

ONCE UPON A TIME

# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

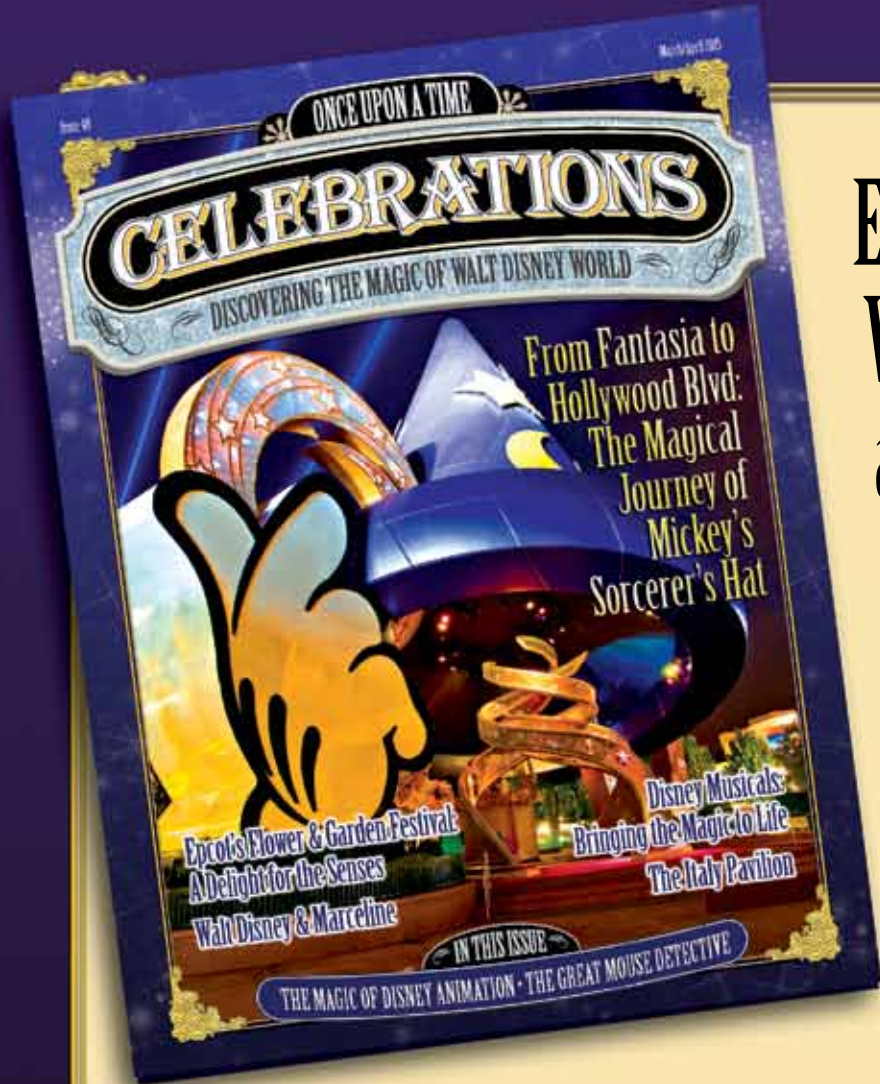
From Fantasia to  
Hollywood Blvd:  
The Magical  
Journey of  
Mickey's  
Sorcerer's Hat

Epcot's Flower & Garden Festival:  
A Delight for the Senses  
Walt Disney & Marceline

Disney Musicals:  
Bringing the Magic to Life  
The Italy Pavilion

IN THIS ISSUE

THE MAGIC OF DISNEY ANIMATION • THE GREAT MOUSE DETECTIVE



Enjoy the magic of  
Walt Disney World  
all year long with  
*Celebrations*  
magazine!

Receive 6 issues for  
\$29.99\* (save more than  
15% off the cover price!)

\*U.S. residents only. To order outside the United States, please visit [www.celebrationspress.com](http://www.celebrationspress.com).

To subscribe to Celebrations magazine, clip or copy the coupon below.



Please send me 6 issues of  
*Celebrations* magazine

Send check or money order for \$29.99 to:  
Celebrations Press  
PO Box 584  
Uwchland, PA 19480

Name

Confirmation email address

Address

City

State

Zip

You can also subscribe online at [www.celebrationspress.com](http://www.celebrationspress.com).

Cover Photography © Tim Devine

# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

Issue 40

From Fantasia to  
Hollywood Boulevard:  
The Magical  
Journey of Mickey's  
Sorcerer's Hat

42



Epcot's Flower & Garden  
Festival: A Delight  
for the Senses

50



Walt Disney &  
Marceline

56



Disney Musicals:  
Bringing the Magic  
to Life

60



Italy: The Romance  
of Venice in the  
Heart of Epcot

66



## Contents

Calendar of Events ..... 8  
 Disney News & Updates ..... 10

### MOUSE VIEWS ..... 17

Guide to the Magic  
*by Tim Foster* ..... 18  
 Hidden Mickeys  
*by Steve Barrett* ..... 20  
 Shutters & Lenses  
*by Tim Devine* ..... 22  
 Disney Legends  
*by Jamie Hecker* ..... 24  
 Disney Cuisine  
*by Allison Jones* ..... 26  
 Disney Touring Tips  
*by Carrie Hurst* ..... 28  
 Disney Secrets  
*by Jamie Hecker* ..... 30  
 Disneyland Magic  
*by J Darling* ..... 32

### FEATURED ATTRACTION

The Magic of Disney Animation ..... 34

### FEATURED FILM

The Great Mouse Detective ..... 38  
  
 Wandering the World ..... 72  
 By the Numbers ..... 73  
 In Search Of ..... 74  
 Quick Quiz ..... 76  
 Kids Korner ..... 78  
 Mystery Quest ..... 82  
 Tim & Lou's Top 10 ..... 84

# The Next Big Thing

When Walt Disney famously said, "it was all started by a mouse," one can't help but wonder if he could have envisioned the vast empire that the Walt Disney Company has grown into today. From the resorts and theme parks to merchandising and technological innovations, Disney continues to grow in leaps and bounds in the world of entertainment...and beyond. Walt's imagination knew no bounds, and to answer our earlier question, it's probably safe to say that he could have foreseen the wonders that the company would continue to create. He surely would have embraced every new challenge and opportunity that presented itself to him, such as computer advances, the explosion of the Internet, or the world of in-home video games. Walt was a dreamer and innovator at heart, and he was always among the first (if not the very first) to take advantage of the latest and greatest advancements to entertain audiences. From the multi-plane camera to the new-fangled medium of television, Walt always recognized the "next big thing," and often times was responsible for the creation of the next big thing himself. We can only imagine what he would have accomplished had he been able to bring his latest dreams to life.

One of the greatest accomplishments of Walt's career was the creation of Imagineering, or more specifically, his ability to bring out the very best in people and to create a working environment where the motto "if you can dream it, you can do it" (a phrase that was coined for Horizons by Imagineer Tom Fitzgerald, though frequently misattributed to Walt himself) is not just a slogan, but a way of life. Today's Imagineers continue to carry on Walt's vision, and though Walt isn't with us any more, his spirit remains in all of those who have been inspired by his unique vision.

We can only guess as to what the future will bring!

Enjoy the magic!

Tim Foster





# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

**Editor**  
Tim Foster

**Associate Editors**  
Michelle Foster · Catherine Lusby · Lou Mongello

**Contributing Writers**  
Steve Barrett  
J Darling  
Tim Devine  
Jamie Hecker  
Allison Jones  
Carrie Hurst

**Creative Direction and Design**  
Tim Foster  
**Art Director**  
Michelle Foster

**Customer Service Senior Manager**  
Lisa Mahan

**Social Media/Marketing Directors**  
Jennifer Bright Reich · Jessica Clawson

**Contributing Photographers**  
Tim Foster, Tim Devine, Garry Rollins, Mike Billick, Lisa Mahan, Jamie Hecker

Basic subscription rate is \$29.99 for six issues (\$35.99 for Canada residents, \$54.99 for other international residents). To subscribe online visit [www.celebrationspress.com](http://www.celebrationspress.com). Single issue price is \$5.99. All orders must be prepaid and are payable in U.S. funds only. Celebrations (USPS 025-286) is published bimonthly in the U.S. by Celebrations Press, Inc. 308 Sundance Drive, Chester Springs, PA. 19425. Periodicals Postage Rate Paid at Chester Springs, PA and additional mailing offices. POSTMASTER: Send address changes to Celebrations, ATTN: Subscriptions, 308 Sundance Drive, Chester Springs, PA 19425. SUBSCRIBERS: If the postal service alerts us that your magazine is undeliverable, we have no further obligation unless we receive a corrected address within one year.

Advertising inquiries (including information on advertising rates and opportunities) can be sent to: [sales@celebrationspress.com](mailto:sales@celebrationspress.com).

We are always accepting story proposals and contributions. You can direct such inquiries to: [editorial@celebrationspress.com](mailto:editorial@celebrationspress.com). Unsolicited materials must be accompanied by a stamped, self-addressed envelope. By sending in unsolicited materials such as photos, you agree that Celebrations Press is not responsible for their safety or return.

©2015 Celebrations Press, Inc. No portion of this publication may be reproduced in any form without the express written permission of the publisher. Statements and opinions herein are those of the authors and advertisers and do not necessarily reflect the views of the publisher.

Celebrations is owned and operated by Celebrations Press, Inc. and is not affiliated with, authorized or endorsed by, or in any way officially connected with the Walt Disney Company, Disney Enterprises, Inc., or any of their affiliates. Walt Disney World Resort™ is a registered trademark of The Walt Disney Company. The Twilight Zone® is a registered trademark of CBS, Inc. This publication makes reference to various Disney copyrighted characters, trademarks, marks, and registered marks owned by The Walt Disney Company, Disney Enterprises, Inc., and other trademark owners. The use in this book of trademarked names and images is strictly for editorial purposes, no commercial claim to their use, or suggestion of sponsorship or endorsement, is made by the authors or publishers. Those words or terms that the authors have reason to believe are trademarks are designated as such by the use of initial capitalization, where appropriate. However, no attempt has been made to identify or designate all words or terms to which trademark or other proprietary rights may exist. Nothing contained herein is intended to express a judgement on, or affect the validity of legal status of, any word or term as a trademark, service mark, or other proprietary mark. While every care has been taken to ensure the accuracy of the information in this publication, the passage of time will always bring changes in operating schedules, attraction openings and closings, and policies. The authors and publisher shall not be held liable for any information (valid or invalid) presented here and do not represent The Walt Disney Company.

# Letters



## Best Friends

I thought this picture was so adorable I thought of sharing it with you. My little dog Minnie was in the window with our Mickey Mouse and she was leaning on him. She can get into some trouble sometimes, but who can be mad at her?

*Ashley Zerilli*



## This is a Mickey That Really Brings Happiness!

Erin, a Therapy Dog who volunteers at the hospital where I work has a Hidden Mickey. This brings much joy to the kids (and other Disney fans) at the hospital!

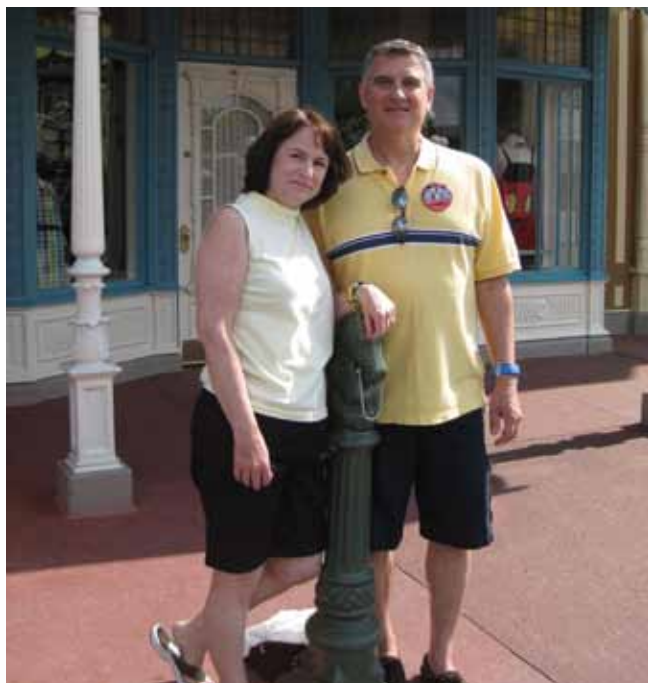
*Marcy Sanborn*



## Happy Anniversary!

As part of our 40th wedding anniversary celebration, we wanted to recreate a picture that was taken on our honeymoon in May 1974. We were able to locate the spot in front of the Main Street Confectionery where the infamous yellow-clad honeymooners posed 40 years ago. Through the years we have returned many times with our children and now with our grandchildren to the happiest place on earth. Here's to 40 more!

*Jim & Catherine Priest*





## Remember to pack comfortable shoes...

*and always plan your vacation with  
someone who knows Disney.*

©Disney

GS2012-8391

As an *Authorized Disney Vacation Planner* agency, our professionals know a thing or two about Disney. Our tips and insight will help make your trip nothing short of magical, whatever your Disney destination. Contact us today and see how we can help you find the perfect fit for your Disney vacation.



Plan Your Disney & Orlando Vacation with  
Destinations in Florida Travel:  
The Official Travel Agency of *Celebrations Magazine*

Visit [www.celebrationspress.com/plan-trip](http://www.celebrationspress.com/plan-trip) or  
Call 877-918-8941



# Announcing the Newest Edition of the Guide to the Magic for Kids!

Walt Disney World Resort

## Guide to the Magic<sup>™</sup> For Kids



Guidebook, Journal, Photos, Stickers, Autographs & More!

By Tim Foster



All new facts! All new photos!  
All new magic! All new fun!

The Guide to the Magic for Kids is a guidebook, journal, souvenir photo book, sticker book, activity book, and much more all rolled up into one. It's the perfect companion to your Walt Disney World vacation!

To learn more and to order, visit  
[www.guidetothemagic.com](http://www.guidetothemagic.com)



# Contributors



*Kevin Carpenter works in professional soccer and enjoys writing from his home in Berea, Ohio. Kevin has been published on ESPN Cleveland, On the Fly, and Cleveland.com. Kevin is a life-long Disney fan with a particular interest in the life and works of its founder, Walt Disney.*



*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.*



*Shana Gallardo is an elementary school teacher and a Mom to three already Disney-addicted boys. She made her first visit to Walt Disney World at age 17, and enjoys helping other families plan their Disney vacations.*



*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).*



*Lindsay Mott participated in the College Program and then worked seasonally for more than five years at Walt Disney World. Her time was centered around Magical Moments and seeing fireworks as many times as possible (especially Wishes). She is back home in Alabama working in marketing and freelance writing, but her heart will forever be split in two, with half remaining in the Happiest Place on Earth*

# Calendar of Events

## Epcot International Flower & Garden Festival

Epcot

March 4 - May 17, 2015

Discover dazzling gardens, high-energy entertainment, family fun and more at this spectacular springtime event. Sprouting once again in 2015, 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
- An energetic concert series featuring live performances of popular hits

## Expedition Everest Challenge

Disney's Animal Kingdom

May 1 - 2, 2015

Embark on an evening of excitement, from a scavenger hunt and 5k obstacle challenge to a lively post-race party.

The Expedition Everest Challenge beckons Guests of all ages to set out on a course sure to test the body, mind and spirit. And when the contest comes to a close, competitors can even be rewarded for their efforts with a special celebration.

Expedition Everest Challenge Highlights

- 5K trek with obstacles
- Clues to solve before you reach the summit
- Course through Disney's Animal Kingdom® at Night
- Disney Entertainment on-course and at the post-race celebration

## Star Wars Weekends

May 15 - June 14, 2015

Disney's Hollywood Studios

Feel the power of the Force! Enjoy a galactic event jam-packed with out-of-this-universe

entertainment and your favorite Disney's Hollywood Studios attractions. 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. 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.

## Car Masters Weekend

June, 2015

Downtown Disney

Cruise on down to an event dedicated to all things automotive—like Disney-Pixar's *Cars* and a dynamic car show that culminates in an awards parade ceremony!

Revvng up once again in June 2015, Car Masters Weekend is fuel-packed fun, from Saturday morning through Sunday evening. Go full throttle with an assembly line of unforgettable activities!



Photo ©Disney



The Ellie Rose simple.sweet.life.®



Made in the USA

*Resort Wear · Designer Baby Bibs · Gifts and More...*

[www.theellierose.com](http://www.theellierose.com)

484-802-4520

Receive 20% off your first order coupon code "Disney"

# Disney News

## Disney's Polynesian Villas & Bungalows Now On Sale

Disney Vacation Club began initial sales for its newest resort, Disney's Polynesian Villas & Bungalows. Current Disney Vacation Club Members were able to purchase real estate interests on January 12, with general sales beginning on February 9. When the first phase opens, scheduled for April 1, the resort will introduce unique Disney accommodations, including Bora Bora Bungalows and connecting Deluxe Studios.

"We're looking forward to welcoming families to this enchanting new resort, located just a quick monorail ride from Magic Kingdom Park," said Ken Potrock, senior vice president and general manager of Disney Vacation Club. "At Disney's Polynesian Villas & Bungalows, both the young and young at heart will enjoy a truly unique, enhanced and

memorable vacation getaway, one that combines completely new Disney elements with the iconic and beloved experiences found only at Disney's Polynesian Village Resort."

The 20 Bora Bora Bungalows on the Seven Seas Lagoon will sleep up to eight Guests each in a two-bedroom, home-like setting reminiscent of the South Pacific. The Bungalows have two full bathrooms, a kitchen, washer and dryer, and large dining and living room spaces for gatherings. Décor combines modern style with the tropical and enchanting look and feel of Disney's Polynesian Village Resort that Guests love.

Private decks will feature a plunge pool where Members and Guests can view fireworks over the Magic Kingdom, complete with the soundtrack that can be heard through an individual sound system. They will also have front-row seats to the Electrical Water Pageant, a playful nighttime water parade in the Seven Seas Lagoon.

The new resort also includes 360 Deluxe Studio Villas, the largest at the Walt Disney World Resort. These villas sleep





up to five Guests each and feature a kitchenette, enhanced storage space for convenience and comfort, and two separate bathroom areas, one a full bathroom with a tub/shower and another one with a shower and sink. A pull-down armoire bed showcases painted artwork from the popular Disney film, *Lilo & Stitch*.

Disney's Polynesian Village Resort, where Disney's Polynesian Villas & Bungalows is located, began a multi-year reimagining project in 2014. This year, the resort will debut dramatically enhanced feature and leisure pools, as well as a new children's water play area for Members and Guests to enjoy. Trader Sam's Grog Grotto is also slated to open and, like Trader Sam's Enchanted Tiki Room at Disneyland Resort,

will feature exotic cocktails and Polynesian-themed small plates in an imaginative setting only Disney could create.

Last year, new additions included Pineapple Lanai, a quick service location that offers popular Dole Whip treats, and Lilo's Playhouse, a whimsical activity center where young Guests can enjoy supervised play while their parents spend quality time out on the town.

The much beloved Disney's Polynesian Village Resort opened in 1971 and is one of the two original Walt Disney World Resort hotels. Disney Vacation Club debuted in 1991 with a flexible, vacation points-based system, and when this new resort opens, Disney Vacation Club will have 13 resorts total, nine of which will be at Walt Disney World. 🐻



# Adventures by Disney Introduces New European Vacations to Tuscany and Spain in 2015

Adventures by Disney, a leader in guided group travel worldwide, continues to offer exceptional vacation itineraries to the world's most treasured destinations. Now adventure seekers can tour two new European itineraries that bring the rich culture and stories of Tuscany and Spain to life.

In 2015, travelers can explore iconic landscapes and exquisite Italian culture on a mouth-watering Tuscan culinary adventure with Adventures by Disney. This trip brings out the best of Tuscany, delighting foodies and adventurers alike. To add even more excitement, Adventures by Disney is also launching an amazing new itinerary that takes guests on a journey through the hidden treasures of Spain. From classic castles to breathtaking beaches, this tour of Spain includes a vibrant variety of unique activities in exciting cities such as Barcelona, Seville and Marbella.

## Tuscany Culinary Adventure

The distinctive tastes and timeless traditions of Italy come together on a new food-focused 7-day, 6-night Tuscany tour. Guests can immerse themselves in the local culture and spectacular settings of the Italian countryside as they enjoy private and hands-on culinary experiences. Relax in lush accommodations while taking in the rolling hills and charming vineyard. Key highlights of this trip include:

- Set off on a once-in-a-lifetime truffle hunting experience, a native tradition of San Miniato.
- Learn how to make Italian dishes during hands-on cooking lessons, including crafting uniquely classical Tuscan pasta, and learning the art of making authentic Italian pizza and bruschetta.
- Walk along an ancient cypress-lined path to the charming hilltop hamlet of Borgo San Felice, followed by a classic Tuscan country picnic.
- Savor a private dining experience in the garden of Castello di Spaltenna, as well as an adult-only gourmet Tuscan dinner at the renowned Contrada Restaurant.
- Learn the art of honeycomb candle making while enjoying fresh Tuscan cheeses.
- Explore a historic winery in the heart of the Chianti district and delight in new flavors during an adult-exclusive wine blending activity as Junior Adventurers experiment with olive oil infusion and participate in a biscotti-making activity.



## Spain Adventure


The new Adventures by Disney 9-day, 8-night Spain tour takes guests off the beaten path on an unforgettable trip that explores Spanish culture, art and history. Dance to the rhythm of strumming guitars with private Flamenco lessons, be inspired by Gaudí's masterpieces in Barcelona and enjoy privately guided tours to landmark monuments that make Spain a vacation destination unlike anywhere else. Trip highlights include:

- Take pleasure in privately guided visits to landmark monuments including Madrid's Royal Palace and Prado Museum, and Córdoba's Grand Mosque.
- Relax, unwind and take in the azure waters of the Mediterranean during a 2-night stay at a stunning resort facing Marbella's famed beach, and delight in other plush

accommodations throughout your vacation.

- Test your dancing skills during a private Flamenco lesson and a dinner show in Seville, and delight in a Catalan Rumba dinner performance in Barcelona.
- Enjoy a glass blowing demonstration in La Granja and a self-guided tour of the famous Picasso Museum in Barcelona.
- Learn sangria mixing during a special session for adults while Junior Adventurers savor a gourmet chocolate tasting.
- Join a renowned Paella master who teaches the art of making Spain's national dish.
- Skip the lines at La Sagrada Familia and visit Gaudí's other masterpieces in Barcelona.
- Enjoy a special tour of the famous Santiago Bernabéu Fútbol Stadium and lunch at El Asador de la Esquina high atop the stadium.

With more than 30 itineraries around the globe, Adventures by Disney travels to some of the world's most exciting destinations. Two Disney-trained Adventure Guides, along with local experts, ensure that every detail of the vacation is taken care of so guests can create everlasting memories without the stress of planning.

For more details and to book reservations, call 1-866-543-0865 or contact a travel agent. For more information on the itineraries offered and activities included on an Adventures by Disney vacation, visit [AdventuresByDisney.com](http://AdventuresByDisney.com). 



# Garden Rocks Concert Series to Jam Across Decades During Epcot International Flower & Garden Festival March 4 through May 17, 2015

Eleven pop bands with hits spanning several decades will play the Garden Rocks Concert Series at the 22nd Epcot International Flower & Garden Festival March 4-May 17, 2015. The Garden Rocks Concert Series debuts in 2015 to span a broader range of decades and popular artists.

Pablo Cruise and Little River Band will rock Epcot audiences for the first time. Jon Secada, Taylor Dayne and En Vogue, fan favorites who've played the Epcot International Food & Wine Festival, will make their Flower & Garden Festival debuts. And 1990s chart toppers Gin Blossoms, also new

to this spring festival, kick off the concert series March 6-8.

Guests can dance each festival weekend to classic tunes at the park's America Gardens Theatre. An eclectic mix of festival fan favorites includes the Village People, who debuted at the festival in 2013 and, with a nod to the 1960s, Herman's Hermits starring Peter Noone will rock the house May 15-17.

Performances are at America Gardens Theatre at 5:30, 6:45 and 8:00 p.m. every Friday, Saturday and Sunday of the Epcot International Flower & Garden Festival and are included with Epcot admission. Here is this year's lineup (subject to change without notice):

- March 6-8: Gin Blossoms\* (*below*) "Hey Jealousy"
  - March 13-15: Pablo Cruise\* "Love Will Find a Way"
  - March 20-22: En Vogue\* (*opposite below*) "Free Your Mind"
  - March 27-29: Starship "We Built This City"
  - April 3-5: The Orchestra starring former members of ELO "Evil Woman"
  - April 10-12: Village People (*opposite top*) "Y.M.C.A."
  - April 17-19: Jon Secada\* "Just Another Day"
  - April 24-26: The Guess Who "These Eyes"
  - May 1-3: Taylor Dayne\* "Tell It to My Heart"
  - May 8-10: Little River Band\* "Lady"
  - May 15-17: Herman's Hermits starring Peter Noone "I'm Henry the VIII, I Am"
- \*New to this year's festival







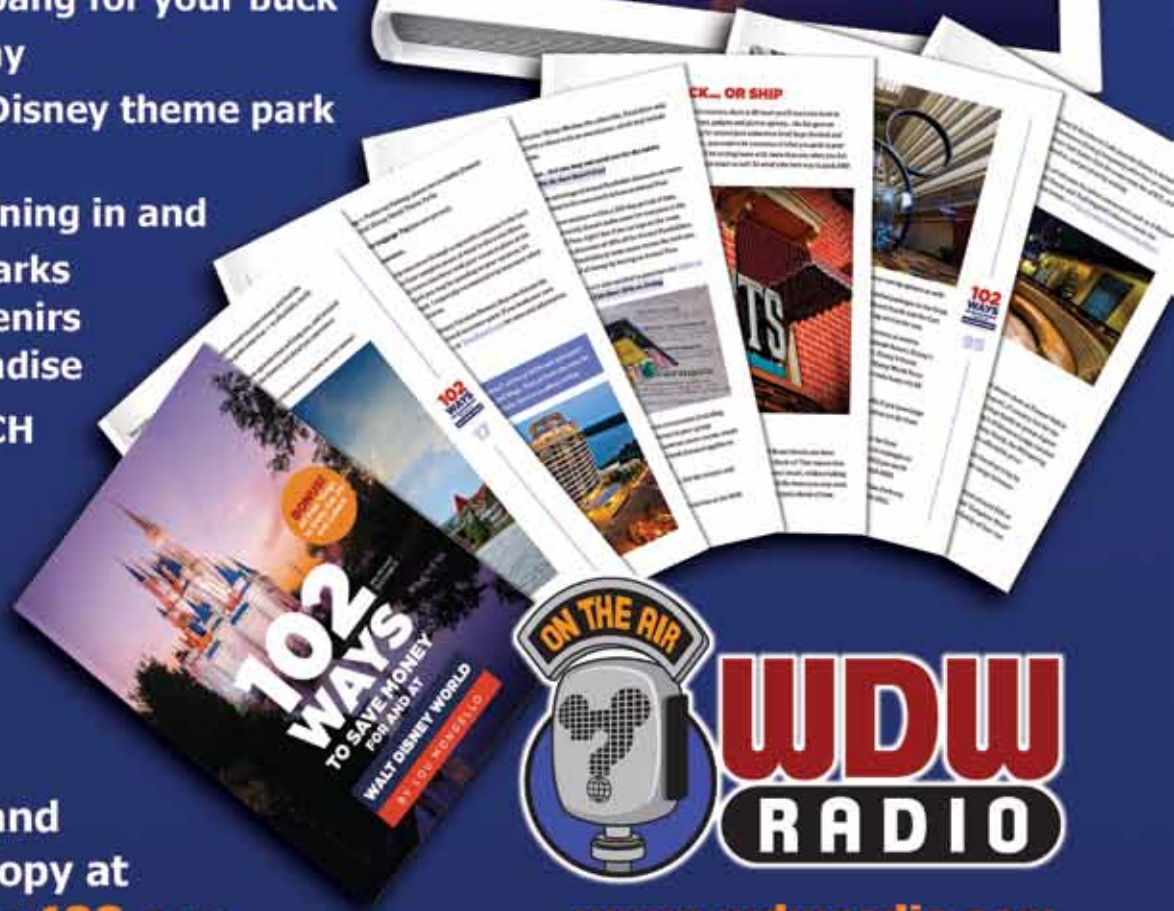
# “How Do I Save Money At Walt Disney World?”

Lou Mongello, Host of the Award-Winning WDW Radio show, has all the answers in his latest book:

## 102 Ways to Save Money for and at Walt Disney World

- How to save before you go
- When to visit to get the most value and “bang for your buck”
- Where to stay
- Purchasing Disney theme park tickets
- Saving on Dining in and out of the parks
- Disney souvenirs and merchandise

...AND SO MUCH MORE!!!



Learn more and Order your Copy at [www.Disney102.com](http://www.Disney102.com)



**WDW**  
**RADIO**

[www.wdwradio.com](http://www.wdwradio.com)



# 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...!



MOUSE VIEWS



GUIDE TO THE  
MAGIC

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.*

# Disney Seconds

In our last issue, we took a quick tour of some notable, but relatively obscure, "Disney Firsts." But by the very definition of "first" there must be a "second," and as you might expect, the history of Disney is filled with a number of "next in line" instances...some of which are more significant than the "firsts" that preceded them. So get out your red ribbons and your silver medals as we take a look at several notable Disney "seconds."

## Disney's Contemporary Resort

Most fans know that when Walt Disney World opened in 1971, there were two resorts to accommodate Guests (even though there were plans for several more, but that's another story). The two, Disney's Contemporary Resort and Disney's Polynesian Village, both opened on October 1st of that year with much fanfare (along with the Magic Kingdom of course). Opening ceremonies marked the beginning of a new era in Disney history, and Guests eagerly flocked to the resorts and the park to see what surprises awaited them. Most Guests of course headed toward the Magic Kingdom, but a large number were also on hand to witness the grand openings of the resort's signature hotels. Guests visiting the Polynesian Village were enchanted by the exotic tropical setting and lush foliage. They were just as eager to see what futuristic surprises awaited them at the nearby Contemporary, but unfortunately they would have to wait. You see, the Polynesian was the first Disney resort to open, and it would be a while before the second resort opened its doors. And how long was this interminable wait? A grand total of 45 seconds.

## Mickey Mouse

The world's most famous mouse (sorry Minnie!) has his own collection of "seconds." First and foremost is his very name...no, not the "mouse" part (we'll get back to that), but the "Mickey" part. You see, when Walt Disney dreamed up his new character on a train ride back from New York City, he not only conceived of the perfect character to build his empire around, but the perfect name as well! And what was that ideal moniker? Mortimer! Wait...what? Morti-who? That's exactly what Walt's wife Lillian said upon hearing the name (OK, those weren't the exact words she used but you get the point). She thought that sounded too stuffy and recommended "Mickey" instead. Walt agreed, and a star was born. Mickey the Rabbit. Huh? Well, now we get to Mickey's other infamous "second." The reason Walt was on the train in the first place was that he was returning from a disastrous meeting in which he lost the rights to his original animated creation, Oswald the Lucky Rabbit. Seemingly at the brink of ruin, Walt instead turned the potentially devastating news into an opportunity; an opportunity to create a whole new character that would propel Walt and his Studio to heights he had only dreamed of. And more importantly, to take the hard lessons learned at that fateful meeting in New York and turn them into the foundation of an entertainment empire that continues, and flourishes, to this day.

## Walt's Second Business

The lessons Walt learned in the Oswald debacle bring to mind one of his more cu-

rious quotes: "I think it's important to have a good hard failure when you're young." It's a curious quote when you think of all of the successes that Walt Disney had throughout his lifetime. His achievements may never be equaled, but they were all due to his perseverance and a fervent belief in himself. While one could attribute the quote to Walt's experiences that led to the creation of Mickey, he was actually referring to an earlier time in his life, the time when he lost his first animation studio. While in Kansas City, Walt started up his own studio, Laugh-O-Gram, in 1922. After hiring several animators, the new studio began producing innovative animation shorts. Unfortunately, business was slow, and eventually the studio went bankrupt. However, rather than giving up, Walt picked himself up and set off for Hollywood to open a new studio (and as we all know, this one was a bit more successful!). It was a tough experience, but one which taught the young filmmaker much about business and life. As he further went on to say, "I learned a lot out of that. Because it makes you kind of aware of what can happen to you. Because of it I've never had any fear in my whole life when we've been near collapse and all of that. I've never been afraid. I've never had the feeling I couldn't walk out and get a job doing something."

### Disneyland's Second Day

The opening of Walt Disney's dream park, Disneyland, was a much anticipated event, with a buildup that included Walt using the new medium of television to introduce viewers to the park. After years of planning and construction, Disneyland finally opened its gates on July 17, 1955 for an invitation-only Media Preview. Not only would Guests get the chance to experience the wonders of Disneyland firsthand, but the entire nation was able to watch the proceedings on a special TV broadcast hosted by Art Linkletter, Bob Cummings, and Ronald Reagan. It should have been a cause for celebration, but unfortunately, the day turned out to be a disaster. Well, disaster may be an over-statement, but things certainly didn't go as planned. For one thing, the crowd swelled to 28,000 people, despite only 11,000 invitations being issued. The in-coming roads were jam-packed, and to top it all off, California was experiencing a nasty heat wave, with temperatures climbing well over 100 degrees. Water fountains failed to work, a gas leak closed much of the park, and the newly poured asphalt sank under the pressure of ladies' high-heeled shoes. Unfortunately, the confluence of all of these incidences generated a lot of bad press, and that just wouldn't do.

Walt Disney invited the media back the next day to experience the "true" Disneyland, and this was the day that all Guests were welcome. Things went much smoother (though the crowds were still massive, with an estimated 50,000 people in attendance), and it was on this day that the first official Guests were welcomed and given lifetime passes (those lucky individuals were profiled in our last issue).

### Disney's First "Second" Film: The First Disney Animated Sequel

Walt Disney was never one to sit on his laurels. When he mastered one challenge, he was always looking forward to the next one. While fans would gladly have lined up for another Seven Dwarfs adventure or some more high-flying hijinks from Dumbo, Walt had no interest in repeating something that he had already done. As he famously once said, "I've never believed in doing sequels. I didn't want to waste the time I have doing a sequel. I'd rather be using that time doing something new and different. It goes back to when they wanted me to do more pigs." That last part may require a bit of an explanation. You see, one of Walt's earliest animated successes was the *Silly Symphony* cartoon *Three Little Pigs*, released in 1933. The cartoon short spawned a major hit song in "Who's Afraid of the Big Bad Wolf," and fans and theater owners alike were eager for a follow-up. Everyone, that is, except Walt Disney. With the pronouncement, "You can't top pigs with pigs," Walt had his sights set on even higher aspirations, and the rest as they say, was history.

It would be another 57 years before the first full-length animated feature was released that could rightly be called a sequel (ignoring earlier shorts that were part of a larger series, like the *Winnie the Pooh* featurettes). That film was *The Rescuers Down Under*, released on November 16, 1990 as a follow-up to 1977's *The Rescuers*, based on a series of books by Margery Sharp. *The Rescuers Down Under* also has the distinction of being the second film released during the Disney Renaissance (which began with *The Little Mermaid*), and the second Disney animated film that didn't include any musical numbers (can you name the first?). There would of course be many more sequels released in future years, both direct-to-video and for theatrical release (including such modern day classics as *Toy Story 2* and *Toy Story 3*), but *The Rescuers Down Under* was the first, and it's important to remember that no full-length sequels were released in Walt Disney's lifetime.

So that's it for Disney seconds this time around, anyone up for thirds?



# Hidden Mickeys in Downtown Disney Marketplace

Downtown Disney is changing to Disney Springs, and some of the current Hidden Mickeys there will probably disappear. So check out these gems below while they last! I hope most of them stay around for a while for us to enjoy.

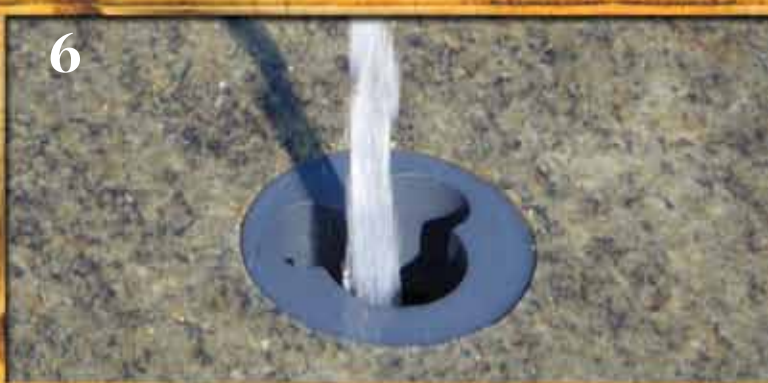
1. At T-REX Restaurant, classic Mickey is formed by a clearing in the dirt (or sawdust) in the covered truck bed at the rear of the truck parked outside and to the right of the restaurant entrance.
2. In the large central room of the World of Disney store, the clouds that encircle the model of Cinderella Castle hide a small classic Mickey.
3. In the high-ceilinged central room of the World of Disney store, behind the three little pigs floating overhead, a wall mural has a classic Mickey emblem above the doors of the Chinese Theater.
4. Classic Mickeys hide in the clouds in the upper background of several paintings on the rear wall of the Caricature Booth near Guest Relations.
5. A blue paint-splash classic Mickey is high on the wall inside the Tren-D store. If you enter the store from the main promenade, the image is on the upper wall to the right. (The mannequin ladies in orange outfits on a high shelf also have classic Mickeys on their briefcases).
6. In the interactive flat fountain near the Once Upon a Toy store, water-tube heads are shaped like classic Mickeys, recessed lights in the cement are arranged in a classic Mickey shape, and the fountain water collects into a huge classic Mickey on the cement!
7. In a central room of the Once Upon a Toy store, a classic Mickey cloud appears in a window in a mural behind the service desk. It's becoming more faint, but you can still spot it to the left of the yellow hat in the lower angle of the right upper glass pane.
8. In Disney's Days of Christmas store, a large dark brown circular rock and two smaller rocks for "ears" form a classic Mickey on the middle side of the "chimney" inside the store. You'll see Dalmatians on the mantelpiece around this chimney.
9. In the rear room of Disney's Days of Christmas store, classic Mickeys hide in the scrollwork on the ceiling.
10. Several sections of the green fence near the lake have repeating classic Mickeys near the top of the railing.



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 [www.HiddenMickeyGuy.com](#), and are on Twitter @hiddenmickeyguy and Facebook as Hidden Mickey Guy Disney's Hidden Mickeys Hunter.



MOUSE VIEWS

DISNEY LEGENDS

by Jamie Hecker



Jamie Hecker has been a lifelong fan of Disney, and is passing on his love to his sons. He and his family visit Orlando annually and always look forward to their next trip. When not in Orlando, he resides in northern Virginia with his beautiful wife Suzanne, two boys and four cats. You can read more about his "hidden Disney" musings at [myhiddendisney.blogspot.com/](http://myhiddendisney.blogspot.com/)

## Ward Kimball

Walt Disney changed the field of film animation, gradually elevating it to an elegant art form. He provided the vision and direction, but countless animators, story supervisors, and technicians, to name a few groups, brought the shorts and feature films to life. Walt even had his fabled Nine Old Men, a core group of animators who were the backbone of the company. Ward Kimball, an esteemed member of this group, often cut against the grain of animation conventions, but his style and contributions to Disney animation are legendary, ranging from subtle grace to outlandish caricatures.

Kimball, born in 1914 in Minneapolis, Minnesota, developed an early fascination with animation, notably the Sunday newspaper color comics, as well as performance art, especially the slapstick style of vaudeville. For a period of time he lived with his grandparents, who encouraged his budding interest in art and animation. His family, which relocated often during his youth, eventually moved to California and, following high school, Kimball received a scholarship to the Santa Barbara School of Arts. Upon graduation, he found suitable employment as a graphic artist, but a viewing of the Disney *Silly Symphony* classic *Three Little Pigs* on the big screen proved to be a turning point in his life. He was awestruck at what Disney was creating and wanted to be a part of it. He collected his best work samples and applied at the Walt Disney Company, and was immediately hired in April 1934.

New hires at the company were given "in-between" assignments, fleshing out the animation lines that senior animators had already completed, and Kimball began his Disney work in this manner. His talents were soon noted by the more established senior animator Ham Luske, who took in Kimball as his protégé. Recalled Kimball, "Ham gave me a lot of responsibility and that's the way you learn... He told me you couldn't caricature until you can analyze, draw, and shot the real object, the real character."

Disney was working on its ambitious *Snow White and the Seven Dwarfs*, and Kimball diligently animated several scenes that were ultimately cut out of the final film. Dejected, he nearly left Disney until he was presented with a new challenge: create and animate a new character that would serve as the conscience to a wooden marionette boy who comes to life. Kimball created the timeless Jiminy Cricket for *Pinocchio* and served as the directing animator for him. Creating the appearance of Jiminy was no small task. Recalled Kimball, "I did twelve or fourteen versions and gradually cut off all the appendages. I ended up with a little man...wearing spats and a tail coat that suggested folded wings...the audience accepts him as a cricket because the other characters say he is."

Kimball also contributed to *Fantasia*, notably the character Bacchus from the pastoral symphony sequence. His next animation challenge was a relatively minor character in the Disney universe: the poetry-loving dragon that serves as the centerpiece for the 1941 live-action and animation mix *The Reluctant Dragon*. Over half of the movie is a scripted tour of the Disney studios in Burbank, and Kimball makes a cameo during a sequence set in the animation department. He continued his artistic prowess on *Dumbo*, animating the scene in which the crows find Dumbo and Timothy Q. Mouse up in a tree.

Disney created two "goodwill" films following Disney's Department of State-spon-



sored visit to Latin America, and Kimball created what is considered his finest animation work, the outrageous, chaotic, and high-energy musical sequence featuring Donald Duck, Jose Carioca, and Panchito Pistoles in *The Three Caballeros*. It's a brilliantly choreographed sequence that flies in all directions at once. Kimball fondly recalled, "That's the only animation I ever did that I'm uncritical of. I look at the damn song I did and I laugh and I grin as hard as the day I did it."

Kimball next turned his animation pencil to the American folklore character of Pecos Bill for the 1948 release of *Melody Time*, creating a lovable caricature of the Western hero. Disney's next re-

lease was a return to the fairy tale genre, with the sweeping *Cinderella* and a return to animation realism, or the 'illusion of life.' The animals, however, had less restrictions and Kimball animated Lucifer the cat and the mice Gus and Jaq as charming caricatures of evil and good. Kimball's next animation highlight was the wild and wooly Un-birthday party scene from *Alice in Wonderland*, released in 1951,

bringing to life the outlandish Mad Hatter and the March Hare in the party scene that practically defines absurd.

The Walt Disney Company was continually evolving, from shorts to feature length films and into the new medium of television. Kimball, too, was expanding his contributions, now serving as a director. He helmed the Academy Award-winning short subject film *Toot, Whistle, Plunk and Boom*. The story outlined the four fundamental musical instrument groups and how they evolved, from cavemen to the present day. Kimball utilized a more modern, limited animation style that featured flat dimensions and asymmetrical design and a uniquely un-Disney look. He found the opportunity to direct liberating: "I was so relieved to get away from animation. I knew how to do it. I wanted to have some say about the content."



Kimball's next directorial contribution was grander in scale; the three part science series he created for the Disneyland television program. Frontierland had *Davy Crockett*, Adventureland had the *True-Life Adventures*, but Tomorrowland needed forward-looking content. Kimball recalled the scientific article he read in *Collier's* magazine about space exploration, penned by Dr. Wernher Von Braun, the former German-turned-American scientist who eventually became NASA's space exploration architect, and proposed that Disney collaborate with him on a television series. Kimball worked closely with Von Braun on the scripts for the three-part series, and the results were *Man In Space*, *Man and the*

*Moon*, and *Mars and Beyond*. *Man In Space* succinctly tapped into the country's fascination with space exploration. It was so successful that President Eisenhower requested a copy of it for a private screening at the Pentagon, no doubt helping to accelerate the country's budding space program. *Man in Space* aired in 1955; NASA's first space exploration program, Mercury, was established

three years later, leading to sub-orbital and then orbital manned space flight in 1961 and 1962, respectively.

Kimball wasn't just a prolific animator and director. Like Walt, he was also a railroad enthusiast and had his own backyard train dubbed Grizzly Flats. In his honor, the Disneyland Railroad named engine No. 5 the Ward Kimball.

He was also an accomplished trombonist and helped form the Firehouse Five Plus Two, a dixieland jazz band of fellow Disney artists.

Ward's personal credo perhaps best sums up his life's work: "Develop an all-consuming curiosity for things both exotic and living. Read, observe, analyze, and above all be flexible...keep an open mind and have fun. Take it from me, it's worth it!" For his contributions to the Walt Disney Company, Ward Kimball was named a Disney Legend in 1989, along with his fellow Nine Old Men.

# Post-Processing: The Art of Making Good Photos Spectacular

An oft-overlooked aspect of digital photography is the post-processing portion of image making. Post-processing, which is the editing and perfecting of images, can take much longer than the original shoot, but it can make good pictures spectacular. Post-processing was not new with the advent of digital photography; it was around in the days of traditional film also, as skillful manipulation of the images in the darkroom could lead to a variety of effects, many of which are taken for granted in today's digital age.

Before we start to go in-depth regarding post-processing, there are a few caveats (actually they are my opinions but I think they are well-grounded in logic) that I want to share.

1. No amount of post-processing or special effects can make a poor photo good, regardless of what people may say. It may give a unique slant on a particular photo, but as the expression goes "a pig in a pretty dress is still a pig."

2. "Fix it in post," a common expression for saying that you will be fixing mistakes in a bad photo (exposure, color, etc) later on in the computer, is just a lazy photographer's way of saying "I didn't care enough to get it right the first time and still don't care enough to re-take the photo."

3. In many cases, LESS IS MORE. Subtlety is the key to making images shine!

4. Never, ever, EVER(!) work on your original files. Make a copy first and use that.

I used to use Adobe Photoshop® to do all of my post-processing and editing, but early last year I finally took a friend's advice and gave Adobe Lightroom® a try...and now I am hooked! Not only does the program cost a fraction (\$139) of what Photoshop used to cost (Photoshop has now gone subscription-based only), but it is much easier and more intuitive to use, as the "Develop" module in Lightroom is based on Photoshop's Camera Raw conversion plugin. Lightroom is also "lossless," meaning that all of your edits are stored as metadata until you "export" the image, which then locks in the edits and creates a new copy of the photo. That's a lot of fancy words right there but the point is that it's very easy to edit your photos in Lightroom.

Before we begin any editing, we need to get the photos into Lightroom. This process is called "importing" and is as simple as pointing to your memory card when prompted, and indicating where you want the photos to be copied. As Lightroom copies your card, it also adds them to your Lightroom catalog. You can also add photos you already have on your computer using the Import dialog box. It can be confusing at first to get your photos into Lightroom, but if you think of it as being similar to iTunes in that the programs only manage and catalog your files, as opposed to actually containing them, it makes a bit more sense.

Once the photos have been "imported" into Lightroom then we move to the "Library" module (keyboard shortcut "G"). The Library module allows you to view the contents of a folder in grid fashion. It also allows you to move files from folder to folder, add keywords, tag and un-tag photos, and several other functions. Once you have selected the photo that you want to edit, you move to the "Develop" module (keyboard shortcut "D") which is where all of the fun happens.

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)

When you first enter the Develop module, you will have the photo you are working on, front and center, with a bunch of stuff down both sides and a "film strip" of thumbnails underneath. The left side panels contain your image's history (step by step as you edit) and available pre-sets (settings that have been saved from before and can be applied with one click). The right side panels contain your editing tools, which are designed to be used from top to bottom. With all of that said, let's take a look at a typical edit that I do on a photo using Lightroom (keep in mind that I use PC so some of the shortcuts on a Mac may be slightly different, such as Ctrl vs Cmd). Remember, I try to edit for subtlety and don't always use all of the available tools. Also, keep in mind that there is not an exact "set" amount of editing you'll need to do, how much you do (and don't do) will depend on the photo.

At the top of the right hand side is the histogram, which shows the distribution data in your photo in terms of brightness, ranging from black (left edge) to white (right edge). This is useful to see graphically how well or poorly exposed your image is. Underneath that is the "Crop Overlay" tool which is the first tool I use. After clicking the Crop Overlay tool, I move down to the Straighten tool (icon of a ruler) and find a straight edge and click/ drag to make sure the picture is nice and level. A double-click locks it in and crops it.

I then move to the Exposure tool and make the necessary adjustments, paying attention to the histogram and how the photo looks. While moving the exposure slider, you can hold the Alt key (PC) which will show you where in your photo the picture is becoming over-exposed. I then drop down one tool and add or remove a SMALL amount of Contrast, which affects the difference between the brightest areas and darkest areas. The higher the contrast, the greater the effect.

The next four tools are work in conjunction with each other: Highlights, Shadows, Whites, Blacks. You can look at the histogram and see what portion of the image each tool

will affect as a gray box will appear in the back of the histogram in the areas that will be affected. If the histogram values were 1-100 (they are actually 0-255), the Highlights tool will modify the values from approximately 70-90 and nothing else. Conversely, the Shadows tool would affect values from approximately 10-30 and nothing else. Whites would cover values 90-100 and Blacks would cover 1-10. Again you can use the Alt key while dragging to make sure you are not "clipping" either end of the histogram. You may have noticed that I did not mention the middle values from 31-69; those

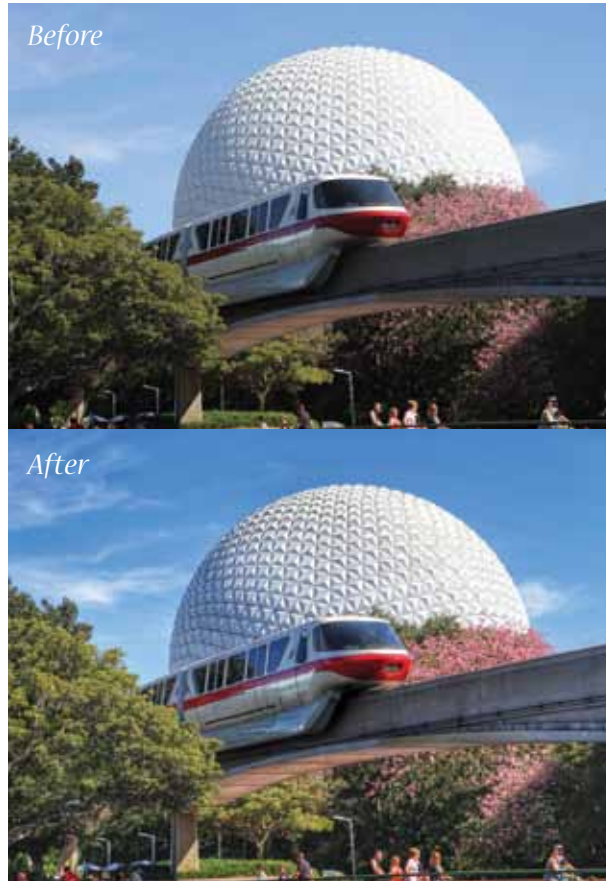
are covered by the aforementioned Exposure tool.

After setting the Highlights, Shadows, Whites, and Blacks, I move to the next three tools: Clarity, Vibrance, and Saturation. The Clarity tool is the incredible tool that adds punch and impact, emphasizes texture, and adds mid-tone contrast. It only affects the mid-tones of the photo and is much more powerful than the Contrast tool. This is one of those tools that must be used in moderation but it can have a dramatic impact on the photo! The Vibrance slider modifies only the least saturated (colorful) pixels in the photo, as opposed to the Saturation slider, which affects all of the colors in the entire image. After adjusting those three sliders, I am mostly done unless

the photo needs a little bit of extra help, in which I might mess with the Tone Curve or adjust individual colors.

You will notice that there is no "Save" dialog and that's because, as I mentioned before, you are not editing the actual photo but rather creating a set of instructions that get applied once you "Export" the image. Remember, Lightroom is "lossless" which means you are not changing the data in your original file but are making a new image with the modifications applied.

Lightroom offers a free trial so I really hope you give it a chance and learn to use it well. It can make a good photo look awesome!



# Trattoria al Forno: A Taste of Italy and the Comfort of Home

As I walk into the lobby of the newest restaurant at Disney's Boardwalk Inn Resort, I am quickly reminded of my trip to Italy. I close my eyes and let the senses take over with the smells of pizza from the oven and the soft Italian music playing in the background. It instantly brings me back to the pizzerias in Rome and the quaint family restaurants in Cinque Terre. I open my eyes to find I am in the lobby of Trattoria al Forno. Just standing at the hostess stand, I feel like I am back in Italy.

The lobby has a beautiful brick wall with round edges around the hostess stand. A large rug sits under several comfortable chairs with a huge display of wine on the back wall. Family pictures line the other walls, and I feel like I am in the home of an Italian family. That is the exact theme of this restaurant, Trattoria al Forno. This restaurant is home to Dominic and Connie Oliveri, who welcome family and friends into their home every day for breakfast and dinner.

As you walk into the restaurant, you will see three distinctive rooms. The first room is La Cucina, the kitchen. Dominic and Connie opened their kitchen and home to visitors to enjoy good food, laughter, and to meet new friends. This room has incredible copper colored tin tiles on the ceiling. The seating includes green cloth chairs, wooden chairs, and long tables. Along the walls, you'll find bright red cloth chairs, benches, and a large collection of Oliveri family portraits and decorative bottles. You can also see the pizza oven at the entrance to the open kitchen. The kitchen runs the length of the restaurant and covers the three main dining areas, and you can watch the chefs prepare your food right from your table.

According to the backstory, as the number of visitors grew, Dominic and Connie needed to add onto their home with the formal dining room, called La Sala da Pranzo. This formal dining room is much darker, with some subtle lighting provided by the sparkling chandeliers hanging from the ceiling. The room is separated with a rich red ceiling and wood arches. The dark red curtains are drawn back with gold ties, and serve to separate the room from the kitchen and living room even more. The furniture here is more elegant, with a mixture of decorated red and gold cloth, leather seating, and dark wooden tables. The back wall of the formal dining room is covered with Connie's china and silver.

The wonderful hosts had to add onto their home again (as their visitors grew) with a living room, or the Salotto. This room includes more tables and chairs for visitors to dine. You can even lounge in several red leather booths. The walls are lined with more family photos. Light flows into this room and the original kitchen through floor to ceiling windows.

But even the Salotto wasn't enough; Dominic had to add onto their home one more time to accommodate even more Guests. This room is the tavern, or La Taverna. The tavern is a separate room right off the living room, and can be made private by closing the door, making it perfect for intimate gatherings. The tavern brings in light from the glass doors out to a patio seating area. I love the brick walls and bright red paint that decorate this room. There is a wall covered with bottles and more family portraits.



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.*

The restaurant has such a warm atmosphere that I instantly felt at ease and relaxed, ready to dine on an incredible Italian meal. The theming of Trattoria al Forno is just the beginning of this new dining experience at Disney World, and the food is just as spectacular. This restaurant serves breakfast and dinner. For dinner, they offer an extensive wine list that complements the meal, and the food is prepared fresh for your dining experience. The mozzarella is a "must have" and is prepared from scratch every afternoon. Every menu item has an ingredient coming right from Italy; you truly have a taste of Italy in every bite!



The dinner menu consists of Antipasti, Pizza Al Forno A Legna, Pasta E Riso, and Carni E Pesci. The Antipasti is a wonderful way to start your Italian meal with options, including Venetian Mussels, Caprese Salad, Regional Italian Soup of the Day, Romaine Lettuce, Grilled Treviso, or Fried Calamari. The most popular dishes are the Caprese Salad with the house-made mozzarella and the Romaine Lettuce with cucumber, tomato, olives, and shaved Pecorino Romano on grilled bread.

The pizzas are prepared right in the brick oven fireplace. After a recent visit to Italy, I was thrilled to see the pizza is authentic Italian pizza! You can choose from Fennel Sausage, Salame Piccante, and House-Pickled Peppers, Margherita, Broccoli Rabe, Truffle Cream, Smoked Prosciutto, Potato, Rosemary and Mozzarella, or Roasted Portobello Mushroom and Cipollini Onions and Arugula. The most popular pizza is the Truffle Cream with Asiago, Pecorino, and Fontina.

There are several menu items under the Pasta E Riso, including Linguini alla Vongole, Polpetta Gigante, Baked Lasagna, Seasonal Risotto, Campanelle, and Semolina Tagliatelle alla Carbonara. The Polpetta Gigante is a giant meatball with Ricotta Cannelloni and Marina.

The most popular dish in the Carni E Pesci section (and at Trattoria al Forno in general) is the Braised Beef Bolognese. This is just one of the incredible dishes slow-cooked for four hours. Other entrees include T-Bone Steak Florentine, Slow-Cooked Lamb Shank, Chicken Breast alla Parmigiana, Pork



Chop alla Milanese, Eggplant Rollatini, Sauteed Shrimp, and Whole-Roasted Fish. Some other popular entrees include the Slow-Cooked Lamb Shank and Chicken Breast alla Parmigiana.

The price for appetizers range from \$6.49-11.99. The price for entrees range from \$17.99-36.99. The pizza ranges in price from \$16.99-18.99.

Trattoria al Forno is already very popular with Guests visiting Disney World and Central Florida locals. You can call 407-WDW-DINE or book an Advanced Dining Reservation with your travel agent. If you are not able to get a reservation, you can still walk up at 5:00 PM for first seating or at last seating around 9-9:30 PM. Always double check the restaurant for the exact first and last seating during your vacation dates. This is a little tip from the staff at Trattoria al Forno! This new restaurant is on the Disney Dining Plan.

Since this is a brand new restaurant, the Disney Chef was not able to share his recipes, but we will keep checking. If I am able to get a recipe, I will be sure to share it on the celebrationspress.com blog, so keep on the look out! I would recommend this new restaurant during your Disney World vacation for breakfast or dinner. Trattoria al Forno has a comfortable feeling of home, but with a taste of Italy. 🍷

# Traveling Tips for Large Families

Extended families traveling together to Walt Disney World are becoming more and more popular. Many travel parties consist of parents, the kids, grandparents, and perhaps even an aunt! Trips like these make for some precious memories, especially since it's a chance for the whole family to experience that Disney magic together. Walt Disney World is a spectacular place for groups of all sizes to experience magic in their own way. It welcomes not only families, but dance teams, cheer squads, bands, scout troops, and more. Traveling with a large group can be memorable, enjoyable, and manageable, but it takes a bit more planning, some organizing, and plenty of pixie dust.

One of the first things you'll do is actually book your trip. When booking your trip, have your resort reservations linked with a "travel with number." Since all Disney resorts use the same Reservation Office, this is very easy! Linking your reservations allows Disney to know that you are all traveling together and that you want your rooms as close to each other as possible.

When it comes to eating, plan a few sit down meals together. Perhaps not everyone in your group is on the Disney Dining Plan. You can still coordinate your dining reservations for those of you who want to eat together. Break your larger group down into smaller ones to get close dining times. At the majority of restaurants, your group will be broken down into smaller parties. There are a few dinner shows and table service restaurants that can put tables together to accommodate everyone. This gives you a chance to reconnect after a day in the park. You will want to make these reservations as close to your 180-day mark as possible, and over the phone with Disney Dining. The Cast Member can help you break your group down and assure that everyone is accounted for, as well as getting you the most convenient time possible.

While you are enjoying your time together, it is also important to plan some time apart from each other. If you are traveling with 40 of your closest family members, someone is bound to feel a little stressed. Split up in the parks during the day and meet back together for a meal. Or, consider a date night amongst the adults, and take turns watching each other's kids. Most importantly, allow for some down time at the pool or Downtown Disney to be sure everyone is relaxing and having a great time.

Before any of your major planning starts, appoint a "team leader" for various aspects of your group; for example, someone to seek out resort options from a travel agent or Disney group sales, and another person to suggest restaurants and to check the crowd calendars to plan your park days. Consider another member of your party to plan out-of-park activities, and yet another to look for airfare or make road trip plans.

One of the really fun aspects of an extended family or large group vacation is to set yourselves apart! Put together some fun matching t-shirts for everyone. They could be the same color with "The Hurst Family Reunion 2015" printed on it, tie-dyed shirts, or even coordinated by family. It'll add some great fun to your photos and even get you some extra attention from Disney Cast Members.

Another great tip for traveling with a large group is to set up a loose schedule. You might agree to visit Epcot in the morning and then part ways in the afternoon. Park



By Carrie Hurst



*Carrie Hurst is a travel agent with Destinations in Florida, specializing in family travel, especially large groups traveling together to all Disney Destinations, cruises, and more. A huge fan of family travel, Carrie feels that group vacations bring about priceless memories for the whole family that will last a lifetime. Contact Carrie at [carrie@destinationsinflorida.com](mailto:carrie@destinationsinflorida.com) to book your next family getaway!*



hoppers are a GREAT option for large groups traveling together. It really gives everyone the flexibility they need, yet allows you to meet up when you want. Be sure you remind everyone to arrive at your dining reservations 15 minutes prior to check in.

Every day, coordinate a daily meeting time and location. It's important to meet up during the day so you can catch up with everyone and make sure things are going well. It's also the perfect time for some group photos! Choose an easy to find icon—like the Partners Statue at Magic Kingdom.

Touring the parks and getting from one place to the next doesn't take as long when you are a family of four or five. But add 25 more people to that, and you'll need to add some extra time making your way around. Slipping into the Festival of the Lion King or IllumiNations with 15 minutes to spare in hopes of finding three or four seats together is doable. For 40 seats or so, not so much. Plan on arriving at the show about 45 minutes to an hour beforehand. Gather everyone in your group together, or at least as many as possible, and get in line TOGETHER. This will assure your seats

are together.

Plan on extra time for everything. Most families can be ready for the parks in about an hour. Trying to make rope drop for Magic Kingdom at 9:00? Then be sure to tell everyone in your party to meet at the bus stop at 7:30 AM to catch the first bus out to the parks. This is a very important consideration with dining as well. If you are dining with a large party, it's going to take a long time. Don't schedule any group activities or plan on catching any shows until at least three hours after your dining reservation. It's better to spend 30 minutes waiting for a show rather than missing it because you didn't account for enough dining time.

Most importantly, have an alternative plan for those who need a break. One way to do this is to appoint someone who is willing to go back to the resort with the adults, or children, who need a break from the parks or become ill.

Planning a trip to the Disney Parks with an extended family or group can be a fun experience, with so many memories. It's a priceless time together with those you love and with whom you want to share a little Disney magic! 🐻

# Secrets of the Big Thunder Mountain Railroad Queue: Part One

At Walt Disney World, particularly in the Magic Kingdom, Imagineers have been working hard to ensure that the time spent in line can be just as entertaining as the attractions they serve. Traditional switchback queues may lack charm, but they effectively channel hundreds of Guests in a compact space towards the main event. However, that doesn't mean that the queue need be devoid of entertainment and hidden Disney tributes. This is clearly the case with Frontierland's Big Thunder Mountain Railroad. The queue has always featured genuine mining artifacts from the 19th century, but it now showcases more details on the Big Thunder Mountain backstory and several interactive elements. Recall back to issue 28 of Celebrations, in which we were introduced to Barnabas T. Bullion, the east coast mining magnate who runs the Big Thunder Mining Company. We now know more of his backstory.



But first, we need to have a quick history lesson about Big Thunder Mountain Railroad. It's one of the classic Disney attractions that can be found in all Magic Kingdom-style parks around the globe, along with other icons such as Space Mountain and the Haunted Mansion. Knowing this, it's hard to imagine that Big Thunder Mountain Railroad almost didn't come to be at the Magic Kingdom. The western edge of the park was originally slated for Marc Davis' ambitious Western River Expedition, a water-ride attraction through an expansive show building whose exterior would be dubbed Thunder Mesa and feature a runaway mine train ride. Western River Expedition was slated for construction during the late stage of phase one (Walt Disney World's first five years of operations). However, Guests were more interested in the Pirates of the Caribbean, and plans for the Western River Expedition were scrapped in favor of the rowdy buccaneers. Not all had been lost, however. The runaway train concept was picked up by now retired Disney Imagineer and

MOUSE VIEWS

DISNEY SECRETS

By Jamie Hecker



*Jamie Hecker has been a lifelong fan of Disney, and is passing on his love to his sons. He and his family visit Orlando annually and always look forward to their next trip. When not in Orlando, he resides in northern Virginia with his beautiful wife Suzanne, two boys and four cats.*

*You can read more about his "hidden Disney" musings at [myhiddendisney.blogspot.com/](http://myhiddendisney.blogspot.com/)*

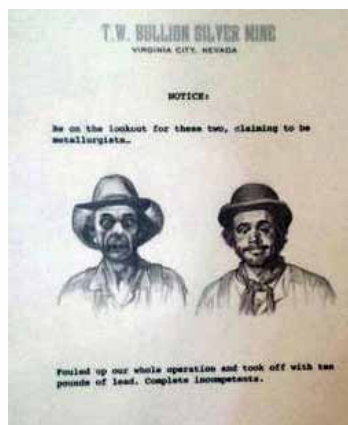


Disney Legend Tony Baxter, the model for Barnabas Bullion. He created Big Thunder Mountain Railroad first for Disneyland, repurposing the space formerly occupied by the Mine Trains Through Nature's Wonderland and then recreated it for the Magic Kingdom. Disneyland Paris and Tokyo Disneyland have versions of it as well.

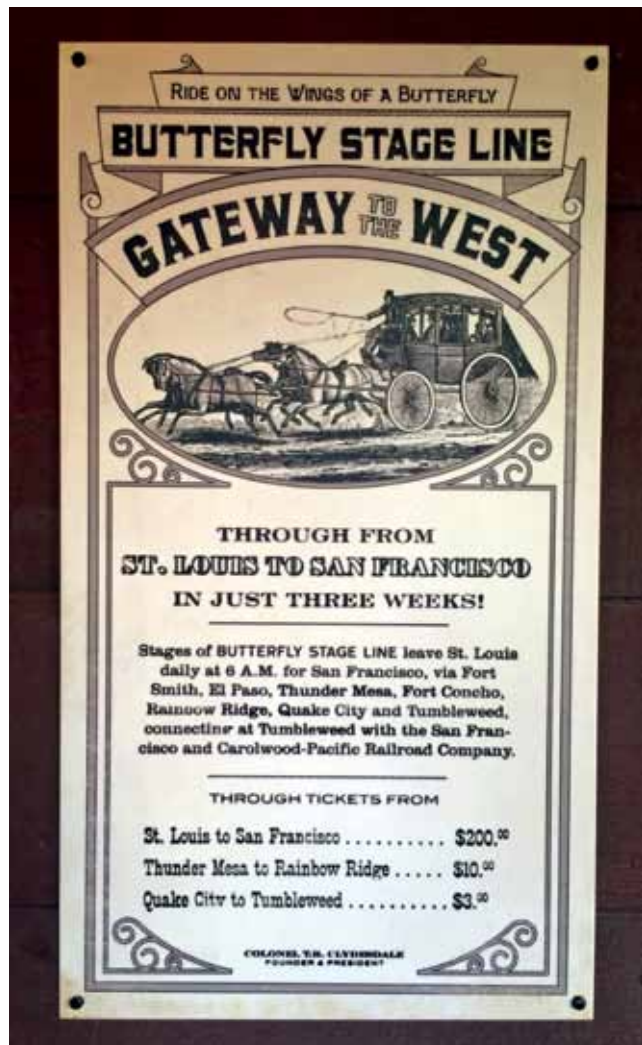
As you travel through the updated queue, there are plenty of tributes – some obvious, some very subtle – to Disney history. It features hidden secrets covering Disney films, Imagineers, park attractions and even Walt himself. We'll examine some of these over the next two issues of Celebrations. Ready? Let's take a closer look.

### Movie Tributes

The Disney film library is vast, and Imagineers found ways to incorporate several of their live-action movies that were set in the 19th century. For starters, look for the sign that reads: All miners are required to bunk on premises at the Big Thunder boarding house. No Exceptions! Meal provided daily. Baths weekly. A fee has been deducted from your pay for services rendered plus gratuity. Mrs. Liddy Calloway, proprietress. Calloway is one of the lead characters in the 1965 Disney film *Those Calloways*. Another Disney movie, *The Apple Dumpling Gang*, is featured prominently throughout the queue. This 1975 family film features Bill Bixby who unwittingly is put in charge of two orphans in the fictitious California town of Quake City during the gold rush of the 1850s. The film also features Tim Conway and Don Knotts as two bumbling thieves who just can't quite get their act together. There are several references to the film and its characters in the queue, all in sign form. One reads, "When in Quake City, shake things up at the Hard Times Cafe. Staples and Fancy Victuals since 1849. When times are hard, head for the hard times! Try the apple dumplings – a specialty of the house!" Barnabas Bullion apparently has an equally ambitious brother, T.W., who lives in Virginia City, Nevada, and is a silver magnate. He warns Barnabas of two incompetent thieves who "fouled up our whole operation."



The sketch of the two bandits? None other than Knotts and Conway, derived from publicity stills from the movie.



### The Butterfly Stage Line

Another sign in the queue advertises the services of the Butterfly Stage Line, which is the holy grail of Disney references. The stage coach line offers service between Quake City and Tumbleweed, with the latter being the fictitious setting of Big Thunder Mountain. Another stagecoach route is between Thunder Mesa and Rainbow Ridge. The former, of course, is the name of the unbuilt mountain of Western River Expedition, and the latter is a tribute to the former Disneyland attraction that hosted pack mules. Finally, the stage coach sign indicates that a connecting service is offered via the San Francisco and Carolwood-Pacific Railroad Company. This is yet another Magic Kingdom reference to Walt's personal backyard train he operated in his Los Angeles home.

That's our first review of Disney secrets in the updated queue for Big Thunder Mountain Railroad. Join us in the next issue as we continue our exploration of the queue. 🐛



MOUSE VIEWS



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).*

## Six Things Not to Miss As Disneyland Turns 60

Spring of 2015 marks the beginning of the celebration of Disneyland's 60th Anniversary. The little park has come a long way from 'black Sunday,' where women's heels stuck in the asphalt and the Disneyland Hotel wasn't even a thought yet. But since its opening, Disneyland has retained its charm while breaking new ground through technologically advanced attractions and displays. From Walt Disney's first proclamation that "Disneyland is your land," Disneyland has been a landmark attraction for Southern California and the world at large. If there was ever a time to visit Disneyland Resort, it's now. And here's just a few reasons why.

**6) Buena Vista Street:** Though located in Disney California Adventure, this is the perfect place to start a historical visit to the Disneyland Resort. There is an air of peace and optimism to the street that sets the perfect tone for any Disneyland vacation. Try an early morning stroll through the streets to Fiddler, Fifer & Practical Café (which serves Starbucks products with a bit of a Disney touch) for a warm drink and a pastry. Before rushing off to grab a Fastpass for World of Color (see number 4), absorb the charm of the avenue itself. Harking back to the Los Angeles streets of the 1920s and 30s, the street includes charming shops (like Oswald's, a gas station replica carrying often hard-to-find merchandise based on Mickey Mouse's precursor, Oswald the Lucky Rabbit). The true Not-To-Be-Missed stop on the street is 'Storytellers,' the bronze statue of Walt Disney and Mickey Mouse. As a young idealist, Walt arrived with little to his name and less in his pockets. The statue is a great reminder that 'It all started with a mouse.' A stroll to the end of the street would lead right into Carthay Circle, a beautiful building that opens its lounge and dining room for lunch time.

**5) Fireworks:** Granted, it's actually difficult to miss the evening fireworks in Disneyland, if only due to size alone. For a limited time, Disneyland's classic show "Fantasy In The Sky" will once again be igniting the sky above Sleeping Beauty's Castle. Though the new incarnation of the show will be performed to the most updated version of the soundtrack (from 2004) the show is none-the-less a not-to-be-missed Disneyland attraction worth waiting on a curb for. Fireworks first appeared over Sleeping Beauty's Castle in 1958, and now it's practically a nightly tradition (as weather allows). Though little is known about the upcoming show, it's expected that it will change by summer time for a special Diamond Anniversary show that is likely to rival this spectacle.

**4) The Food:** Whether a Character Meal at Goofy's Kitchen or Ariel's Grotto, counter service from The French Market or the Hungry Bear, or even upscale dining, the food in Disneyland is an attraction unto itself. From the renowned street cart churros to the turkey legs and popcorn, Disneyland is worth a visit for the munchies alone. Need a little romance or nostalgia? Choose a Monte Cristo in the subdued lighting and unique atmosphere of The Blue Bayou in Disneyland. At the aged Oak of Carthay Circle in Disney's California Adventure, there is something for even the most sophisticated palette. Every season, Disney adds new treats to the bakery win-

dows and new fresh ingredients to their menu. Though every eatery is bound to have its own special dish, what better way to celebrate Disneyland's Diamond Anniversary than splurging for a coveted reservation at one of Disneyland Resort's finest? Well, perhaps there is one better way... new for 2015, Disneyland is now offering Fantasmic! Dining packages. The Blue Bayou and the River Belle Terrace offer dining packages that include dinner and reserved seating to Disneyland Park's most popular nighttime entertainment attraction since 1995. Don't have time for a full sit down dinner? Swing through Aladdin's Oasis in Adventureland and take advantage of the On-The-Go package. Probably the most affordable option (at \$19.99 for adults and \$13.99 for children), Guests can get a Grab & Go meal and a Fastpass securing a spot in the reserved viewing area for the waterside show. (Keep in mind you must make these reservations in advance online or through Disney Dining.) And if dinner isn't on the menu, well, nothing goes better with Fantasmic! than dessert! Beginning April 2nd, The Hungry Bear Restaurant in Critter Country will be offering a dessert sampler, coffee, tea, soft drinks, and a special viewing place for Fantasmic!. While the cost is a bit steeper than the On-The-Go package (\$29.99 per Guest), the location and service is a wonderful way to cap off the evening. And, speaking of entertainment...

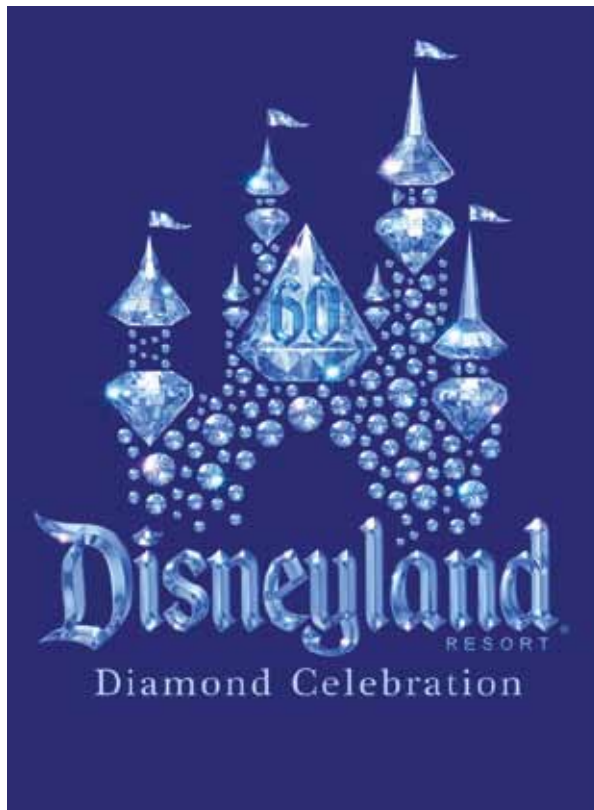
**3) Evening Entertainment:**

While the rumors fly about what may, or may not, appear at Disneyland Resort during their Diamond Anniversary, and I'm sure the daytime parade will be spectacular, there is nothing more magical than an evening parade at Disneyland. Disney has not officially released plans for evening entertainment, but it's safe to say there will likely be some dazzling display sparkling its way down Main Street U.S.A. long after the sun goes down. There has been talk of the Paint the Night Parade from Hong Kong joining Disneyland's line up for this very special occasion - or perhaps the Main Street Electrical Parade will make an encore perfor-

mance. No matter the outcome of the great parade mystery, there is no shortage of spectacle. Since the fireworks had their own mention, it's only fair to mention Fantasmic! and World of Color in this category. World of Color in Disney California Adventure Park typically changes during seasonal holidays, so it stands to reason that it will likely transform with Disneyland's upcoming celebration. Aside from the big attractions (Fantasmic!, Fantasy in the Sky, and World of Color), it's worth mentioning that there may be a little extra magic over at the Disneyland Hotel as well. Trader Sam's is becoming more and more of an after-hours attraction at Disneyland Resort, as is the street entertainment in Downtown Disney. Both are just a short stroll away from

the front gates, and they are well worth a visit for those who love live music.

**2) Becoming a Part of History:** Traveling to Disneyland is always a memorable occasion, whether you're a local on an annual pass, or a visitor coming from across the world. But there is something extra special about being immersed in Disney magic during a decade celebration. The 50th Anniversary was an amazing year of events that launched such attractions as Indiana Jones and the Temple of the Forbidden Eye, as well as a 17-minute long fireworks show that wowed Guests for years to come. Disney is keeping a tight lid on the surprises in store for the Diamond Anniversary celebration,



but they are sure not to disappoint. One of the best ways to take advantage of this moment in Disney history is to take a self-guided tour of the park as it might have appeared in Walt's day. (Stay tuned to the next issue of Celebrations to find out how to accomplish that feat!)

**1) That Picture in Front of the Castle:** For many Guests, a photo taken in front of Sleeping Beauty's Castle is the best souvenir of any Disneyland vacation. Bringing home a photo of family or friends in front of the castle, decked out with Diamond Anniversary insignias, is a true once in a lifetime souvenir.

FEATURED ATTRACTION

By Tim Foster



THE MAGIC OF

Disney  
ANIMATION

It was all started by a mouse.' Walt Disney's famous quote rightly gives Mickey Mouse the credit for propelling the Disney empire to unheard of heights, but as we all know the true genius behind the company's success was Walt himself. With everything that the Walt Disney Company encompasses, from world-class resorts to ground-breaking theme park attractions, it's sometimes easy to forget that it really all started with a form of entertainment that is commonplace today, but was quite innovative at the time.

The use of animation in film had only been around for a few years when Walt Disney opened his first animation studio in Los Angeles in 1923. Though earlier animated shorts had been produced, few of them survive today (*Felix the Cat*, distributed by Paramount Studios, is perhaps the best-known of the "pre-Disney" animated shorts). But of course it was Walt Disney who propelled the new medium to unheard of heights, creating the first cartoon with a synchronized soundtrack (*Steamboat Willie*), the first full-color cartoon (*Flower and Trees*), and of course the first full-length hand-drawn animated feature film (*Snow White and the Seven Dwarfs*).

While future innovations were still to come (including live-action films, the invention of Audio-Animatronics, and the creation of Disneyland), the art of animation is where the true heart of the Walt Disney Company lies. While many of the attractions found throughout Walt Disney World pay homage to many of the famous films and characters from Disney history, there's only one that immerses you in the wonders of the animation process itself, and is a must-see for any Disney fan.

Tucked away in the Animation Courtyard at Disney's Hollywood Studios is The Magic of Disney Animation, and it's here that you can discover all of the tricks, techniques, and advancements that are used to bring artwork to life on the big screen. The Magic of Disney Animation has changed greatly over the years, reflecting the changing identity of Disney's Hollywood Studios itself

### **In the Beginning: Making Movie Magic**

When the theme park first opened as the Disney-MGM Studios in 1989, it was also a fully functioning production facility. Indeed, the original concept for a movie-themed park grew from an idea for a new Epcot pavilion, tentatively called "Great Moments at the Movies," which would host an attraction that would eventually become the

Great Movie Ride. Then-CEO Michael Eisner felt that the idea was good enough to form the foundation of a whole new park, and the concept eventually grew into the creation of the Disney-MGM Studios (Disney and Metro-Goldwyn-Mayer had signed a licensing contract in 1985 that gave Disney the rights to use MGM's name and logo in the creation of the new park.)

The park would not only welcome Guests to experience world-class attractions, it would also serve as a real film studio. Guests could get a behind-the-scenes glimpse into the world of movie magic, and tours would take Guests backstage to see the production and post-production facilities, just like the tours studios would offer in the golden age of Hollywood.

The first two films shot at the new park were *Ernest Saves Christmas* and *Newsies*. The park also saw the launching of Walt Disney Feature Animation Florida in 1989, which would go on to create several Disney modern day classics including *Mulan* and *Lilo & Stitch*. Live shows were also shot in the various sound stages scattered throughout the park, including *The Disney Channel's Mickey Mouse Club* and *Teen Win, Lose or Draw*.

During these early years, the Animation Courtyard and its distinctive archway served as the starting point for the production studios tours. The Magic of Disney Animation itself was a walking tour comprised of four segments. The tour began with a short film called "Back to Neverland" that featured Robin Williams as a wide-eyed Guest who received a lesson in animation from none other than Walter Cronkite. The film began with Cronkite telling the audience that they were going to learn all about the art of animation. (Incidentally, this opening scene provided Guests with a great view of the Earful Tower, the Mickey Mouse ear-topped water tower that served as the park's icons during its early years.) Cronkite invites a nearby Guest (Robin Williams, wearing a pair of giant Goofy ears!) to join him. When asked what his favorite Disney film is, Robin briefly extols the virtues of *Fantasia*, but soon confesses that he's always wished he could visit Neverland from *Peter Pan*. With a little help from Tinker Bell, Robin and Walter are whisked away to a room filled with giant books, demonstrating the fact that every good film starts with a great story.

The pair then moved on to a giant storyboard, where every scene from a film is laid out and organized so that the animators can put together the story. Walter tells

Robin that he will be playing the part of one of the Lost Boys, and even though he is initially disappointed (Robin had a more adventurous role in mind, "Peter Pan: First Blood," with the part of Captain Hook being played by Jack Nicholson), Walter explains that Robin's part is that of a "sympathetic little character, someone we could all feel for." Explaining further, Walter tells Robin how the audience will feel suspense as he's alone on the pirate ship, frightened when he's captured by Captain Hook...and sorry when he's thrown to the crocodile. Robin is taken aback by the bleak turn of events, but Walter assures him there will be a happy ending.

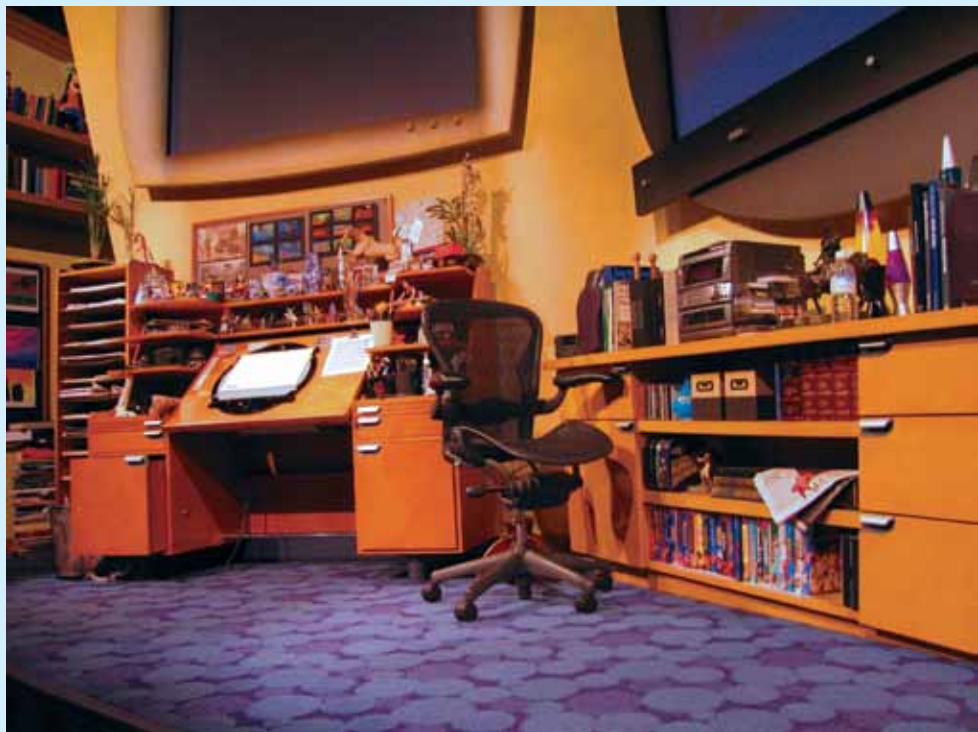
Next up is the sound studio, where Robin performs his lines, including "Help!" and "Don't eat me!" Robin then transforms into a small ball of red light, and Walter explains that he is now nothing more than a voice, now in the hands of the animators who will bring his character to life. After Walter explains how each frame is drawn by hand, Robin decides to have a little fun with his animator. After having the animator make him super tiny and re-e-e-ally big, he transforms into the Seven Dwarfs, Mickey Mouse, and Walter Cronkite himself.

From there it's on to the scanner, where each drawing is scanned into a computer to be colorized at the Digital Paint Station. Meanwhile, the layout artists are shown creating the backgrounds that will make up the movie's sets. Once all of the individual elements are created, it's time to bring them all together, along with the music and sound effects. After a frightening animated confrontation with Captain Hook and the crocodile, Tinker Bell arrives to save the day. Walter then reminds Robin that it's time to continue on with the tour, but Peter Pan invites Robin to fly off with him to Neverland, leaving Walter Cronkite to leave us with those famous words, "And that's the way it is."

At the conclusion of the movie, Guests got the chance to meet a real animator, who offered up some tips and answered questions. From there, Guests got to tour the actual animation studios, where they could see Disney artists working on future projects. It was here that you could get a glimpse into the many components of an animated film, everything from storyboards and sound to drawing and coloring. Actual Disney animators worked away behind gi-

ant glass walls, and the experience afforded Guests a unique look into the efforts and talents that went into every frame of animation. The tour concluded with a final film that showcased some of the finest moments in Disney animation.

In 2003, the entire Florida animation operation was relocated to California, and the change necessitated an extensive renovation for The Magic of Disney Animation. The attraction re-opened in 2004, with an all-new experience and a new (and mischievous) host.



### A New Park: A New Tour

The new tour begins with a presentation that takes place in a small theater designed to look like an animator's studio. (Look carefully at the animator's desk and the surrounding shelves; you can sometimes find pushpins or other objects playfully arranged in a Hidden Mickey shape by one of the animators.) Your host is Mushu, the dragon from Disney's *Mulan* (which, incidentally, was the first film to be entirely animated in the Florida studios). He is joined by a Disney animator, who tells the audience all about character development. One of the first things you'll learn is how many characters end up being very different from their original concepts. For example, Pocahontas' original sidekicks were meant to be a raccoon, a hummingbird, and a turkey. Realizing that three sidekicks were too many, the animators got rid of the raccoon. But eventually they realized the turkey wasn't working, so they brought back the raccoon, which

of course became the loveable Meeko. The animator then goes on to explain how Mushu was originally intended to be two characters, a Gryphon and a Phoenix. Mushu protests that he's always been a dragon, and proves it by showing the audience pictures of himself with his cousin, Elliot the Dragon (from the 1977 Disney film, *Pete's Dragon*), his baseball team (the Chunichi Dragons), playing his favorite game (Dungeons and Dragons), and finally posing with Cher (which has nothing to do with him being a dragon of course).

Mushu and the animator are joined (via a short film) by Chris Sanders, who was Mushu's Character Designer for *Mulan* (Sanders has since gone on to co-direct and co-write *How to Train Your Dragon*). Chris further explains the changes that occurred during the development of Mushu's design, including the revelation that, for a short time, he had two heads! Mushu's Supervising Animator, Tony Bancroft (who also directed the film), appears next, relating how the animators researched Chinese paintings, tapestries, and carvings to learn about dragons. In doing so they discovered that dragons are actually made up of several different animal parts. In Mushu's case, these included the body of a snake, the horns of an elk, the claws of an eagle, and the face of a camel (Mushu wasn't very thrilled by that last part). After a brief meeting with the rest of the animation team, you'll see a short film highlighting the newest Disney characters from their most recent films.

At the conclusion of the presentation, the tour continues on to the Production Gallery, where you can view animation cels, models, backgrounds, and other elements from Disney films currently in production. Several original cels from classic Disney films, as well as several of the Academy Awards won by Disney films, are also on display. Continuing on, you'll get a glimpse into the working areas formerly used by the animators as you make your way toward Animation Station, a fun-filled exhibit area filled with interactive kiosks that take you inside the world of animation. Various stations include the Sound Stage, where you can create your own movie soundtrack using music and different sound effects; Digital Ink & Paint, where you can try out your artistic skills as you add color to a classic Disney animated movie sequence; and You're a Character, where you can discover your true Disney character with a little help from Lumière. Finally, you can visit the Animation Academy where a Disney artist will give you a hands-on lesson on how to draw



a favorite Disney character. The Animation Station is also a great place to meet and greet your favorite Disney characters. The cast of characters is always changing, but you'll frequently be able to meet Sorcerer Mickey himself (be sure to check your Times Guide for other characters). One of the best things about this meet and greet area is that it's usually not that busy, so you can meet your favorite characters without too much trouble...especially when compared to the massive crowds that wait for Mickey, Anna, and Elsa over at the Magic Kingdom.

Last but not least, The Magic of Disney Animation is home to one of the most incredible shops in all of Walt Disney World, the Animation Gallery. Whether you're a collector or a casual fan, there is plenty here to see. You'll find everything from original animation cels, books, posters, and collectible figurines to Vinylmation figures, original paintings, and more. You can also take the rare opportunity to watch a real Disney artist create an original work of art!

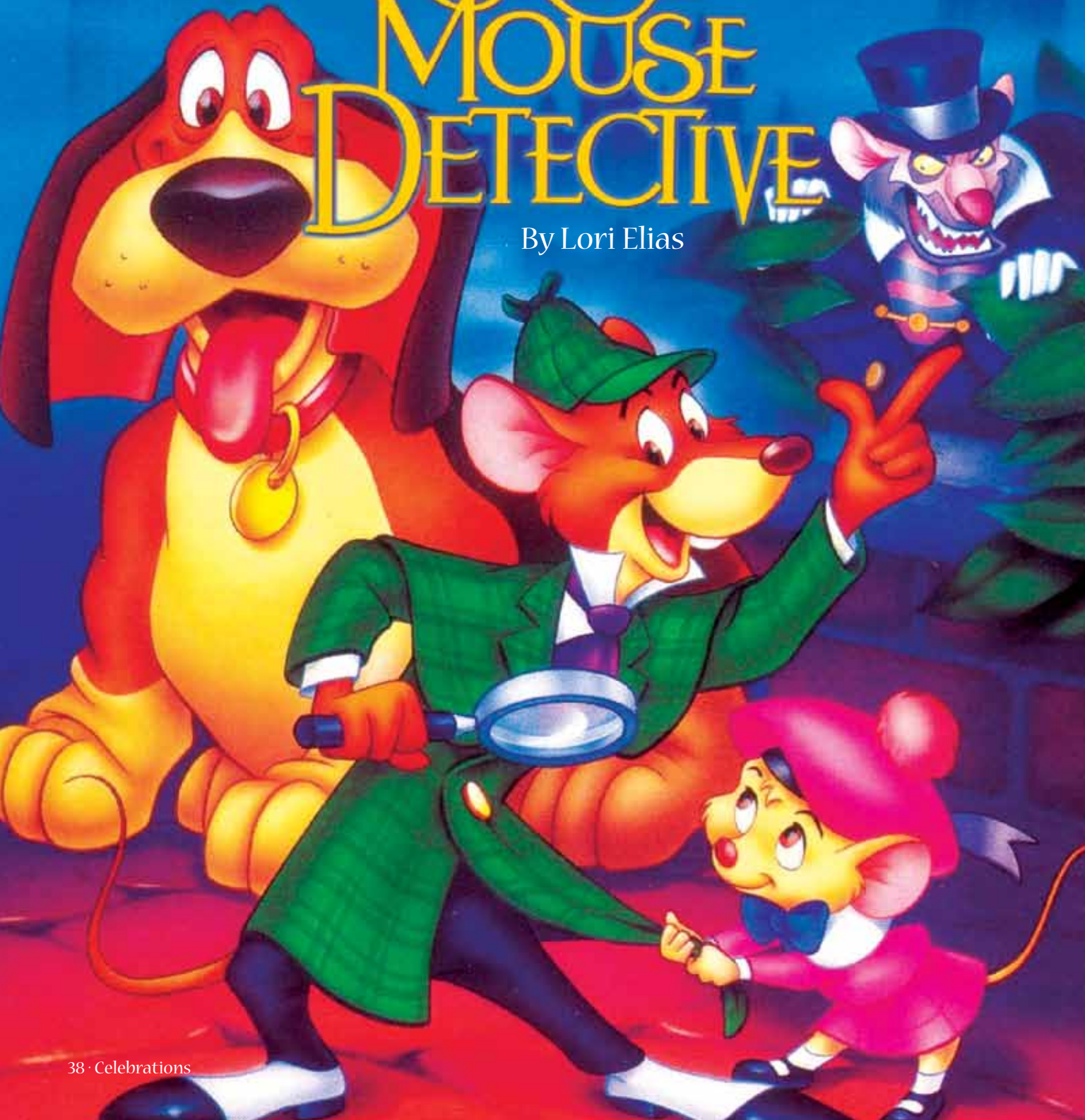
### **The Magic of Animation**

The art of animation has enchanted and delighted audiences for nearly a century, and it was Walt Disney who paved the way for many of the innovations that we take for granted today. Even though the Twilight Zone Tower of Terror and the Rock 'n' Roller Coaster draw the largest crowds at Disney's Hollywood Studios (and deservedly so), The Magic of Disney Animation (along with the nearby One Man's Dream exhibit), gives you the chance to see how everything started. It's an opportunity not only to see how your favorite animated films are made, but also to get a glimpse inside the history of a company that was started by a man with a pencil, a pad of paper, and a dream...and of course a very special mouse.

FEATURED FILM

# THE GREAT MOUSE DETECTIVE

By Lori Elias





Much mention has been made of the mice of the movies of Disney. Not only was the entire Disney empire “started by a mouse,” as its creator would affectionately remind Disney fans, but this very publication has profiled films featuring a rodent with a refined palate in the streets of Paris, the spirited pal of a picked-on pachyderm, and a team of loyal little friends who helped a beleaguered servant girl find her Prince Charming. But no discussion of Disney’s mice would be complete without a look at the noble – and not so noble – denizens of London as portrayed in *The Great Mouse Detective*, released in 1986.

### Basil of Baker Street

*The Great Mouse Detective* was based on Basil of Baker Street, a series of books written by Eve Titus and illustrated by Paul Galdone. Basil is a mouse who lives in the basement of Sherlock Holmes’s home at 221B Baker Street. Basil is not only Holmes’s “housemate” of sorts, but is also a fan of the man’s work, learning how to hone his own detective skills by watching Holmes in action. Assisted by his friend Dr. Dawson (the mouse counterpart of Dr. Watson) and tended to by his housekeeper Mrs. Judson, Basil solves crimes for the mouse world much in the same way as his human does for his fellow Britons.

The series is comprised of five books; the original was published in 1958. In *Basil of Baker Street*, the title character is enlisted to find missing twins Agatha and Angela Proudfoot, traveling throughout England to track them down and return them to their parents. In *Basil and the Lost Colony* (1964), where readers first meet the archvillain Ratigan (based on Holmes’s nemesis Professor James Moriarty), Basil is on a mission to locate and rescue the inhabitants of the lost mouse colony of the Tellmice in the Swiss Alps. *Basil and the Pygmy Cats* (1971) takes Basil to exotic Beningstan, where he must rescue the Maharajah from Ratigan and then sail to the lost island of Kataarh to find the elusive Pygmy Cats. *Basil in Mexico* (1976) sees Basil solving three cases: in the first, he must discover who is providing fake cheese made of concrete to his fellow mice, causing them to break their teeth. After settling the matter, he and Dawson venture across the globe to Mexico, where they help recover a revered stolen painting, the Mousa Lisa; and after setting everything

to rights, Dawson is kidnapped – or mouse-napped – by Ratigan, and once again Basil is called upon to save the day. Finally, in *Basil in the Wild West* (1982), Basil and Dawson head to the Grand Canyon to stop a band of smugglers. In the years that have followed, the Basil series has served as an introduction by many young readers to the sleuthing adventures of the London detective created by Scottish author Sir Arthur Conan Doyle.

### Bringing Basil to the Silver Screen

Film writers Matthew O’ Callaghan, Vance Gerry, Steve Hulett, Bruce Morris, Melvin Shaw, and Peter Young brought Basil and Dawson back to their native London for *The Great Mouse Detective*, pitting them once more against Ratigan and his crew, who is responsible for capturing little Olivia Haversham’s toymaker father for a scheme threatening the monarchy of the English mouse-dom.



The film, directed by Ron Clements, Burny Mattinson, David Michener and John Musker, was four years in development before reaching the big screen in the summer of 1986, and was the first Disney film to incorporate computer-formed animation with hand-drawn characters. Graphics for the clock’s gears were created on computer, after which the drawings were reproduced on animation paper using a mechanical arm and pen. Animators would then place a piece of paper over this work and add the characters on top of the computerized drawings.

The computerized craftsmanship allowed the scene to be put together in a similar manner as a live-action film, where a camera would move among the gears and clock pieces. Not only did this make for revolutionary visuals, but also allowed the Studio to keep costs down, a notable benefit due to the losses incurred during Disney’s most recent film, *The Black Cauldron* (1985), which had cost around \$40 million but grossed only half as much.

A duo of lauded musicians provided the soundtrack. Academy Award-winner Henry Mancini, acclaimed for such notable film music as the themes from *The Pink Panther* (1964) and *Brian’s Song* (1971), as well as “Moon River” (*Breakfast at Tiffany’s*, 1961), composed the *Great Mouse* score, including Ratigan’s two songs, “The World’s Greatest Criminal Mind” and “Goodbye So Soon.” Grammy Award-winner Melissa



Manchester ("Don't Cry Out Loud," "You Should Hear How She Talks About You," "Through the Eyes of Love") wrote and performed "Let Me Be Good to You," voicing the showgirl – well, showmouse, rather – Miss Kitty.

One of the most prolific movie villain actors of all time, Vincent Price, brought his inimitable style and nuance to Professor Ratigan, "the world's greatest criminal mind." In spite of his cinematic pedigree, Price was asked to audition for the part, and he commented later in an interview that had it been anyone but Disney, he would have been "offended," instead he admitted to "a state of real terror," as he was unsure of what the studio would require of him, while very much wanting to be part of a Disney film. He ended up loving both the process and the final product, describing Ratigan, one of his favorite roles, as "the ultimate villain," having a "huge sense of humor about himself" while taking crime very seriously.

Barrie Ingham portrayed the noble Basil of Baker Street. While probably best known for this character, his theater credits span both Broadway and London's West End, with roles ranging from Shakespeare (Leontes in *A Winter's Tale*, Brutus in *Julius Caesar*) to modern plays (Buffalo Bill in Arthur Kopit's *Indians*) to musicals, including playing opposite Disney Legend Angela Lansbury in the West End premiere of *Gypsy* in 1973. He has also had roles in numerous television shows both in the United Kingdom and the United

States, re-teaming with Ms. Lansbury for two episodes of *Murder, She Wrote*, as well as *The Jeffersons*, *Remington Steele*, *The Smurfs* and *Star Trek: The Next Generation*.

Alan Young was widely-known as Wilbur Post in the popular 1960s television series *Mr. Ed* before branching into animated work. Voice roles in the television movie *Black Beauty* (1978) and series *Battle of the Planets*, *The Incredible Hulk* and *The Dukes* preceded his turn as Hiram Flaversham. Having been raised in Scotland, his brogue (and extensive experience) not only made him the perfect candidate for this role, but also for Scrooge McDuck in the popular *DuckTales* series, and he went on to portray that character in numerous series, specials and video games.

Though born and raised in LaCrosse, Wisconsin, Val Bettin, the voice of Dr. David Q. Dawson, studied acting at the Royal Academy of Dramatic Art at London University. He worked as an actor and teacher for many years there, honing a flawless English accent. He returned to his native shores to appear in *Somewhere in Time* (1980), his cinematic debut. Six years later, Bettin would go on to portray the Sultan in the videos *The Return of Jafar* (1994) and *Aladdin and the King of Thieves* (1996), reprising the role for the video game *Aladdin in Nasira's Revenge*. He also voiced Professor Porter in the video game of *Tarzan*, and the bishop in DreamWorks' *Shrek* (2001).

Candy Candido, the voice of Ratigan's henchman Fidget,



could also boast a strong Disney resume, including roles in the animated features *Fun and Fancy Free* (1947), *Peter Pan* (1953) *Robin Hood* (1973) and *The Rescuers* (1977), as well as the live-action film *Herbie Rides Again* (1974).

As for the ladies of the company, Diana Chesney, the voice of Basil's housekeeper Mrs. Judson, could cite *The Great Mouse Detective* as her sole Disney credit. Born in Burma (now Myanmar) to British parents and raised in England, Chesney, like Val Bettin, attended the Royal Academy of Dramatic Art. She worked extensively in musical theatre in England, later going into television series and movies. After moving across the pond, she appeared in a number of hit television shows, including *It Takes a Thief*, *Hogan's Heroes*, *Bewitched*, *The Six Million Dollar Man*, and in Mel Brooks's *Robin Hood: Men in Tights* (1993).

Like Chesney, Eve Brenner, the voice of Queen Mouseteria, had *The Great Mouse Detective* as her only Disney role, and also like Chesney, Brenner has enjoyed a long career in television. With appearances in hit shows across four decades, her work can be seen in series including *Highway to Heaven*, *Quantum Leap*, *Doogie Howser, M.D.*, *Murphy Brown*, *Seinfeld*, *Ally McBeal*, *Rizzoli & Isles* and *The Mentalist*.

### A Warm Reception

The movie earned positive reviews, as well as a nomina-

tion for the Edgar Allan Poe Award (or "Edgars"), the highest honor in mystery novels, television, and film. It was also a financial success, earning almost twice its budget. The movie was re-released in both theaters and to home video in 1992 as *The Adventures of The Great Mouse Detective*, but was returned to its original title for a subsequent DVD release in 2010.

### *The Great Mouse Detective* Fun Facts

- *The Great Mouse Detective* is the only film credit to date for Susanne Pollatschek, the voice of Olivia Haversham.
- Basil was not Eve Titus's only mouse hero; she also penned another book, *Anatole* (1956), about a French mouse with an exceptionally good palate who guides a cheese factory into making the best cheeses in the country. (Does this sound a bit like a certain animated Disney-Pixar rodent?) *Anatole* went on to win the 1957 Caldecott Medal, given annually to the "most distinguished American picture book for children."
- Basil was named for actor Basil Rathbone. Born in South Africa and raised in the United Kingdom, Rathbone portrayed Sherlock Holmes in fourteen films, beginning with *The Hound of the Baskervilles* (1939) and concluding with *Dressed to Kill* (1946), as well as several radio and television shows.
- John Cleese was the producers' original choice to portray Basil, but he was unavailable for the role.





# From Fantasia to Hollywood Boulevard: The Magical Journey of Mickey's Sorcerer's Hat

by Shana Gallardo

As the holiday season drew to a close in 2014, Walt Disney World Guests and Disney fans everywhere celebrated the Christmas season and the ringing in of the New Year. Not only was it a time to take part in all of the holiday magic at the parks (from the “Frozen Holiday Wish” lighting of Cinderella Castle to Epcot’s Holidays Around the World celebrations), but also a time to reflect on all of the changes that had occurred over the last twelve months, including new attractions, new restaurants, and new films.

The New Year is also a time to look ahead with eager anticipation as to what new surprises Disney has in store for us. There are plenty of exciting things on the horizon, including the much-anticipated make-over for Downtown Disney and the exciting DVC additions to the Polynesian Village Resort. But even though some of these changes are still months away, it didn’t take long for one big piece of news to become a reality. At Disney’s Hollywood Studios, the beginning of the year saw the removal of the park’s symbol of over thirteen years, Mickey’s Sorcerer’s Hat. Speculation has always swirled around this giant 122-foot whimsical structure. Though the reasons for its original construction (and current removal) are many and varied, one thing is for sure; the Sorcerer’s Hat has unquestionably become a true iconic symbol not only of Hollywood Studios, but also of Disney in general. Indeed, the history of the Sorcerer’s Hat goes back nearly 80 years, with the hat becoming a familiar sight not only at the parks, but also throughout the Disney universe. But what is it about the hat that makes it so iconic? Join us as we take a look back at how the Sorcerer’s Hat has evolved over the past eight decades. Our journey begins during the early days of Disney animation...

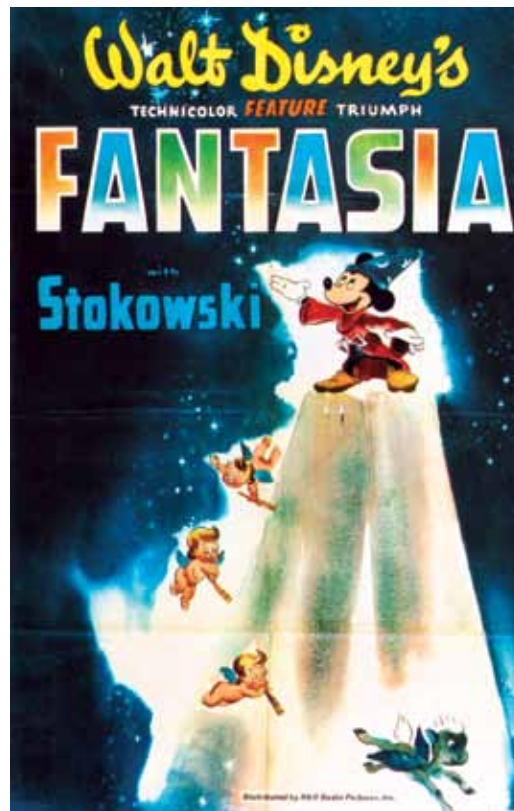
### *Fantasia*

In November 13, 1940, an animated feature film, the third full-length movie released by Walt Disney Productions, made its theatrical debut. The film, *Fantasia*, was very special to Walt Disney, as he saw it as the perfect showcase for

stretching the boundaries of animation in ways never seen before. The original idea for *Fantasia* came from Walt’s desire to give Mickey Mouse a boost in his popularity. His first idea was to have Mickey star in an extravagant cartoon short called “The Sorcerer’s Apprentice,” based on the poem written by Johann Wolfgang von Goethe in 1797 (which also inspired the symphonic poem composed by Paul Dukas in 1896-97). The idea of a short quickly grew into a feature-length movie comprised of a series of animated vignettes, inspired and accompanied by classical musical pieces, including Toccata and Fugue in D Minor by Johann Sebastian Bach, the Nutcracker Suite by Pyotr Tchaikovsky, and of

course the aforementioned Sorcerer’s Apprentice. The Philadelphia Orchestra, conducted by Leopold Stokowski, performed the soundtrack.

The *Sorcerer’s Apprentice* segment featured Mickey Mouse in the role of the wizard’s apprentice. (Incidentally, the wizard was named Yen Sid, which makes sense if you “reflect” on it a bit!) As Yen Sid went to get some rest, he tasked his young helper, Mickey Mouse, with the duty of filling large buckets of water from an outside well. It was an exhausting task, but Mickey soon discovered that the wizard had left behind something very powerful and important, something that could make his job a lot easier; the Sorcerer’s Hat. Mickey donned the hat and tried to create some sorcery of his own by making a broom come magically to life. The



broom danced around and became humanlike by growing arms and transforming its bristles into feet. Mickey used his newfound enchantment to have the broom carry those tiresome buckets of water for him. Mickey eventually dozed off and dreamt that he was a powerful wizard, conjuring up wonderful spells with his new powers. Unfortunately, Mickey was suddenly awoken by water being splashed about by the now out-of-control broom. Mickey did his best to tame the broom, but his wizardry just wasn’t strong enough. In desperation, he tried chopping the broom into little pieces with an axe, but the broom just multiplied into more brooms that carried in even more water. By now, Mickey was understand-

ably in a panic, and he desperately looked through the Sorcerer's book of spells to try and find a way to stop his botched sorcery. Fortunately, Yen Sid reappeared and instantly put a stop to Mickey's failed attempt at magic. Mickey then sheepishly handed the soaked hat back to Yen Sid.

Though critics warmly received *Fantasia* at the time, with many calling it Walt Disney's masterpiece, the film didn't perform as well at the box office owing to several factors. In fact, it didn't become profitable until its rerelease in 1969. But despite the film's slow climb to historical status (in 2008 the American Film Institute, or AFI, ranked *Fantasia* as the fifth greatest animated film of all time, behind *Snow White and the Seven Dwarfs*, *Pinocchio*, *Bambi*, and *The Lion King*), the character of Sorcerer Mickey became an instant classic, and vaulted the world's most famous mouse back into the limelight. Additionally, the Sorcerer's Hat itself (which was a Disney invention, having not appeared in the original poem) would go on to have a storied place in Disney history.

### The Sorcerer's Hat in Disney's Hollywood Studios

In 2001, Disney celebrated Walt's 100th birthday with a yearlong extravaganza called "100 Years of Magic." Several special events and new attractions were introduced to honor the man whose vision started it all. The Magic Kingdom played host to the Share a Dream Come True Parade (which featured Disney characters inside giant snow globes, introduced by a recorded tribute read by Julie Andrews), while Tokyo Disneyland debuted their own parade, Disney on Parade: 100 Years of Magic. Epcot introduced the Tapestry of Dreams parade as part of the celebration, but it was the Disney-MGM Studios that saw some of the most significant changes. A new attraction debuted—Walt Disney: One Man's Dream, a walk-through exhibit that took Guests on a journey through Walt's life and career through artifacts, models, and a stirring film. But the biggest addition came at the end of Hollywood Boulevard, right in front of the replica of Grauman's Chinese Theatre, home of the Great Movie Ride.

On September 28, 2001, Guests were greeted by a giant



Sorcerer's Hat at the end of Hollywood Boulevard, adorned by two golden, glittering "ears" and a giant Mickey hand. The Sorcerer's Hat, at 122 feet in height, was certainly the most prominent tribute to Walt Disney's birthday in all of Walt Disney World. When it opened, Guests could learn about the life and career of Walt himself through several interactive kiosks housed underneath. The "100 Years of Magic" celebration ran through 2003, at which point the kiosks were replaced by a pin-trading station. More significantly, the Sorcerer's Hat became the symbolic icon for the Hollywood-inspired park, replacing the Earful Tower. The Earful Tower itself is a 130-foot water tower adorned with giant Mickey Ears, inspired by the water towers built on the backlots of Hollywood studios from the early 20th century. The original towers were a safety precaution due to the highly flammable wooden sets used during that time. The towers became a ubiquitous symbol of the Golden Age of Hollywood, so it was only natural that a "Mickey-fied" version become the symbol of the new Disney park that celebrated the magic of the movies. The Earful Tower was used as the park's symbol in all of the marketing material at the time until it was replaced by the Sorcerer's Hat. (Today, with the closure of the Backlot Tour, Guests can only view the tower as they drive by the outside of the park.)

In order to accommodate the giant hat, a circular flowerbed was removed, and the Hat of course replaced the

Chinese Theater as the “weenie” that drew Guests down Hollywood Boulevard (much as Cinderella Castle does on Main Street U.S.A.). In addition to being 122 feet tall, the Hat weighed in at a whopping 156 tons and was adorned with two moons and six stars. 13,493 bolts held the hat together, and Mickey Mouse himself would have had to be 350 feet tall in order to wear the distinctive hat (size 605 7/8 for those of you who keep track of such things). The Sorcerer’s Hat wasn’t always intended to be placed at the end of Hollywood Boulevard. Original plans had it variously installed at the entrance to the Studios and even outside the park, in a space cleared for the (never built) David Copperfield’s Magic Underground Restaurant. Early designs also included such concepts as Ferris wheels to act as the “ears,” the interior to be home to the One Man’s Dream exhibit, and even for the hat to be twice as tall as its final height (which would have made it taller than Cinderella Castle!).

A stage was constructed in front of the hat, and has played host to various shows throughout the years, including the High School Musical shows, the Summer Nightastic! Rock ‘n Glow Dance Party, Villains Unleashed, performances by Mulch, Sweat and Sheers, and most recently for several Frozen-themed celebrations including Frozen Summer Fun and the Frozen Fireworks Spectacular.

In early January, the Sorcerer’s Hat was removed from its home at the end of Hollywood Boulevard, and today rumors swirl as to what will happen next (including changes that will be coming to the Great Movie Ride, some confirmed, as a result of the recently announced collaboration between Disney and Turner Classic Movies). But even though the famed Sorcerer’s Hat will no longer greet Guests as they enter Disney’s Hollywood Studios, Mickey’s famed conical cap can still be found throughout Walt Disney World, and will forever remain as an endearing symbol of Disney magic.

### The Sorcerer’s Hat Throughout Walt Disney World... and Beyond

Even though the Sorcerer’s Hat has disappeared from Hollywood Boulevard, you can still find it throughout many of the parks. Perhaps its most noticeable appearance is at Mickey’s PhilharMagic at the Magic Kingdom. Mickey (and Donald) may be the “public” stars of the show, but it’s the Sorcerer’s Hat that steals the stage. Mickey’s PhilharMagic is a 12-minute long 4D film that follows the misadventures of Donald Duck as he “borrows” Mickey’s famed hat to perform some of his own magic, with humorously disastrous results

(sound familiar?). Located behind the Magic Kingdom’s iconic Cinderella Castle, this incredible show is filled with dazzling effects, thrilling visuals, and a few “sweet” surprises along the way. Shown on a giant 150-foot wide screen, the show features a variety of characters from favorite Disney films.

Once Goofy (in his inept but well-meaning role of stage manager) raises the curtain, we see an empty orchestra stage. A frantic Mickey finds Donald asleep in the instrument case, and asks him to get the instruments ready. Mickey rushes off and leaves Donald to reluctantly unpack the instruments, warning Donald not to touch his hat. Just as curiosity had beckoned Mickey Mouse in *Fantasia*, Donald notices the Hat and decides to give it a try...and that’s when the fun starts. The instruments all come to life, but disregard Donald’s attempts to bring them under control. After Donald mocks a small flute (at one point even throwing it into the audience – this is a 3D film after all!), all of the instruments come to the flute’s aid. A tumultuous storm ensues, knocking the hat off of the curmudgeonly duck, and Donald soon finds himself chasing the hat through a variety of classic Disney films including *Beauty and the Beast*, *The Lion King*, *Peter Pan*, *The Little Mermaid*, and *Aladdin*. At the end of the film, the Sorcerer’s Hat is returned to its rightful







owner, while Donald sets off on one more wild “adventure” through the back wall of the theater.

Elsewhere in the Magic Kingdom, you can also find the hat in the Carousel of Progress. Look very carefully at the props in one of the scenes with sister Patty; you’ll find the hat sitting right beside her. You can also see an abstract painting of Sorcerer Mickey (and his hat) in the final Christmas scene. During *Wishes: A Magical Gathering of Disney Dreams*, watch as Cinderella Castle, bathed in blue, is lit up with the familiar moon and stars of Mickey’s Hat during the Sorcerer’s Apprentice sequence.

Back at Disney’s Hollywood Studios, you’ll still find the Sorcerer’s Hat throughout the park. During the nighttime spectacular *Fantasmic!*, you’ll witness an incredible show combining pyrotechnics, lasers, water curtains, and music as well as many of your favorite Disney characters as you journey into the imagination of Sorcerer Mickey. Throughout this innovative show, Mickey encounters heroes, princesses, and even a few villains from several classic Disney movies. Though he begins the show in his classic formal outfit, he transforms into Sorcerer Mickey (complete with his signature hat) for the show’s thrilling finale. *Fantasmic!* is also performed at Disneyland and Tokyo Disneyland, though in the Tokyo version Mickey appears in his sorcerer costume throughout the show, and the entire “stage” is centered around a giant Sorcerer’s Hat that lights up with giant LED screens (much like the Earth Globe used in *IllumiNations*), shoots fountains of water into the air, and fires spec-

tacular fireworks into the night sky. At the conclusion of the show, the giant hat is lit up in its familiar blue, complete with moon and star motif, while colorful jets of water shoot out from its base.

Back at Disney’s Hollywood Studios, a statue of Sorcerer Mickey can be found at the entrance to The Magic of Disney Animation in the Animation Courtyard, and the familiar color scheme and star motif can be seen at the entrance to *One Man’s Dream*.

You’ll also find the Sorcerer’s Hat at a couple of Disney resorts. At Disney’s All-Star Movies Resort, you’ll find a giant “crumpled” version of the hat;

while at the Disneyland Hotel in California you’ll find a stunning version of the hat adorned with spiraling gold ribbons.

Even in Epcot, Sorcerer Mickey got into the act during the Millennium Celebration that began on October 1, 1999. A giant gloved Mickey hand holding a magic wand was installed over Spaceship Earth that included a stylized “2000” (changed to “Epcot” in 2001 at the conclusion of the Millennium Celebration). While the Sorcerer’s Hat was not part of the display, Mickey’s hand was unmistakably that of his Sorcerer’s Apprentice persona, complete with his signature red robes. The hand was disassembled in 2007 in preparation for Epcot’s 25th anniversary.

Even outside the parks, Mickey’s Sorcerer’s Hat can still be found. In Burbank, California, a giant Sorcerer Hat was built at the Walt Disney Studios complex when it was relocated and reopened in 1995 (*above*). One of the most striking features of the new complex, designed by Robert A. M. Stern, was the giant Sorcerer’s Hat, which at the time was home to the office of Roy E. Disney (office number 2100 to be precise), head of Walt Disney Feature Animation and Walt Disney’s nephew. Stern had similarly used the hat design as the temporary information kiosk for Disneyland Paris. The interior of Roy E. Disney’s office (which was at the top of the cone) included a hat-shaped wall shelf/TV stand that also incorporated the familiar “three stars and the moon” design. When Roy passed away in 2009, the building was rededicated in his honor and is now known as the Roy E. Disney Animation Building.



### On the Big (and Little) Screen

In addition to its appearances throughout the parks, the Sorcerer's Hat continues to make appearances on TV and film. Sorcerer Mickey found his way back on the silver screen in the December 1999 release of *Fantasia 2000*, the much-anticipated sequel to the original *Fantasia*. Produced by Roy E. Disney and Donald W. Ernst, the film featured all-new animation and musical sequences that made full use of the technology then available...with one notable exception. The original *Sorcerer's Apprentice* sequence was retained from the first film, the only segment to merit that honor. Many critics applauded the inclusion of the classic segment in the updated film, with James Berardinelli noting that it was "an enduring classic."

In 2010, Walt Disney Pictures released a live-action version of *The Sorcerer's Apprentice*, with Jay Baruchel in the title role of the apprentice and Nicolas Cage playing the part of the wizard (named Balthazar Blake, though based on Yen Sid from *Fantasia*). While the Sorcerer's Hat doesn't figure into the main plot of the film, viewers get a glimpse of the hat after the end credits as Balthazar's rival, Horvath, retrieves a familiar looking hat from Balthazar's shop where it was kept under glass.

In October 2011, a new show premiered on ABC (owned by The Walt Disney Company) called *Once Upon a Time*. The show takes place in a small town called Storybrooke, located in the state of Maine, and depicts characters from fairy tales of the past that live in the present day, unaware of their true

identities due to a curse put forth by the Evil Queen. Their one hope lies with Emma Swan (played by Jennifer Morrison), who is the daughter of Snow White and Prince Charming and was transported to Storybrooke before she could be cursed. Many well-known fairy tale characters have been woven into the show, including Queen Elsa, Princess Anna, Belle, Peter Pan, Captain Hook, Ursula, Maleficent, Cruella de Vil, and Rumpelstiltskin.

During the first season, the Sorcerer's Hat could be seen hanging behind the Evil Queen in various scenes, while in the fourth season, the Sorcerer's Hat was found by the villain Rumpelstiltskin in an abandoned house (*above*). Rumpelstiltskin tried to use the hat to gain power over the other characters and Storybrooke, and only time will tell if we will see the hat again.

The beginning of the New Year saw the removal of one of the most iconic symbols in Disney history from its place of prominence in Disney's Hollywood Studios. While Disney fans everywhere await word on the exciting new things to come to the Studios, one thing is for sure – Mickey's Sorcerer Hat will continue to be an endearing symbol of Walt Disney World, and of Disney itself. Since the first time we met and fell in love with Sorcerer Mickey's vibrant personality in *Fantasia* seventy-five years ago, we have seen the hat make appearances in the parks, resorts, films, games, TV shows, and even the architecture throughout the Disney universe. One can only imagine where the Sorcerer's Hat will turn up next. Let's just hope it's not Donald that finds it...





# Epcot's Flower & A Delight for the Senses

by Lindsay Mott



# Garden Festival:





If you haven't been to the Epcot International Flower and Garden Festival in many years, or if you've never been, you might think the festival is just for flower lovers and not for you. But now, in its 22nd year, the festival caters to all five senses and offers something for everyone to enjoy while strolling through Epcot.

This is the third year for a multi-sensory experience involving all the senses: the sights of beautiful flowers, butterflies, and topiaries, the sounds of favorite bands of old filling the skies, hands-on experiences with gardening tips and techniques, and, now, smelling and tasting some delectable food items from around the globe.

The festival began 22 years ago and was a beautiful experience, adding a flowery glow to Epcot. Now, many Guests plan their trips around the festival, and today this spring tradition fills World Showcase with a festival-like atmosphere similar to the Epcot International Food and Wine Festival.

This year's festival will run from March 4 to May 17, and the additions the creative minds at Walt Disney World have come up with each year just keep getting better. For the festival's 20th anniversary in 2013, Disney added some amazing dining experiences that only Disney is known for. Now, the Outdoor Kitchen menus are just as popular as the amazing topiaries and beautiful flowerbeds around the lakes of Future World. So come along as we explore the Epcot International Flower and Garden Festival...a celebration of the senses.

## Sight

When you walk into Epcot during the Flower and Garden Festival, the first thing that strikes you is how beautiful everything is. The flowerbeds throughout Walt Disney World are always immaculate and fresh, but the Festival takes this attention to detail to a whole new level. Bountiful blossoms and bright colors transform the park into a visual kaleidoscope, dazzling the eye with brilliant hues and breathtaking arrangements.

The green banks that typically surround the lakes along the promenade leading to World Showcase are now covered with over 70,000 plants in flowerbeds of reds, oranges, and purples unlike anything you've seen before. The lakes are also dotted with more than 200 mini floating gardens. In addition, the pathway leading to World Showcase that winds its way past the Imagination Pavilion is filled with the ever-popular rose garden for all to enjoy.

The Festival also gives Guests a chance to get up close

and personal with thousands of butterflies representing ten different species at Tinker Bell's Butterfly House. In this screened-in butterfly habitat, you'll discover butterflies in all different stages of development, as well as a Tinker Bell topiary and two dozen nectar plants, including Cape Royal plumbago, passion flower, coral honeysuckle, blazing star, butterfly bushes, scarlet milkweed, and canna lily.

Last year's Festival saw the premier of the Hummingbirds at Home exhibit, presented by the National Audubon Society. The new exhibit featured walk-through hummingbird gardens – similar to the butterfly house – and provided tips on how to attract the ruby-throated hummingbirds that migrate to Florida from Central America each year with a 20-hour non-stop flight over the Gulf of Mexico.

One of the highlights of the Festival, and a Festival favorite of all ages, is the collection of approximately 100 magical topiaries displayed throughout Epcot. These colorful Disney topiaries cover the spectrum of favorite Disney characters old and new, including Chip 'n' Dale, Snow White and the Seven Dwarfs, Cinderella and Prince Charming, Belle and the Beast, Mrs. Potts, Lumière, Aurora and Prince Phillip, Mickey and Minnie, and many, many more. Last year, Kermit the Frog and Miss Piggy joined the Festival with their very own topiary display, and there is even a set of frolicking panda bears having some fun outside the front of the Nine Dragons restaurant at the China Pavilion.

In 2014, the topiaries took on a more computer-generated look. The gardening gurus at Disney used at least 25 different plants, grasses, and mosses of various colors, including pink and red begonias, dusty miller, palm fiber, palm seeds, ficus, and lichen to create and define the facial features and other characteristics of the Festival character topiaries.

The Festival also boasts several specialty-themed gardens, such as herb gardens. Rumor has it that this year's festival will also feature ten new mini-gardens with themes like a Pepper Garden, a Health Garden, a Shakespeare Garden, and more. Disney gardeners have also crafted "flower towers" lining Innoventions Plaza, along with sand sculptured designs that have traditionally showcased popular or soon-to-be-released movies.

For the past few years, the Festival has also boasted illuminated gardens to add to the magical glow of the park as the sun sets on each of the 75 nights of the Festival, brightening each Guest's evening.

Several special weekend happenings, including the popular Art in the Garden Weekend, will also be scheduled throughout the Festival.



### Taste and Smell

One of the most exciting additions to the Festival during the last two years has been the emphasis on delectable food items. This added treat debuted in 2013 during the park's 20th anniversary celebration, adding to the overall "festival" experience. Guests now had the opportunity to taste the "flavors of the season" at the Outdoor Kitchens scattered around World Showcase. These Outdoor Kitchens also featured produce and herb gardens that provided some of the ingredients used in the kitchen's dishes, giving an emphasis on "Garden Goodness." Last year, in just its second year, Disney added more than a dozen brand-new items for tasting, so there's sure to be even more food items added to this year's festival.

Though the number of food booths in past years numbered about half of those found during the fall's Food and Wine festival (last year there were 11), they still offered a scrumptious variety of tasty treats that focused on spring flavors and garden items. For example, one of the booths in 2013 offered violet lemonade, and the world-famous Dole Whip even had its time to shine on top of a dessert (with a little Siesta Key Spiced Rum added to it if you preferred!).

Other popular booths over the past few years have in-

cluded The Cottage, a celebration of flavors inspired by the United Kingdom, and, introduced last year, the Urban Farm Eats Outdoor Kitchen that featured sustainable farmed food, a new growing trend. Dishes included the Land Pavilion-grown Eggplant "Scallop" with Romesco Sauce, Ghost Pepper-Dusted Tilapia served with Winter Melon Salad, Mango Chutney, vegan red and white wines, and gluten-free beer. The opportunity to enjoy ingredients that were actually grown in the Land pavilion has always been a thrill for Guests.

Another popular booth is The Smokehouse: Barbecue and Brews, which features authentic barbecue and sides, including Smoked Turkey Ribs, great brews, and the amazing Pig-glycious Bacon Cupcake. The smells emanating from its American Adventure Pavilion location are hard to resist.

The Florida Fresh Outdoor Kitchen, a Festival favorite in 2013 and 2014, serves up a delicious Watermelon salad that includes local baby arugula, feta cheese, pickled red onions, and a balsamic reduction. The Duck Confit with Garlic Potatoes was also a favorite at last year's Festival, and kids were able to enjoy their own version of sushi with the exotic and fun Frushi from the Hanami Booth.

Just like its counterpart in the fall, Guests can get a Gar-



den Passport to keep track of what they've tasted throughout their visit.

### Touch

Another popular feature of the Flower and Garden Festival is the home and garden seminars offered throughout the festival, providing gardening tips for do-it-yourselfers. These themed flower and garden displays are set up for you to learn new gardening techniques that you can try at home. There are also interactive gardening workshops twice daily at the Festival Center that will showcase guest speakers covering the latest outdoor trends and home and garden topics.

In 2014, stars from HGTV visited the park Fridays through Sundays to provide their own expertise in home and garden design. Special guests included Alison Victoria of "Kitchen Crashers" and Matt Blashaw of "Yard Crashers." All in all, 150 hands-on gardening demonstrations and seminars will be presented during the 75 days of the spring festival.

The festival also provides interactive opportunities for children to have some fun with the children's play gardens scattered throughout the park. Last year, the most popular stop was the new "Mike & Sulley's Monstrous Garden," a whimsical play land for children. This theme featured one of the largest Festival gardens at nearly one-third of an acre. A collection of large, leafy plants, including elephant ears, rubber plants, sea grapes, fiddle leaf fig, banana plants, colorful bromeliads, and hibiscus, created the garden's "mon-



strous" ambiance. The Sully topiary featured in the garden is one of the Festival's largest, weighing in at 4,300 pounds and made up of about 4,000 small plants on a 13-foot frame.

Another popular garden was "Mater's Parts, Plants and Play Garden," which was brought back by popular demand for last year's Festival. Many of these gardens are illuminated so kids can play until the park closes.

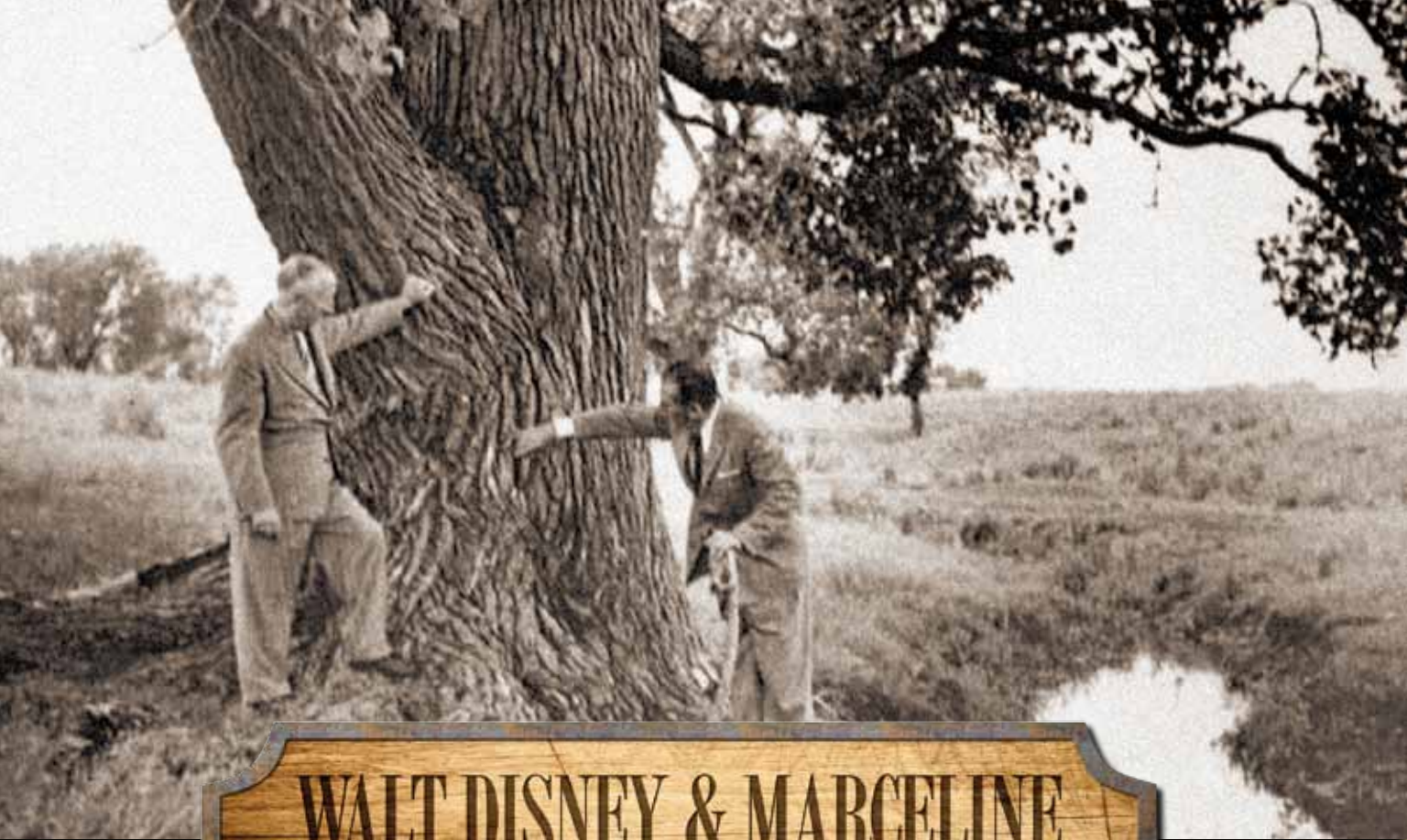
### Sound

A favorite feature of the Festival is the weekend Flower Power Concert Series, held at the America Gardens Theatre, featuring performances by several popular Top 40 artists and groups.

As of this writing, this year's lineup has not yet been announced, but previous musical hit makers from the 1960s and '70s included the Guess Who, the Village People, Chubby Checker & The Wildcats, and Paul Revere & The Raiders. Last year, new acts included Gary Lewis & the Playboys and the Alan Parsons Live Project.

The Epcot International Flower and Garden Festival has grown quite a bit over the past few years, and while the International Food and Wine Festival turns Epcot into a fun-filled culinary party, the Flower and Garden Festival transforms Epcot into a rainbow-hued wonderland of beautiful gardens and exhibits. The Festival has grown from its humble beginnings of beautiful exhibits to a full-fledged Festival that will entice all Walt Disney World Guests with its wondrous delights for all the senses. So as you head on over to Epcot, be sure to grab your Garden Passport and take in the sights, smells, sounds, tastes, and even touches of the Epcot International Flower and Garden Festival. 





# WALT DISNEY & MARCELINE

BY KEVIN CARPENTER

Walt Disney recognized the power of nostalgia. Many of his professional triumphs could be traced back to his uncanny ability to evoke those warm feelings of yesteryear. He quickly realized how a wistful reminder of the past brings forth both a sense of comfort in the familiar as well as optimism for the future. It was no surprise, then, that his studio's feature animation projects leaned on the old world charm of fairy tales. Likewise, his television projects frequently celebrated heroes from bygone days – from Davy Crockett to Zorro to Johnny Tremain. Even the very entrance to Disneyland led Guests down the thoroughfare of a turn-of-the-century American town. Yes, Walt Disney knew the power of nostalgia better than most – probably because it had such a strong hold on him.

Walt may have earned celebrity status as a forward-thinking visionary, but many of his philosophies and creations were actually rooted in his childhood experiences in Marceline, Missouri. It's no exaggeration to say that his four years in this Midwestern outpost shaped the young boy into the man who would one day conquer Hollywood.

It's hard to imagine how differently the Walt Disney story

might have turned out if his family had remained in Chicago, the city of his birth. But increasing urban violence forced Elias and Flora Disney to seek safer pastures elsewhere. Walt's parents sought a more peaceful and wholesome upbringing for their five children. Luckily, Elias's brother just happened to have forty-five acres of land for sale on the outskirts of Marceline and the rest, as they say, is history.

Life in rural Missouri was a very difficult one for those members of the Disney family that were of working age. With survival dependent on a successful farming operation, Elias required long hours from himself and his three eldest sons (Herbert, Raymond, and Roy) out in the fields. For Herbert and Raymond, this arduous work schedule and a longing for their old lives in Chicago left them entirely disenchanted with their new home. Both clandestinely hopped a train one night and ran off from the family farm forever, placing an even greater burden on Roy Disney's shoulders.

However, for Walt and his younger sister Ruth, this new town provided an idyllic childhood. As a boy too young to properly work on the farm, Walt was instead tasked with watching over Ruth. During these carefree days, the pair

could often be found huddled beneath a giant cottonwood tree behind their house. Here Walt would regale his sister with delightful tales of bravery and mischief, all the while flexing his own imaginative muscles. This spot, home to so many cherished memories, would forever be remembered by Walt as his Dreaming Tree.

Their escapades, though, did not always remain so benign. One infamous incident involved the young pair finding a barrel of tar and naively deciding to paint with it on the side of their family's white house. While Ruth ran alongside the home drawing a zigzag pattern, Walt carefully composed a row of little houses with smoke billowing from their small chimneys. It was only after the fun had ended that Walt realized their "art work" could not be washed away as easily as he had hoped. In fact, Elias never could remove the tar drawings and they remained there until the family moved away.

In a magazine interview decades later, Elias graciously recounted the tale as an example of his son's creativity and charge-ahead attitude, even crediting it as an early sign of Walt's future success. The two tar-painters, though, remember it a little differently. Walt himself reflected on the affair with the terse summary: "The family did not thank me for my efforts."

Happily, young Walt's budding interest in art would not always land him in such hot water. On one occasion, a local man, Doc Sherwood, discovered the boy out by his barn, attempting to draw a picture of the good doctor's horse, Rupert. Instead of scolding Walt for trespassing, Doc Sherwood offered to pay him for the picture. It was no easy assignment – Rupert refused to stay still for long – but Doc was pleased with the final result and Walt cheerfully skipped home having made his first sale. The artistic career of Walt Disney had begun.

His childhood days in Marceline were often spent in light-hearted pursuits; fishing in Yellow Creek, playing in the hay-loft of the family's big red barn, and observing wildlife in the woods. But he was also responsible for certain household chores and caring for some of the family's chickens and pigs. In his own inimitable way, Walt found ways to add a splash of fun to his tasks. While moving the pigs from one pen to another, he was known to hop on the pigs' backs and

ride them around, much to the delight of his father. Even as an adult, Walt remained quite proud of his exploits as a pig rider.

Among his favorite occasions, though, were surely the frequent visits of his Uncle Mike Martin, who worked as an engineer for the Santa Fe Railroad. Uncle Mike never missed a chance to spend the night with family when his route took him through Marceline. His uncle's stories about life on the rails were thrilling and surely kindled the young boy's interest in trains into a life-long love affair.

### Moving On

All good things, though, must eventually come to an end. By 1910, this chapter of Walt's life was rapidly drawing to a close. Illness and the farm's dwindling prospects forced Elias

and Flora to sell their property and move the family to Kansas City. Walt would always remember the sad day when he and Roy rode through town tacking up signs for his farm's auction. It was an abrupt end to one of the few carefree periods of Walt Disney's childhood.

Even though his time in Marceline numbered just four years, the lessons and values Walt learned there would forever resonate within him. After growing up and heading west to Hollywood, it was certainly no coincidence that many of his studio's early animated shorts centered on barnyard hijinks. These were topics ripped straight from his childhood on



Walt, around age 9, with his mother Flora and sister Ruth in Marceline (above). Roy and Walt revisit Walt's Dreaming Tree (opposite)

the farm.

But the most important lesson from his Marceline days was that nothing should be done halfway. Every release with Walt's name on it had to showcase his studio's absolute best work – no exceptions allowed. He was a strict taskmaster, always urging his staff – and himself – to put in the extra hours to create something special. This dedication to excellence was rooted in one particular Marceline misadventure when Walt decided to put on a circus.

Young Walt invited all of his friends to the family barn for a real circus, admission ten cents. It was an impromptu affair, with several cats jumping out of a burlap sack as the show-stopping act. Not surprisingly, his guests left the Disney circus grumbling that it had been a waste of money.



The entire town sprung into action – for Walt and Lillian Disney were not coming alone; Roy and his wife would accompany them too. However, excitement turned to trepidation once planning began in earnest. The problem? Marceline’s only hotel did not have air-conditioning and the townspeople did not want to subject their guests to the sweltering July heat. To the rescue came the Johnson family and their new air-conditioned home. Rush and Inez Johnson agreed to host the Hollywood visitors, easing the town’s concerns.

But now it was Inez’s turn to worry. She feared that her

Flora overheard these complaints and ordered her son to return the admission to his friends because they were unsatisfied customers.

It was a hard lesson for Walt, but one that he needed to learn; if you provide your audience with quality entertainment, they will never leave wanting more. There were no shortcuts, whether putting on a circus for your neighborhood friends or creating a piece of animation for nationwide release.

And the Disney studio took no shortcuts. By the mid-1950s, Walt was at the top of his game. He had parlayed his studio’s stellar animation work into an empire of feature films, television, and even a theme park. In short, he was Hollywood royalty. But, even after such unprecedented success, Walt had never forgotten Marceline, and Marceline had not forgotten him either.

### **Coming Home**

In 1956, the town leaders of Marceline contacted the Disney studio to inquire if Walt would have any objection to their naming the town’s new swimming pool and municipal park after him. The response back from California was immediate and emphatic. Not only was Walt humbled by the honor, but he wanted to come back to Missouri to attend the dedication ceremony in person. The news spread through Marceline like wildfire: Walt Disney was coming home.

home’s furnishings were not fancy enough for a man of Walt’s stature. After sharing these fears with her friends, that famous Marceline hospitality kicked into high gear and people from all over town lent her their finest furniture. By the time July rolled around, the Johnson home was outfitted with the very best that Marceline had to offer.

The Disneys’ arrival, though, quickly proved that any worry was for naught. Walt and Roy Disney were just happy to be back in Marceline and nobody needed to put on airs for them. Both brothers cherished the opportunity to revisit the landmarks of their youth – returning to their favorite fishing creek, the family’s old farmhouse, and, of course, Walt’s Dreaming Tree.

Although Walt was the one being honored at the dedication of the swimming pool and park, he did not return to Marceline empty handed. He brought with him a present for his beloved hometown. It was arranged that the Midwestern premiere of “The Great Locomotive Chase” would be held at Marceline’s Uptown Theater. On the day of the premiere, the town’s children flocked to the theater, packed two or three to a single seat, for this once-in-a-lifetime opportunity.

Before the film started, Walt got up on stage to address the town’s children and delivered a heartfelt message to the crowd: “I lived in Marceline. My best memories are the years I spent here. You children are lucky to live here.” The children, in turn, sang the Mickey Mouse March from the Mickey Mouse Club to Walt, no small feat since that program did

not even air in Marceline. All of the children had learned the lyrics just for this occasion. All in all, Walt's 1956 return to Marceline was a magical occasion for everyone involved.

After the grand success of the Walt Disney Swimming Pool and Municipal Park, the town's leaders began planning new ways to honor their favorite son. Just four years later, in 1960, Walt was invited back for the dedication of the newest building in Marceline to bear his name, Walt Disney Elementary School.

This time, Walt was determined to add a touch of his own flair to the process. He dispatched one of his favorite artists, Bob Moore, to create several murals of Disney characters to adorn the school's walls. The studio also donated a very special flagpole to sit beside the school's entrance. It had been used at the recently-completed 1960 Squaw Valley Winter Olympics in California. Between the whimsical murals and famous flagpole, Walt Disney Elementary certainly lives up to its namesake.

Back in town for the dedication ceremony, Walt had just one request: he wanted to find the desk he had used in the former school building. The ceremony organizers worried this would be like finding a needle in the proverbial haystack, but Walt quickly pointed to one desk in particular with a smile on his face (*opposite*). There on the desk's wooden surface was proudly carved "W.D." Always the prankster, he had left this mark as a young student and had never forgotten that it was there. Once this artifact from Walt's youth had been located, the town never wanted to lose it again and has enshrined it in the school's lobby.

Having already been honored twice by his hometown, Walt searched for a way that he could give back to Marceline. When the decision was made to remove the Midget Autopia attraction from Disneyland in 1966, he knew he finally had his chance. The ride cars were deemed too small for adult guests in Anaheim, but would be perfect for the children of Marceline. WED Enterprises sent word to the town that the entire fleet of Midget Autopia cars would be sent to Missouri. Even better, a crew of Imagineers would also come and install the ride's track in Walt Disney Municipal Park. As was becoming customary with Walt Disney and Marceline, an official dedication ceremony was planned. This time, however, a nagging cough forced the guest of honor to send his regrets and remain in California.

### **A Hometown Remembers Walt**

No one knew it at the time, but Walt was in the final months of his life and would never return to his adopted

hometown. Walt Disney's passing in December 1966 saddened fans around the world, but few places mourned him like Marceline did. His tragic death, though, also inspired the townspeople to make one final gesture of gratitude. A campaign was started to have a special stamp issued to commemorate his life, and they believed it should be issued from Walt's hometown.

While such an honor is typically reserved for those dead longer than ten years, the United States Post Office granted an exception for Walt Disney. Marceline beat off approaches from other cities – Chicago and Los Angeles among them – and was granted this very special stamp issue.

The years may have passed, but Marceline has continued to keep the spirit of Walt Disney alive. In late September 2001, a grand celebration was planned to mark Walt's 100th birthday. Just ten days before the festival was scheduled to begin though, the terrorist attacks of September 11 occurred. With stringent travel restrictions in place and a somber pall over the country, the organizers seriously considered the possibility of cancellation.

However, an outpouring of responses from across the world urged the town to hold the event. The festival proceeded as planned, bringing together fans, historians, and many members of the Disney family. It was a celebration of all that Walt stood for, as well as a cathartic experience for many attendees still reeling from the national tragedy.

While Walt's centennial was a one-time occasion, a dedicated cadre of Marceline citizens wanted to honor Walt's legacy on a more permanent basis. Up sprung the Walt Disney Hometown Museum, a treasure trove of priceless artifacts from the Disney family's history. It was no easy process to establish the museum, but Marceline has never been short on people who do not give up until the job is done. In fact, two volunteers even drove a trailer from Missouri to Oregon to pick up letters and other mementos from the estate of Ruth Disney Beecher.

The museum now provides visitors a chance to experience Walt's time in Marceline for themselves. But the Disney spirit is everywhere in the town – just as the spirit of Marceline can be found all throughout Walt's life and career. In her biography of her father,

Diane Disney Miller remarked that, "It wasn't until I was older that I realized that he had only lived there four years. I really thought he had spent his whole life there, before I was born, in Marceline." Perhaps when you live in such a special place, four years is all it takes to change your life forever.



# Disney MUSICALS

BRINGING THE MAGIC TO LIFE

by Lori Elias

Have you ever wished that your favorite Disney movies could come to life? How wonderful it would be to soar above the earth by a bouquet of balloons like Carl Fredrickson, float down a river in a Louisiana bayou with Tiana, Naveen and Louis, or ride on horseback through the Scottish highlands with Merida, bow and arrow in hand?

While unfortunately these wonderful stories must remain on the screen and in our imaginations, three beloved Disney animated musicals are brought to life on stage every day at Disney's Hollywood Studios, entertaining their audiences with "tales as old as time" and filling

the air with their unforgettable melodies.

## Be Our Guest

The longest-running of the three shows is *Beauty and the Beast*, which had its debut on the same date as the film's opening, November 22, 1991. (It is also the first of Disney's animated musicals to be adapted for the Broadway stage, opening at the Palace Theatre in April 1994. It transferred to the Lunt-Fontanne Theatre five years later, where it ran through July 2007.) With Disney Legend Paige O'Hara and Robby Benson in the title roles, the film was nominated for four Academy Awards, including Best Picture, winning the trophies for Best Original Score and Best Original Song.

The show at Disney's Hollywood Studios condenses the film into a 25-minute production featuring not only its beloved characters and story, but also the acclaimed songs of Alan Menken and Howard Ashman: of the five songs nominated for Academy Awards that year, three of them came from this movie: the title song, "Belle," and "Be Our Guest."

*Beauty and the Beast* is presented in the Theater of the



Stars, now located on the park's Sunset Boulevard, though when the show debuted, the theater sat on Hollywood Boulevard. The present venue opened in June 1994 and is modeled after the Hollywood Bowl amphitheater in Los Angeles (though Disney's version has a roof).

While certain segments of the show were pre-recorded, Belle and Gaston perform live. The recording features the voices of original film cast members Robby Benson as the Beast, Tony Award-winner Jerry Orbach as Lumière, and Disney Legend Angela Lansbury as Mrs. Potts.

Just as in the film, the stage production begins with the spoiled prince turning away what he believes is an old beggar woman but is actually an enchantress, who punishes him for his arrogance by turning him into a monstrous beast, admonishing him that only by loving another and being loved in return, will he be able to reverse the curse. (Through the wonder of Disney magic – and a rose-adorned tapestry – Guests see the transformation occur before their very eyes!)

The curtain opens to reveal the colorful village and the opening song, "Belle." Not only is the audience introduced to the title character and the denizens of the "poor provincial town" in which she lives, but also the arrogant Gaston, whose entrance leads the company into the song of the same name.

Narration takes Belle into the Beast's castle, where she

encounters Cogsworth, Lumière, Mrs. Potts, and Chip. Joined by the other enchanted inhabitants of the castle, they welcome Belle to "Be Our Guest" with a symphony of choreography and colorful costumes.

The furious Beast breaks up the festivities, frustrated at his inability to win Belle's affection. After he angrily admonishes Belle for visiting the forbidden west wing of the castle, Cogsworth and company encourage him to treat her more kindly. Belle notices his endearing efforts, and they all reflect on his changing ways in "Something There." Could it be love?

While romance blossoms inside the castle, outside ominous clouds gather as Gaston summons the townsfolk to attack and kill the Beast in "The Mob Song." As lightning flashes, the angry crowd lays siege upon the castle, but loyal Cogsworth, Lumière, Mrs. Potts, and Chip band together to defend their home and their master. Gaston and the Beast lash out at each other, Gaston draws a knife, and it appears that all is lost. As Belle tearfully tells the dying Beast that she loves him, a flurry of violins and a brass fanfare herald the arrival of the enchantress, who has returned to reverse the spell: the Beast is once again the Prince! He and Belle are joyfully reunited and dance to the Academy Award-winning melody "Beauty and the Beast."





### Under the Sea

Across the way, more Menken and Ashman tunes entertain audiences in *Voyage of the Little Mermaid*, which opened in the Animation Courtyard in January 1992. Like *Beauty and the Beast*, *Voyage of the Little Mermaid* is an abridged 17-minute rendition of the 1989 film, which featured the voice talents of Disney Legend Jodi Benson as Ariel, Christopher Daniel Barnes as Prince Eric, Pat Carroll as Ursula, and Samuel E. Wright as Sebastian, and was the film which many considered to be the beginning of the Disney Renaissance. (Also like *Beauty and the Beast*, a full-length production of *The Little Mermaid* was adapted for the Broadway stage, opening at the Lunt-Fontanne Theatre in January 2008 and running through August 2009.) The show is held in a dark indoor theater and is extremely popular (not the least of which is because the theater is air-conditioned, making it a popular attraction in the middle of a hot afternoon!).

Before the live show begins, filmed images are shown on the stage curtain. Throughout the show, live and Animatronic action combine with film clips to tell the story. As Guests enter the theater they see the ocean (and also

feel mist and sea breezes), and as the show begins, a ship appears in the distance. It comes near, and as waves crash against the boat, water lightly sprays over the audience, literally drawing them into the action. The film then takes them "fathoms below" to the realm of sea creatures and mermaids. The stage becomes black, and a vivid array of puppets, led by that crafty crustacean Sebastian, kicks things off with "Under the Sea," the 1990 Academy Award winner for Best Original Song. As the song progresses, more creatures are introduced, resulting in a full stage of colorful characters.

A tinkling of wind chimes casts a sense of magic upon the audience as the curtain rises to reveal Ariel, happily combing her hair with her "dinglehopper" fork. Dismayed at her father's insistence that she remain in the ocean, she wistfully sings of being "Part of Your World" as the audience sees animated highlights of her encounters on land and with Prince Eric.

The action takes a darker turn when Flotsam and Jetsam slither into the scene and decide to inform their mistress, Ursula, of Ariel's dreams. Standing at 12 feet tall and 10 feet wide, the Animatronic sea witch is a frighten-



ing image indeed. With her eerie golden eyes glowing, she sings "Poor Unfortunate Souls" while convincing Ariel to sign her contract: she will be granted three days on land to get Prince Eric to fall in love with her, but she must sacrifice her voice. Live action gives way to film highlights, and the audience is reminded of Eric and Ariel's romance and Ursula's interference while masquerading as the enticing Vanessa. As Eric and Vanessa are about to be wed, Ariel arrives and it looks as though a happy ending is in reach. But not so fast... Ursula will not go down without a fight, but just as she is about to take control over the entire aquatic world, Eric destroys her.

The live Ariel returns to the stage, joined by Sebastian, longing to return to land to be with her beloved. The animated Triton realizes that he cannot stand in the way of true love, and grants his darling daughter her wish. Her mermaid's tail magically gives way to human legs, and she finds herself with Eric and his sheepdog Max. They are thrilled to be reunited, and, of course, will live happily ever after.





### Do You Want to Build a Snowman?

The newest and most musical of the Studios' shows is *For the First Time in Forever: A Frozen Sing-Along Celebration*. This 30-minute show, which opened last summer, incorporates both live action and film clips from the 2013 blockbuster, which starred Tony Award-winner Idina Menzel as Elsa, Kristen Bell as Anna, Jonathan Groff as Kristoff, Josh Gad as Olaf, and Santino Fontana as Hans. The film garnered two Academy Awards: Best Animated Feature Film and Best Original Song.

*For the First Time in Forever* is presented in the Premiere Theater in the Streets of America. The theater features a stage decorated with icicles and snow-covered trees (an exotic image for central Florida!), along with screens on either side for Guests in the back of the seating area. Unlike the other two shows, the songs are the focal point of the show: the narration and action serve as bridges to the film's musical moments. Guests are not only permitted but encouraged to sing along with the film clips, and lyrics are provided karaoke-style.

As the curtains part, the audience is transported to the Scandinavian land of Arendelle. The audience, henceforth known as the people of "Hollywoodland," is told to await the entrance of the Queen. A fanfare of trumpets heralds her arrival, and then...nothing. The trumpets sound again, and instead of Elsa, Princess Anna appears on stage. She welcomes the audience in her charmingly awkward

way, and introduces the "newly-appointed royal historians of Arendelle," a duo who, with non-stop, fast-paced quips, relay the story of *Frozen* as Anna departs to look for her sister. As they tell their tales they invite the audience to sing "the anthems of Arendelle."

Accompanied by film highlights, the historians, with help from an animated montage, look back at the girls' early years, to the time when young Elsa inadvertently froze little Anna while the girls were playing in the castle. They describe how the girls' parents took them to see the troll Grand Pabbie, who healed Anna but also prophesized Elsa's troubling destiny, causing her parents to keep her isolated from the rest of the world. The audience joins in with "Do You Want to Build a Snowman?"

The audience is then told of Elsa's coronation day and her fear of revealing her powers, as well as Anna's excitement at the celebrations to be held and the possibility of new experiences the day will bring. This leads into "For the First Time in Forever." The historians describe her meeting with Prince Hans, as well as Elsa's ceremony and the reception afterward, taking the audience to "Love is an Open Door."

The historians reminisce of Elsa's panicked escape from the ball, the inadvertent freezing of Arendelle, and Elsa's subsequent exile into the mountains. This of course transpires into what is undoubtedly the most anticipated (and most enthusiastically sung!) song of the show, the



Oscar-winning mega-hit, "Let It Go."

As the historians describe Anna's search for her sister, Kristoff appears on stage, reminding them, as well as the citizens of Hollywoodland, of his part in helping to locate Elsa. The historians go on to describe Anna and Kristoff's attack by wolves, followed by their discovery of Olaf, who leads the audience into "In Summer."

With only five minutes remaining, the historians quickly and hilariously recap the remainder of the story: Anna and Kristoff's meeting with Elsa in her ice palace and Elsa's accidental freezing of Anna's heart; Marshmallow the snow monster's defense of Elsa's palace; Kristoff taking Anna to the trolls in hope of saving her life; Hans' betrayal of Anna; Anna and Kristoff's revelation of their love; and the triumph of true love between the two sisters.

Anna and Kristoff return to the stage to introduce Elsa to the citizens of Hollywoodland, whom she makes "honorary citizens of Arendelle." She then leads her new subjects in a final chorus of "Let It Go," complete with falling snow.

Multiple productions of each show are presented to Guests throughout the day; specific times can be found on Walt Disney World's website, the "My Disney Experience" iPhone app, and on the park's guide maps. FastPass+ is available for all three shows. While filming and photographs are allowed, flash photography is not permitted.

Whether you want to rest your tired feet, take a break from the heat of an Orlando afternoon, or indulge your fantasy of experiencing a favorite Disney movie come to life, the musical shows of Disney's Hollywood Studios offer a variety of theatrical entertainment to enhance your Walt Disney World experience.

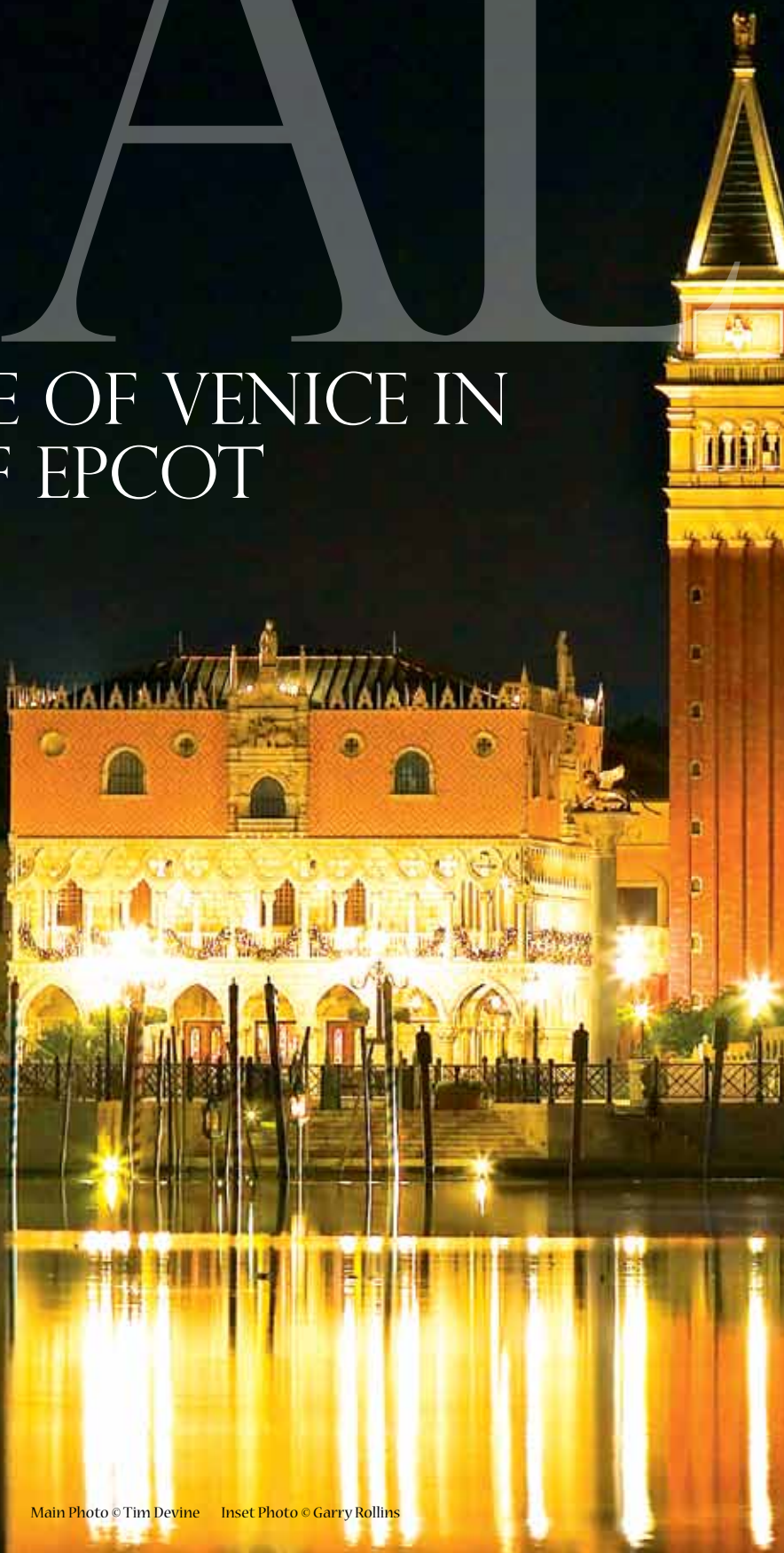


# ITALY

## THE ROMANCE OF VENICE IN THE HEART OF EPCOT

BY LORI ELIAS

This is the night, it's a beautiful night/And we call it bella note..."These words are crooned by the restaurateur Tony to serenade one of the most endearing love stories in movie history, *Lady and the Tramp*. In the Walt Disney World Resort, Guests can discover both a bella notte ("beautiful night") and giorni deliziosi ("delightful days") within the walls of the Italy Pavilion in Epcot's World Showcase.



Y



With so many beautiful locations scattered across the country—Rome, Genoa, Milan, Naples, Florence—Imagineers had a wealth of inspiration from which to draw. They opted to base the pavilion on romantic Venice. Known as La Serenissima (“the most serene”), Venice has long been a focal point for travelers, from the merchants of times past to the tourists of today.

Venice is a city dominated by water. Within its 212 square miles are 117 islands united through a series of bridges and its famous canals. Epcot’s Imagineers utilized the World Showcase Lagoon to allude to Venice’s maritime environment, creating the Isola del Lago (“Isle of the Lake”), complete with bridges, gondolas, and the barbershop-like mooring posts seen throughout the city.

Italian towns and villages center around the piazza, or public square. The Italy Pavilion’s piazza is based on Piazza San Marco, or St. Mark’s Square. Named for the Basilica San Marco, which can be found on the east side of the piazza, the square in Venice was constructed in the ninth century as a small grassy area adjoining St. Mark’s Basilica, with fruit trees and a canal called the Rio Battario. The canal was filled in and the plaza extended in 1174, then later paved in 1267, ultimately becoming a favorite area for Venetian merchants to ply their wares.

Tourists who have traveled to Venice’s piazza may note that Epcot’s version is backwards! Had the piazza been portrayed as it actually stands in Venice, the buildings of the Italy Pavilion, coupled with the American Adventure Pavilion, would have created an unbalanced silhouette, so Epcot’s Imagineers opted to create a “mirror image” of St. Mark’s Square.

St. Mark the Evangelist (also known as St. Mark the Apostle) became the city’s patron saint in the mid-ninth century, when the remains of the saint were taken by Venetian merchants from his tomb in Alexandria, Egypt, to their homeland. According to legend, their ship was about to be lost in a storm when the apparition of St. Mark appeared to the merchants, telling them to lower their sails and thus survive the tempest. Upon their safe return to Venice, St. Mark was elected as the city’s new patron, replacing St. Theodore, Venice’s original patron saint.

Both of these saints are honored both in Venice and in the Italy Pavilion. Just as in St. Mark’s Square in Venice, the pavilion boasts two tall columns. Originally, three columns were to be transported to Venice from the Lebanese city of Tyre in 1125, but one was lost at sea; coincidentally, the two remaining columns displayed statues honoring the city’s

two patron saints. The statue of a lion sits proudly atop one column; the lion is not only the symbol of Venice, but also its patron, St. Mark. The winged lion can be found on buildings and structures throughout the city of Venice, with his paw on an open book bearing the Latin words, Pax tibi, Marce, Evangelista meus: “Peace be with you, Mark, my Evangelist.”

The second column supports a statue of San Teodoro, or St. Theodore, the original patron saint of the city. St. Theodore was a 4th-century Roman soldier who, as a devout Christian, refused to worship or offer sacrifices to the Roman gods, and also set fire to a temple dedicated to the goddess Cybele. He was captured, imprisoned and martyred for his beliefs. Images of St. Theodore typically show him conquering a dragon or crocodile, as occurs in both Venice and the Italy Pavilion; this symbolizes St. Theodore achieving victory over evil.

Like the piazza in Venice, a focal point of the Italy Pavilion is the Palazzo Ducale, or Doge’s Palace. The Doge was the leader of the Venetian Republic; he was elected from Venice’s nobility and held the position until his death. The position was created in the 7th century and lasted until 1797, when Ludovico Manin abdicated the position after Venice was conquered by Napoleon Bonaparte.

The Doge’s Palace, which was replicated in intricate detail for the Italy Pavilion, was built between 1340 and 1565. Besides serving as the doge’s residence, the Doge’s Palace also acted as the center of political activity for the Venetian Republic. (The palace as a government building actually dates back as far as the 9th century, but nothing remains from that original structure.) After Venice fell to Napoleon’s army, the palace was utilized for government offices. In 1932, the palace was placed into the charge of Venice’s city council to be maintained as a public museum, and in 1996, it became part of the Civic Museums of Venice.

One other landmark of St. Mark’s Square found its place in the Italy Pavilion, though at one-fifth of its actual height of about 323 feet tall: the Campanile bell clock tower. The original Campanile was erected in the 9th century and has survived a number of reconstructions, the last of which in the early 20th century. It was rebuilt throughout the 12th and 14th centuries, then was once again renovated in the early 1500s after it was destroyed by an earthquake; it was then that the Campanile took its present form, and topped with a gold angel. The Campanile collapsed completely in July 1902: while repairing mortar on the tower, workmen discovered significant cracking in the structure. Not long after, the en-



tire Campanile crumbled, but was rebuilt and reopened in 1912. Epcot's version of the Campanile is a painstakingly accurate replica of the Venetian structure, even to the gold leaf-painted angel serenely overlooking the pavilion.

Incidentally, back in Venice the five bells of the Campanile once served specific purposes: to signal each hour, as well as the beginning and ending of a work day; to call senators and magistrates to the court at the Doge's Palace; and even to inform the public of the execution of criminals. Though this is largely now a part of history, the bells are still rung as a tourist attraction.

Farther back in the pavilion, the fountain and statue are a popular location for photographs. Fountains are a common sight in the city squares of Venice, and Epcot's Fontana di Nettuno ("Fountain of Neptune," the ancient Roman god of the sea) would be at home in any piazza in Italy. While not a copy of a particular work, the fountain is representative of the style of Gian Lorenzo Bernini, one of the most highly regarded sculptors of the 17th century and who is often credited as having developed the Baroque style of sculpture. Fountains are among his most famous pieces, and his works include Barcaccia ("Longboat"), Fontana del Tritone ("Triton Fountain"), and Fontana dei Quattro Fiumi ("Fountain of the Four Rivers"). Barcaccia (1629) was commissioned by Pope Urban VIII in honor of the restoration of the Acqua Vergine, one of the aqueducts providing Rome with clean drinking water. Fontana del Tritone was completed in 1643 for another of Rome's aqueducts, the Acqua Felice, while Fontana dei Quattro Fiumi was commissioned by Pope Innocent X for his palace overlooking the Piazza Navona in Rome.

### Shopping and Dining...Italian Style

Guests visiting the pavilion for shopping will discover a wealth of lovely wares with an Italian flair. In Il Bel Cristallo, Guests will find crystal and porcelain pieces, and Murano glass bottles and beads. La Bottega Italiana offers ornate decorative masks, kitchenware, and Italian food products including chocolate and wine.

The Italy Pavilion also boasts some of the most popular restaurants in Epcot. Tutto Italia Ristorante's menu includes a variety of favorites, such as minestrone soup, lasagna, spaghetti, cannoli and tiramisu. The cuisine of southern Italy can be found across the way at Via Napoli Ristorante e Pizzeria, as well as a variety of authentic Neapolitan wood-fired pizzas, both on the menu and made to order. For a quick sweet treat, Guests flock to the Gelato kiosk for light Italian ice cream, or perhaps even a cup of espresso.

### Entertainment

Street performers are quite popular in Italy, and Epcot has brought their engaging entertainment to World Showcase. Part mime, part juggler, and part clown, Sergio has long delighted Guests with his thrilling antics, often drawing his audience into the act. The Italy Pavilion has also recently introduced one of Epcot's newest performance experiences, Sbandieratori di Sansepolcro, an ensemble made up of two drummers, three trumpet players, and four flag-twirlers. The Sbandieratori is based on both old and relatively newer traditions in Italy: during the Middle Ages, flag-bearers were an essential part of armies, leading the men to war while carrying flags that were used to signal the soldiers. These flags contained blades, thus being used for battle as well as for symbolizing their troops. When not engaged in fighting, the flag-teams would work to hone their skills, and eventually they developed precision routines (not unlike the Silent Drill Team of the United States Marine Corps). In 1953, the Società dei Balestrieri ("crossbow association") in the Italian city of Sansepolcro brought back the old tradition for their annual tournament, forming the Gruppo Sbandieratori Sansepolcro, consisting of drums, trumpets and twirlers using hand-painted flags. Since then, the evening of every second Saturday in September is devoted to the Giochi di Bandiera, or "flag games."

Installed in October 2014, Epcot's ensemble follows their format, with intricate flag-spinning routines accompanied by trumpets and drums in the center of the pavilion. Like Sergio, they perform several times throughout the day.

The Italy Pavilion is always at the forefront of Epcot's special events throughout the year. Autunno (autumn) brings the Food and Wine Festival, and Italy's booth is a perennial favorite, with savory pastas and sparkling prosecco. With inverno (winter) comes Natale (Christmas), and La Befana, the good Christmas witch, regales younger Guests with her tales of leaving gifts for well-behaved children on the eve of Epiphany. As primavera (spring) arrives, so does the International Flower and Garden Festival, and Guests can expect to see topiaries of *Lady and Tramp* gracing the Italy Pavilion for the duration of the festival.

Regardless of the season and the reason for being drawn in: the delectable aromas from its popular ristoranti, the colorful merchandise in its enticing mercati, the exciting performances of the talented artisti, or its authentic architettura and beguiling fontana, a delightful palette of experiences await Guests at Epcot's Italy Pavilion. 





# Wandering the World

Offbeat  
Adventures  
and Unusual Discoveries  
by Ray Harkness



The last time we parted ways, my companion and I had just arrived at Trails End to enjoy a scrumptious meal composed of some of Walt Disney World's best American comfort food. (I still think they have some of the best mac & cheese at The World!) Since we rarely make our way to this part of the Walt Disney World Resort, we decided to wander around and take in the sights, sounds, and smells of Fort Wilderness.

After we got our fill of Fort Wilderness, it was time to decide where we should venture next. After much deliberation, we decided to head back to the Magic Kingdom. As we learned a couple installments ago, there are boats we can take to get around Bay Lake and get us back to the Magic Kingdom. So, we headed toward the boat dock.

After our previous adventure, we had this boat thing down. We waited patiently for the boat to arrive and boarded and sat on opposite sides so we could each have a good view. Since we had already made this journey not so long ago, we weren't really in an adventurous mode and decided to just sit back, relax, and chit chat as we make our way to our destination.

My companion and I were enjoying our trip back to the Contemporary Resort when I thought I saw something in a tree behind my companion's back. It looked like some shoes hanging in a tree. Unfortunately, by the time I saw it, it was just as quickly out of sight so I couldn't get a good look. But, my curiosity was peaked so I convinced my companion to head back on the boat back to Fort Wilderness when we arrived at our destination.

Yes, I'm aware this is the umpteenth time we've been on these boats today but I needed to know if my eyes were deceiving me. As we made our way back, I knew where to look. Sure enough, there was a tree in the water with all kind of shoes tied together and thrown over the branches. The tree wasn't exactly easily accessible or visible from the resorts, so it was definitely out of character.

Fortunately, the boat was lightly populated, so I was able to point out the tree to the boat captain and ask

what it was all about. The captain knew exactly what I was referring to. According to our pilot, there was a long standing tradition that when someone retired from Walt Disney World they would tie their shoes together and throw them over the branches of this tree on their last day. I was informed that the tree is lovingly referred to as the "Shoe Tree."

More recently though, the tradition is primarily upheld by boat captains and skippers when they retire. That is why most of the shoes are now white. I have to say that this was one of the coolest things I have seen at Disney, and unusually, something that wasn't carefully orchestrated by Imagineers, but was placed "on stage" for Guests to see by everyday Cast Members.

Sometimes here at Wandering the World, the path less taken is on a body of water and slightly out of the way. So, keep your eyes peeled.

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

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



## BY THE NUMB3RS

# Fantasia



2.28 million

Production budget (in 1940 dollars). That's over 30% more than the budget for *Snow White and the Seven Dwarfs*, but only 25% of the budget for *Frozen* (roughly adjusted for inflation). In actual dollars the budget for *Fantasia* was less than 2% than that of *Frozen*.

2

Number of Academy Awards won by *Fantasia*. These were Honorary Awards, one being for Disney, William Garity, John N. A. Hawkins, and the RCA Manufacturing Company for their "outstanding contribution to the advancement of the use of sound in motion pictures through the production of *Fantasia*", and the other to Stokowski "and his associates for their unique achievement in the creation of a new form of visualized music in Walt Disney's production *Fantasia*, thereby widening the scope of the motion picture as entertainment and as an art form". Frames of animation that comprise the entire film.

535,680

1 million

Cost, in dollars, for the musical score to be rerecorded for the film's 1982 re-release. The 121-piece orchestra was conducted by Irwin Kostal. Leopold Stokowski's original score was restored for the film's 50th anniversary re-release in 1990.

500

Number of animated characters that appear throughout the film, requiring the efforts of more than one thousand animators and technicians.

1,800

Number of title suggestions received during a studio-wide contest in the course of naming the film, which also included *Bach to Stravinsky* and *Highbrowski by Stokowski*.

33

Number of microphones used to record the Philadelphia Orchestra at the city's Academy of Music, conducted by Stokowski.

# In Search Of...

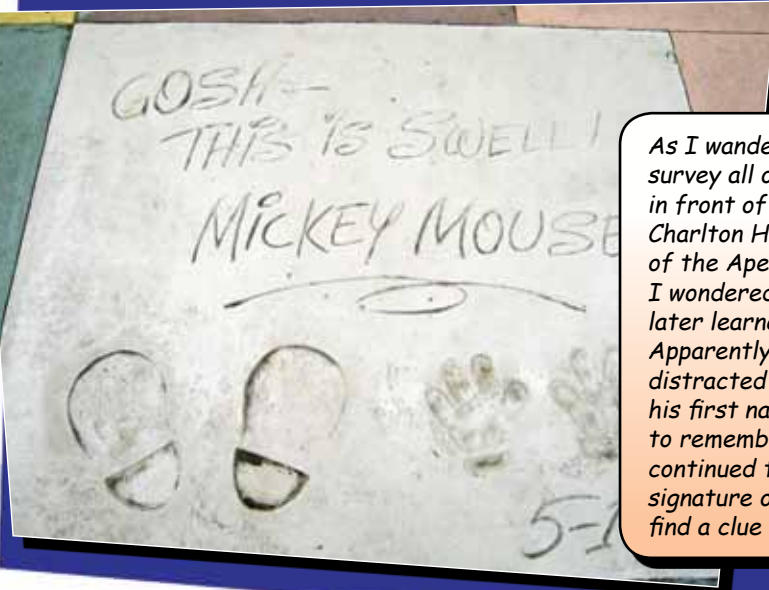
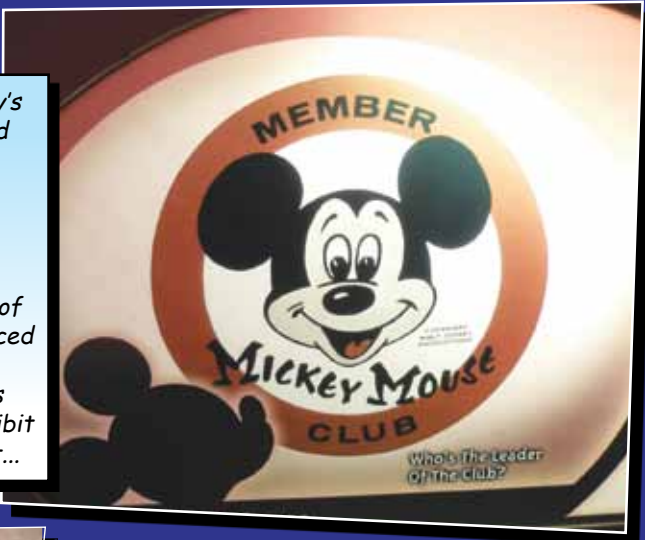
# The Mickey Mouse March

By Tim Foster



On this particular day, I found myself enjoying the antics of one of my favorite Disney characters, Figment. During the final scene, I made sure to look for the sheet music for "One Little Spark" (complete with the silhouette of the Dream Catcher), one of my favorite hidden gems. That's when I remembered hearing tales of another piece of legendary sheet music that could be found somewhere in Walt Disney World. This was the music for perhaps the most famous Disney song of all, "The Mickey Mouse March." Humming those immortal lyrics to myself ("Who's the leader of the club that's made for you and me..."), I thought the best place to begin my search was with the man who started it all, Walt Disney himself.

I ventured over to the One Man's Dream exhibit at Disney's Hollywood Studios, and there I found a display that talked about the Mickey Mouse Club. It was there I learned that the club was actually started way back in 1929 in movie theaters, with special "club meetings" held during Saturday matinees. However, the television show that we all remember began in 1955. One of the great delights of the new show was the return of Walt Disney as the voice of Mickey himself, as heard in the animated segments produced specifically for the show (previously he had stopped performing Mickey's voice back in 1947, when the role was taken over by Jimmy MacDonald). However, the small exhibit didn't mention the theme song, so I continued on my quest...

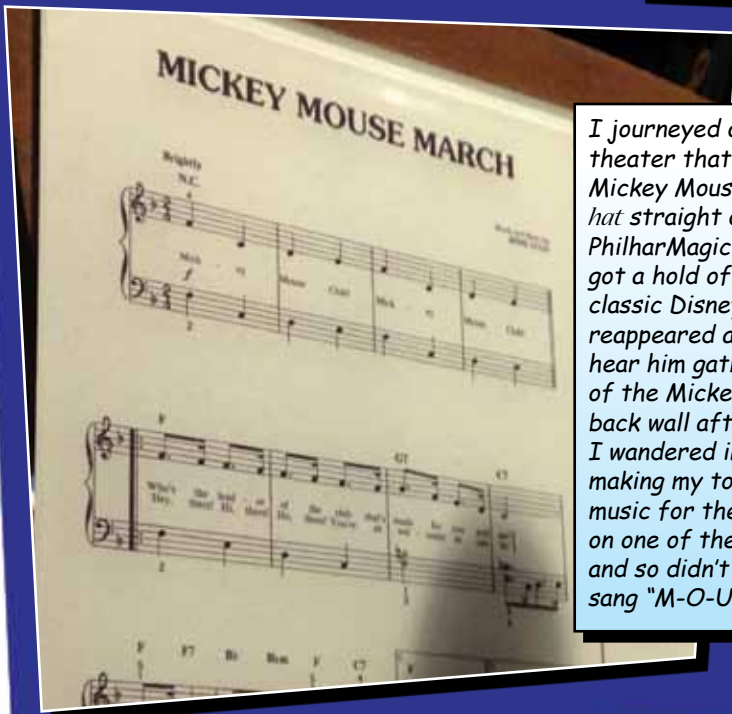


As I wandered by the Great Movie Ride, I took a minute to survey all of the signatures in the cement in the courtyard in front of the building. I chuckled as I saw the square for Charlton Heston (the legendary star of *Ben-Hur* and *Planet of the Apes*), noticing that his first name was missing the "L." I wondered if that was how he actually spelled his name, but later learned that it was nothing more than an honest mistake. Apparently, as he was signing his name he was momentarily distracted by a well-meaning fan and ended up misspelling his first name! A curious but amusing anecdote I would have to remember! But that wasn't what I was looking for, so I continued to look around. By pure chance I stumbled upon the signature of Mickey Mouse himself, and wondered if I might find a clue inside the attraction.



As we started out on our journey, I didn't notice anything that would help me in my search, so for the moment I just sat back and enjoyed the ride. Soon we came upon the segment of the attraction that paid tribute to the great cinematic westerns of the past. In addition to Clint Eastwood, there was a scene that featured one of my all-time favorite (albeit non-Disney) movie stars, John Wayne. I reflected on all of the wonderful films I enjoyed that starred the Duke, and suddenly I remembered something important. One of John Wayne's war films, *Flying Tigers*, featured a small role that was played by the most popular MC of the Mickey Mouse Club television show, Jimmie Dodd. Dodd had also appeared on film with other stars immortalized in the *Great Movie Ride*, including Fred Astaire and Judy Garland, but to me he would always be "Jimmie," playing his "mouse guitar" and singing songs.

And that's when it struck me, I suddenly remembered that in addition to being the MC of the show, Jimmie Dodd was also the composer of the famous theme song! I was slowly starting to connect the dots, but still wasn't any closer to finding the actual sheet music for the infamous tune. I wracked my brain trying to figure out where it might be hidden, when another clue revealed itself to me a short time later. In a brief animated sequence, I saw Mickey Mouse himself in his famous *Sorcerer's Apprentice* persona, straight from the film *Fantasia*. This couldn't be mere coincidence, and I realized where I needed to go next.



I journeyed over to the Magic Kingdom and made my way to the theater that hosted a fun-filled musical that was led by Maestro Mickey Mouse himself, with a little help from his *Sorcerer's hat* straight out of *Fantasia*. I settled in to enjoy Mickey's PhilharMagic, but things quickly got out of hand as Donald Duck got a hold of the hat and took us on a wild ride through several classic Disney films as he tried to retrieve it. Mickey Mouse reappeared at the end to save the day, and I was delighted to hear him gather up the orchestra to play a rousing rendition of the Mickey Mouse March, sending Donald flying through the back wall after getting stuck in a tuba. But alas, no sheet music. I wandered into the gift shop (where I saw an angry Donald), making my toward the exit, when that's when I saw it! The sheet music for the Mickey Mouse March perched upon a music stand on one of the souvenir shelves! I was delighted with my discovery, and so didn't mind the chuckles from my fellow shoppers and as I sang "M-O-U-S-E" to myself as I happily wandered off.



# How Much Do You Know About Disney's Attraction Buildings?

by Tim Foster

- 1. What is the largest attraction building in all of Walt Disney World, in terms of area?**
  - a. The Land Pavilion
  - b. The Seas with Nemo and Friends
  - c. Universe of Energy
  - d. Dinosaur
- 2. How many solar cells line the roof of the Universe of Energy pavilion?**
  - a. 13,000
  - b. 26,500
  - c. 75,000
  - d. 80,000
- 3. What is the proper geometric name for the Spaceship Earth Globe?**
  - a. Truncated Icosahedron
  - b. Pentakis Dodecahedron
  - c. Deltoidal Hexecntahedron
  - d. Spherical Icosahedron
- 4. Aside from Fantasmic!, which show boasts the largest theater in Walt Disney World?**
  - a. Beauty and the Beast
  - b. The Indiana Jones Epic Stunt Spectacular
  - c. Lights, Motors, Action!
  - d. Mickey's PhilharMagic
- 5. What was the first attraction in the building that currently houses the attraction Stitch's Great Escape?**
  - a. Flight to the Moon
  - b. Mission to Mars
  - c. ExtraTERRORestrial Alien Encounter
  - d. If You Had Wings
- 6. What is the tallest attraction building at Walt Disney World, discounting mountains?**
  - a. Cinderella Castle
  - b. Rapunzel's Tower
  - c. The Twilight Zone Tower of Terror
  - d. The Beast's Castle
- 7. Which World Showcase pavilion houses the largest attraction building, in terms of area?**
  - a. Mexico
  - b. The American Adventure
  - c. Japan
  - d. Canada
- 8. What building has played host to the most attractions in its history?**
  - a. Buzz Lightyear's Space Ranger Spin
  - b. Stitch's Great Escape
  - c. The Many Adventures of Winnie the Pooh
  - d. Mission: SPACE
- 9. How many bricks make up the façade of the American Adventure attraction building?**
  - a. 110,000
  - b. 143,000
  - c. 175,000
  - d. 212,500
- 10. Aside from the Carousel of Progress, what other attraction building features an area that rotates?**
  - a. The Haunted Mansion
  - b. Test Track
  - c. Dinosaur
  - d. The Land Pavilion

**11. Not counting the Walt Disney World Railroad station, how many buildings (not shops) are actually on Main Street U.S.A.?**

- a. 2
- b. 4
- c. 6
- d. 8

**12. Where is the actual Chinese Theatre (known today as the TCL Chinese Theatre), as recreated at Disney's Hollywood Studios?**

- a. Hollywood and Vine
- b. Hollywood Boulevard
- c. Sunset Boulevard
- d. It's actually in Los Angeles

**13. What is directly behind the distinctive building that houses Space Mountain?**

- a. A lake
- b. A parking lot
- c. A maintenance shed
- d. Tracks for the Walt Disney World Railroad

**14. How many towers are on Cinderella Castle?**

- a. 10
- b. 14
- c. 18
- d. 22

**15. How many windows are in the Beast's Castle in New Fantasyland?**

- a. 115
- b. 84
- c. 210
- d. 32

**Quiz Answers**

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

**ANSWERS**

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

**WHO AM I?**

- 1. The Parrs (*The Incredibles*)
- 2. The Fredricksens (*Up*)
- 3. The Darlings (*Peter Pan*)
- 4. The Tremaines (*Cinderella*)
- 5. *Toy Story* (No, we don't know their last name!)
- 6. The Swanns (*Pirates of the Caribbean*)

**HATS OFF!**

- 1. Gran Fiesta Tour
- 2. Indiana Jones Epic Stunt Spectacular
- 3. Mission: SPACE
- 4. Pirates of the Caribbean
- 5. Mad Tea Party
- 6. Toy Story Mania!

**M-I-C-K-E-Y**

- 1. Mickey's PhilharMagic
- 2. The Magic of Disney Animation
- 3. Mission: SPACE
- 4. Monsters Inc.
- 5. Swiss Family Treehouse
- 6. Haunted Mansion
- 7. The Incredibles
- 8. Spaceship Earth

- 9. Test Track
- 10. The Great Mouse Detective
- 11. One Man's Dream
- 12. Star Tours
- 13. Carousel of Progress
- 14. Meet the Robinsons
- 15. The Enchanted Tiki Room
- 16. Pinocchio
- 17. Cars
- 18. Cinderella Castle
- 19. Dinosaur
- 20. The Circle of Life

**BRAIN BUSTERS**

Jasmine (Though not a direct reference to the Princess, 'jasmine' is one of the scents in the Smell Testing Lab tanks.)

**FIND THE DIFFERENCE**



- 1. There is an extra column of openings.
- 2. The column is a different color.
- 3. The medallion is missing.
- 4. The ornamentation is gone.
- 5. The decorative piece is taller.
- 6. The artwork is reversed.
- 7. There is an extra bell.
- 8. 'Ride' is misspelled.
- 9. There is an extra seam.
- 10. There is an extra 'cap'.

FIND THE DIFFERENCE BONUS ANSWER  
R2-D2 and C-3PO

**WORD SCRAMBLE**

- 1. The Wizard of Oz
- 2. Fantasia
- 3. Casablanca
- 4. Alien
- 5. Raiders of the Lost Ark
- 6. Singin' in the Rain
- 7. Mary Poppins
- 8. Star Wars

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

**TEST YOUR KNOWLEDGE**

- 1. The Disney Vacation Club
- 2. Olivia's Cafe, named after the

- fictitious Olivia Farnsworth
- 2. Conch Flats
- 4. Lake Buena Vista Golf Course
- 5. Turtle Pond
- 6. Sassagoula River
- 7. Saratoga Springs
- 8. A sandcastle

**SECRET SYMBOLS**

- 1. DVC Ferry sign
- 2. Olivia's Cafe
- 3. The Gurgling Suitcase bar
- 4. Good's Foods to Go
- 5. Life preserver in the Conch Flats General Store

**WHERE AM I?**

- 1. Light in the breezeway of the main entrance
- 2. Olivia's Cafe sign
- 3. Flag pole at the ferry dock
- 4. Bicycle outside the General Store
- 5. Wooden whale decoration inside the General Store
- 6. General Store sign
- 7. Hidden Mickey in the General Store
- 8. Mailbox along the main breezeway

# Kids Korner

## Who Am I?

Do you remember the last names of these famous Disney families?

1. Bob, Helen, Violet, and Dashiell
2. Carl and Ellie
3. Wendy, John, and Michael
4. Anastasia and Drizella
5. Andy and Molly (and mom)
6. Elizabeth and Governor Weatherby

### Hats Off!

Besides Mickey's *sorcerer's hat*, there are lots of famous hats to be found throughout Walt Disney World. Can you figure out where they all are?





# M-I-C-K-E-Y

Here is a list of Walt Disney World attractions and Disney films. In all of them we've removed the letters M-I-C-K-E-Y M-O-U-S-E. It's up to you to fill in the missing letters, can you do it?

1. \_\_\_\_\_ P H \_ L H A R \_ A G \_ \_
2. T H \_ \_ A G \_ \_ \_ F D \_ \_ N \_ \_ A N \_ \_ A T \_ \_ N
3. \_\_\_\_\_ N \_ P A \_ \_
4. \_ \_ N \_ T \_ R \_ \_ N \_
5. \_ W \_ \_ \_ F A \_ \_ L \_ T R \_ \_ H \_ \_ \_ \_
6. H A \_ N T \_ D \_ A N \_ \_ \_ N
7. T H \_ \_ N \_ R \_ D \_ B L \_ \_
8. \_ P A \_ \_ \_ H \_ P \_ A R T H
9. T \_ \_ T T R A \_ \_
10. T H \_ G R \_ A T \_ \_ \_ \_ \_ D \_ T \_ \_ T \_ V \_
11. \_ N \_ \_ A N \_ D R \_ A \_
12. \_ T A R T \_ \_ R \_
13. \_ A R \_ \_ \_ L \_ F P R \_ G R \_ \_ \_
14. \_ \_ \_ T T H \_ R \_ B \_ N \_ \_ N \_
15. T H \_ \_ N \_ H A N T \_ D T \_ \_ \_ R \_ \_ \_
16. P \_ N \_ \_ \_ H \_ \_
17. \_ A R \_
18. \_ \_ N D \_ R \_ L L A \_ A \_ T L \_
19. D \_ N \_ \_ A \_ R
20. T H \_ \_ \_ R \_ L \_ \_ F L \_ F \_

## Brain Busters

Which Disney princess is “referred to” in Journey Into Imagination with Figment?

## Find the Difference

Just like in the movies, everything you see here at the Great Movie Ride is not what it seems. Can you find the ten differences in the photos below?



---

---

---

---

---

---

---

---

---

---



### BONUS QUESTION

Which two Star Wars characters can be found hidden among the hieroglyphics in the Raiders of the Lost Ark scene in the Great Movie Ride?

# Word Scramble

See if you can unscramble these films that are referred to in the Great Movie Ride.

1. ETH ZIDRAW FO ZO

□□□ □□□□□□ □□ □□

3. SLABCANACA

□□□□□□□□□□

5. SIDEARR FO HET SLOT KAR

□□□□□□□□ □□ □□□ □□□□ □□□□

7. RYAM SNIPOPP

□□□□ □□□□□□□□

2. STANAFIA

□□□□□□□□

4. LENIA

□□□□□

6. NISING NI TEH NIRA

□□□□□□ □□ □□□ □□□□□

8. RTAS RAWWS

□□□□ □□□□

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 ask Walt Disney one question, what would it be?**

Can I have a million & one? There are so many what and why questions - like what is your favorite movie or why did you select Snow White for your first full length animated movie. But just one??? Then I would ask what kept Mr. Disney (sorry...I mean "Walt"! ) so motivated to keep moving forward...

### **With the Sorcerer's Hat coming down, pretend it's up to you to come up with a new icon for the Studios that can be seen from all over the park. What would you make?**

Can I just say...I'm going to miss the hat! It's been there all my life. One of my favorite things is stopping along Hollywood Boulevard to have my picture taken so it looks like I'm wearing the

hat! The new icon still needs to be something to do with the movies...maybe a giant filmstrip at the entrance inviting you enter the world of film? Mickey could be in some of the frames dressed as some as the characters from the attractions inside - Jedi Mickey, Sorcerer Mickey, Race Car Driver Mickey, Muppet Mickey, Buzz Mickey?

### **What fictional form of Disney transportation would you most like to ride?**

Wouldn't a Pumpkin carriage be nice, or a flying carpet...do I need a driver's license for one of those? How about something exciting like a bike from Tron or solar surfing like in Treasure Planet? But I'm all about the bubbles!!! We need bubbles for transportation!! And bubble transports appear in two movies - Meet the Robinsons and Oz the Great and Powerful - so it must be the best ;)

# MYSTERY QUEST

## Discover the Secrets of Walt Disney World

# OLD KEY WEST RESORT

### Test Your Knowledge of Disney's Old Key West Resort

1. What was the original name of Disney's Old Key West Resort?
2. What is the name of the only table restaurant at Old Key West, and who is it named for?
3. What is the name of the fictitious community that is home to Old Key West?
4. One of Walt Disney World's world-class golf courses winds its way through the resort. Can you name it?
5. Old Key West is made up of five different areas, including Miller's Road, North Cove Road, Peninsular Road, and South Point Road. The last is named for a body of water, can you name it?
6. What is the name of the river that leads to Downtown Disney?
7. If you travel by boat along the river mentioned above, you'll pass by another Disney Vacation Club resort. Which one is it?
8. The Main Pool features a water slide that travels through what beach-themed structure?

## SECRET SYMBOLS

Where can you find these cryptic inscriptions?



1



2



3



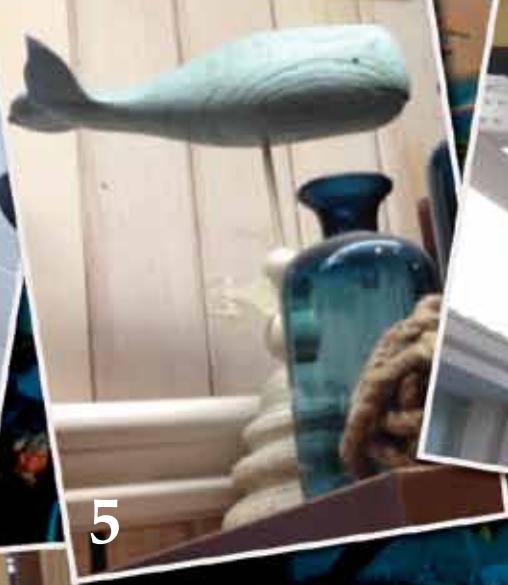
4



5

# WHERE AM I?

Each of these photos was taken at a different area of Disney's Old Key West Resort, can you figure out where?



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





# Top 10 Things You Didn't Know About Vanellope von Schweetz

1. According to her official Disney profile, Vanellope is determined to earn her place in the starting lineup amongst the other racers, despite her reputation as the "Glitch." Her glitching was due to a pixelating programming mistake made during the fictional creation of Sugar Rush, though she has the spirit of a racer embedded in her coding. Years of rejection have left her with a wicked sense of humor, but somewhere beneath that hard shell is a sweet center just waiting to be revealed.
2. And what a sweet kid she is! Vanellope is the only feature character that never calls Ralph by his game persona "Wreck-it," though that doesn't stop her from calling him other "affectionate" nicknames such as "Diaper Baby," "Gladys," "Admiral Underpants," and "Major Body Odor."
3. Vanellope's character design was inspired by the Japanese Super Deformed (SD) caricature style, popularly known in anime circles as chibi (which is Japanese slang for "small child"). This style is characterized by the use of smaller limbs and oversized heads, giving the character a child-like appearance. Additionally, Vanellope's hair and facial features were designed to make her look like a younger version of her voice actor, Sarah Silverman.
4. Sarah Silverman also played the part of the restaurant greeter at Mel's Drive-In in the 2011 live-action Disney film, *The Muppets*. The film also starred Amy Adams, who played Giselle, the princess in the 2007 Disney film *Enchanted*.
5. Like Giselle, Vanellope is not an official Disney Princess, even though she is revealed to be a princess at the end of the film. So why isn't she part of the official line-up? One can only speculate, but the "in-story" reason is that she abdicated her role as princess at the end of the movie, electing instead to be president.
6. Another proposed reason for Vanellope's

exclusion is the fact that she is too young. But how young is she? There's a bit of confusion on this point. According to Executive Producer John Lasseter, Vanellope is twelve years old. However, Sarah Silverman and co-writer Rich Moore have stated that she is only nine.

7. Though Vanellope's royal racing suit (as seen on the side of the Sugar Rush game cabinet toward the end of the film) is a teal and white jumpsuit, early concept drawings showed that she was originally going to have a white helmet with a golden crown on the side. Additionally, Vanellope's skin was going to be grayish-green at one point to reflect her "glitchiness," but it was quickly realized that she would look like a zombie!

8. In addition to becoming a champion racer, Vanellope was also nominated for a prestigious film award. In the 2012 Visual Effects Society Awards ceremony, Vanellope (and her animator Tony Smeed) was nominated for Outstanding Animated Character in an Animated Feature Motion Picture. Unfortunately, she lost out to another Disney princess, Merida from *Brave*.

9. But don't feel bad for her; Vanellope shares a peculiar characteristic with the one and only Mickey Mouse. Like Mickey, Vanellope only has four fingers (including her thumb). The majority of the other main characters in *Wreck-It Ralph* have five. The only other characters with four fingers are her fellow racers in Sugar Rush and King Candy (though if you haven't seen the film we won't tell you why).

10. Though she mostly resembles a mint candy cane (in terms of her clothing), if you look closely you'll discover that Vanellope's skirt is made of Reese's Peanut Butter Cup wrappers. Mmmm! (However, the true Peanut Butter Cup champ in the Sugar Rush crew is Rancis Fluggerbutter.)



Keepsake Image: "Remembering an Icon" Photography by Mike Billick





*“Movies are a medium of expression...  
like a symphony orchestra...what is needed is courage  
to try new things, to satisfy the endless curiosity  
of people about the world around them”*

*-Walt Disney*