefully, some are easy to find while others are harder! A beautiful stream meanders through the area, and even if you can't find Pascal's mischievous friends, the scenery alone is worth exploring. (If you saw the *Tangled* tower in Epcot, you may remember that Pascal was there as well.) Although you can find Pascal hiding among the shrubbery, you won't find Rapunzel nearby. While early speculation was that this would be a new meet-and-greet area for the characters from *Tangled*, that turned out not to be the case. But don't despair; you can meet Rapunzel and her princess friends at the new Princess Fairytale Hall.

Scattered among the nearby barrels are the new charging stations, and the entire area provides a serene respite from the hustle and bustle of the parks. You can take some time and explore this new addition to Fantasyland, or take a prized photo of the meticulously detailed tower. The entire area is especially beautiful at night. Apart from the tower, perhaps the most notable

nighttime feature is the multitude of glowing lanterns hanging overhead. These are of course recreations of the lantern that Rapunzel's parents lit and set aloft to celebrate her birth. Later in the film, during the birthday celebration sequence, over 45,000 lanterns were animated to fill the sky! The lanterns were inspired by actual rice paper lanterns found in Indonesia and the Far East. These lanterns are like miniature hot air balloons, and small fires within take them high into the sky. Just as in *Tangled*, these lanterns are born aloft in groups numbering well over 10,000, and make for a spectacular sight. While there aren't nearly that many in the Magic Kingdom, and they don't float up into the sky, they are still a beautiful detail, right down to the designs on the surface that are taken straight from the film. Nighttime also brings about enchanting lighting washing over the tower itself, reflecting off a cascading waterfall to create a fairytale setting that adds to the wonder and charm of the New Fantasyland.

As with everything at Walt Disney World, everything here is filled with imaginative detail and wonderful little touches. In true Disney fashion, the Imagineers have taken the addition of a seemingly mundane Guest amenity and turned it into an opportunity to create a whole new world.





# Exploring Norway in Epcot's World Showcase



By Lori Elias

Disney's most recent animated film, *Frozen*, has taken audiences to the beautiful regions of northern Europe. It's a wonderful, magical, (and chilly!) journey to be sure, filled with beautiful, sweeping, snow-filled landscapes that transport viewers to a part of the world that most have never seen, at least in person. However, while a trip to the land of fjords and northern lights may be out of the reach of many, visitors to Walt Disney World can experience Scandinavian culture for themselves any day of the year at Epcot's Norway Pavilion.



Norway is the newest of the World Showcase pavilions, having been added during the summer of 1988. The area was originally conceived of as being representative of the entire Scandinavian region, with each of the Nordic countries contributing funds to complete the pavilion. Norway was the only nation to provide the required amount, however, thus resulting in a pavilion where stone paths lead Guests to buildings inspired by historical landmarks and architectural prototypes solely from the Land of the Midnight Sun. Billed as “Norway: Gateway to Scandinavia,” the pavilion was officially dedicated at a special ceremony on June 3, 1988, led by Norway’s Crown Prince Harald V and Crown Princess Sonja (who would go on to become King and Queen of Norway in 1991).

When creating the pavilion, Walt Disney World’s Imagineers approached their design with an eye to Norway’s seafaring culture. With over 25,000 miles of coastline, Norway boasts the eighth-longest national coastline in the world, being bordered to the north by the Barents Sea, to the west by the Norwegian Sea, to the southeast by the Skagerrak (separating Norway and Denmark), and to the southwest by the North Sea. Add to that the approximately 4000

fjords and 450,000 lakes that are scattered throughout the Norwegian interior, and one can easily see why Norway has a long-standing relationship with the water.

This love for the sea is apparent in the Norway pavilion’s main attraction, Maelstrom, which was profiled in the May/June 2012 issue of Celebrations. Maelstrom takes Guests on a Viking ship voyage through dark fjords and across the tempestuous North Sea, past trolls, polar bears, and a harrowing waterfall. Following the ride, Guests have the opportunity to view the five-minute film *The Spirit of Norway*, which highlights some of the country’s great traditions and cultural contributions.

### Norway’s Overlooked Treasure

Norway is perhaps best-known for the Vikings, so it is no surprise that a proud Viking statue greets Guests as they enter the pavilion. While the original Vikings were feared throughout Europe as pirates and warriors, Epcot’s Viking serenely guards one of Epcot’s “hidden treasures,” the Stave

Church. Stave churches, or Stavekirkes, are wooden churches that date back as far as 1000 A.D. For centuries, art and woodworking have been intertwined in Norway, beginning with the intricately-carved Viking longboats of the eighth century. This practice carried over into the construction of its buildings, which reached their highest point with the elaborate stave churches.

The stave churches were so named because the wall planks were built along four tall corner posts, or staves, which represent the four gospels. The staves and wall planks were fastened by wedges, wooden pegs, or by dovetailing pieces with each other, rather than with nails or any kind of adhesive material. This allowed the wood to expand with the summer heat or contract with the harsh Nordic winter cold without damaging the wood. The intersecting staves and raft beams supported the building’s steep triangle-shaped roof. Carved designs along the doorframes and eaves blended Viking art and Christian symbols.

This combining of motifs is believed to have come from the understanding that the earliest stave churches were built on sites that had been used by the Norse pagan religions after Christianity was brought to Norway in 994 A.D.

by King Olaf I Trygvason (964-1000). Most of the structures were erected before 1350, a time that is sadly significant in Norwegian history, as it was the year that the country was ravaged by the Black Death, to which nearly two-thirds of Norwegians succumbed. Because the original churches were built directly on the ground, it was not long before the wood of the walls rotted. Beginning in about 1100 however, churches were built onto stone foundations, which allowed hundreds of these later churches to survive for a number of centuries. Unfortunately, events led to the destruction of the majority of those structures: a steady increase of population after the scourge of the Black Death created the need for larger churches to replace the original buildings, and a law enacted in 1851 required rural churches to be large enough to hold three-tenths of their parishioners. Furthermore, a series of acts of arson in the 1990s destroyed 22 of the remaining churches, leaving fewer than thirty still standing.

Epcot's Stave Church is a replica of one of these extant structures, the stave church at Gol, located in the Hallingdal Valley in Buskerud County in south-central Norway. The Gol church was built around 1200. In 1537, as a result of

the Protestant Reformation, Christian III (1503-1559), king of Denmark and Norway, declared Evangelical Lutheranism as the official religion of the two countries. The monarchy took possession of every Norwegian stave church, many of which were sold by King Frederick IV (1699-1730) in 1723, in order to raise money for the Nordic wars. The Gol church, along with three other churches, was purchased by a farmer and parish priest. Because it was considered too small to survive the 1851 edict regarding the size of churches, it was to be destroyed, but fortunately was saved through an or-

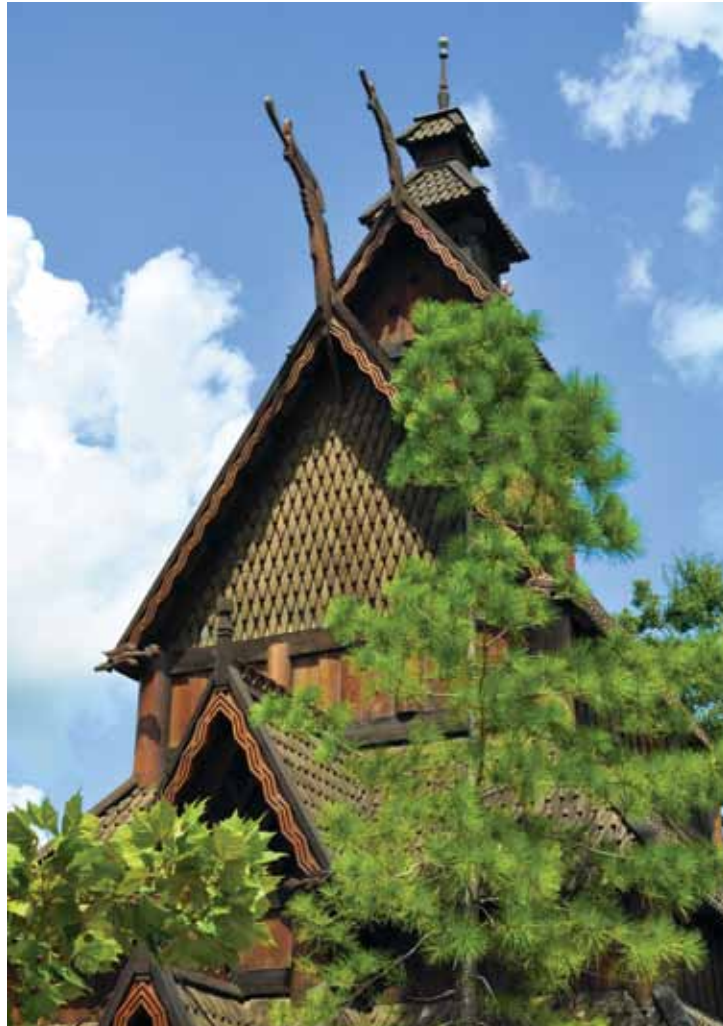
ganization that worked to preserve antique buildings in Norway. It was taken apart and stored in Oslo, then re-built on the farm of King Oscar II (1829-1907) on the island of Bygdøy in the Oslo Fjord in 1885. This island is now part of the Norsk Folkemuseum, the Norwegian Museum of Cultural History. A replica of the church was built in Gol itself in 1994.

Besides serving as a nod to a great Norwegian tradition, Epcot's Stave Church has housed a series of exhibits celebrating Norway's culture. When the pavilion opened in

1998, Guests were treated to "One Thousand Years of Discovery: The Legacy of the Vikings," which featured art and artifacts of the great Nordic warriors, the highlight of which was a six-foot tall replica of the Kuli Stone, a rune found on Kulroy Island dating from around 1000 A.D. The original rune (as well as its copy) bears an inscription that includes the word Noregi, which means Norway, and is believed to be the first written documentation of that name.

For the past several years, the church housed the exhibit "The Vikings: Conquerors of the Seas." Guests were able to see maps of Viking exploration and conquests and artifacts of tools and weapons. Displays also allowed Guests to learn about

three notable Vikings: Erik the Red (950-1003), who explored Greenland around the year 980 and later established the first European settlement there; King Olaf II (995-1030), the first king of a unified Norway who compelled his subjects to accept Christianity, and was later canonized and named the patron saint of Norway; and Rognvald (c. 1103-1158), a Viking warrior whose conquests took him deep into the interior of France. There was also a replica of a Viking longship built in western Norway around 820 A.D. and known as the Oseburg Ship, as it had been unearthed from a burial mound on the



Lille Oseberg Farm in Slagen in the early 20th century. (Following its discovery, the original was restored and is now permanently on display at the Viking Ship Museum in Bygdøy.)

The church's newest exhibit, which opened in November, highlights the natural beauty and cultural delights of Norway that inspired the making of the recent animated feature, *Frozen*. The film's leading ladies, Anna and her sister Elsa the Snow Queen, have also been on hand to welcome Guests to the pavilion.

### Norwegian Delectable Delights

In addition to the Akershus Royal Banquet Hall (profiled in the last issue of *Celebrations*), rice cream and other delectable treats can be found across the way at the Kringla Bakeri og Café. If one can withstand the temptation, it is a thrill to just walk through the store and simply inhale...but

of course there is little fun in that! Kringla Bakeri features a variety of Norwegian desserts, such as the much-loved school bread—a light roll made with cardamom, filled with vanilla custard, and topped with a sweet glaze and toasted coconut. Another popular treat is the Troll Horn, which consists of a pastry shell filled with lingonberry jam and whipped cream. (For those unfamiliar with the lingonberry, it is related to the cranberry; in fact, in some areas of the world, it is referred to



as the alpine cranberry, as well as the partridgeberry.) Large sweet pretzels with almonds or chocolate and the rullekake—a dessert consisting of yellow cake layered with raspberry filling—are enough to make anyone's mouth water!

Kringla Bakeri also offers a number of sandwiches with a Scandinavian touch, such as a ham and apple sandwich with Jarlsberg and Muenster cheeses, as well as the Norwegian club: turkey, ham, and bacon with Jarlsberg and Muenster, along with vegetables and lingonberry mayonnaise. The salmon and egg sandwich is also a popular choice for Guests wanting to sample a taste of Norway.

The bakery's building was constructed in the tradition of those found in the Sedesdal Valley in southern Norway. The *torvtak*, or "turf roof," has been popular throughout the country for hundreds of years, as its weight helps to stabilize the structure. It also provides natural insulation from wind and cold temperatures. The top of the home or building would be covered in birch bark, so chosen because of its ready availability and resistance to water, and then layered with thick layers of sod to keep the birch in place.

Kringla Bakeri has an outdoor eating area graced by a statue of runner Grete Waitz, arguably Norway's greatest athlete of all time. Waitz, who was born in Oslo in 1953 and sadly lost a six-year battle with cancer in April 2011, participated in the Olympics in Munich (1972) and Montreal (1976) before earning the silver medal in 1984 in Los Angeles. She won the New York Marathon nine times, the London Marathon twice, five world cross-country championships, and

set four world records in marathon running. An advocate for children's health through running, she was honored by the King of Norway with the Order of St. Olav in 2008, and in 2010 was awarded the Women and Sport Award for Europe by the International Olympic Committee.

### Shopping in Norway

Alongside the eating area are the remnants of a play area that had been added to the Pavilion in 1998. It was a Viking ship

based on the dragon-headed vessels sailed by the sea warriors as early as the 10th century, and featured a seesaw and climbing ropes. The ship was removed in 2008 due to safety concerns, but some of its pieces have been kept there as a lovely place for a photograph.

And of course, what would a World Showcase experience be without searching for souvenirs? Guests visiting the Norway Pavilion can satisfy their shopping yen at "The Puffin's Roost: Curios and Collectables." The shop's exterior is based on architecture found in Bryggen, a merchant center located on the wharf in Bergen, a coastal city in western

Norway. With structures that date back to the 15th century, the buildings there were aligned parallel to the docks, with walls and roofs covered with shingles and painted in bright colors. Though Bryggen has been damaged by a number of fires, the buildings' basic structures have remained intact, and the community has remained faithful to the original construction when rebuilding the district. Over sixty of the original buildings still stand.

The interior of the Puffin's Roost is decorated with snowshoes, as well as a larger-than-life troll, which makes for a fun photo opportunity. Legends and folktales of trolls date back many centuries in Norway. They have never been held to be attractive creatures, sporting oversized ears and noses; they have also largely been portrayed as unfriendly and not especially bright. It was believed that trolls lived in caves, underground, or even underwater, and were often used as an incentive for children to behave themselves, lest the punishing trolls unleash their wrath. Because trolls were seen as pagan, they were also used as incentive for people to convert to Christianity, as prayers, church bells, and the symbol of a cross were believed to keep trolls at bay. Today they remain a charming—if not exactly picturesque—reminder of ancient stories.

Guests exploring the Puffin's Roost will find a wide variety of Norwegian merchandise. Toy Viking helmets and swords, as well as dolls of polar bears, trolls, and of course puffins will thrill younger Guests, while exquisite jewelry and fragrant Geir Ness perfumes will lure the adults. Guests of legal age can indulge in imported vodka and aquavit, and those hailing from cooler climates will be drawn to the bright sweaters, warm hats, and scarves of Dale of Norway and a substantial selection of outdoor sportswear by acclaimed Norwegian label Helly Hansen, including coats, hats, shoes, and waterproof jackets. (Imagine braving a Great Lakes or New England winter with a toasty coat purchased in sunny central Florida!)

Guests of all ages will appreciate the Disney-themed apparel with a Nordic touch, Norwegian candy, Christmas ornaments, and books of Nordic legends and fairytales. Re-

cent additions to the Puffin's Roost are dolls, costumes, and toys celebrating Frozen.

For many years, the Norway Pavilion featured live musicians, such as the quintet World Class Brass, who combined light classical music with hilarious antics; Tzigantzi, a



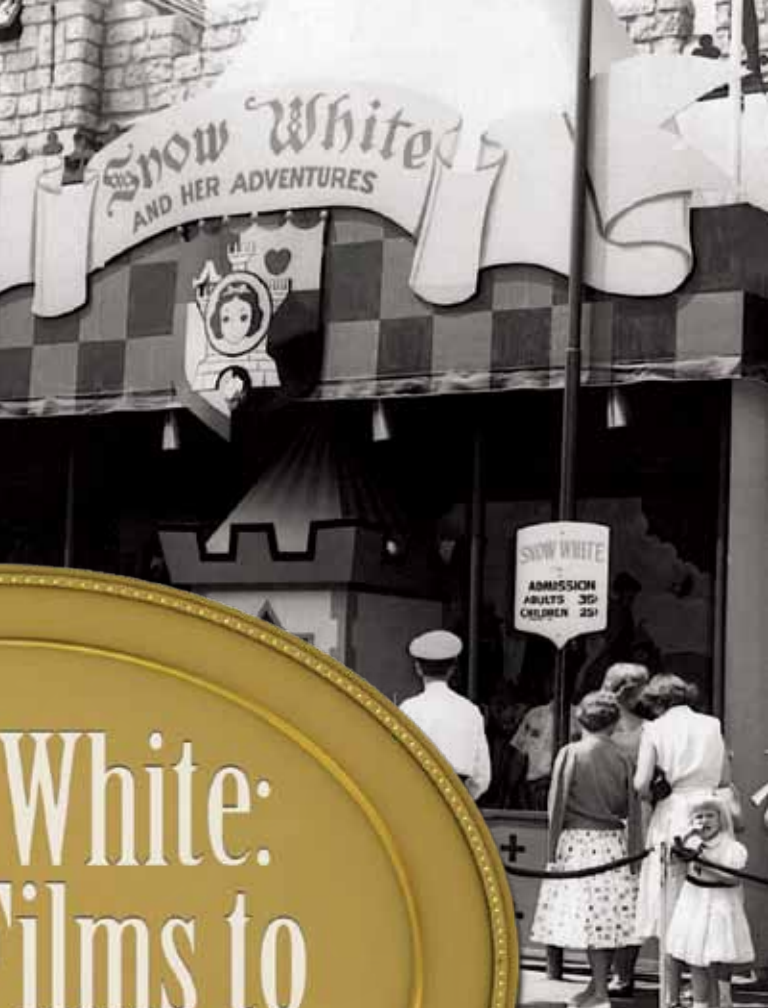
troupe of gypsy performers presenting European folkmusic; and Spellmangledje, an ensemble headlined by fiddler Jonita Aadland, an American of Norwegian descent. Spellmangledje specialized in the various styles of folkdance music popular throughout Norway. While currently there are no live musical acts performing at the pavilion, the holiday season heralds the annual

return of Julenissen, Norway's version of Santa Claus. Each year, Julenissen enchants Guests with stories of Christmas-time traditions in his native land.

Regardless of the time of year, exploring the Norway Pavilion is an experience of tastes, aromas, and vistas that is not to be missed!

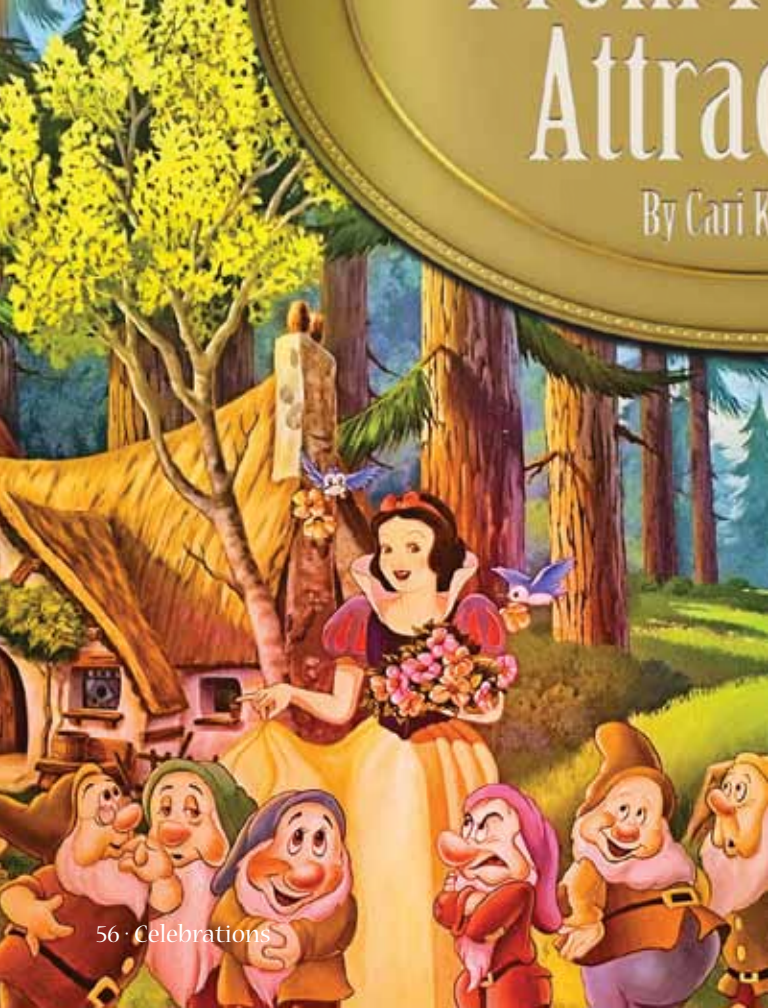
### Norway Pavilion Fun Facts

- The pavilion's dedication ceremony in June 1988 was broadcast live throughout Norway.
- The Norway Pavilion covers 58,000 square feet.
- Epcot's Stave Church is one of three replicas of the original church in Gol. As mentioned, one is in Gol itself; and the third, which was built from 1999-2001, stands in the Scandinavian Heritage Park in Minot, South Dakota.
- Maelstrom is one of only two attractions (as opposed to films) found in World Showcase; the other is the Gran Fiesta Tour in the Mexico Pavilion.
- Hidden Mickeys can be found throughout the Maelstrom: in the mural at the boarding area, on the rock archway that is passed after almost falling backward down the waterfall, and during the film *The Spirit of Norway* (keep an eye on the balloons!).
- The red building of the Puffin's Roost displays Norwegian writing. "Husflid Kunsthandverk" means "Handicraft Artworks"; "Krystall Klær Keramikk" is "Glassware, Apparel, Ceramics."



# Snow White: From Films to Attractions

By Cari Keebaugh



With a smile and a song," she captured our hearts in 1937 and is still one of the most recognizable pop icons world-wide. Some theater-going audiences rioted when tickets to her film sold out, and the film ultimately earned more than any other of its time. Snow White—or, more specifically, the revenue from Disney's movie *Snow White and the Seven Dwarfs*—made the creation of Disney's Burbank studio (still in use today) possible. And the princess herself was there on the opening days of both Disneyland in 1955 and Walt Disney World in 1971 to introduce Guests to Fantasyland. Snow White even appeared in the very first Disneyland parade on her own float, seated on a throne and surrounded by her dwarfs. (Footage of the float can be seen on the "Dateline Disneyland" television show, available on the Walt Disney Treasures: Disneyland, USA DVD). And of course, one of the most iconic attractions in the history of Disney parks, Snow White's Adventures, would open on both parks' opening days. All things considered, it's safe to say that Snow White is integral to the Disney legacy.

While Snow White plays an important role and is absolutely ingrained in Disney history, her nearly six-decade reign has been anything but uneventful. She has appeared in numerous parades and stage shows during her tenure, and you can always meet the princess in nearly every Disney park (be it the Magic Kingdom, Epcot, Disneyland, Disneyland Paris, Tokyo Disneyland, or Disneyland Hong Kong). But she is perhaps best known for her attraction, originally called Snow White and Her Adventures when it opened in Disneyland. This attraction would receive several major updates in both the Magic Kingdom and Disneyland throughout the years; and even though the Walt Disney World version recently closed as part of the New Fantasyland expansion to make way for the Princess Fairytale Hall (where you can still meet her of course), Snow White's story will continue to grow with the opening of the Seven Dwarfs Mine Train in 2014. But as the new attraction's

opening draws near, it's curious to remember that Snow White's presence in the parks wasn't always in a "Whistle While You Ride" kind of attraction. Changes to the original attraction over the years were made for numerous reasons, oftentimes for nothing more glamorous than a technological upgrade. But the most significant changes were made to address (and improve) the Guest experience, causing the princess and her seven best friends to play some very different roles in the parks throughout the years.

### The Origins of Snow White

Of course, Snow White's story began long before her inauguration in Disneyland. The original fairy tale, "Schneewittchen," was part of the Brothers Grimm collection of German folklore. While the Grimms published their first collection of stories in 1812, the tale is probably as old, if not older than, the 16th century. It may even have been based on a real woman (or two). The Countess Margarete Von Waldeck and Maria Sophia Margaretha Catharina von Erthal are two historical candidates, one poisoned for falling in love with a prince and the other a victim of a vain, domineering stepmother. (In fact, you can go see the "Talking Mirror" in the castle in Lohr am Main, where Maria Sophia was born. One cannot deny, however, that the moniker "Snow White" is much catchier than "Maria Sophia Margaretha Catharina von Erthal," the poor girl.)

But the story familiar to Disney fans came about four centuries later in 1934 with twenty-one pages of general notes, including ideas for characters, scenes, and songs. Walt Disney was always one to push the boundaries of art and artistic media, so perhaps it came as no surprise to his staff that his next project, after the creation of the wildly-popular Mickey Mouse and the musically-driven Silly Symphonies, would be something no one had ever achieved before: a feature-length, cel-animated movie. While information about the making of *Snow White and the*



*Seven Dwarfs* can be found in issue 18 of *Celebrations* (July/Aug 2011), it is worth reviewing a few important tidbits of the history behind this most iconic of films.

Snow White's legacy began on December 21, 1937 at the Carthay Circle Theater in Los Angeles. Her reception by ardent viewers and hardened critics alike was enthusiastic and well-documented, and her popularity continued to explode as the film gradually made its way throughout the country in 1938. Theaters had to extend their screenings of the film, the movie set records for attendance in multiple cities, and it even caused a riot in Baltimore when too many people tried to cram into a theater to see the film and police had to be called in to handle the masses of zealous movie-goers. In the

years since, *Snow White and the Seven Dwarfs* has been praised for not only being the first American feature-length cartoon, but also for its technological innovations and its importance as an iconic cultural work. Sociologist Margaret Farrand Thorp went so far as to note that the best film, or "pearl," is the film "that pleases everyone," continuing to say that "so far, just two [creators of] pearls have been found: Charlie Chaplin

and Walt Disney." (These quotes come from her text *America at the Movies*.) Or, as noted film scholar Eric Smoodin has stated, Disney's *Snow White* "resulted in a cultural form that was humane, accessible, and original" (from *Snow White and the Seven Dwarfs*, part of the BFI Film Classics series). In other words, Disney sought to create a work of art that all viewers—not just children—could enjoy and understand. This distinction becomes important when thinking about the various ways *Snow White* has (and hasn't) appeared in her attraction.

Of course, part of the film's success came directly from its characters. In a 1941 issue of *The Journal of the Society of Motion Picture Engineers*, Walt Disney wrote that he knew

the fairy tale would work well onscreen because "it was well known and I knew we could do something with seven 'screw' dwarfs." In fact, in many early meetings for the film, most of the attention was paid to the dwarfs and the scenes in which they appeared with Snow White (according to several sets of meeting minutes, as noted by cartoon historian Michael Barrier). Artists were directed to pay careful consideration to all of the characters' movements and body language, particularly those of the dwarfs. This can be seen in a model sheet for the dwarfs preserved in the Walt Disney Animation Research Library, which shows the incredible level of attention that the animators paid to each dwarf's color, shading, eye detail, and beard. (Walt Disney himself

was the model for the eyebrows for all of the dwarfs except Happy, according to Smoodin.) Disney also specified that each dwarf was to have his own personality; emphasized by their speech, mannerisms, and costume/color palette. These efforts not only assured that the dwarfs would be a key to the movie's success, but also that their popularity would continue well after the movie's theatrical run. The dwarfs were later featured in multiple propaganda films

produced by Disney (like *7 Wise Dwarfs* in 1941 emphasizing the necessity of buying war bonds, and 1943's *The Winged Scourge*, which taught people how to avoid malaria-ridden mosquitoes) and even had their own Disneyland Record album (*The Seven Dwarfs and Their Diamond Mine*, part of the SEE, HEAR, READ series).

### **Snow White Arrives at the Parks**

With all of the time, attention, and care put into *Snow White and the Seven Dwarfs*, as well as her positive reception and boost to Disney's finances, it's no wonder that hers was one of the first attractions to open in Disneyland in 1955. The original attraction was designed by some of the most



*The Seven Dwarfs at the Carthay Circle premiere in 1937*



famous names in Disney Imagineering, including Ken Anderson (who had worked on *Snow White and the Seven Dwarfs* as an art director). The original was a classic example of a “dark ride,” in which a ride vehicle whisked Guests through a darkened and heavily themed interior environment. Dark rides were not a new concept to Disney park-goers in 1951, but as with most things, Disney did it better.

Dark rides have been described by theme park scholar Scott Lukas as a “simulated space of terror.” The first modern dark ride, containing a vehicle that travelled along a rail, was Leon Cassidy and Marvin Rempfer’s “pretzel” ride of 1928, so named because one patron described the sensation of the ride vehicle’s movements as twisting him into a pretzel. Cassidy and Rempfer’s vehicles—weighted down by heavy steel filigree—followed an electric rail through a dark building. The rail contained hinged bars that would launch mannequins or plywood cut-outs (most famously an alligator or “Jersey Devil”) into the rider’s field of vision, or would trigger an extremely cacophonous noise-maker. Because of its simplicity, the dark ride was very affordable for new amusement park owners. However, the simplic-

ity of the technology also limited the ride’s narrative. Mannequins and gags that can only jump out at riders—eliciting fear or a startled response—are really only useful in scary environments. Thus, the dark ride was traditionally a “scare thru,” as Imagineer Dick Irvine called such experiences. During the dark ride’s heyday (in the 1930s), older and younger riders alike would have known to expect thrills and chills on amusement park dark rides.

Because of the dark ride’s history, Imagineers may very well have approached *Snow White’s* attraction with preconceptions of what a dark ride should be. Early dark rides in both parks (*Snow White and Her Adventures* and *Mr. Toad’s Wild Ride*, for example) relied on some of the same traditional pop-ups and scares used by their predecessors. However, Disney was rarely one to simply make do with “the

way things have always been.” Whereas original dark rides had no cohesive storylines—just a series of thematically-linked pop-up ghosts and witches in disjointed vignettes—Disney’s included already-familiar faces and plots. Even with those unique Disney touches though, the original ride still maintained several traditional dark ride



elements, like the Evil-Queen-as-Hag jumping out at you at every turn, because that's what dark rides were. Unfortunately, that eventually led to the attractions in both Disneyland and Walt Disney World becoming targets of vitriol from unhappy parents. "Why is this ride, based on a children's film, so scary?" they would ask. Another point of confusion was the lack of Snow White herself within the attraction. As with Peter Pan's Flight, the concept was that the rider was playing the part of the central character, be it Peter Pan or Snow White. The attraction was meant to have the Guests experience the story of the films from the point of view of the main characters. Unfortunately, that subtlety was lost on many visitors, leading to much confusion.

The Disneyland version of Snow White would receive a major technological and plot update in 1983, while Walt Disney World would have to wait until 1994 for its refurbishments. In both cases, advances in Animatronic technology were employed to enhance the characters, and Snow White herself was finally added, with the Queen's role downsized a bit. The dwarfs were given more face-time with Guests, as they were added to several scenes (like the famous "Silly Song" scene). The attractions were now much more family-friendly, with the dwarfs and Snow White appearing frequently (even if the witch still appeared more often than they did). However, even with these changes, other Fantasyland attractions in the Magic Kingdom, like Peter Pan's Flight and the Many Adventures of Winnie the Pooh, proved to be far more popular than Snow White, with wait times for those attractions typically being double or even triple that of the home of the seven dwarfs. But good news was on the way, as plans were eventually announced for the New Fantasyland, the biggest expansion in the Magic Kingdom's history, which included plans for an all new area centered around the princess that started it all.

### **Snow White and the New Fantasyland**

As part of the Fantasyland expansion, it was announced that Snow White's Scary Adventures would close in May 2012 to make room for what would eventually become Princess Fairytale Hall, a new meet-and-greet area for the Disney Princesses. While some people expressed regret that the original park attraction was closing (a common reaction when any classic attraction closes, such as Horizons, Mr. Toad's Wild Ride, and the World of Motion to cite a few), everyone looked forward to the new attractions coming to Fantasyland, including, in this case, an all new Snow White-themed roller coaster that could be enjoyed by the entire

family, and one that promised to remain faithful to the classic film that started it all. According to Eric Jacobson, Senior Vice President of Creative Development at Walt Disney Imagineering, "The Dwarf coaster will keep the story of *Snow White and the Seven Dwarfs* movie, the first full-length animation feature, in the forefront at Magic Kingdom... That's part of our heritage that we want to make sure is celebrated in the right way."

The Seven Dwarfs Mine Train attraction, scheduled to open in 2014, will replace Snow White's Scary Adventures as the princess's major attraction in the Magic Kingdom. The coaster, which will include brand-new technologies and Animatronics, has the potential to pay homage to the original dark ride while creating an experience that should be enjoyed by young and old alike. Said Jacobson to the Orlando Sentinel in February 2011, "I think [the Seven Dwarfs Mine Train]'s really going to appeal to a broader audience than Snow White's Scary Adventures ever did." The new attraction—which Imagineers have described as a hybrid of a dark ride and a roller coaster—will tell Snow White's story from the dwarfs' perspective. Disney himself told readers in 1941 that the dwarfs were a major reason that he chose "Snow White" (or, more accurately, "Schneewittchen,") as his first feature-length fairy tale in the first place. The focus on the dwarfs is also appropriate given their increasing popularity over the years, as well as the fact that more than a third of the original attraction took place in the dwarfs' territory, including their mines, treasury, and cottage.

It is also fitting that the attraction will pioneer new ride technology, as *Snow White and the Seven Dwarfs* pioneered new animation technologies all those years ago. Interviews with Imagineers have revealed that the attraction will combine the thrills of a roller coaster with familiar dark ride elements, including cohesive vignettes, a narrative storyline, and Animatronics. The voice cast is said to include such talents as David Ogden Stiers (who will be voicing Doc), and speculation has it that some archived audio may be recycled as well, so Guests may have the chance to hear such Disney staples as Pinto Colvig (Sleepy and Grumpy, best known as the original voice of Goofy) and Billy Gilbert (Sneezy) along the way. In a live online chat with park fans on the Disney blog, Imagineer Dave Minichiello said of the attraction, "It's thrilling but it also combines the best of our classic dark rides. You go both interior and exterior in this attraction. There are some classic Disney dark ride scenes... it's going into the dwarfs' world, but still has characters from the classic films, including Snow White." Minichiello



even indicated that the Queen-as-Hag may make an appearance. "The storyline is from the dwarfs' perspective, although there are special appearances—cameos—from other key characters within the film. Just be careful who you take apples from!" He also suggested that some "Easter eggs" from the original *Snow White's Scary Adventures* may be included in some of the scenes.

The Seven Dwarfs Mine Train will also feature a never-before-used ride system. The coaster's cars, based on the mine cars in the movie, will not only race along the winding tracks, but will swing side-to-side as well (*concept model shown in inset*). At the time of this writing, a major milestone in the attraction's construction was achieved; the first mine car had completed a circuit of the track under its own weight.

The innovative indoor/outdoor attraction promises to be a thrilling (yet family-friendly) roller coaster that also

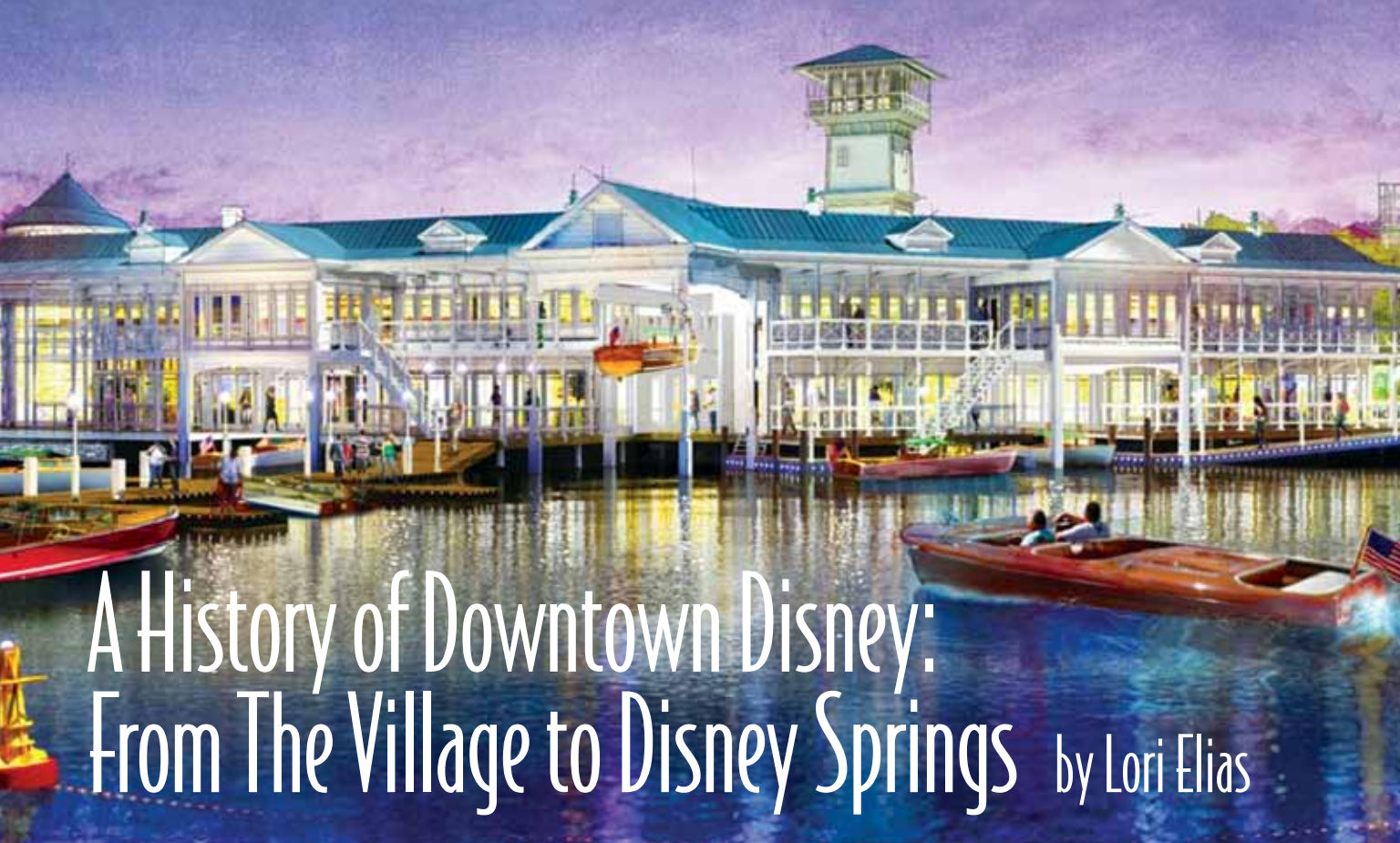
features some magical dark ride scenes reminiscent of the very best the original attraction had to offer.

Snow White may be the original Disney princess, but she is certainly not dated. Her legacy in the parks remains as fresh as her smile, and the antics of the seven dwarfs never fail to please, be they on screen, on stage, or in an attraction. While her original home in Walt Disney World may be gone, it's quite possible that her new attraction will be the new gem of the Magic Kingdom. Snow White's presence in the parks may change, but as long as Imagineers continue to strive to tell her story with cutting-edge technology, her legacy will be preserved and she'll still be "the fairest of them all."

*Snow White and the Seven Dwarfs* will soon have a new ride in Walt Disney World, you say?

You had me at "heigh-ho."





# A History of Downtown Disney: From The Village to Disney Springs

by Lori Elias

In March 2013, Walt Disney World announced that Downtown Disney will undergo a massive renovation and be renamed Disney Springs (*concept art shown here*). This expansion, slated to take approximately three years to complete, will encompass four “neighborhoods” based on Florida’s waterfront areas, and contain over 150 shops, restaurants and entertainment venues.

Disney Springs will be the latest development of this popular destination at the Walt Disney World Resort, which has seen a number of re-imaginings since its opening on March 22, 1975. It was originally called the Lake Buena Vista Shopping Village and was intended to look like a quaint New England coastal town, with “weathered bricks and woods, and shops with cedar-shingled roofs,” as the promotional advertisements proclaimed.

Why build a shopping center? When Walt Disney World was first designed, residential communities on Disney property—particularly Walt’s dream of the “Experimental Prototype Community of Tomorrow”—were part of the long-term plan, and it was assumed that a shopping area would be utilized by the future residents. It was also a cost-effective move: constructing the Magic Kingdom, which had been open for fewer than four years, had cost Disney upward of \$600 million, while the Lake Buena Shopping Village cost around \$10 million. At that time, a new theme park

did not seem to be an immediate financial possibility, while a shopping facility seemed far more economically feasible. It was also a way to lure more visitors, particularly local residents, to Lake Buena Vista, which was being advertised as “the Host Community to Walt Disney World.”

Built approximately five miles from the Magic Kingdom, “The Village,” as it was referred to by locals and Guests, was intended to become a tourist destination in its own right. It was built next to the Lake Buena Vista hotel complex—four high-rise hotels owned by Dutch Inns of America, Howard Johnson, Royal Inns, and Travelodge—as well as a development of townhouses that could be rented for weekly or monthly stays.

When The Village opened, it was comprised of 29 shops with a variety of specialties that would appeal to everyone in the family. Some of these diverse “charter member” merchants included Michaels, a barbershop for men where Guests could also get manicures; Von Otto’s Antiques, which offered two floors of unique merchandise; a pet shop (Posh Pets); women’s clothing stores (Carolyn’s Couture and Country Address); and even a post office, liquor store (Village Spirits) and Pipe Dream, which sold both pipes and tobacco. Shoppers could purchase wicker furniture—including a rickshaw or 8-foot gazebo—at Cane Wicker, Rattan and Suns, or discover gifts from around the globe at Port of En-

try. Younger Guests could find clothing at one of the few shopping locations with a Magic Kingdom association, It's a Small World After All, and also explore playthings from Europe at Toys Fantastique.

Four restaurants were available to hungry Guests visiting The Village. Lite Bite offered hamburgers and hot dogs, while the menu at Heidelberg's Deli featured sandwiches accompanied by both soft drinks and imported beers. The Village Restaurant, which overlooked the Buena Vista Lagoon, allowed Guests to view their meals being cooked over an open hearth. The fourth eatery, Cap'n Jack's Oyster Bar (which had its name changed to Cap'n Jack's Restaurant in 2001), featured seafood (of course), as well as other delicious dinners, and was the longest-running of the original restaurants, having remained until August 2013.

Another piece of today's version of Downtown Disney that originated in the inaugural year is the Festival of the Masters, a three-day art show held in mid-autumn showcasing accomplished painters, photographers, sculptors, and other visual artists. In order to establish and maintain high standards for the festival, it was established from the beginning that exhibitors would be required to have achieved a first, second, or third prize or "Best in Show" at an art show held in the previous four years.

### Entertainment and Diversions

Being a Disney establishment, entertainment was certainly not overlooked! The Village's centerpiece was the Captain's Tower, a pavilion that hosted exhibits, performances, and other special events. A second facility, a 20,000-seat theater, was also considered; it was hoped that this venue would attract a variety of cultural performances, such as ballets and concerts, and would feature state-of-the-art technology. (This has not come to fruition, though it could be said that the 1671-seat Cirque du Soleil theatre in Downtown Disney's West Side serves as a grand, albeit smaller, substitute.)

Also part of site was the Lake Buena Vista Club. The Lake

Buena Vista Golf Course had opened in 1974, and a few months later a clubhouse had been added. Along with the 18-hole golf course and pro shop, the Club included a marina, lighted tennis courts, a swimming pool, and a fine-dining restaurant which could be reached by a five-minute boat ride across the lagoon.

### A Village Evolves

In spite of what seemed like a perfect recipe for a tourist attraction, there were those who predicted that the new area would fail; an article by Peter Fiero in the Lakeland Ledger, printed a few months after the opening of The Village, stated that critics felt that "the great Disney dream (had) reached its zenith with the \$600 million theme park." (It can be assumed that these detractors had little idea of what the future would bring to Lake Buena Vista and the Walt Disney World resort!)

Fortunately, however, The Village enjoyed success from the beginning; so much so that by the summer of 1975, the parking lot was increased from its original 648 spaces to 1298 in order to accommodate the Guest traffic.

By 1977, notable changes had taken place. The name of the Lake Buena Vista Shopping Village was changed to the Walt Disney World Village, partly to address the confusion among Guests who didn't think that the Village was actually a part of Walt Disney World (since Lake Buena Vista was an unfamiliar name to out-of-towners). A small playground area consisting of a slide and climbing chutes had been added. While some shops such as Posh Pets and the Watchmaker had closed their doors, others made their debuts, including Vintage Cellar, a wine shop adjacent to Vintage Spirits; Sassy's, a clothing store for adolescent girls; and a jazz club called the Village Lounge, open six nights per week.

Perhaps the most visible addition to the Walt Disney World Village arrived in May of that year: the luxurious Empress Lilly River Boat Restaurant, styled like an 1800s-era steamboat and named for Walt Disney's widow, Lillian.

This was the area's most elaborate dining area to date,



with nine establishments spread over three decks, and décor that transported “passengers” to the golden age of the Mississippi steamboats. Each of the rooms had a unique theme: Guests could sing along with a Dixieland band (the Riverboat Rascals) in the Baton Rouge Lounge, watch the boat’s paddlewheel while savoring juicy steaks in the Steerman’s Quarters, enjoy fresh seafood in the Fisherman’s Deck, dine French cuisine in the Empress Room, or sip drinks while gazing upon the lagoon in the Promenade and Starboard Lounges. Private parties were held in the Captain’s Table and Texas Deck Lounge, while Guests wishing to dine in the Empress Room were required to heed a dress code in order to enjoy the succulent meals accompanied by a classical harpist.

It was on the Empress Lilly that the beloved tradition of Character Breakfasts was instituted. Young Guests were invited to enjoy breakfast with Mickey, Minnie, Goofy, Donald, Pluto, and an assortment of other characters. The children also received a souvenir pennant and plastic cup to remember their special morning. Character Breakfasts remained an important part of the Empress Lilly until April 1995, when all of the restaurants were shuttered and renovated. The location re-opened the next year as Fulton’s Crab House, where it continues to offer seafood specialties to Downtown Disney’s lunch and dinner Guests.

Over the next several years, small changes provided continuous tweaks that altered the shopping and dining experiences at the Walt Disney World Village. As some establishments closed, others opened their doors, many with a decidedly Disney feel. Heidelberg’s Deli was replaced with Minnie Mia’s Pizzeria (later Minnie Mia’s Italian Eatery), while the Village Restaurant became Chef Mickey’s and Lite Bite was made over into Goofy’s Grill. Guests could enjoy varieties of hot dogs at Pluto’s Dog House, and indulge in sundaes and milkshakes at Donald’s Dairy Dip.

### **Big Changes and New Venues**

Two major alterations occurred in 1989: the area was renamed the Disney Village Marketplace, and Pleasure Island opened. The nightclubs and restaurants of Pleasure Island were originally intended exclusively for adults; a cover charge allowed Guests into all of the Island’s nightclubs, and children younger than 18 had to be accompanied by an adult. Pleasure Island was created to give adults an opportunity to enjoy night life on Disney property after the parks had closed. Grown-up Guests spent their evenings

dancing on the revolving floor at Mannequins Dance Palace, relaxing to country crooners at the Neon Armadillo Music Saloon, laughing at the improvisatory routines at the Comedy Warehouse, or skating to hits at the XNFR Rockin’ Rollerdrome (later the XNFR Rock & Roll Beach Club). New Year’s Eve was celebrated every night of the year, complete with fireworks that could be seen throughout the Walt Disney World resort.

Perhaps the most popular venue at Pleasure Island was the Adventurer’s Club. Part saloon, part interactive theater, and wholly entertaining, the Adventurer’s Club was decorated with maps, props, and Animatronic figures that took Guests back to a 1930s-era private club. Guests were fully immersed into the scene, mingling with Cast Members acting as colorful Club personalities, and joining in raucous activities such as sing-alongs, initiation ceremonies for new members, and the Balderdash Cup Competition, in which the Club characters would compete to present the best adventure story.

Guests of all ages were able to enjoy all-day shopping at Pleasure Island. Guests could find Disney merchandise at YesterEars, Suspended Animation, and The Mouse House, create their own music videos at SuperStar Studios, or enjoy coffee and a pastry at D-Zertz. Pleasure Island also offered a ten-theater cinema for Guests to catch the latest releases.

One might assume that the new locale received its name from the cursed amusement park in Pinocchio, where misbehaving boys were turned into donkeys. In actuality, however, Imagineers created a legend of sorts which was detailed on plaques mounted at each of Pleasure Island’s establishments by the “Island Historical Society.” The legend was a network of stories revolving around a character named Merriweather Adam Pleasure, who was said to have established the area, having sailed into town on the Empress Lilly in 1911.

According to the “Historical Society,” all of Pleasure Island’s hotspots were originally built as businesses for members of the Pleasure family: Merriweather and his family moved into the Pleasure Family Home—better known to Guests as the Portobello Yacht Club—in 1918. SuperStar Studios was said to have been constructed as “Mrs. Pleasure’s Music Parlor,” home to her collection of Italian opera records, while the Neon Armadillo originated as the Greenhouse, where Merriweather stored the plants he had amassed on his adventures around the globe. The legend maintained that the island’s buildings had fallen into disarray after Mr. Pleasure

disappeared during a trek to the Antarctic, but were discovered by archaeologists in the 1980s, returned to their former glory, and reset and renamed as entertainment venues in homage to its founder, who was known as “the Grand Funmeister” and whose motto was “Fun for all and all for fun.”

In 1996, notable additions arrived at the Disney Village Marketplace. The Marketplace Train Express, a locomotive ride for younger Guests, replaced a reflecting pond at the Captain’s Tower (which in 2002 would become the area’s Pin Traders location). The playground area was removed and in its stead was placed the “World’s Largest PeriKaleidoscope,” a vivid rectangular periscope-kaleidoscope hybrid that stood 34 feet tall. As the colors would turn inside the mechanism, Mickey heads would emerge from the intricate designs.

While the restaurants of the Empress Lilly had closed to welcome the new seafood eatery Fulton’s Crab House, Guests were now also able to visit the Rainforest Café, which made its debut at the Walt Disney World Resort that year. A “Sports Tent” was erected to sell merchandise commemorating the Olympics being held in Atlanta. Perhaps the biggest addition of 1996—both figuratively and literally—was the World of Disney. Heralded as the “world’s largest Disney character store,” the new emporium offered twelve rooms full of toys, apparel, housewares, jewelry, park merchandise, and countless other souvenirs in a one-stop shopping site.

### **Downtown Disney Today**

The following year brought a number of shops that today’s Guests would recognize to the newly-renamed Downtown Disney: Disney’s Days of Christmas, the LEGO Imagination Center, McDonald’s, and the Ghirardelli Soda Fountain and Chocolate Shop. 1997 also saw its largest expansion to date with the opening of the West Side. The West Side brought big names to the area: the House of Blues, Planet Hollywood, the Wolfgang Puck Café, and Bongos Cuban Café, owned by Emilio and Gloria Estefan, and whose distinctive pineapple-shaped dining room adds a unique twist to the Downtown Disney skyline. The AMC Theatre Complex was expanded to 24 screens, and eclectic new stores, including Sosa Family Cigars, Magnetron, the art store Hoypoloi, and the Virgin Megastore drew Guests to the new shopping, dining and entertainment area, which was—and continues to be for the time being—the largest of the three segments of Downtown Disney. Cirque du Soleil would bring their high-flying show La Nouba to the West Side in the next few months, closely followed by the indoor theme park Disney-

Quest in June 1998, where Guests could become part of a life-sized arcade game in the Mighty Ducks Pinball Slam; learn to draw favorite characters in the Animation Academy; join a 3-D maritime battle in the Pirates of the Caribbean: Battle for Buccaneer Gold; or design their own roller coaster at CyberSpace Mountain.

Like any shopping center, Downtown Disney has seen stores, restaurants and entertainment venues come and go in the ensuing years. Certainly the most noticeable departure was that of Pleasure Island after a ten year run. Despite the popularity of the much-missed Adventurer’s Club and Comedy Warehouse, crowds at the individual nightclubs had progressively dwindled. In addition, its placement between the Marketplace and the West Side made for awkward traffic flow for Guests enjoying the area during the day. Though the nightclubs were closed, there are still a number of establishments on the Island, such as Irish flavors—featuring live musicians and dancers—at Raglan Road, pan-American tastes at Paradiso 37, and Italian favorites at Portabello, but now the area is open to Guests of all ages throughout the day and evening.

Some of the most visible and popular additions to Downtown Disney include the T-Rex Restaurant in 2008, the Characters in Flight tethered balloon ride in 2009, and the Splitsville Luxury Lanes bowling alley in 2012. These exciting new attractions allow Guests to dine among dinosaurs, soar 400 feet into the air, and enjoy a rollicking round of bowling or billiards in magical settings as only Disney can provide!

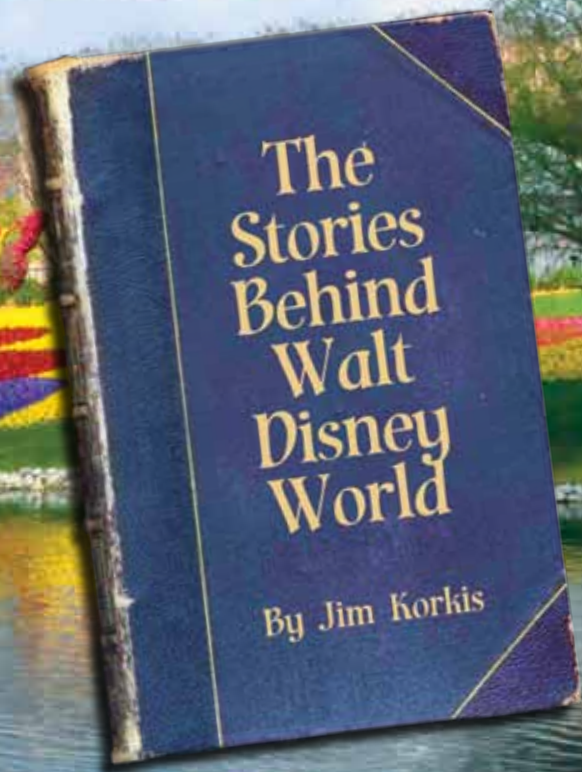
### **Looking to the Future**

As Downtown Disney develops into Disney Springs, Guests can look forward to two additional segments joining the Marketplace and West Side. The Town Center will introduce new stores and restaurants to the area, along with picturesque natural springs and a promenade. A bridge will connect the Town Center to the Landing, which will provide shopping and dining opportunities with a view of Lake Buena Vista. The World of Disney store will be expanded, and two large parking garages will be constructed to accommodate increased traffic.

Downtown Disney will be kept open throughout the transition to Disney Springs, so Guests visiting the area within the next few years will be able to view the process as it happens. Though many details have yet to be revealed, it is certain that Disney Springs will continue to be a popular destination for both Guests and local residents.



# The Monorail: Disney's Highway in the Sky



**Z**ooming along on a sleek concrete beam high in the sky for over forty years, the brightly colored iconic monorails of Walt Disney World have provided Guests with a glimpse into the transportation system of tomorrow just as Walt Disney originally intended. While we think of the monorail as a futuristic mode of conveyance, the principle of elevated mass transportation vehicles riding on a single beam goes back to 1878. Even Herb Ryman's concept sketches for Disneyland's Tomorrowland depicted a suspended electric monorail zooming over the entrance to this world of the future. But the true origins of the Disneyland monorail go back to a fateful trip through Germany in 1958.

### **A Fateful Drive and the Origin of an Icon**

The story goes that as Walt Disney left the set of *Third Man on the Mountain* in June of that year, (the film that also inspired him to create the Matterhorn at Disneyland), he and wife Lillian ventured into Germany where they saw the test track and test train for the ALWEG monorail while driving along a country road. As Walt rounded the bend into a clearing, the monorail passed above the road right in front of him.

"A couple of minutes either way, and he would have never seen it," recalled Disney Legend Bob Gurr. "Walt followed it, inquired about it, and later sent some of his staff over to make a preliminary deal for the technology."

Walt did indeed follow the train and found the offices of a small research group called ALWEG, named for the initials of its founder, Axel L. Wenner-Gren, a Swedish scientist who had his money "frozen" in Germany after the war so that it could only be used in the country. With little recourse, Wenner-Gren used that money to experiment with a prototype for future transportation. The ALWEG Company had been operating their test monorail since 1952.

Walt sent Imagineers Roger Broggie and Bob Gurr to make arrangements with ALWEG to bring the monorail to Disneyland, and in October 1958, Bob Gurr's first drawing of the Disneyland monorail, then tentatively called "Monorail Viewliner," was submitted. The "Viewliner" was a futuristic looking train that ran between stations in Tomorrowland and Fantasyland from June 1957 to September 1958. This design provided the inspiration for the look of the Disney monorail, which differed from the original ALWEG design, which was more of a rectangular box.

On June 14, 1959, Monorail Mark I, featuring both a red and blue train, debuted at Disneyland. This monorail was

also known as the Disneyland-ALWEG Monorail System and traveled around Tomorrowland only. The original monorail was owned by Retlaw, a company personally funded by Walt Disney that also owned the Disneyland steam trains, and was not owned by Walt Disney Productions. Over the next decade, the track expanded to include the nearby Disneyland Hotel, while the monorail itself received two upgrades.



### **The Monorail Arrives in Florida**

When Walt Disney World opened in October 1971, there was a significant difference in the way the Magic Kingdom was located in relation to the parking areas compared to the layout of Disneyland. Instead of having the parking lot and ticket booths right near the park entrance, the Magic Kingdom's entrance and parking areas were placed on opposite sides of a man-made lake called the Seven Seas Lagoon.

According to Disney press information released in 1969: "The principal means of travel from the parking center and main entrance to and from the theme park and hotels will be aboard the Walt Disney World-ALWEG Monorail trains. Current plans call for the building of six five-car trains, some to stop at every hotel on the way around the circuit, while others carry passengers non-stop directly to the Magic Kingdom. Double-deck busses and other land conveyances will back the monorail at peak hours, in the job of moving large number of visitors to the theme park."

In theory, it all sounded smooth and seamless. However, on opening day, only three monorails were operating. A

fourth would be brought online later that preview month, while a fifth was still being constructed. Even with light attendance, it was not enough to handle the surging Guests clamoring to get to the park. To handle the overflow, other forms of transportation were rushed into service, including six steam launches and other watercraft. But eventually all five monorails were operating smoothly, giving Guests a futuristic “ride in the sky” as they made their way to the Magic Kingdom.

The first generation of monorails built for the Magic Kingdom was dubbed the Mark IV series, and each train cost approximately six million dollars. They featured greater safety, comfort, and efficiency than their Disneyland predecessors, and boasted a higher capacity design that could hold up to 210 Guests. Each 171-foot long train consisted of five cars and featured improved air conditioning (considered vital in the Florida heat and humidity) and new door systems. These monorails were designed in Burbank under the direction of Imagineer Bob Gurr and built in Orlando by the Martin Marietta Corporation. A second set Mark IV monorails was in the process of being built when Walt Disney World opened, but were expanded to six cars that could carry 244 Guests. These five new trains measured 201 feet in length.

The seats in the Mark IV were a rich royal blue, and were laid out in four aisles going across each car that faced each other. Each car had four doors, except for the middle car that had a special double door to allow access for Guests in wheelchairs. Though the doors opened automatically, they had to be closed manually by the monorail attendants, who were attired in polyester jumpsuits (men wore blue jumpsuits with green turtlenecks while women wore the reverse colors) and a hard blue helmet with an iconic monorail emblem.

During the early years of the Magic Kingdom, Guests boarded the monorail by going up the middle ramp while

exiting down the side ramps. This setup was soon discovered to be impractical as it caused great congestion as Guests flooded into the station when the park closed at night. The boarding procedure was eventually changed to the current setup, with Guests boarding up the side ramps and exiting out the middle of the station.

When the next generation of Mark VI monorail trains was brought to Florida in 1989 (completely replacing the Mark IV trains by 1991), two of the old Mark IV trains were

sold to Las Vegas for temporary use until their monorail system was fully built. Another Mark IV train was rescued for a Disneyana convention and used as a prop for other special events. Most of the remainder of that first fleet was eventually stripped of much of its distinctive Disney material and sold for scrap to a Tampa metal yard.

### The Original Monorail Spiel

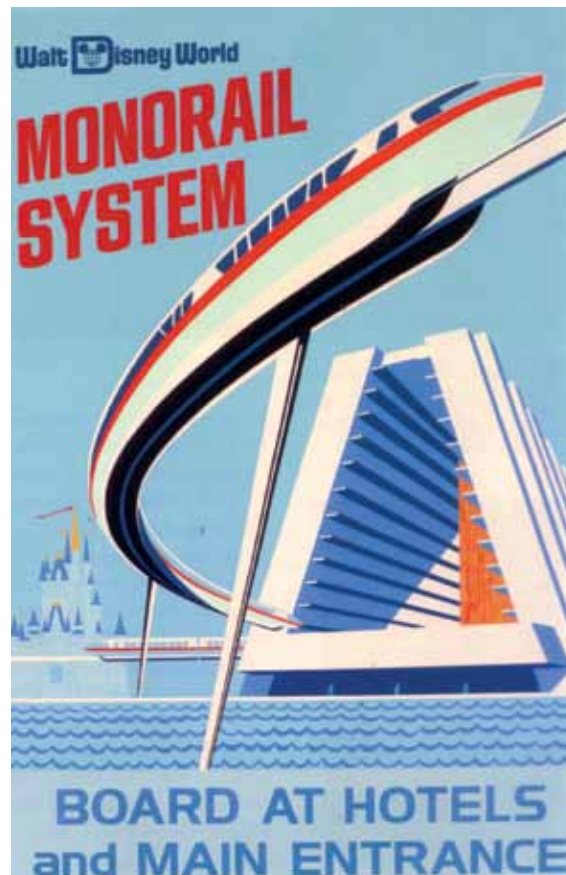
The monorail spiel is one of the most memorable and magical moments of anyone’s Walt Disney World vacation. The original spiel featured the friendly tones of Disney Legend Jack Wagner who provided the park announcements:

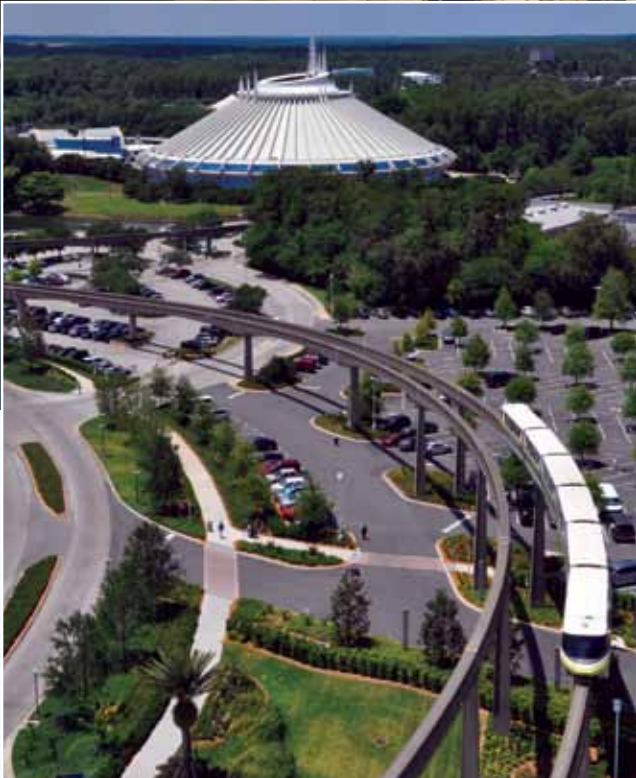
*“Hi, everyone. Welcome aboard the Walt Disney World Monorail. We’re now embarking on a scenic journey over the Highway in the Sky. We’ll be*

*traveling nonstop directly to the Magic Kingdom, so we ask that you remain seated at all times and no smoking, please.*

*“And now, ladies and gentlemen, we’re entering the Vacation Kingdom of the World. Today, you’ll be seeing what we call ‘Phase One,’ which stretches more than three miles east to west and two miles north to south. But that’s just the beginning. We have many exciting plans for the future.*

*“The beautiful Seven Seas Lagoon is one of the most interesting man-made creations here in Walt Disney World. Even the islands are man-made. It took more than three years from the time the lagoon was started until it was filled with water. Now you can use all kinds of boats for sailing, water-skiing, and excursion cruises on both the lagoon and Bay Lake.*





*Disney World Monorail and I hope you have a pleasant stay in the Magic Kingdom. Again, may we ask that everyone disembark at this station."*

### **The Monorail Today**

Walt Disney World is home to the most heavily utilized monorail system in the world today with over fifty million Guests using this system of transportation every year. Currently, Walt Disney World operates twelve Mark VI monorails on three lines (the Magic Kingdom resort line, the Magic Kingdom Express, and the Epcot line) that together span roughly fifteen miles.

In December 1986, The American Society of Mechanical Engineers designated the Disneyland Monorail System a "National Historic Mechanical Engineering Landmark." The monorail system was the 84th engineering landmark to be designated since the program began in 1973. Each landmark represents a progressive step in the evolution of mechanical engineering and its influence on society.

"(The monorail) is such an important icon," stated Imagineer Scot Drake, designer of Disneyland's current Mark VII monorail. "It's the first thing our Guests see. It was one of the first real E-ticket attractions, and was heavily inspired by the 'Buck Rogers' kind of feel that Bob Gurr put into the original bullet nose designs."



*"The large neck of land jutting out of the water is the site for another exciting resort being planned for the near future based on an exotic Asian theme. [This resort was never constructed.]*

*"Incidentally, you can take the World Cruise over both the lake and lagoon aboard old-fashioned side wheel steamships. You'll find them docked at the Magic Kingdom entrance.*

*"Here's a special program note while you're visiting: out on the Seven Seas Lagoon our exciting Waterski Spectacular will be taking place throughout the day. Information and tickets are available right near the Magic Kingdom station.*

*"And now, as we approach the station, please check for all your personal belongings and remain seated until the train comes to a complete stop. We ask that everyone disembark at this point. The doors will open automatically. When you leave, please lower your head and watch your step. Thank you for joining us on the Walt*



## Studios Parades of the Past

Disney's Hollywood Studios (ahem, I mean the Disney-MGM Studios), has always celebrated stories and characters from the silver screen, from attractions and shows to subtle tributes on the streets and inside restaurants. But Disney has also enjoyed celebrating and showcasing some of their own new releases with all the pageantry, fun, whimsy, and energy that can only come from a parade right down the middle of Hollywood Boulevard. Here are a few that have come and gone throughout the years.

### 1992-1995: Aladdin's Royal Caravan Parade

To celebrate the November, 1992 release of *Aladdin* in theaters, Disney brought out the Genie (to me the real star of the film) in drum major uniform to lead the parade to herald Prince Ali. Complete with harem girls and spitting camels (yes, the same ones now showering Guests at The Magic Carpets of Aladdin in Adventureland), the parade also included a giant, inflatable genie, dancing swordsmen, and various other floats. One float represented the city of Agrabah, with the Genie now dressed as a snake charmer climbing a rope. Of course, this is Aladdin's Royal Caravan, so he and Jasmine followed atop a giant elephant (the transformed Abu) float. And behind every elephant in a parade there needs to be an...umm..."sweeper," right? Who else should hold such a lofty position but Jafar, of course!

### 1997-1998: Hercules Zero to Hero Victory Parade

Twice daily, Hercules would lead the "Theban Family of the Day" (selected from the crowd of guests) down Hollywood Boulevard. Dressed in togas, the family would ride in a gold chariot pulled by "Greek soldiers" on bicycles. There were also cheerleaders and giant (inflatable) cyclops, as well as Pegasus and a very cool (I mean "hot") Hades float, complete with smoke. The parade even included commentary by "Ridges Philbinylus" and "Appollonia Airheadenese." The parade had its last run in early 1998 to make way for the Mulan Parade.

### 1997: Father's Day Home Improvement Power Parade

On Father's Day in 1997, dads "with a hearty grunt or those with a closet full of flannel" were invited to participate in the Tim "The Tool Man" Taylor and Al Borland look-alike contest at the Theater of the Stars, then line up along Hollywood Boulevard for the Father's Day Home Improvement "More Power" parade. The parade, sponsored by Binford Tools, featured the Binford Blower Brigade, the "More Power" Monster Pick-up Truck, and much manly machinery.

### 1998-2001: Mulan Parade

This parade actually began on the same day the film made its theatrical debut, June 19th, 1998. With more than 50 performers, the parade's theme music was primarily "Honor to Us All" and "I'll Make a Man Out of You." Mushu, your "host," enlisted the help of the audience to help conjure up a "family reunion," which included appearances by Mulan's parents (Fa Zhou and Fa Li), her dog (Little Brother), the Matchmaker, and Cri-Kee the cricket in her (his?) cage. Though the Huns demonstrated some impressive swordsmanship, a defeated Shan Yu soon appeared, tied to a bed of skulls and fireworks. Most impressive was the 150-foot Dragon/Great Wall of China that featured 17 performers, trailed by acrobats and lion dancers.

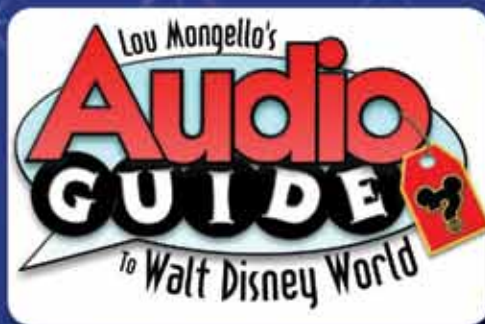
### 1996: Toy Story Parade

The green Army men helped remind parade viewers that "You've Got a Friend in Me," along with other *Toy Story* friends like Slinky Dog. As "Strange Things" played, a talking Hamm and Mr. Potato Head were featured among board games such as Operation, Twister, Candyland, and Battleship. They had more fun than the Barrel of Monkeys, but not as much fun as Buzz Lightyear and the aliens from Pizza Planet. Other toys from Andy's room were there too, like Bo Peep (of course with her sheep), the wrestler, the troll, and a life-sized Hot Wheels car. Woody, Rex, the tape recorder microphone, Lenny the binoculars, and the snake puppet brought up the rear of the parade. After the parade ended its run, some of the floats were used for a short time during "Toy Story Weekends" on New York Street.

How many of these parades do YOU remember? Which was your favorite?



# Explore All of the Wonder That Walt Disney World Has to Offer with Lou Mongello



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# Wandering the World

Offbeat  
Adventures  
and Unusual Discoveries  
by Ray Harkness



When we last parted ways, we were exploring the lobby at Disney's Yacht Club resort. After some much needed downtime, we decided it was time to head back to Epcot via the International Gateway.

Once inside we headed toward the left and to the United Kingdom, and after enjoying a quiet walk through the inner courtyard (a wonderful place to sit and relax), we continued on toward the Canada pavilion. The large rock outcropping that is also the home to the pavilion's main attraction, the *O' Canada* film, has a beautiful waterfall that is an oft-overlooked place for photos with your family or significant other. As we made our way into the pavilion, Off Kilter was beginning one of their sets. While my companion sat and enjoyed the wonderful Celtic rock being performed by this talented band, I decided to slip on over to Le Cellier to see if the Disney Dining fairies were going to sprinkle some pixie dust on us so that we could get a walk-in reservation.

This admittedly was a long shot; all of our previous attempts to get a walk-in reservation had been met with failure, as this is a very popular restaurant. So imagine my surprise when the wonderful Cast Member told me that if we were willing to wait an hour we could get a seat. That sounded good to us, so my companion and I parked our weary feet on one of the many benches outside the entrance of Le Cellier and relaxed.

There is so much to soak in from this vantage point. This picturesque area is known as Victoria Gardens, and was inspired by the Butchart Gardens located in

Victoria, British Columbia. Every time we come here the grounds are lush and colorful, no matter what time of year we visit. I personally feel that, aside from the Flower and Garden Festival, this is the most colorful and beautifully landscaped area of the entire Walt Disney World Resort. Everywhere you look there are plants and structures to remind you of Canada. Of course they didn't forget the maple trees!

In addition to the plants and flowers, there is also a tranquil stream winding through the lush landscape.



While the waterfall I mentioned earlier is a wonderful picture spot for families, this area is renowned for its colorful and meticulous landscaping that makes for spectacular scenic photography. But there's more here than meets the eye, and the gardens hold a secret that few Guests know about. From what we learned by eavesdropping on a Cast Member talking to another Guest, the plants are regularly changed to reflect the seasons of Canada. For example, fields of white flowers on display in

the wintertime allude to the snow found in the northern reaches of this beautiful country.

So, my fellow wanderers, when wandering the world remember that gardens aren't just something you tinker around with on the weekends. In the right hands, like the horticultural experts at Walt Disney World, they can be a beautiful work of art where you can literally stop and smell the roses.

Until next time, this is Ray and you have been Wandering the World.



Photo ©Tim Foster



## BY THE NUMB3RS

# IllumiNations

- 350,000** Weight, in pounds, of the Earth Globe. That's approximately the same weight as the Blue Whale, the largest known animal to have ever lived.
- 187,200** Total number of LEDs (light-emitting diodes) that cover the surface of the globe.
- 37** Total number of nozzles on the Inferno Barge, capable of sending propane-fueled fireballs 60 feet into the air.
- 1,195** Total number of individual pyrotechnic pieces set off during a holiday showing of IllumiNations (455 are devoted to the Holiday tag alone). The fireworks are set off from 34 locations around World Showcase Lagoon.
- 14** Number of different colors employed by the eight programmable Syncrolites used during the show. The color palette originally included four colors that were specifically created for IllumiNations: lavender, mint, pumpkin, and lagoon. In late 2011, some of the equipment was replaced with versions that were more environmentally friendly. Unfortunately, the new equipment couldn't replicate the custom colors from the past, and they were replaced with more traditional orange, green, magenta, and yellow hues.
- 19** Number of torches surrounding World Showcase Lagoon, each one individually numbered. A 20th torch, the Unity Torch, is revealed toward the end of the show when the Earth Globe opens and the Unity Torch rises from its center.
- 1,000** Number of brilliant white fireworks shot into the sky during the stirring finale.

# In Search Of...

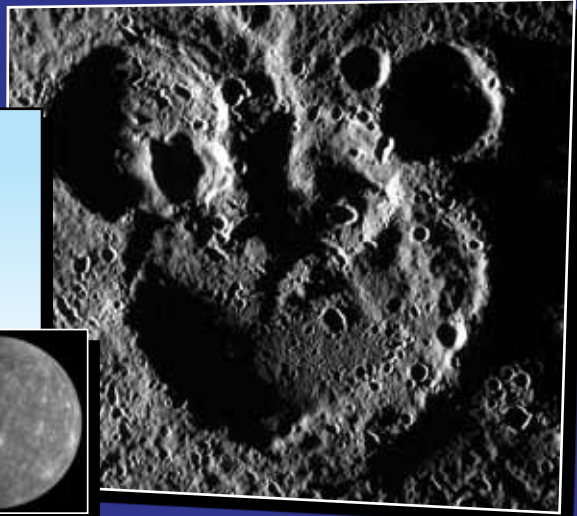
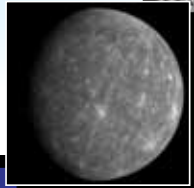
# The Solar System

By Tim Foster



After completing an exhilarating trip to Mars at Mission: SPACE, and anxious for more extraterrestrial adventures, it occurred to me that it may be possible to visit the entire Solar System while touring Walt Disney World. I could of course cross Mars off of my list, and much to my delight I found that I could mark Jupiter off too, as massive models of both planets can be found right outside the entrance to Mission: SPACE. The Jupiter model is 16 feet in diameter, quite a bit smaller than the Mars model that serves as the entrance to the attractions. In actual fact, Jupiter is more than 20 times the diameter of the red planet, which if properly scaled would more than cover Future World in its entirety.

The next stop on my celestial journey was Mercury, and all I needed to do was to revisit the queue of Mission: SPACE. Ordinarily I would be too nervous to notice, but the left side of the queue is lined with commemorative plaques honoring various milestones in space exploration. Among those were the achievements of America's Mercury Space Program, which produced the first American in space and the first American to orbit the Earth. As if that weren't enough, the recent discovery of the crater formation shown here proves that Mercury, the closest planet to the sun, has plenty of Disney magic to offer would-be explorers. Talk about the ultimate Hidden Mickey!



Next up on our journey is Earth's sister planet, Venus. For that we'll venture over to Tomorrowland at the Magic Kingdom. Amidst all of the intergalactic structures are a number of punning references to some of our galactic neighbors. The one we're seeking out is a souvenir shop filled with Stitch merchandise called the Merchant of Venus. The Merchant of Venice is of course a famous play by William Shakespeare, written between 1596 and 1598. Coincidentally, Shakespeare would serve as the inspiration for the next stop on our trip, the ice giant Uranus.



# MERCHANT OF VENUS



Unlike most of the other planets and moons in our Solar System, I discovered that the moons of Uranus are all named after characters from the works of William Shakespeare and Alexander Pope. The three largest, Titania, Oberon, and Umbrial, were of little interest to me, but it was the fourth (shown here) that piqued my interest. That would be Ariel, named after the leading sylph in Pope's *The Rape of the Lock*, as well as one of the spirits in Shakespeare's *The Tempest*. Ariel is of course better known to Disney fans as the Little Mermaid, based on the Hans Christian Andersen fairy tale. Curiously, the mermaid is unnamed in the original story, and it wasn't until the release of the Disney classic in 1989 that she received the name that she is known by today.

The other ice giant in our Solar System is Neptune, and for that we need to venture back to Epcot and World Showcase. In the heart of the Italy pavilion is the Neptune Fountain, inspired by Rome's Trevi Fountain. The Trevi Fountain (shown in the inset) can be found in the Trevi district in Rome. There's another Disney connection here, as tradition holds that coins are to be thrown into the fountain using the right hand over the left shoulder. This was the theme of the 1954 film, *Three Coins in the Fountain* that starred Dorothy McGuire. Disney fans may recognize McGuire from her appearances as Katie in *Old Yeller* and *Mother Robinson* in the 1960 Disney classic, *Swiss Family Robinson*.



Our final stop takes us to the ringed giant, Saturn, and one of the most beloved (and missed) Tomorrowland Imagineering details of all. Fans of the Tomorrowland Transit Authority will fondly recall the announcement "Paging Mr. Morrow, Mr. Tom Morrow, your party from Saturn has arrived. Please give them a ring" which could be heard as you traveled past the *Carousel of Progress*. During the renovations for *Space Mountain*, the TTA spiel was updated and the Saturn page was removed. In June of 2010, fans of Tom Morrow were delighted to hear that Mr. Morrow had returned and could now be heard as you traveled through *Space Mountain*, "Paging Mr. Morrow. Mr. Tom Morrow. Please contact Mr. Johnson in the Control Tower to confirm your Flight to the Moon." Tom Morrow has appeared in different places throughout Walt Disney World over the years, and for a time could be spotted at *Innoventions* at Epcot (show here). Finally, that concludes our journey among the stars. What's that you say, what happened to Pluto? Well, much to our favorite dog's dismay, Pluto no longer belongs to the list of planets, so as far as Mickey's pal is concerned, that trip will have to wait for another day. In the meantime, to infinity, and beyond!





# How Well Do You Know Your Disney Villains?

by Tim Foster

- 1. Maleficent was voiced by Eleanor Audley in *Sleeping Beauty*. What other famous character did Audley perform?**
  - a. Cruella De Vil
  - b. Lady Tremaine
  - c. Ursula
  - d. Maid Marian
- 2. Who was the first Disney villain to be kissed by the film's heroine?**
  - a. Jafar
  - b. Gaston
  - c. Hades
  - d. King Candy
- 3. Which one of these villains does not have his own song?**
  - a. Scar
  - b. Jafar
  - c. Gaston
  - d. Shan Yu
- 4. What is the name of the Evil Queen in *Snow White and the Seven Dwarfs*?**
  - a. Mardina
  - b. Mother White
  - c. Gerthalda
  - d. She has no name
- 5. When did Pete make his first film appearance?**
  - a. 1930
  - b. 1928
  - c. 1925
  - d. 1922
- 6. According to Slavic mythology, Chernabog (from *Fantasia*) is the god of what?**
  - a. Death
  - b. Night
  - c. The Underworld
  - d. Evil
- 7. Who played Cruella De Vil in the 1996 live-action remake of *101 Dalmatians*?**
  - a. Glenn Close
  - b. Jodi Benson
  - c. Bette Midler
  - d. Geena Davis
- 8. The actor who voiced Scar in *The Lion King* also provided the former narration for what attraction?**
  - a. Mission: SPACE
  - b. Dinosaur
  - c. Spaceship Earth
  - d. Horizons
- 9. Of these Disney villains, who is the oldest?**
  - a. Mother Gothel
  - b. Maleficent
  - c. Ursula
  - d. Lady Tremaine
- 10. The look and mannerisms of King Candy were based on what other Disney character?**
  - a. Jack Sparrow
  - b. Tweedledee (and Tweedledum)
  - c. Mr. Smee
  - d. The Mad Hatter

**11. What does the name Ursula mean in Latin?**

- a. Octopus
- b. Little Girl Bear
- c. Sea Dragon
- d. Goddess of the Sea

**12. Besides fire, what was the only thing that Shere Khan from *The Jungle Book* feared?**

- a. Darkness
- b. Water
- c. Guns
- d. Nothing

**13. In *Pinocchio*, J. Worthington Foulfellow's sidekick is named Gideon. What was the only utterance that Gideon made throughout the entire film?**

- a. He called out Pinocchio's name as they were chasing him down the street.
- b. He yelled "Ouch" when Foulfellow smashed his cane on his toes.
- c. Hi hiccupped.
- d. Nothing, he was silent for the entire movie and only communicated through hand gestures.

**14. Which one of these characters was not one of the three hyenas in *The Lion King*?**

- a. Banzai
- b. Zanzhi
- c. Ed
- d. Shenzi

**15. In *The Incredibles*, what was Syndrome's real name?**

- a. Buddy Pine
- b. Buddy Boil
- c. Indrediboy
- d. Buddy Parr

**Quiz Answers**

- |      |       |       |
|------|-------|-------|
| 1) B | 6) B  | 11) B |
| 2) A | 7) A  | 12) C |
| 3) D | 8) C  | 13) C |
| 4) D | 9) A  | 14) B |
| 5) C | 10) D | 15) A |

**ANSWERS**

**KIDS KORNER (pages 78-81)**

**WHO AM I?**

- 1. Tow
- 2. Flynn
- 3. Vanellope
- 4. Randall
- 5. Doc
- 6. Bob (or Helen, Dashiell, Violet or Jack-Jack)

**MYSTERY DOORS**

- 1. Mickey's PhilharMagic
- 2. Journey Into Imagination
- 3. Monsters Inc. Laugh Floor
- 4. Muppet-Vision 3D
- 5. Rapunzel's tower
- 6. New York Street on the Streets of America at Disney's Hollywood Studios

**SIDEKICK MATCH**

- 1. Pascal > C. Rapunzel
- 2. Mushu > D. Mulan
- 3. Cricket > Wall-E
- 4. Iago > F. Jafar
- 5. Flounder > E. Ariel
- 6. Meeko > A. Pocahontas

**BRAIN BUSTERS**

Darling

**FIND THE DIFFERENCE**



- 1. There is an extra flag.
- 2. The window is larger.
- 3. The name is missing on the poster.
- 4. The door handle is gone.
- 5. There is an extra pane of glass.
- 6. The diamond is a different color.
- 7. The diamond has moved.
- 8. There is an extra flourish.
- 9. The curtains are upside-down.
- 10. The wood strips are horizontal.

**FIND THE DIFFERENCE BONUS ANSWER**

Rapunzel

**WORD SCRAMBLE**

- 1. Flynn Rider
- 2. Pascal
- 3. Mother Gothel
- 4. Golden Flower
- 5. Maximus
- 6. Lanterns
- 7. Frying Pan
- 8. Snuggly Duckling

**MYSTERY QUEST (pages 82-83)**

**SECRET SYMBOLS**

- 1. Wanted poster for Ulf
- 2. Symbol on the flags and lanterns
- 3. Stroller parking sign
- 4. Unicorn on the poster for Vladimir
- 5. Pascal's eye on the sign inviting you to search for him and his friends

**WHERE AM I?**

- 1. Poster announcing the performance of Hookhand
- 2. Window on the rest room building
- 3. Drinking fountain by the charging stations
- 4. Nibbled apple next to the sack of apples by the rest rooms
- 5. Piece of armor above the frying pan
- 6. Pascal's tail on the sign inviting you to search for him and his friends
- 7. Horseshoe print of Maximus in the pavement
- 8. Patch on Flynn Rider's satchel hanging above one of the doorways

# Kids Korner

## Who Am I?

Can you remember the first names of each of these characters?

1. Mater
2. Rider
3. Von Schweetz
4. Boggs
5. Hudson
6. Parr

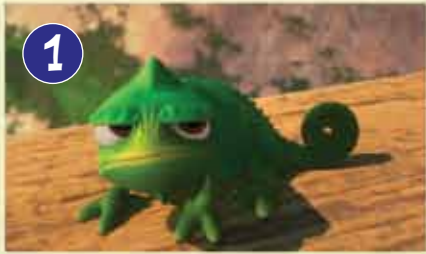
## Mystery Doors

Here are several doors that you'll find throughout Walt Disney World. Can you figure out where they are??



# Sidekick Match

See if you can match each of these sidekicks with their famous partners. As a bonus, can you name them all?



Blank lines for matching the sidekicks to their partners.



## Brain Busters

In *Peter Pan*, what was the last name of Wendy, Michael, and John?

## Find the Difference

Pascal and his friends looks like they've done some redecorating in the new *Tangled* area in the Magic Kingdom. Can you spot the 10 differences in the photos below?



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**BONUS QUESTION**  
What was the film *Tangled* originally going to be called?

# Word Scramble

See if you can unscramble these things and characters from *Tangled*.

1. NYLFN DIRRE

□□□□□ □□□□□

3. ROTEHM LOTHEG

□□□□□□ □□□□□□

5. SIXUMMA

□□□□□□□□

7. GRYNIF NAP

□□□□□□ □□□

2. SLAPAC

□□□□□□

4. NODEGL WOLREF

□□□□□□ □□□□□□

6. STANRELN

□□□□□□□□

8. GUNLYGS KINGDLUC

□□□□□□□□ □□□□□□□□

Answers on page 77



## Ask Meredith

In each issue, our Kids Korner columnist will answer questions that are too tough for the grown-ups! If you have a question for her, send it to: [subscriptions@celebrationspress.com](mailto:subscriptions@celebrationspress.com).

**If you could add a new store to Main Street U.S.A., what would it be?**

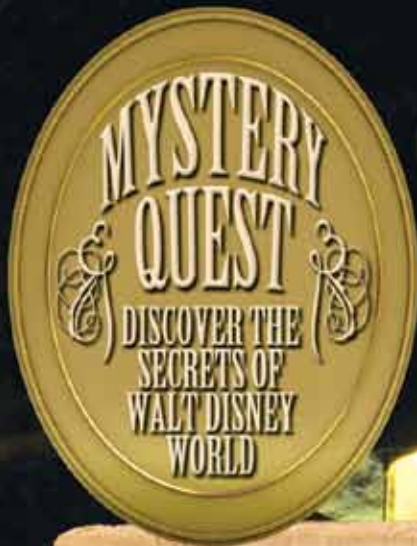
Shopping on Main Street can be lots of fun. We like to go through the stores during the afternoon when it's super hot outside. But they can get pretty crowded at times – especially when it rains ;) They have just about everything on Main Street already – the Emporium, the Confectionery...art, hats, jewelry!!! So much there already, so instead of a new store, how about a trading station? Some place to stop in, see the new collectables – pins, Vinylmations, etc. and trade with others. There are times I'd like to trade in the stores, but the Cast Members seem so busy that I don't want to interrupt them!

**Who do you think is the scariest villain of all?**

Captain Hook is my favorite, but he's not that scary...is he?? :) I think of all the villains out there, Maleficent is the scariest!! She did all those things to a baby! Just because she wasn't invited to a party?!?! Yikes!

**Have you ever seen Space Mountain with the lights on? What was it like?**

I've seen Space Mountain with the lights on just one time & it was such a long time ago! I remember that it didn't look anything like I thought it should! I was surprised I was still inside...that's the "Magic" in Disney – when you forget where you are! :)



# Rapunzel

## REST AREA

### Rapunzel Rest Area Secrets

While you're visiting the new *Tangled*-themed area in the Magic Kingdom, see if you can find Pascal and his friends! Pascal is of course Rapunzel's chameleon friend, and he and his pals have hidden themselves throughout the area. Look in the stream beds and amongst the rocks to get started, and see if you can find all ten chameleons.

In typical Disney fashion, the entire area is filled with charming details. In the rest rooms, you'll find several wanted posters, including one for Flynn Rider himself. You'll also find a number of beautiful murals, replicating the colorful interior of Rapunzel's room inside her tower.

During the holidays, this area was sometimes transformed into Donald Duck's Very Merry Tree Lot, where you could meet favorite Disney characters during Mickey's Very Merry

Christmas Party. One of the highlights was the opportunity to meet the Seven Dwarfs in person and have your picture taken with them! The area was themed in the style of a Swiss chalet, maintaining the theme that it had when it served as the Fantasyland station of the Skyway to Tomorrowland. The Tomorrowland station was removed back in 2009, while the (unused) Fantasyland station remained until recently.

Are you looking for Rapunzel? You won't find her up in her tower, and she doesn't visit this area of the park for meet and greet opportunities. However, you can find her, along with several of her other Disney Princess friends, in the Princess Fairytale Hall at the former location of Snow White's Scary Adventures.

Maximus may have wandered through this area at some point, but he's not the only horse to have visited the Magic Kingdom. If you search throughout Liberty Square and Frontierland, you're sure to find more horseshoe prints!

## SECRET SYMBOLS

Where can you find these cryptic inscriptions?



1



2



3



4



5

# WHERE AM I?

Can you determine where these photographs were taken?



Only the best explorers will be able to figure this one out...





## Top 10 Things You Didn't Know About The Incredibles

1. *The Incredibles* was the first Pixar film to feature an all-human cast. This was no small feat, as it required the creation of new technology to realistically replicate everything from skin, hair, and clothing to accurate human anatomy. Faithfully rendering the appearance of the characters' skin was made possible through the use of "sub-surface scattering," where light penetrates the surface of a translucent object, is scattered by interacting with the material, and exits the surface at a different point.
2. Director Brad Bird made actor Spencer Fox run laps around the studio, in order to give his character, Dash, a realistic out-of-breath voice.
3. Of all the challenges faced by animators, hair has always proven to be among the most difficult. From Rapunzel to Merida and even to Sulley, new technological advances were always required to animate the character's hair. Violet's long black locks were no exception, and in fact throughout most of the film's production it was feared that animating her hair was simply not possible, especially since it had to move convincingly underwater and in the wind. These difficulties were overcome of course, and the techniques that were used paved the way for characters to come.
4. Elastigirl can stretch any part of her body up to 100 feet (that's taller than Splash Mountain!). She can also squeeze into a space as small as one millimeter.
5. While the voice cast for most of the film's characters was settled on early, the production team had a difficult time finding the right voice for Edna Mold. At one point actress Lily Tomlin was brought in to audition for the part, and to assist her Brad Bird read a few lines to dem-

onstrate how he thought she should sound. Tomlin told Bird that he did the voice so well that he should take on the role himself, which he did.

6. Fans of Samuel L. Jackson, who played Frozone, may find the scene where he is confronted by the police in the jewelry store familiar. The scene is an homage to a similar scene in the film *Die Hard with a Vengeance*. In *Die Hard*, Jackson's character is similarly threatened by a nervous police officer (in this case as he attempts to answer a telephone). The sequence is nearly identical to the one in *The Incredibles*, right down to the officer's facial expressions.
7. Brad Bird was mentored by Milt Kahl, one of Disney's legendary Nine Old Men. Kahl, considered to be one of the finest draughtsman in Disney history, was responsible for the final look of many classic Disney characters, including Peter Pan, Pinocchio, Lady and the Tramp, Tigger, and Alice.
8. Another tribute to the Nine Old Men can be seen near the end of the film. Frank Thomas and Ollie Johnston, the last of the legendary group of Disney animators, make a cameo appearance after the Omnidroid is destroyed.
9. The classic Pixar Easter Egg, A113, makes two appearances in *The Incredibles*. First, Mr. Incredible is told to go to conference room A113 where he is attacked by an Omnidroid.

Later, if you look carefully you'll see that as Elastigirl is trying to find her husband, she finds that he is being held in cell 13 on floor A1.

10. Curiously, this is the only Pixar film that doesn't feature another Pixar trademark, the Pizza Planet truck (first seen in *Toy Story*). While some think the truck can be spotted in one of the street scenes, animators have confirmed that the truck does not appear in the final film.



Keepsake Image: 'Rapunzel, Rapunzel' - Photography by Tim Foster

Back Cover Artwork by Claire Keane © Disney





*"Tomorrow night the lights will appear...  
Just like they do on my birthday each year...  
What is it like, out there where they glow?"*

*-Rapunzel  
From the film Tangled*