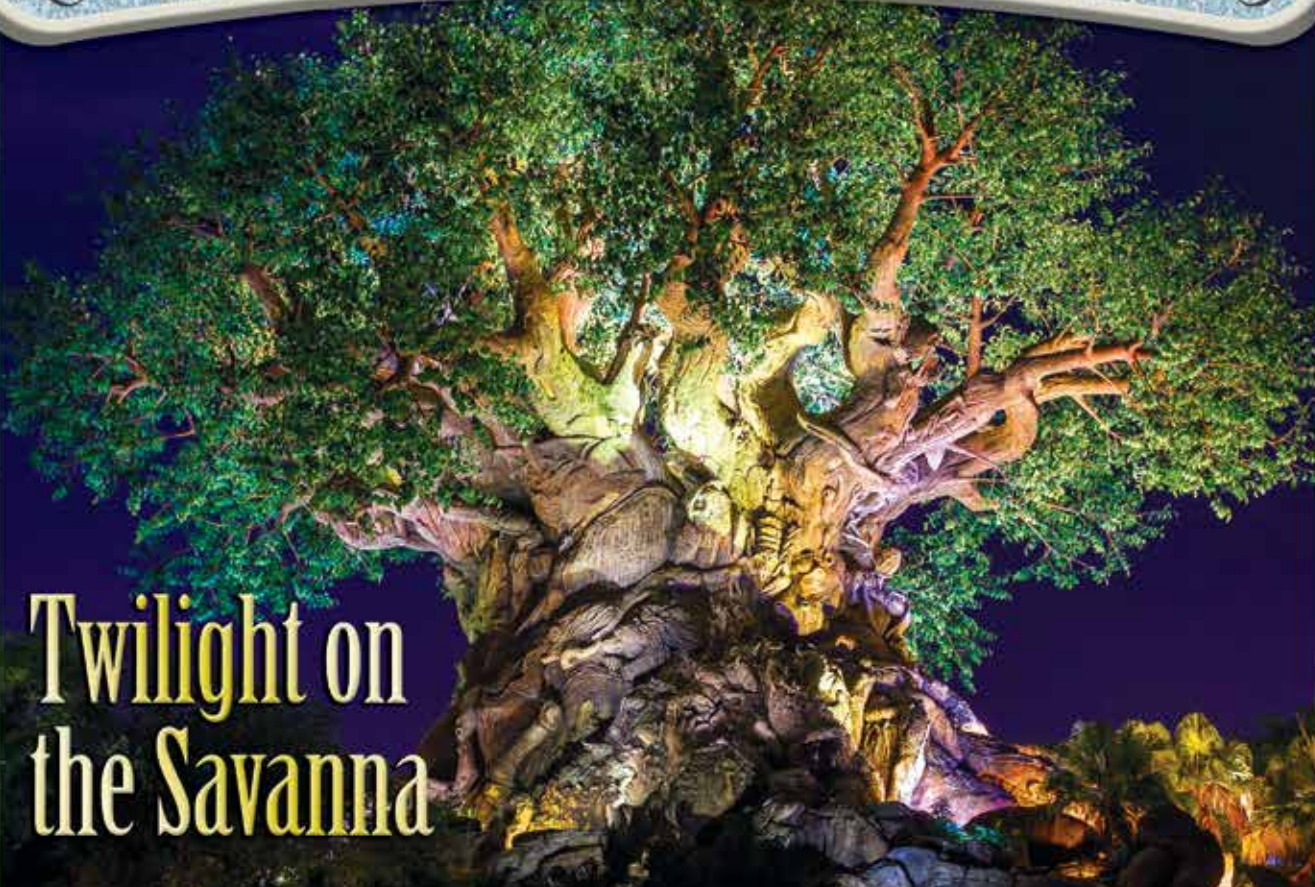


NIGHTS OF WONDER

# CELEBRATIONS

SHARING THE MAGIC OF WALT DISNEY WORLD



## Twilight on the Savanna

Getting From Here to There:  
Attraction Vehicle Technology

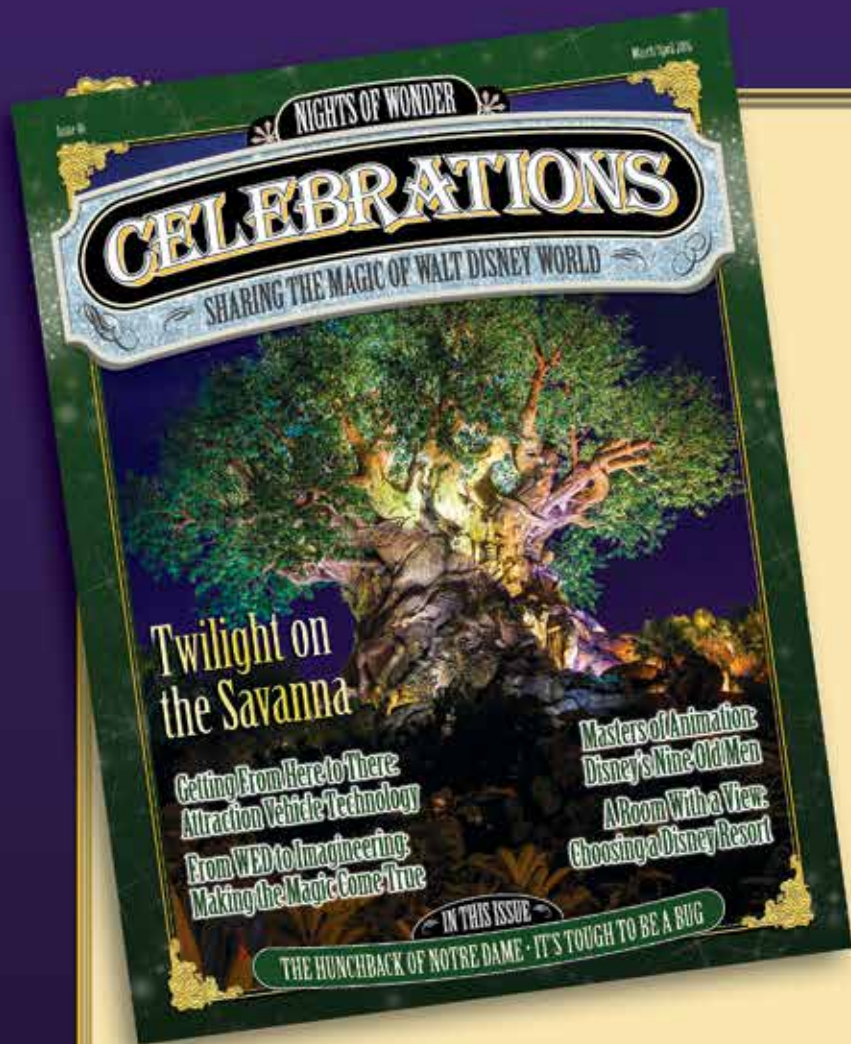
From WED to Imagineering:  
Making the Magic Come True

Masters of Animation:  
Disney's Nine Old Men

A Room With a View:  
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THE HUNCHBACK OF NOTRE DAME • IT'S TOUGH TO BE A BUG



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# CELEBRATIONS

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Issue 46

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# Back to Nature

Walt Disney World is well renowned for its innovative examples of technology; everything from the interactive animated characters of Turtle Talk with Crush to the ghostly visuals in the Twilight Zone Tower of Terror. But a visit to Walt Disney World is not just about the latest marvels and effects, it's a chance to experience nature at its finest. Nature was always near and dear to Walt Disney's heart. As he once said, "I don't like formal gardens. I like wild nature. It's just the wilderness instinct in me, I guess." His original vision for Disneyland included the Jungle Cruise, where he even considered having live animals on display. Walt's love of nature continues to be a vital part of the parks today, and you can delight in the wonders of the natural world in virtually every corner of the resort. From the shores of Bay Lake and the lush foliage of Adventureland to the nature trails at Disney's Animal Kingdom and the beautiful gardens throughout World Showcase, nature is on full display everywhere you look. These are the moments to pause and appreciate your surroundings; sometimes we overlook these instances of natural beauty as we race to get to our favorite attractions.

With the world of Pandora coming to Disney's Animal Kingdom, we'll be able to experience nature in a whole new way. Just imagine walking through a bioluminescent forest at night, with its dizzying array of colors intertwined in a breathtaking canopy of exotic plants. You'll also get to appreciate the wonders of the natural wonder in a nighttime setting at Sunset Kilimanjaro Safari; giving you a chance to see the African savanna in a whole new way.

Walt Disney would surely have been in awe of these new, natural wonders. The stunning visuals promised by the "Rivers of Light" brings together the seemingly disparate worlds of technology and nature, creating a whole new experience that we are all looking forward to, but can only imagine.

Enjoy the magic!

Tim Foster





# CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

**Editor**  
Tim Foster

**Associate Editors**  
Michelle Foster · Lisa Mahan · 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**  
Lisa Mahan

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

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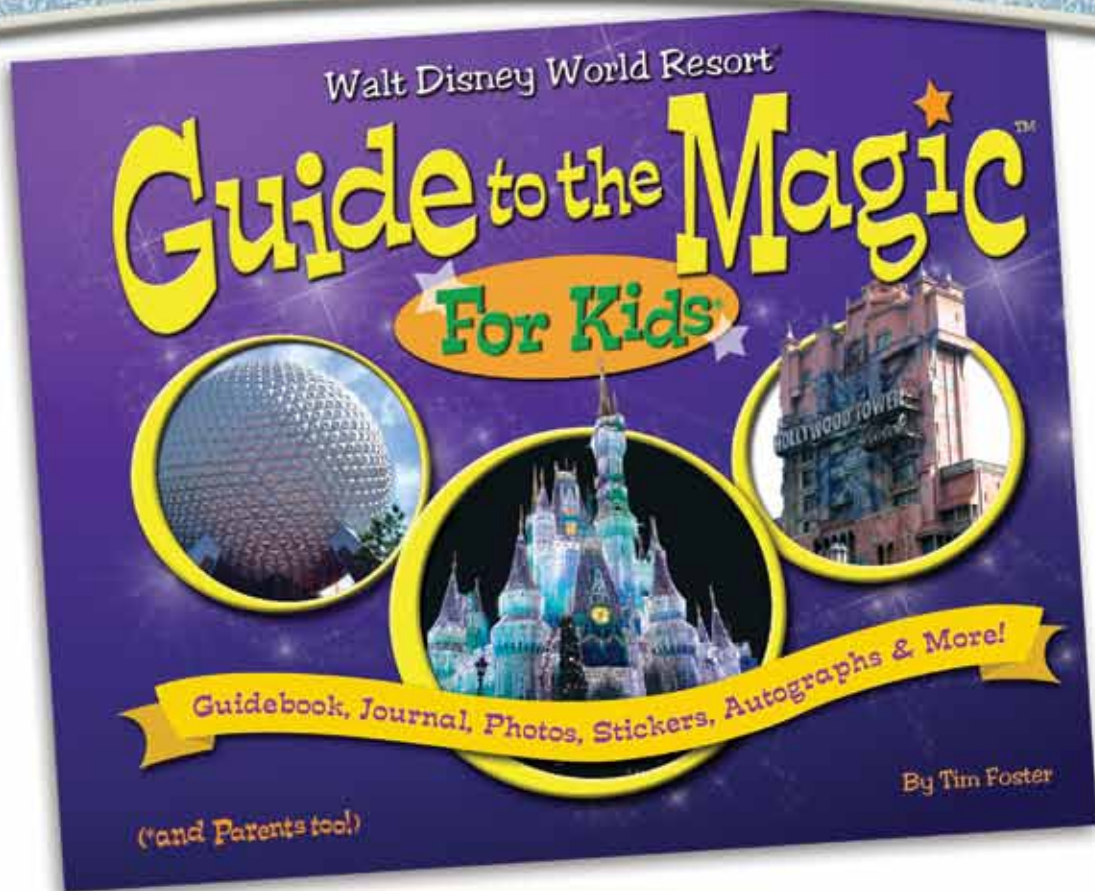
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# CELEBRATIONS



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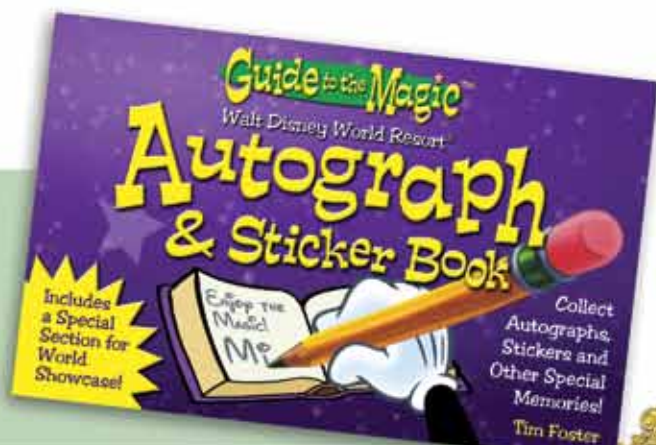


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# Contributors



*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.*



*Nick Comande is a retired Firefighter/Paramedic from the city of Racine, Wisconsin. Previous work included his book Climbing for Causes. He has more than a soft spot for Walt Disney World and has visited it many times since 1972. Nick has helped countless numbers of others in planning trips to the land of the large Mouse and has been writing WDW tip sheets for friends since 1995, earning himself the unofficial title of Disnoid.*



*Rachel Comande lives in Racine, WI. She loves Walt Disney World, and the first of her yearly visits started when she was only nine months old. Rachel really enjoys the parades, shows, and attractions, and she hopes to someday be an Imagineer.*



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



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



# Calendar of Events

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

March 02 - May 30, 2016

Epcot

Discover dazzling gardens, high-energy entertainment, family fun and more at this spectacular springtime event. Sprouting once again in 2016, 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

With so much to see and do, you can return to the festival again and again... and find something new each time!

## **Disney Wine & Dine Half Marathon Weekend**

November 03 - November 05, 2016

Future World, Epcot

A fun-filled fitness weekend is capped off by a magical nighttime race and celebration. The Disney Wine & Dine Half Marathon Weekend offers a series of events the whole family can enjoy, including races for all ages and Disney's Health & Fitness Expo.

Wine & Dine Half Marathon Weekend events include:

- Disney Wine & Dine Half Marathon
- Mickey's Jingle Jungle 5K
- runDisney Kids' Races
- Disney's Health & Fitness Expo
- Finish Line Party

## **Epcot International Food & Wine Festival**

Fall, 2016

Epcot

Each fall, as the seasons transform, so does Epcot—where dozens of unique flavors and fun experiences unfold across the park. Festival highlights include:

### **Global Marketplaces**

Satiate your hunger and thirst with a burst of fresh food, fine wine and craft beers from a host of global marketplaces.

### **Eat to the Beat**

Treat your senses to a musical feast at this multi-week concert series featuring sizzlin' tunes from a variety of popular artists.

### **Festival Dining & Tasting Events**

Discover new dimensions of flavor as you sample incredible dishes from all over the globe.

### **Demonstrations & Seminars**

Take some tips from the pros as you get an inside look at the care and craft of these food and beverage creations.



# Discover the Secrets Behind the Windows on Main Street U.S.A.!

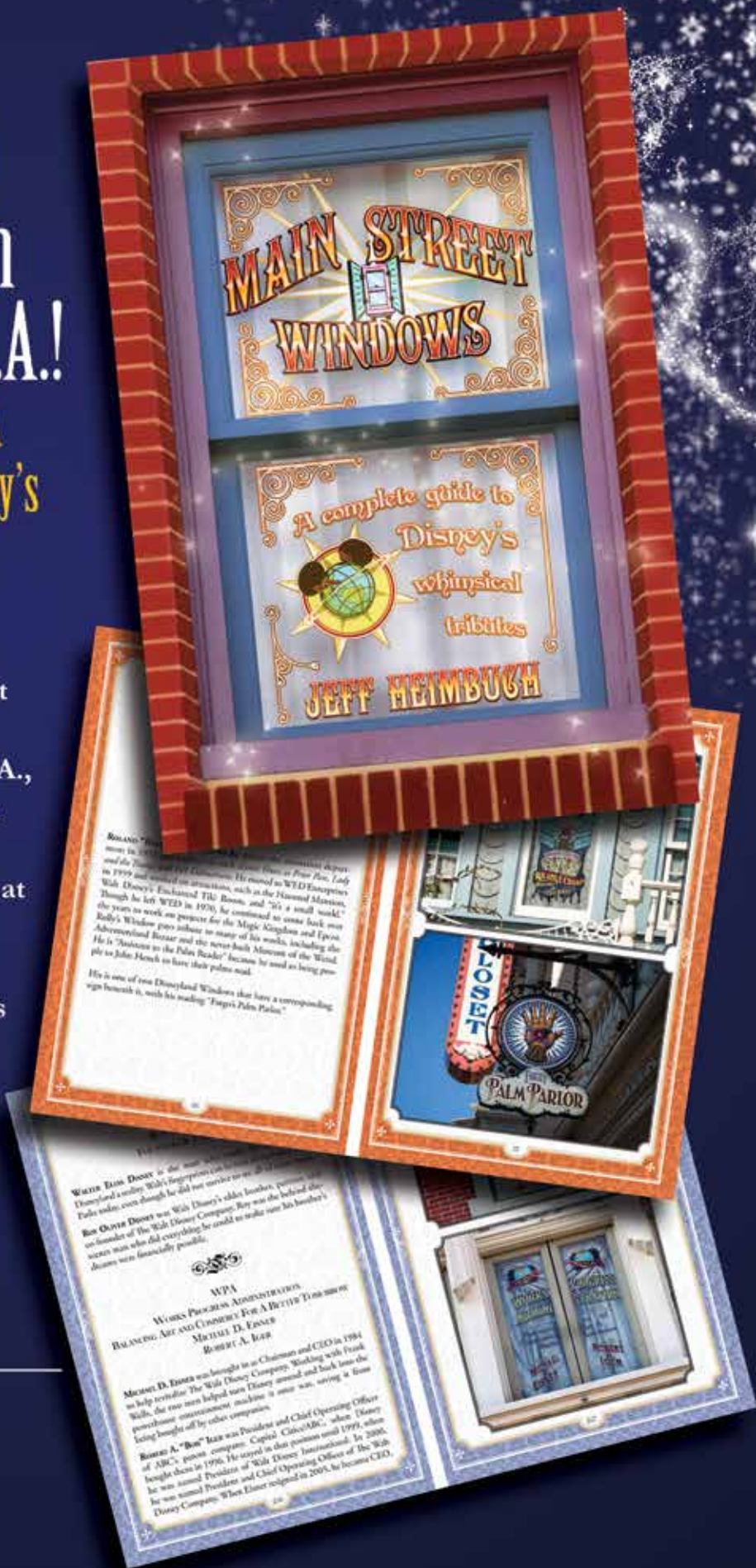
## “Main Street Windows: A Complete Guide to Disney’s Whimsical Tributes”

by Jeff Heimbuch

If you’ve ever wondered what those names mean on the windows of Main Street U.S.A., here’s the ideal guide! “Main Street Windows” details the stories behind every window at every Magic Kingdom park throughout the world, with full-color photos, biographies for the people they honor, and much more!

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# Disney News

## The Force Awakens with New and Enhanced Star Wars Experiences at Walt Disney World Resort

The Force is growing stronger at Walt Disney World Resort with the addition of new Star Wars-inspired entertainment now open at Disney's Hollywood Studios.

The Star Wars themed entertainment includes new experiences as well as reimagined elements of popular Star Wars attractions at Disney's Hollywood Studios that now include elements from Star Wars: The Force Awakens, the highest grossing film of all-time. These new experiences involve the creation of Star Wars Launch Bay, a central locale for fans to celebrate all things Star Wars: Star Wars: Path of the Jedi, a cinematic overview of the Star Wars saga; and cool, new enhancements for Star Tours – The Adventures Continue and Jedi Training: Trials of the Temple.

Additional Star Wars elements at Disney's Hollywood Studios include a nightly fireworks show called the "Symphony in the Stars: A Galactic Spectacular," as well as new Star Wars-inspired food and beverage offerings, plus a Star Wars-themed dessert party.

These new experiences celebrate the Star Wars saga at Walt Disney World Resort like never before, allowing guests, as well as Star Wars fans, the opportunity to transport themselves every day to a galaxy far, far away:

### Star Wars Launch Bay

Located in Animation Courtyard, Star Wars Launch Bay is a primary location within the park for fans to celebrate all things Star Wars. In this multi-sensory space with an outdoor queue area lined with special concept artwork, guests can interact with beloved Star Wars characters, tour galleries featuring treasured memorabilia and replicas of large-scale Star Wars artifacts, including ones from Star Wars: The Force Awakens, and play the latest Star Wars interactive video games, plus have access to special Star Wars merchandise.

Special Character Encounters – After entering a themed atrium complete with replicas of Star Wars props, guests can journey to the dark side and encounter Star Wars characters such as Kylo Ren on the bridge of his First Order Star Destroyer, or they may choose the light side by stepping into a makeshift Rebel base and coming face to face with Star Wars characters such as the most famous co-pilot in the galaxy, Chewbacca.

Launch Bay Theater – Guests hear directly from the creative minds behind the Star Wars saga in a short video that includes exclusive interviews with the directors, writers, producers and other key movie crew members who bring the saga to life.





**The Cantina** – This setting, inspired by the unsavory “hives of scum and villainy” in the Star Wars galaxy, is a fun place to explore and take photos near elements of the cantina, such as a holochess table. Holochess is a game seen in Star Wars.

**Star Wars Game Center** – Guests can play current and upcoming video games, including new Disney Infinity 3.0 content created exclusively for this location.

**Themed Galleries** – Special immersive galleries will be located throughout Star Wars Launch Bay.

**Celebration Gallery** features iconic ships from throughout the Star Wars saga, such as memorable ones of the Rebel Alliance and the Imperial Navy fleet.

**Celebration Hallway** displays large-scale replicas of Star Wars props amid scenic murals.

**Preview Gallery** offers guests exclusive looks at replicas of props, artifacts and memorabilia from the latest movie in the saga, starting with Star Wars: The Force Awakens. Among the items on display are costumes, ship models, droids and artwork.

**Launch Bay Cargo** – A unique shopping area where guests may bring home a variety of Star Wars merchandise, including original artwork and collector’s items.

#### **Star Wars: Path of The Jedi**

Guests looking to relive the stories from the Star Wars saga or be introduced to the iconic characters, including those from Star Wars: The Force Awakens, can watch an abridged, cinematic reel celebrating the Star Wars saga (episodes I-VII) in a theater setting near Echo Lake.

#### **Star Tours – The Adventures Continue**

Fans of this popular attraction will experience journeys involving new characters and adventures from Star Wars: The Force Awakens. Based on the Star Wars films, Star Tours takes guests to multiple Star Wars destinations where they interact with characters from throughout the saga. With an eye-popping digital presentation leveraging Dolby 3D to deliver a vivid and realistic experience, a dramatic musical score and motion simulator-based technology, guests are immersed in the Star Wars galaxy like never before on a theme park attraction.

## Jedi Training: Trials of the Temple

This popular entertainment offering has been reimagined with new characters and a new villain to battle from Star Wars Rebels. Younglings will be guided to the site of a secret and ancient Jedi temple where they will face villains such as Darth Vader and the Seventh Sister Inquisitor from the popular Disney XD series Star Wars Rebels, and discover if they have the makings of a true Jedi.

## Stormtrooper Patrols

As guests enjoy the sights and attractions of Disney's Hollywood Studios, they may come face to face with First Order Stormtroopers who will patrol various areas of the park, interacting with guests during their mission to find members of the Resistance.

## "Symphony in the Stars: A Galactic Spectacular"

Guests are treated to a spectacular finish to their day involving a dazzling Star Wars-themed fireworks show set to memorable Star Wars music from throughout the saga.

## Galactic Food

Guests also can experience Star Wars through their palates. Various novelty items and specialty foods inspired by a galaxy far, far away, such as Blue Milk Panna Cotta, Padawan Limeade, BB-8 Lemon and Butter Cream cupcake and a Han Solo Souvenir Kid's Meal served in a Han Solo-themed bucket, are available at various locations inside Disney's Hollywood Studios. Guests also can purchase admission to the Symphony in the Stars: A Galactic Spectacular Dessert Party during the fireworks show featuring themed desserts, specialty drinks and a souvenir Chewbacca stein.

The new Star Wars entertainment at Walt Disney World Resort along with new Star Wars elements that recently debuted at Disneyland Resort, further expand the Star Wars presence at both resorts ahead of the new Star Wars-themed lands coming to Walt Disney World Resort and Disneyland Resort.





## New Minnie's Silver Screen Dine at Hollywood & Vine Arrives Just in Time for Academy Awards Season

Minnie Mouse and her friends celebrate the magic of the movies and glamour of Hollywood with an epic feast at the new Minnie's Silver Screen Dine at Hollywood & Vine at Disney's Hollywood Studios. The all new character dining experience is hosted by Minnie and her pals and be-

gins just in time for Academy Awards season.

Dinner guests will walk the red carpet and get ready for their close-up with some of the biggest stars of the silver screen. Mickey, Minnie, Donald, Daisy and Goofy will all be there and dressed in their designer best. Mickey will greet guests and pose with them for photographs in the midst of the glitz and glamour before escorting them into the dinner party, where guests get the chance to meet Minnie, Donald, Daisy and Goofy as they enjoy classic cuisine, themed to old Hollywood. This new party at Walt Disney World Resort is filled with dazzling décor, a sweeping musical score, award-winning food, activities and more.

Minnie's Silver Screen Dine runs from Jan. 4 to March 20, 2016. Guests can make reservations by visiting [DisneyWorld.com/dine](http://DisneyWorld.com/dine) or calling 407-WDW-DINE.





## Thirsty River Bar and Trek Snacks Opens at Disney's Animal Kingdom

Guests trekking through Africa at Disney's Animal Kingdom park will enjoy the new Thirsty River Bar and Trek Snacks. This adventurous food and beverage location rests near the foot of Expedition Everest and treats guests to an assortment of exotic drinks and eats.

The Trek Snacks menu varies throughout the day, with

delicious pastries in the morning and more substantial bites such as sushi and sandwiches in the afternoon and evening. Breakfast pastries include assorted muffins and Danish, croissants and an indulgent chocolate twist. Healthful snacks offered include fresh fruit, crudité and hummus, edamame and an Asian noodle salad.

The Thirsty River Bar represents the type of cultural collision that has become a hallmark of the villages that serve as base camps for Everest trekkers. This must-stop location for climbers returning from their ascent features themed specialty cocktails, such as the Khumbu Icefall, Himalayan Ghost and Durbar Margarita. Non-alcoholic beverages also are available, including the tropical-flavored Flying Yak and the Pink Lotus.

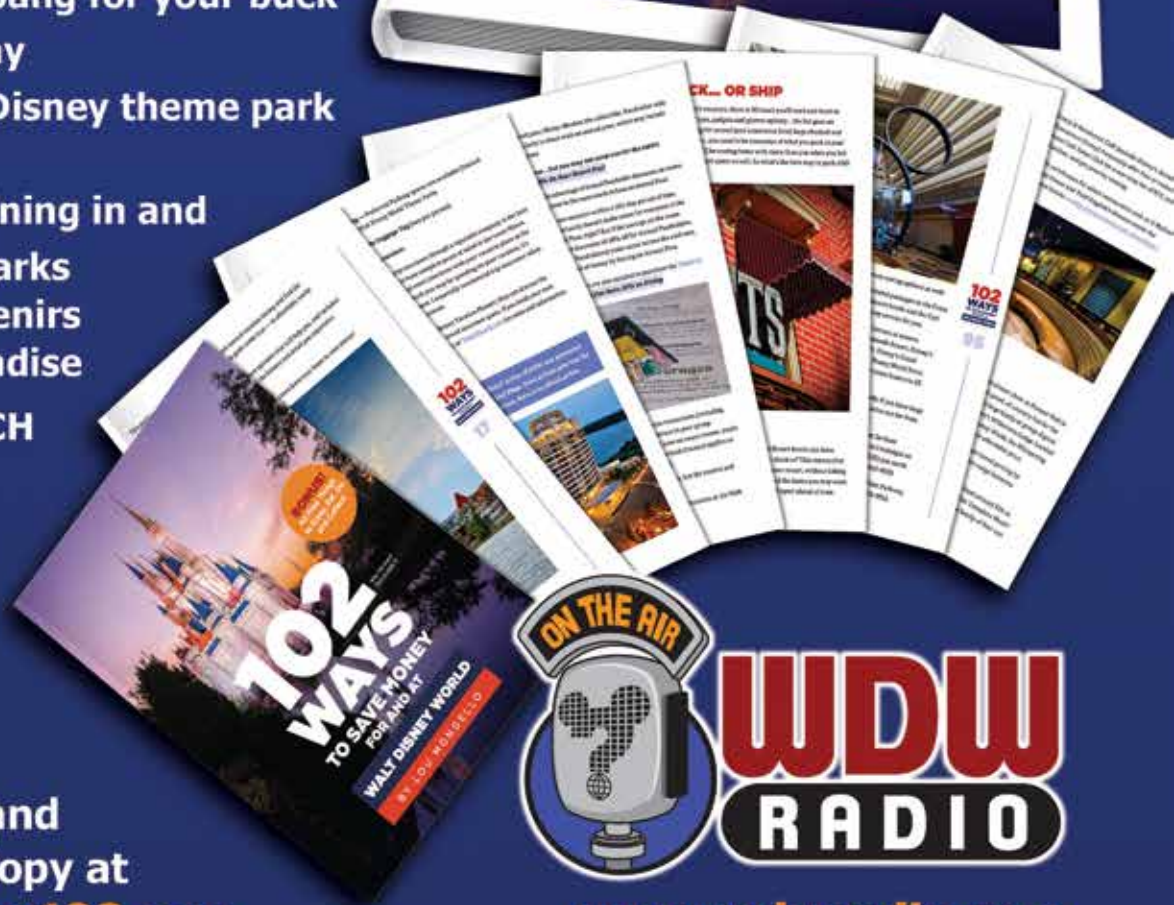
# “How Do I Save Money At Walt Disney World?”

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# MOUSE VIEWS



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

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

Ready? Then here we go...!



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.*

## Kawaii Life: Japan's Culture of Cute

The Japan pavilion in Epcot's World Showcase is filled with all sorts of overlooked treasures. While the Goju-No-To pagoda, the Mitsukoshi Department Store, and the Torii gate on the lagoon are the main features of this beautiful pavilion, there are many other wonders waiting to be discovered. You can wander through the tranquil paths surrounding the Koi pond, dine underneath delicately illuminated Japanese lanterns overlooking a soothing waterfall outside the Katsura Grill, or enjoy a calm moment at the Zen Garden near the front of the pavilion.

But the Japan pavilion is also home to a few hidden treasures that most Guests aren't aware of or simply overlook. Chief among them is the Bijutsu-kan Gallery, which can be found toward the rear of the pavilion behind the Mitsukoshi Department store. The gallery has been home to various exhibits over the years, showcasing different elements of Japanese culture. Past exhibits have included "Tin Toys" and "Spirited Beasts: From Ancient Stories to Anime Stars." Recently, a new exhibit has come to the gallery, "Kawaii Life," a look at Japan's "Culture of Cute."

Before we explore the exhibit itself, let's take a moment to talk about the gallery. This is one of the most tranquil and relaxing places you'll find in all of Epcot, and all of Walt Disney World for that matter. Because of its remote location near the rear of the pavilion, it is seldom crowded, and in fact you'll often find that you have the entire gallery to yourself. Soothing ambient Japanese music plays gently throughout the hall, and benches surround a meticulously groomed Zen Garden. Regardless of the exhibit that's on display, the Bijutsu-kan Gallery has always been a wonderful place to relax. (It's remarkable to think that just yards away are crowds of people wandering up and down World Showcase; inside the gallery you'll feel like you're worlds away from the hustle and bustle of everyday life!)

### The Culture of Cute

Now that we're relaxed, it's time to take a look at the wonderful new exhibit that's on display. The exhibit showcases the history of Japan's "Culture of Cute," along with many examples of Kawaii from clothing to characters. But what exactly is the "Culture of Cute?" "Kawaii" refers to the quality of cuteness found in many aspects of Japanese culture, including entertainment, clothing, toys, and even personal appearance. The concept is rooted deep in the Shinto traditions of simplicity and harmony, though the term became popular in the years following World War II. Teenage girls in Japan started embracing the idea of "cuteness," and companies fell over each other creating new and whimsical items to meet the demand. Soon a revolution of cuteness swept through the country's culture. Japanese artist Sebastian Masuda, who created the Harajuku Girl sculpture at the heart of the exhibit, explains that "The meaning of kawaii is (the) personal cosmos filled with the collection of things one madly loves. 'Kawaii' is not something fashionable – dressing up for others or trying to be someone else – but rather collecting things because you simply love them. Fashion is just a statement to show what you love."

As the concept became more popular, more and more companies began adopting elements of Kawaii into their merchandising and even branding. Back in the 1970s, a company called Sanrio introduced a character to embrace the growing trend, one who's extreme popularity continues to this day; Hello Kitty. (You can find

a Hello Kitty piggy bank on display in the exhibit, and of course, many Hello Kitty items can be found in the Mitsukoshi Department Store.) Today, ANA (All Nippon Airways) has adorned the sides of ten of its passenger jets with a larger-than-life image of Pikachu, the famous character from Pokémon.

Characters are a key part of the Kawaii culture, with mascots and characters occupying every facet of Japanese life. Some of these characters, like Hello Kitty and Pikachu, have become celebrities in their own right, and their popularity has spread throughout the world. You'll find many of these characters on display in the exhibit along with their detailed histories...some of them may surprise you!

### Melty-Go-Round

The centerpiece of the exhibit is the larger-than-life Melty-Go-Round, or Harajuku Girl sculpture. Harajuku is a small town in Tokyo, notable as being one of the most fashionable and popular areas for Japan's youth. Through youth fashion in Harajuku, the concept of Kawaii spread throughout the world, and the Harajuku Girl become a pop culture icon.

The artist, Sebastian Masuda, was born in Japan and opened a concept shop called 6%DOKIDOKI in the Harajuku district in 1995. With a background in movie and theater set design, Masuda helped to launch the career of Kawaii superstar Kyary Pamyu Pamyu (who was dubbed the "Kawaii Harajuku Ambassador" by the Mayor of Shibuya in 2012). His "Time After Time" project will result in the inclusion of ten Kawaii time capsules at the 2020 Tokyo Olympics.

For "Melty-Go-Round," Masuda incorporated toys, jewelry, and other objects into the transparent sculpture; items that he collected during his trips throughout Asia and the United States. Masuda used these objects to build the color in his sculpture, rather than using traditional pigments. According to Masuda, the overload of colors from the objects is what creates the true color of Harajuku, a color that only



Masuda can create. The combination of colors is similar to those in classical Yamato-e paintings (a style of Japanese painting inspired by Tang Dynasty paintings and fully developed by the late Heian period, considered to be the classical Japanese style) and the junihitoe, an extremely ornate 12-layered kimono that was worn only by court ladies in Japan.

While the "Melty-Go-Round" sculpture is the centerpiece of this whimsical exhibit, don't let that stop you from exploring all of the other aspects of Kawaii. You'll be delighted at the history, color, fun, and of course, cuteness, of this fascinating aspect of Japanese culture.



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

# More Hidden Mickeys in Disney's Animal Kingdom

For this article, I'll concentrate on Discovery Island and the park entrance area. A few Hidden Mickeys in the Creature Comforts store (now a Starbucks coffee shop) were lost, but the following images are still in place. Be sure and check them out the next time you're feeling wild in Disney's Animal Kingdom!

1. Our first stop is Pizzafari Restaurant. As you enter the seating room across from the food order counters, turn left to face the rear wall and look for the bat on the right. A faint yellow classic Mickey image is on the wall under one of the bats.
2. In Pizzafari Restaurant, on the left wall of the Nocturnal Room (the dining room directly to the left of the food order counters as you face the counters), a green classic Mickey made of tree leaves lies above the head of a reddish raccoon. It's tilted with the "ears" to the left as you face the wall.
3. At the left of the Nocturnal Room's rear wall, the wings of the lower left firefly resemble Mickey Mouse ears.
4. Over at Flame Tree Barbecue Restaurant, study the ground in the food order area. Rocks embedded below your feet form a classic Mickey at the front edge of the rock border and just to the right of the second inside post from the right wall.
5. At the outside seating area behind the Flame Tree Barbecue Restaurant food order counters, some of the grates on the ground around tree trunks have classic Mickey circles. You may find similar tree grate Hidden Mickeys elsewhere inside the park and outside the park entrance in the tram loading area.
6. Walk to the far left room of the Disney Outfitters shop and look for the group of constellations above an inside doorway. One of the constellations (on the right side of the group and near the dolphin) has three stars with round gems in their centers that form a Hidden Mickey. It's near the upper tip of the constellation, and the dolphin's tail points to it.
7. Three classic Mickeys made of spots hide on two orange and blue bumblebee honeycombs on posts inside the Island Mercantile shop. These posts are along a rear wall opposite the entrance doors closest to the walkway to the Oasis. (I reported on one of these Hidden Mickeys in a previous article.) Another classic Mickey is on the honeycomb on the right as you face the rear wall. Find the bee inside a hexagon at the upper center of the honeycomb. This second Hidden Mickey is in the hexagon adjacent to the bee at the upper right.
8. A third classic Mickey hides on the left honeycomb, three hexagons away from the central bee, counting down and to the right.
9. Look for the Rainforest Cafe entrance sign that is inside the park. A green lizard on the sign has an upside-down classic Mickey in the middle of the circles on its neck. (Lizards on Rainforest Cafe signs at Disney Springs in Walt Disney World and at Downtown Disney in Disneyland, California, have similar neck Hidden Mickeys.)
10. When you head out of the park, turn back as you pass the ticket booths. Search for a rock classic Mickey on the right-hand lower corner of the wall of the right-most (as you face the park) ticket booth. (It's an upright classic Mickey in the center of the photo).



# Photographing Stage Shows

Stage shows are a staple of entertainment in the Disney Parks and can be a lot of fun to photograph. They can also be VERY challenging to get quality photos due to the ever-changing lighting, dark environments, and fast moving performers. However, the reward is often equal to the challenge and you can get some great shots with some skill, technical know-how, and a little bit of luck.

Before we go a little further in depth with photographing stage shows, there are a few things to keep in mind. There are many other Guests watching the same show as we are, and we need to be courteous and mindful of them so we can all enjoy the show together. To that extent, there are a few camera settings that need to be taken care of long before we start taking pictures of the show. First and foremost, turn off the focus beep on your camera. Your camera will give you a visual confirmation that you have locked focus so you don't need the beep. Not to mention your neighbors will not be happy listening to that beep over and over. Similar to the beep is the focus assist light, turn it off also. The stage is far too far away for that tiny light to accomplish anything except for annoying others. Make sure your flash is turned off and if you have a "silent mode" on your d/slr, use it to reduce the "crack crack" of the shutter and mirror every time you take a photo. Some shows are quite loud but some are very quiet. Even when I am using silent mode on my camera, I try to avoid shooting during the particularly quiet moments so I don't disturb others.

As far as settings go, shows are one of the times that I drift away from Aperture Priority (Av) mode in favor of Shutter Priority (Tv). My rationale? I care more about having a fast enough shutter speed to stop the action and ensure a sharp photo. It is harder to control depth of field while sitting in the audience than it is to get a sharp photo so I try to keep it simple (as usual). If you want the best of both worlds, you can always try shooting in Manual where you set both the shutter speed and the aperture and use Auto-ISO to handle the rest.

Naturally, faster action means you need a faster shutter speed. A show like The American Adventure does not need a fast shutter speed. 1/60 second is plenty fast if your hands are steady enough to hold the camera. Conversely, Festival of the Lion King with the acrobatics requires a much faster shutter speed to stop the action (1/320 sec or faster).



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 son, Billy, and recently celebrated the birth of their second son, Ryan Christopher, on May 12, 2009. Be sure to check [www.themagicinpixels.com](http://www.themagicinpixels.com) for current information on Pixelmania! a festival of Disney photography, friends, and fun in Walt Disney World October 2011.*



Lighting conditions are another challenge. Frequently there are bright spotlights on the performers and that can wreak havoc with your camera's light meter if you have it set wrong. I often set my camera to spot meter and aim at the main performer instead of the usual evaluative or matrix metering which is what my camera is almost always set to. This way you will properly expose the performer without your camera trying to get the performer and the background exposed which will lead to blowouts on the performers due to the bright spotlights. It is a delicate balancing act trying to get it right, but spot meter with some exposure compensation will help you dial in the exposure pretty quickly.

The final variable is the timing of when you shoot. As I have

said before, it helps to know the show and having seen the show a few times prior will make it easier to know when to take the photo. Performers will pose at prescribed times and that is when you want to shoot instead of randomly blasting away and hoping to get something good. Quality over quantity. Same thing applies when someone is talking; you want to shoot when they are smiling or have their mouths closed as opposed to having their mouths wide open, which looks awkward.

By using these simple tips and practicing at home, your stage show photos should improve very quickly. These tips are fairly universal among shows, with the only exception being a show in regular daylight in which case the metering is not quite as difficult. Have fun and happy shooting!

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/)*

## Wolfgang Reitherman

The Walt Disney Company is in its 93rd year of operation, and offers a diversified portfolio of entertainment through theme parks, television, live action and animation films. The backbone of the company, however, is clearly hand drawn animation. Walt and his cadre of animators gradually raised the bar on the quality and art of animation. Mickey Mouse shorts and Silly Symphonies all paved the way for feature length animation. Walt relied on the talents of key animators he dubbed the Nine Old Men; each one has earned the distinction of being named a Disney Legend. One of the nine is Wolfgang Reitherman, a prolific animator and director.

Born in Munich, Germany in 1909, Reitherman and his family migrated to the United States just two years later and settled in Kansas City, Missouri. By coincidence, he lived just a few blocks away from Roy O. Disney. His passion growing up was aviation, and he longed to be involved in the aircraft industry. He obtained his private pilots license and briefly worked as a draftsman for Douglas Aircraft. During the Great Depression, however, he was unable to reliably stay employed in the aviation field so he enrolled at the Chouinard Art Institute to formally study watercolor painting. His work caught the attention of his peers, who recommended he apply to the Disney Studio. Upon graduation from Chouinard in 1933, he applied to and was hired at Disney. Reitherman was initially skeptical of animation; he enjoyed the lush, vibrant colors of painting. He perceived animation as a rote drill that would quickly become boring. He quickly discovered it was exactly the opposite. He recalled his initial reaction to seeing animation come to life – "I just felt this was a twentieth century art form, probably the most unique of anything that had appeared on the art horizon for decades since perspective. I was just fascinated that you could move these things. You can't move a painting. And all of the sudden, on a white sheet of paper, you could make something move." Wolfgang, who more commonly went by the nicknames Wooly or Woolie, had found his calling.

Reitherman's artistic skills allowed him to quickly jump into character animation, bypassing the traditional in-studio apprentice system. His first official work was on the 1934 Silly Symphony short *Funny Little Bunnies*. Next up for Reitherman was *The Wise Little Hen*, notable for introducing the temperamental fowl Donald Duck. Over time, Reitherman would contribute to over two dozen shorts, both as standalone pieces and package film entries. His contributions include notable entries such as *Hawaiian Holiday*, *Clock Cleaners*, *The Wind in the Willows* and *The Adventures of Ichabod and Mr. Toad*.

Following the steady success of the Silly Symphonies, Walt felt it was time to embark on a feature length animated movie – *Snow White and the Seven Dwarfs*. Reitherman had the arduous task of animating the magic mirror, the Queen's mystic who is compelled to answer her questions. Reitherman devised a clever approach to minimally animating the face; he folded his paper in half and animated half the face, then traced it over to the other half to complete the symmetric facial animation. The result was an eloquently understated character that coldly conveyed his emotions. Reitherman fondly recalled the work he and his colleagues spent creating the film. "There was a great feeling of excitement in those days. We were actually poking into the unknown."

Reitherman continued with feature animation by working on oversized char-

acters that featured intense action. In 1940's *Pinocchio*, he deftly brought to life Monstro the whale, keeping audiences on the edge of the seat with Pinocchio's harrowing escape from the beast. For a follow-up, Reitherman animated the dramatic dinosaur fight scene in *Fantasia*. He successfully tackled other intense, larger-than-life characters including the Headless Horseman from *The Legend of Sleepy Hollow*, the crocodile from *Peter Pan* and Maleficent the dragon from *Sleeping Beauty*.

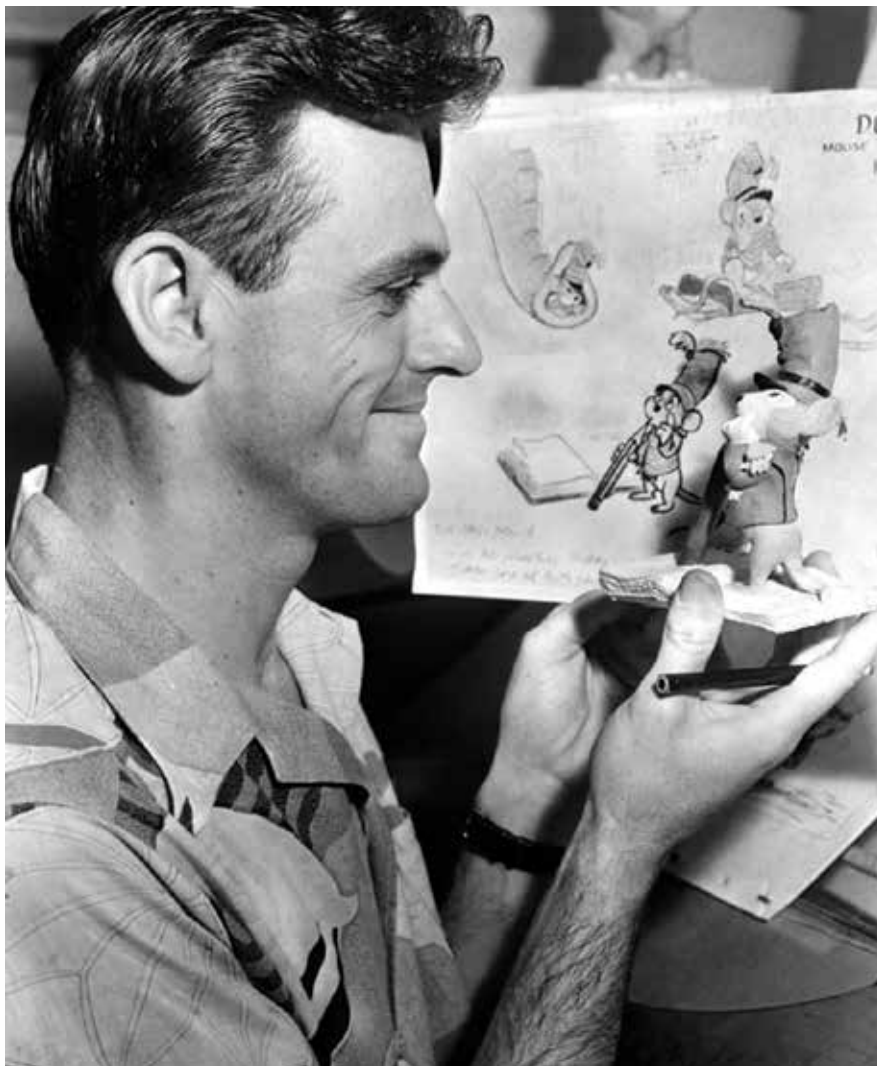
Over the span of his Disney career, Reitherman became close to the classic Disney character Goofy. He animated his outlandish antics in numerous shorts and package films, including the El Gaucho sequence from *Saludos Amigos*, Goofy Gymnastics and Goofy as an 'everyman' in various 'How To' shorts such as *How to Ride a Horse*, *How to Fish* and *How to Swim*. Reitherman brought Goofy to life in a fashion that rivals Mickey Mouse and Donald Duck for Disney character icon status.

As his skill with the pencil and clout within feature animation grew, Reitherman furthered his contributions to Disney when he took on directorial duties. He helmed all feature animation films from 1963 to 1977, which included *The Sword In The Stone*, *The Jungle Book*, and *The Rescuers*. Following Walt's death in 1966, Reitherman performed the admirable task of keeping feature animation shored up. Fellow Disney Legend Frank Thomas recalled that Reitherman was a "very strong leader" during that trying period. His last film

involvement for Disney was 1981's *The Fox and the Hound*, for which Reitherman served as co-producer.

If Goofy represents Reitherman's wild side, then Winnie the Pooh sweetly reflects his overall skills as animator, director, and master of the short medium. He directed *Winnie the Pooh and the Honey Tree* (1966), *Winnie the Pooh and the Blustery Day* (1968), and *The Many Adventures of Winnie The Pooh* (1977), all treasured classics still to this day. Reitherman even added another Oscar to the Disney family when he won an Academy Award for Best Animated Short Film for *Blustery Day*.

Woolie Reitherman enjoyed a career at Disney that



spanned six decades, from the mid 30s to the early 80s. He also found small but important roles for this three sons for voiceover work; Bruce Reitherman performed as Mowgli in *The Jungle Book* and the first iteration of Christopher Robin, and sons Richard and Robert each have voice credit for Wart, the young protagonist from *The Sword in the Stone*.

Reitherman retired from Disney after *The Fox and the Hound*, with a tremendous body of animation work to his credit. To borrow the phrase,

when you do what you love, you'll never work a day in your life. He observed, "(animation) was a romance from the start. The minute you know you can make a drawing move, the static drawing loses its appeal; movement is life."

Reitherman tragically died in an automobile accident near his home in 1985. He was posthumously named a Disney Legend in 1989.





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.*

## Jungle Navigation Co. Ltd. Skipper Canteen

If you laugh at the jokes told by the skippers on the Jungle Cruise, we have a brand new restaurant that's perfect for you. Magic Kingdom recently opened the Jungle Navigation Co. Ltd. Skipper Canteen. This restaurant is located near the Jungle Cruise in Adventureland. The Skipper Canteen features flavors from Asia, South America, and Africa. The menu is filled with the Skippers' favorites, just for you.

The Skipper Canteen experience starts as you walk under the huge sign to the host/hostess stand. You can relax in the outdoor or indoor seating area while you wait for your table. There is even cold water inside to take a break from the jungle heat! Be sure you take a minute to pay your respects to the picture of Dr. Albert Falls. He is the founder of the Jungle Navigation Company, which was a cargo shipping venture started in 1911. Dr. Falls' goal was to improve the way cargo moved throughout the jungle rivers. Alberta (the granddaughter of Dr. Albert Falls) inherited the company and continued his path until they ran into harder times. One of her skippers suggested she turn the skipping company into guided tours for the visitors. As this business grew, she decided to open the Skipper Canteen for her visitors and guests.

All of the staff at Skipper Canteen are Skippers, just like the skippers that guide you down the Nile, Amazon, and Congo Rivers. A skipper will escort you to your table, while giving a tour of the Skipper Canteen. There are three separate rooms, including the Mess Hall, Jungle Room, and S.E.A. Room. The Crew's Mess Hall used to be the dining room for the skippers on break. It is now a huge dining area for Guests, featuring huge windows and plenty of tables scattered throughout the room. The Mess Hall is tall with a second floor balcony showing Jungle Navigation Company offices. You cannot miss the huge banner celebrating the Inaugural Jungle Cruise on October 1, 1931. Hidden away at the front of the Mess hall is a crew bulletin board. Be sure you search out the bulletin board for some fun notes for the crew.

There are two smaller rooms behind the Mess Hall. The S.E.A. Room is on the left and used to be the secret room for the Society of Explorers and Adventure. Now it is a quaint dining area with a fireplace to warm Guests while they dine. The walls are covered with decorative murals, maps, and trinkets from the skippers' travels. One booth is tucked away with over 25 bright butterflies glass mounted on the wall. The other room is the Jungle Room. This room used to be the family parlor of Dr. Albert Falls. This room also features a fireplace against one wall with decorations and pictures throughout. Since it was the family room for the Falls Family, it is very comfortable with warm colors and decorations. Behind a large china cabinet, you will find the family china and glass. Don't forget to look up high to see the parrot chandeliers and monkey carvings throughout the columns.

Your skipper or server will continue your dining adventure with jokes and the culinary history of the menu. The menu is just as fun as the experience. For example, the dessert menu will not let you get lost. On the back of the menu it says "Backside of Menu." You may recognize that saying from the Jungle Cruise.

The menu highlights tastes from Asia, South America, and Africa. The appetizers include Sustainable Fish Collar, S.E.A. Ahu Mai, Baladi Salad, Falls Family Falafel, Gin-



ger's "Croc" of Hot-and-Sour Soup, and House-made Arepas. Our skipper recommended the S.E.A. Shu Mai with pork, shrimp, Mung beans, and spices wrapped in Gyoza Skin then steamed. This appetizer was our favorite of the meal! Appetizer prices range from \$7.50-11.00.

The entrees include Char Siu Pork, Rice Noodle Bowl with Duck, Rice Noodle Bowl with Tofu, Grilled Lamb Chops, Dr. Fall's Signature Grilled Steak, Rice Noodle Bowl with Chicken, Trader Sam's Head-on Shrimp, Sustainable Fish, "A lot of Steak" Salad, Curried Vegetable Crew Stew, Skip's Mac & Cheese and "Tastes like Chicken". (Hmm, wonder what's in that?) The Char Siu Pork is a marinated grilled pork tenderloin medallion served with Chinese broccoli and choice of five-grain or white rice. Trader Sam's Head-on Shrimp are sustainable local farm-raised shrimp tossed in a chili-garlic sauce and served with Chinese broccoli and choice of five-grain or white rice. The "A lot of Steak" Salad includes Thai-marinated flank steak tossed with Hearts of Romaine, carrots, red peppers, cucumbers, red onions, cherry tomatoes and Asian dressing. My favorite was "Tastes like Chicken" – because it is! This dish is marinated grilled chicken breast served with stir-fried vegetables, Shiitake-fried rice, and Hoison Sauce. Entree prices range from \$17-34.

You can top off your meal with some sweet alcoholic or non-alcoholic beverages. You can even try an exotic Coke from Brazil or Thailand. The Coke from Brazil is the Gua-

rana Kwat. The Coke product from Thailand is Fanta Melon Frosty.

If you have kids, you may want to spend some time looking over the menu with your family. Skipper Canteen does not offer the traditional favorites like mac & cheese, chicken nuggets, or pizza. The kids menu includes Tiki Tiki Fishy-grilled Sustainable Fish, Smiley's Little "Croc," Sizzling Savanna-grilled Flank Steak, Junior Skip's Special Mac & Cheese, and Amazon Annie's House-made Arepas. Smiley's Little "Croc" is chicken noodle soup with fruit. The Junior Skip's Special Mac & Cheese is an Egyptian dish with ground beef, Pasta Bechamel Sauce, House-made Jben Cheese Gratinee, all served with broccoli. If you have a fussy eater, you may want to skip this restaurant or just focus on dessert!

The dessert at Skipper Canteen was delightful. They feature four desserts called Bertha's "Banh Bong Lan" Cake with Mango-Lime Sorbet, Sugar-crusted Congee Pudding, Kungaloosh!, and Coconut Bar with Pineapple-Basil Compote and Vanilla Cream. The Kungaloosh! was the highlight, with African-inspired chocolate cake with caramelized bananas served with cashew-caramel ice cream and topped with coffee dust. Delicious! The desserts are all \$8.

Dining at Skipper Canteen is an adventure, just like touring with the skippers on Jungle Cruise. Plan a stop at this explorer's outpost on your next visit to Adventureland. 🐼



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!*

## Quick Service Dining

When you visit Walt Disney World, one of the best parts of your trip is the food! Ice cream, food from various cultures, and fun cupcakes during special events all make the trip all the more magical! But with so many places to eat, how do you know which dining plan is best for your family and even more so, where to eat?

One of the more popular dining plans is the Quick Service Dining Plan. This Walt Disney World Dining Plan offers a great option for families who like to eat on the go. The Quick Service Dining Plan covers your basic meals, and allows you some snacks, too! With this plan, you are allotted two Quick Service Meals, one Snack, and a resort refillable mug. This is an economic way to cover the cost of your meals while you are on your Walt Disney World trip. I'd like to share some tips with you for maximizing your Quick Service Dining Plan so you and your family can enjoy some great Disney food while you are on vacation!

The Disney Quick Service Dining Plan is based on the nights of stay. So if you are staying 5-nights, each person in your family is allowed 10 Quick Service Meals and 5 snacks to enjoy during your stay. It is all lumped together on your Magic Your Way Package. So a family of 4 staying for 5 nights would have 40 Quick Service Meals and 20 snacks to use as a family.

Disney's Quick Service meals and snacks carry over from day to day on the Dining Plan. You can stretch these by sharing meals at the Quick Service restaurants – the portions are very large, so sharing is easy!

Your dining entitlements start when you check in and expire on the day you check out at 11:59PM. You can use them as often as you choose during your stay.

When you order, the Disney Castmember will hand you a receipt, and the bottom will show how many entitlements you have remaining. Finally, they only need to scan one MagicBand when you order. I often go and find a seat with one of our children while my husband orders and brings us our food.

A Quick Service Meal consists of three parts. You are allotted an entree, a non-alcoholic drink, and a dessert. The only exception to this is breakfast, where you are not entitled to a dessert.

Each park has great Quick Service restaurants. They can be found on the park maps, and each park has many Quick Service locations. You can also use your Quick Service Dining Credits at your Disney Resort, any Disney Resort, and Disney Springs. My favorite Quick Service Dining locations are as follows:

**Magic Kingdom:** I like Pinocchio Village Haus in Fantasyland and Columbia Harbor House in Liberty Square. Both of these locations have a fun theme, and have plenty of seating.

For snacks at Magic Kingdom, you can't go wrong with Mickey Ice Cream Bars, cookies and other fun treats from the Confectionery on Main Street U.S.A., and Mickey-shaped pretzels from the snack cart in Tomorrowland.

**Epcot:** I prefer to snack my way around World Showcase. If we need to eat a Quick Service meal at Epcot, we usually go to the Electric Umbrella, located in Future World. Epcot is also home to some very unique and tasty snacks. The No Way Jose (or any ice cream treat from Beaches and Cream over at the Beach Club Resort) is always a good choice. Speaking of desserts, be sure to visit L'Artisan des Glaces, a new



artisan ice cream and sorbet shop in the France pavilion. The German and Mexican Pavilions in World Showcase also house some of my top snack recommendations. For example, you'll find German Soft Pretzels in the German Pavilion, Caramel Corn at Karamell Küche in the German Pavilion, and Churros in the Mexican Pavilion.

**Disney's Hollywood Studios:** A good location for Quick Service is Pizza Planet. This fun, arcade style location will put you right in the middle of Toy Story's famous scene. Snacks at Disney's Hollywood Studios are plentiful as well. Anything from Starring Rolls Cafe is my favorite. They have such yummy and unique sweets-especially the cupcakes!

**Disney's Animal Kingdom:** This wild park isn't short on Quick Service locations or snacks. Flame Tree BBQ has a yummy Smoked Chicken Salad, and their BBQ Pulled Pork Sandwiches are so good! As far as snacks go at Disney's Animal Kingdom, the cinnamon glazed almonds are the best, and their sweet scent catches you before you even see them!

Guests can now exchange Quick Service Meal credits for snack items. When you approach the register to use your dining entitlements, you can use a Quick Service Meal credit for 3 snack items. This must be done in one transaction. So if you are not hungry for a full meal and you prefer to have snacks, that is a possibility now.

If you are visiting the Walt Disney World Resort during special events, such as Mickey's Not So Scary Halloween Party or Mickey's Very Merry Christmas Party, you may find exclusive snacks during those times. Cupcakes, cookies, Rice Krispie treats, and delicious decorated apples can often be found amongst the exclusive snacks.

Are you planning a trip to Walt Disney World? If so, consider adding the Quick Service Dining Plan to your Magic Your Way Package. This is a great value, and allows your family to enjoy the Disney parks while still taking in some great Disney food!



# Bricks and Tiles

When we visit Walt Disney World today, it's rarely a passive or solo experience. The ever-present smartphones in our hands help us to document every step, sharing with friends and family photos, videos, and experiences through social media. We earnestly feel that the Magic Kingdom and other parks are ours to share. Disney even allows us a modest stake in ownership, although not nearly on the grand scale that Walt outlined in his EPCOT plan, through the Disney Vacation Club, its timeshare program. "Welcome home" always has a warm vibe when we see it or hear it at the DVC resorts.

The same smartphones we use for social media also allow us to participate in the digital evolution of the Disney experience, tapping directly into My Disney Experience, allowing us to create a customized and personal itinerary. Even the queues for newer and popular attractions have been updated to allow for true Guest interaction. If you successfully team up with your friends or family to spin the barrels in the Seven Dwarfs Mine Train line, you'll get a visual reward on the ceiling.

Now more than ever, we genuinely feel that we are living in the most interactive time at Walt Disney World, where we see the parks through our viewfinder and create unique and personalized creations to share. But this is hardly the first time in the history of Walt Disney World that such creative interactions happened. Two unique programs allowed Disney fans to do just that – leave a part of themselves at Disney, in their own words.

During the Disney Decade, the period of rapid growth during the 1990s, Walt Disney World created a program that allowed Guests to purchase red, ten-inch hexagonal bricks that had up to three lines for custom text. Officially known as Walk Around The World, the bricks are used within the public walkways around the Seven Seas lagoon, particularly by the Magic Kingdom, the Polynesian Resort, and the Ticket and Transportation Center. Each brick is labeled with a letter and number, making it relatively easy to find. The five locations are: W (west of the Magic Kingdom, in the direction of the Grand Floridian), E (east of the Magic Kingdom and towards the Contemporary), C (the Contemporary Resort), H (the TTC) and P (the Polynesian Village Resort). The program began in 1994, with original purchases available for \$96. Interestingly, Disney described it as a sponsorship fee! Adjusted for inflation, that original cost would be about \$155 today.

The original brochure for the program outlined the details and how to order the bricks, and a portion of it read as follows: For those who have always wanted to become a part of our dream, now comes a magical opportunity; Disney's Walk Around the World. Disney Designers have brought together magnificent views, beautiful landscaping and comfortable park benches to create an inviting walkway nestled along the banks of the Seven Seas Lagoon. The most unique feature, however, of Disney's Walk Around the World, are the personalized bricks which form the pathway for our guests. Each 10" hexagonal brick will be personalized with your name. It is an exceptional way to leave behind a marker of your visit to the world's number one vacation destination – Walt Disney World Resort!

The Walk Around the World Program, as you can tell by walking around the Magic Kingdom, was a huge success. Within a few years, the price rose to \$110 a brick. The personalized tiles have common threads – celebrations of family vacations, anni-



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/)*



versaries, births, and even a “will you marry me?” proposal (she said yes). Each brick was accompanied by an official certificate of authenticity, signed by Roy E. Disney (Walt’s nephew). Former Disney CEO Michael Eisner has his own brick, along with actress Whoopi Goldberg. The next time you’re visiting the Magic Kingdom, take a few extra minutes to take in the multitude of personalized bricks.

Walt Disney World had another similar program, inside the courtyard of Epcot. The Leave a Legacy program was launched in 1999, to help commemorate the pending millennium celebration. Disney Legend John Hench, one of the key architects of Epcot and Spaceship Earth, designed the Leave a Legacy Plaza. Oversized polished granite stones, cut at varying angles, each host several steel tile sheets. Guests at Epcot could purchase a small section on the tile that would

contain a gray-scale likeness of themselves. Special photo booths were available at the park for this specific purpose. The cost for one individual was \$35, or \$38 for two faces. The program allowed for 700,000 photos, and when Leave a Legacy was ended in 2007, over 550,000 were sold. Although it’s not as personalized as the Magic Kingdom bricks, having your likeness on permanent display is a fine alternative. To find your photo, or that of a friend or family member, visit the Leave a Legacy Locator Station at the camera center near Spaceship Earth.

It’s unclear if Walt Disney World will ever again offer a program that allows for Guests to have a customized keepsakes on permanent display. If it does, be sure to take advantage of it!





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).*

## Healthy Dining in Disneyland

When repeat Guests think back on their Disney trips, no matter what park they visit, it's usually in a pixie-dusted, sugar coated-haze. Disneyland is known to have carts lining the streets filling the air with the buttery scents of popcorn and cinnamon sugar. Walking down Main Street U.S.A., Guests can take in the lingering scents of baked goods from the Holly Jolly Bakery, or freshly baked waffle cones from the ice cream shop. Best of all, Disney isn't required to share nutritional information on menus. But, unfortunately, that doesn't make the calories disappear, despite the miles logged standing and walking throughout the day. That doesn't mean that it's impossible to find healthy food choices though. At least, not any more.

Nothing puts a damper on a trip like feeling crummy. Poor nutrition and hydration during a trip can cause everything from an unexpected tour of the restrooms to a day stuck in your room to heat related problems. There are plenty of sweet treats worth tasting, but what about those solid foods to help Guests stay happy at the happiest place on Earth?

Over the years, the menus at Disneyland have seen some extreme changes. Take the Kids Menus as a great example. Until the 1990s, most of the kid's menus included foods that came in only shades of toasty golden brown (in the form of foods like chicken nuggets and hot dogs). Slowly, Peanut Butter and Jelly Uncrustables snuck their way into the Kids menu, as did options like baby carrots or apple slices instead of French fries. Milk and small bottles of water have replaced sodas as beverage options. Finally, Disneyland hit a home run when they introduced the Kids Power Pack.

Long time Disneyland Annual Passholder and Disneyland Podcaster, Paul Barrie Jr made Disneyland part of his healthy routine. A committed long distance walker, he needed to find things at the park that would suite his specific dietary needs to help him continue to shed weight while still enjoying the parks. By losing over 100 pounds in a year, he proved (and continues to prove) that Guests don't necessarily need to blow their eating habits out of the water in order to have a great time at the Disneyland Resort. Though it can be tough without the exact nutritional information posted beside each menu choice, "I use the Kids Mickey Check meals as a way to get balanced nutrition and energy while simultaneously saving a few bucks."

Menu items with the Mickey Check must meet Disney Nutrition Guidelines that limit calories, saturated fats, sodium, and sugar. Unfortunately, the aforementioned famous Disneyland Churro is not a Mickey Check item, but the Kids Power Pack is.

Sold at nearly every counter service location, the Kids Power Pack is a healthier option for Guests who prefer to graze through a Disneyland day rather than sit down to a full meal. For around \$6, Guests get a small box (which has a fun Disney design) that includes Goldfish crackers, string cheese, apple slices, a yogurt, and choice of a small bottle of water, a carton of milk, or small soda. While it's all still packaged foods, the individual packets make it easy to enjoy one snack at a time, while staying avoiding the snack-induced sugar crash.

### Counter Service Style

When it comes to counter service, every long time Guest has their favorite. The

Bengal Barbecue in Adventureland can be a great place to grab a healthy meal-on-the-go. The area has little to no seating, but has remained very popular. And for good reason! This eatery specializes in skewers. All under \$5 each, Guests enjoy any of these skewers: Banyan Beef skewer (hot and spicy), Outback Vegetable Skewer (veggies seasoned with seasoning salt), Bengal Beef Skewer (in sweet Zulu Sauce), Chieftain Chicken Skewer (in Polynesian Sauce), or a Safari Skewer (bacon wrapped asparagus). Combine a meat skewer and the vegetable skewer and it's a delicious meal on a stick!

Paul's favorite counter service meal comes from Disney California Adventure Park, and a quick glance at the menu makes it easy to understand why. "Of all the counter service locations, the Lucky Fortune Cookery is my favorite. A good balance of carbs, fats and proteins and if you go light on the sauce, not bad for you at all!" Entrees include Asian Rice Bowls with a choice of chicken, tofu, or beef. All bowls include steamed rice, seared Asian vegetables, and a choice from a variety of sauces: Mandarin Orange, Spicy Korean, Thai Coconut Curry, or Teriyaki. Each entrée runs about \$11 for lunch, but they also have Edamame (lightly salted, boiled and then chilled soy beans) or fresh mango slices available for under \$4. Paul sticks with his Mickey Check Meal here, which is a Chicken and Brown Rice bowl served with oranges, carrots and a choice of lowfat milk or water.

### Sit-Down Dining

Counter Service can be a bit limited when it comes to special orders and changing things up, due to having a limited kitchen. Sit down dining establishments have more flexibility and can accommodate just about any dietary need. Past issues of Celebrations Magazine have extensively covered The Blue Bayou, the fine dining establishment in Disneyland, so this issue will cover another wonderful sit-down eatery in New Orleans Square, Café Orleans.

It's safe to say that just about everything on the menu is delicious here, but not everything has that healthy spin.

There may not be a way to make the famed Monte Cristo Sandwich (sliced turkey, ham, and Swiss fried in a light batter, dusted with powdered sugar, and served with a berry puree, or there is the Three-Cheese Monte Cristo, made with Swiss, mozzarella, and double crème Brie instead of turkey and ham) 'healthy', but there are other options on the menu well worth a mention. Café Orleans offers Crescent City salads. Served with either blackened chicken or pan-seared Atlantic Salmon, the salads include a color palate that's as much a feast for the eyes as it is for the palate. Mixed greens,



roasted sweet corn, red grapes, navel orange segments, and caramelized onions and pecans round out the heaping portion. Drizzled with orange-cilantro vinaigrette, these salads are especially refreshing on a hot Southern Californian day. Served in an open-air market-style eatery, this is a great alternative to the Blue Bayou (and a much easier reservation to get!)

It's no surprise that Paul's recommendation for healthy dining at a sit-down eatery in Disney California Adventure is Carthay Circle. It's not hard to find healthy choices at this eatery, though even at lunchtime they may be a little heavy on the wallet. To keep portions in line, Guests can opt to make a meal out of a few appetizers. The menu changes

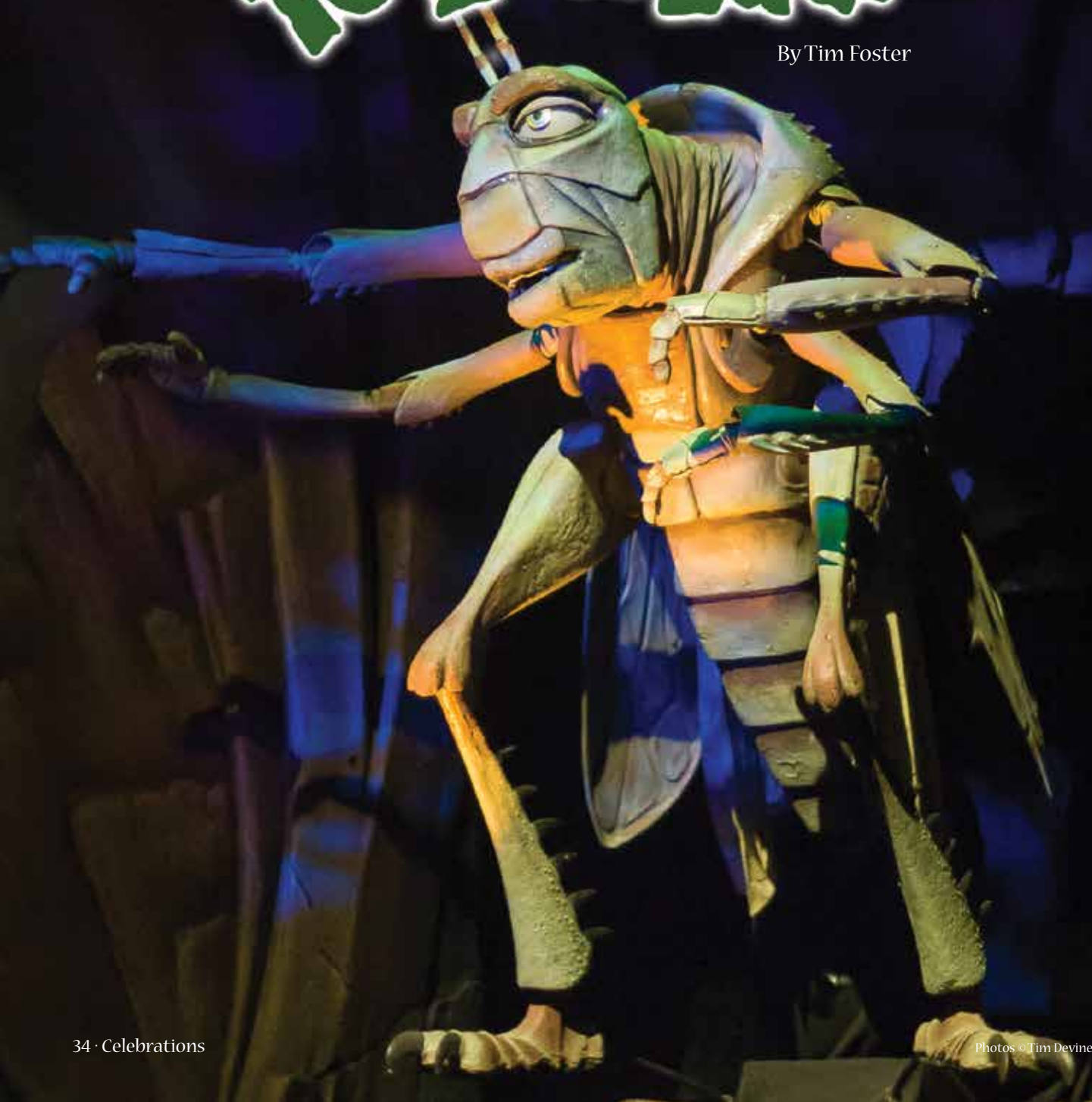
seasonally, taking advantage of what is fresh. The Ceviche of Citrus-marinated Cobia is an easy choice for seafood lovers. It includes avocado, tomatillo essence, and crisp plantains in place of corn or chips. Blue Crab Lettuce Cups are another seafood lovers delight, including ginger, soy, romaine, and house-made Sambal. Nearly everything on this menu is small enough to enjoy alone, but ordering a few different options will give Guests a chance to share the delicious indulgence. Appetizers generally run between \$11 and \$20.

Modern day Disneyland Guests now have access to fresh fruit and healthy food around nearly every corner. In fact, the healthy snack carts seem to outnumber the churro carts, but take this long-time Disneyland Guest's advice and leave a little wiggle room. "A corn dog may not seem like healthy eating, but, as long as you compensate for the extra calories elsewhere in the day's nutrition, it can be a fun treat!" Both parks do have amazing corn dogs...

FEATURED ATTRACTION

# IT'S TOUGH TO BE A BUG!

By Tim Foster



Following the critical and box office success of *Toy Story*, Pixar was busily preparing ideas for their next feature film. Inspired by the Aesop fable "The Ant and the Grasshopper," the idea behind *A Bug's Life* stemmed from an infamous lunch meeting between John Lasseter, Andrew Stanton, Pete Docter, and Joe Ranft. The film was released in 1998 and was another stunning success, garnering glowing reviews and winning the hearts of the movie-going public with its comical portrayal of a colony of ants defending themselves against an evil horde of bullying grasshoppers.

During this time, Disney was unveiling the newest addition to the Walt Disney World Resort, Disney's Animal Kingdom. The park offered Guests new and unique ways to interact with the natural world, everything from African safaris to time-traveling excursions to the land of the dinosaurs. Even the tiny world of insects was brought to life, and best of all this theatrical experience would take place in the iconic symbol of the park, the majestic Tree of Life.

It's Tough to Be a Bug was an opening day attraction at Disney's Animal Kingdom. The show not only took Guests inside the world of our subterranean cousins, but also served as a preview for the film *A Bug's Life*, which wouldn't be released for another seven months. The theater was housed in the base of the Tree of Life, but that wasn't the original plan for the park's centerpiece.

You see, once the concept of the Tree of Life was agreed upon, the next challenge was how to construct it. One early design proposal included a geodesic dome similar to Spaceship Earth that would serve as a canopy for the branches and leaves. Unfortunately, it was realized that a dome design wouldn't be very realistic, particularly since the Imagineers wanted the Tree of Life to look as authentic as possible. Instead, a new structure was devised similar to an oil rig. The rig would serve as the skeleton for the tree, and since the external structure was more than capable of supporting the weight of the branches, it would be wide enough to hold an entire theater. But what to put inside? Originally, the idea was to develop a show based on *The Lion King*, but Michael Eisner suggested that the show should be about insects. Not only would that make sense in terms of the setting (after all, bugs live inside trees, not lions), but it would also tie in with the upcoming Pixar release.

The queue to the theater was elaborately designed to

wind its way in and around the Tree of Life, affording Guests views of a few animal carvings that aren't visible from other vantage points. The pre-show area inside the base of the tree features Broadway-style posters similar to those found in the queue of Mickey's PhilharMagic, only this time the posters are for insect parodies of famous theater shows including *Beauty and the Bees*, *Web Side Story*, *Little Shop of Hoppers*, and *My Fair Ladybug*. In Disneyland, the Bug's Life theater is located in A Bug's Land, where the queue passes through a replica of Ant Island before heading underground.

### Show Time

The film itself is a 9-minute 3D presentation, and was created by Rhythm and Hues Studios, a visual effects company that has since gone on to win Academy Awards for their work on films such as *Babe* (2005), *The Golden Compass* (2008), and *Life of Pi* (2013). The film takes Guests into the world of bugs, courtesy of some amazing 3D visuals, Audio-Animatronics, and special effects. Your host for the show is Flik, the star of *A Bug's Life*, and he proceeds to explain how bugs shouldn't be seen as pests, but as friends. Once Guests don their "bug eyes" (3D glasses), the curtain magically transforms into a sea of butterflies that flutter away, revealing the stage. First up is a Chilean Tarantula (actually a Mexican RedKnee Tarantula) named Chili, who is here to show off his amazing archery skills. A pair of weevils begins to launch acorns from a slingshot, which Chili tries to shoot with his quills. Unfortunately, one of the weevils, Weevil Kneevil, taunts Chili and a chase ensues. Once they clear the stage, a soldier termite, the Termite-ator, appears on stage to demonstrate how termites defend their mounds by spraying acid. A flea starts to jeer the Termite-ator, and in the mayhem the Termite-ator starts spraying acid into the audience! (Don't worry; it's not really acid!) Flik next introduces a stinkbug named Claire de Room (get it?) who's on to do some target practice. Once again Weevil gets in the way of things and topples over the stinkbug's target, a flower. Three guesses as to where the next waft of stink gas will be aimed! (Ew!)

The frivolity quickly ends however as Hopper appears amidst a smoky explosion. He is furious that Flik has allowed humans so interact with the insect world. Hopper shows some old movie clips on a makeshift movie screen showing old monster movies that featured gi-



ant insects. Hopper decides that it's time for the humans in the audience to learn a lesson, and a giant fly swatter suddenly appears. As the screen goes black, Guests can feel hornets "stinging" them in the back (don't worry, it's just a gentle prod), and an army of Black Widow spiders suddenly descend from the ceiling. An enraged Hopper declares that nothing can stop him, until a chameleon appears, frightening Hopper off the stage.

Flik returns and apologizes for neglecting to mention the reptiles, and then it's on to the finale. Bees, dung beetles (The Dung Brothers), dragonflies, and ladybugs assemble and sing about how insects help humans and how "it's tough to be a bug."

The butterflies fly back onto the stage and reform themselves into a curtain as Flik reminds the audience that mag-

nifying glasses are for looking at little things, not for burning them! Before the audience can leave, there are reminded to wait for the beetles, maggots, and cockroaches to exit. (Lots of screaming ensues as Guests "feel" these critters skitter past their feet!) Finally, the announcer reminds the audience to gather up their personal belongings and take their "small grubs" by their "grubby little hands" as they exit.

#### Little Known Facts

·As the Imagineers were working out the plot for the attraction, story development for *A Bug's Life* was only partly underway. At the time, the film's only designed characters were Flik and Hopper. (Astute Guests will realize that these are the only two characters from the film to appear in the attraction.) So what to do for the other bugs? The Imagi-



neers teamed up with a senior entomologist from the Smithsonian Institute to create the remaining insect cast and to create a story about the survival techniques of bugs.

- Since the attraction was finished before the film was released, Flik and Hopper made their first public appearance at Walt Disney World a full six months before the premier of the film.
- In the Disney California Adventure version of the attraction, the theater is often used for theatrical previews, such as *Maleficent*, *Cinderella*, *Ant-Man*, *The Good Dinosaur*, and *Zootopia*.
- The soundtrack was composed by Bruce Broughton, who also wrote the score for *The Rescuers Down Under* and *Miracle on 34th Street*. The theme song, "It's Tough to be a Bug," was written by George Wilkins with lyrics by Kevin Raf-

ferty, and is available on Music from Disney's California Adventure.

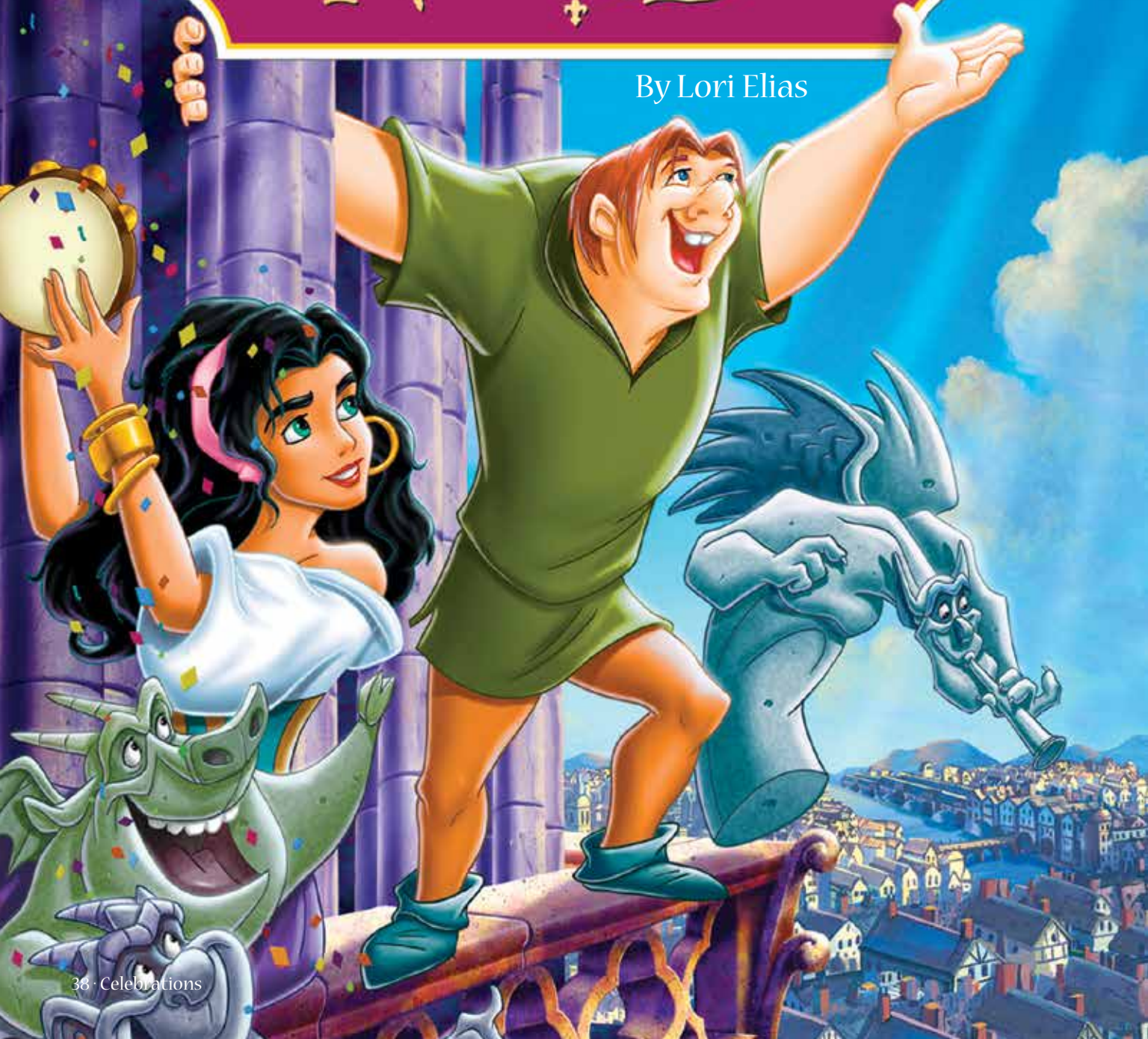
- The vocal cast consists of Dave Foley, reprising his role from the film as Flik, Andrew Stanton as Hopper (played by Kevin Spacey in the film), Cheech Marin as Chili, French Stewart as The Termite-ator, and Jason Alexander of *Sienfeld* fame as Weevil Kneevil.
- Movie clips shown during Hopper's scene include giant grasshoppers from *Beginning of the End* (1947) and *Empire of the Ants* (1977), though the latter's footage was shown in black and white.
- The Audio-Animatronic figure created for Hopper is one of the most complex ever created by Walt Disney Imagineering.
- Hopper appears in the attraction despite his death in the movie. It IS tough to be a bug!



FEATURED FILM

# THE HUNCHBACK OF NOTRE DAME

By Lori Elias



By 1996, the Disney Renaissance was in full swing. The era that had been rung in with *The Little Mermaid* (1989) had gone on to bring success after success to the big screen, including *Beauty and the Beast* (1991), *Aladdin* (1992), *The Lion King* (1994), and *Pocahontas* (1995).

In creating these films, Disney had culled the shelves of fairy tales, re-worked a Shakespearean tragedy, and delved into American history. It was now time to crack open a famed classic novel: Victor Hugo's *The Hunchback of Notre Dame*.

Adapting a book would create a unique challenge for the creative team: while fairy tales are hundreds of years old, and ergo typically have a number of translations and interpretations that have been passed down through generations, *The Hunchback of Notre Dame* was a specific story, penned by one author and published in relatively recent 1831, so where to begin? How could they adapt this rather intense novel into a movie to be viewed primarily by children? Disney has always put storytelling at the forefront of its projects, and the writers and directors were captivated by the story of Quasimodo, trapped inside the bell tower of Paris's famed Notre Dame Cathedral, longing to find his place in the streets of the bustling city. His story of wanting to fit in was universal, and could be understood and appreciated by fans of all ages.

Produced by Don Hahn and directed by Gary Trousdale and Kirk Wise, the brilliant team behind *Beauty and the Beast*, *Hunchback* was developed during the early days of computer use in Disney animation. While all of the principal character animation was hand-drawn by Disney's troupe of artists, the animators utilized computer animation for scenes where effects such as snow and confetti were part of the action. The computer was particularly useful for the film's crowd scenes. Using technology utilized for the wildebeest stampede in *The Lion King*, and as they would go on to do for *Mulan* (1998), only a few unique characters were initially developed. By creating variations of body sizes, actions, clothing and color schemes, a handful of individuals could be quickly multiplied by the computer, thus creating the look of hundreds of people.

As had been done for Disney's 33 previous films, the actors were watched closely and even filmed as they recorded their lines, so that animators could incorporate aspects of their performances into the characterizations of sweet Quasimodo, fiery Esmeralda, noble Phoebus, dastardly Frollo, and the trio of gargoyles who took Quasimodo under their stony wings: the gravitas of Victor, Hugo's rambunc-

tiousness, and Laverne's motherly compassion.

Like its most recent predecessor, *Pocahontas*, *Hunchback's* setting was not a made-up fantasyland derived from an animator's imagination, but in a real-life location: Paris, the City of Lights. Members of the creative trekked across the Atlantic to explore the many architectural wonders of this glorious city, photographing and taking rubbings from the walls of Notre Dame Cathedral. Textures, windows, statues and frescoes seen in the cathedral were carefully recreated in the animation. Disney also utilized the talents of approximately 100 artists in its Paris studio to create about ten minutes of film showcasing their hometown.

*Hunchback's* magnificent music was written by Alan Menken, with legendary Broadway composer Stephen Schwartz serving as lyricist; the duo had also created the Oscar-winning score for *Pocahontas*, including "Colors of the Wind," which had garnered the award for Best Original Song. Menken and Schwartz brought their stage sensibilities to the film, sticking with the tried-and-true theatrical format: an expository opening song ("The Bells of Notre Dame"); the "I want" song ("Out There"); a rollicking production number ("Topsy Turvy"); and the villain's aria, perhaps Disney's darkest song to date, "Hellfire."

The acclaimed voice cast was very familiar to film and television viewers, featuring some of the most recognized stars of the 1990s; but though their faces were well-known to fans, many of the cast were making their Disney debuts with *The Hunchback of Notre Dame*.

Academy Award-nominee Tom Hulce provided the voice of Quasimodo, the lovable title character. He had been known primarily as a stage actor, earning a Tony nomination for his starring role in *A Few Good Men* in 1989, and had appeared in smaller roles in a number of films; his star-making turn as Wolfgang Amadeus Mozart in *Amadeus* (1984), as well as his role of Steve Martin's hapless brother Larry Buckman in the 1989 comedic hit *Parenthood*, placed him solidly in the limelight. He has since gone on to produce acclaimed musicals on Broadway, including *On a Clear Day You Can See Forever* (2011), *American Idiot* (2010), and *Spring Awakening* (2006), which won eight Tony Awards, including Best Musical. (One of *Spring Awakening's* Tony-nominated stars, Jonathan Groff, would go on to voice Kristoff in 2013's *Frozen*!)

Demi Moore was a bona fide movie star when she voiced Esmeralda. She had first appeared in television, appearing on *General Hospital* in the early 1980s, before moving on to film, with starring roles in *Blame it on Rio* (1984), *St. Elmo's Fire*



(1985), *Ghost* (1991), *A Few Good Men* (1992), and *Now and Then and The Scarlet Letter* (1995). Her singing voice for "God Help the Outcasts" was provided by cabaret performer Heidi Mollenhauer; *Hunchback* was the only film role of her career.

Phoebus was voiced by Academy and two-time Tony Award-winner Kevin Kline. His stage performances have been as varied as *Cyrano de Bergerac*; *Shakespeare's Measure for Measure*, *The Tempest* and *Henry IV*; *Bertold Brecht's Mother Courage and Her Children*; and the musicals *The Robber Bridegroom* and *On the Twentieth Century*. His portrayal of the Pirate King in the operetta *The Pirates of Penzance*, for which he won the 1981 Tony, was reprised for the 1983 film, and his other films span all genres of cinema, including *Sophie's Choice* (1982), *The Big Chill* (1983), *Silverado* (1984), *A Fish Called Wanda* (1988) and *Dave* (1993). While his post-*Hunchback* career has continued to flourish with a variety of live-action films, he ventured back into to voice acting for *The Road to El Dorado* in 2000, and in 2017 will return to Disney, portraying Maurice in the live-action release of *Beauty and the Beast*.

One voice which was not a newcomer to Disney Studios or its fans was the ominous bass of Tony Jay as the villainous Frollo. He had worked extensively for Disney's television series, including as Shere Khan in *TaleSpin* throughout 1990-1991, returning to the role a decade later in *House of Mouse*, *Darkwing Duck* and the series based on *The Little Mermaid* and *Aladdin*. He also provided the voice of Monsieur D'Arque in *Beauty and the Beast*. His Disney career after *Hunchback* included further television work: *Mighty Ducks*, *Timon & Pum-*

*baa*, *Mickey Mouse Works*, *Buzz Lightyear of Star Command*, as well as *Treasure Planet* (2002) and *The Jungle Book 2* (2003).

Charles Kimbrough, the voice of gargoyle Victor, had made a name for himself portraying Jim Dial on the successful series *Murphy Brown* (1988-1998), though his career began 20 years earlier with guest spots on shows such as *Kojak*, *Spenser: For Hire*, and the soap operas *Another World* and *All My Children*. Like a number of his *Hunchback* co-stars, his career began on the Broadway stage, with an extensive list of both plays and musicals, including *Company*, *Candide*, and *Sunday in the Park with George*, and also like many of his co-stars, would return to Disney for voice-over work in television, including *Hercules* and *Buzz Lightyear of Star Command: The Adventure Begins*.

Jason Alexander was a well-known commodity, thanks to the success of *Seinfeld* and his Emmy-nominated turn as George Costanza, as well as his roles in hit films such as *Pretty Woman* (1990) and *Coneheads* (1993). His legions of television fans might not be aware that before he ever set foot into Jerry's apartment on the long-running series, Alexander was a Tony Award-winning musical theatre actor, making him an ideal choice to play Hugo. Besides *Hunchback*, Alexander performed roles in the Disney series *Aladdin*, *Hercules*, *The Legend of Tarzan* and *House of Mouse*. He starred as Lionel in the Disney-produced television movie musical, *Rodgers and Hammerstein's Cinderella* (1997), and returned to the music of Alan Menken in 2004, starring as Jacob Marley in *A Christmas Carol: The Musical*.

Completing the gargoyle trio was esteemed character actress Mary Wickes as Laverne, in her final role before she passed away. Her legendary career spanned 60 years, with appearances in series dating back to the 1950s and 1960s: *Make Room for Daddy*, *The Lucy Show*, *Bonanza* and *Julia*. In fact, there were almost 40 years between her Disney stints, having starred as Katie in the 1958 series *Walt Disney Presents: Annette*, featuring Disney Legend Annette Funicello. Her notable film roles include *The Music Man* (1962), *The Trouble with Angels* (1966), *Postcards from the Edge* (1990), *Sister Act* (1992), *Sister Act 2: Back in the Habit* (1993) and *Little Women* (1994). She also portrayed Mary Poppins in *Studio One in Hollywood* (1948-1958), a critically-acclaimed series which presented weekly live televised plays, more than a decade before Disney received the rights to put the beloved character on the big screen!

David Ogden Stiers had a rather limited role as the Arch-deacon, but he deserves a mention: *Hunchback* was the third Disney role for the acclaimed co-star of *M\*A\*S\*H*. He had been prominently featured in *Beauty and the Beast* as Cogsworth and *Pocahontas* as Governor Ratcliffe and Wiggins; he would also voice Jumba in *Lilo and Stitch* (2002), returning to each of these roles a number of times for television series, direct-to-video sequels and video games. Additionally, he has served as the narrator for recent *Winnie the Pooh* short films, as well as for Epcot's annual holiday Candlelight Processional.

From 1996 until 2002, a live-action production, *The Hunchback of Notre Dame: A Musical Adventure*, was performed several times each day in the Backlot Theater at what was then Disney-MGM Studios park at Walt Disney World. In 2014, a new adaptation of the musical with new songs, a backstory for Frollo and a new ending to the story, premiered at the LaJolla Playhouse in California, later moving to the Paper Mill Playhouse in New Jersey. Though a hoped-for transfer to the Broadway did not come to pass, a cast recording of the Paper Mill production was released in January 2016.

### Fascinating Facts:

- *The Hunchback of Notre Dame* was the first film to be produced in Disney Studios' then-new animation building.
- Though separated by more than a century, Victor Hugo lived only a few miles from Disney's studio in Paris, where some of the city scenes were created.
- In the opening song, "The Bells of Notre Dame," a brief quote of the medieval chant *Dies Irae* can be heard. *Dies Irae*, or "Day of Wrath," is part of the Requiem, or Mass said for the dead. It is referenced in a number of classical pieces, including *Symphonie fantastique* by Hector Berlioz, Camille

Saint-Saens's *Symphony No. 3* (which is heard in Epcot's film *Impressions de France*) and Gustav Mahler's *Second Symphony*. Many composers have written their own rendition of the Requiem, notably Wolfgang Amadeus Mozart, Johannes Brahms, Giuseppe Verdi and Benjamin Britten. In an interesting coincidence, the writing of the *Dies Irae* movement of Mozart's Requiem is a pivotal scene in the movie *Amadeus* (1984); in that film, Mozart was portrayed by Tom Hulce, the voice of Quasimodo!

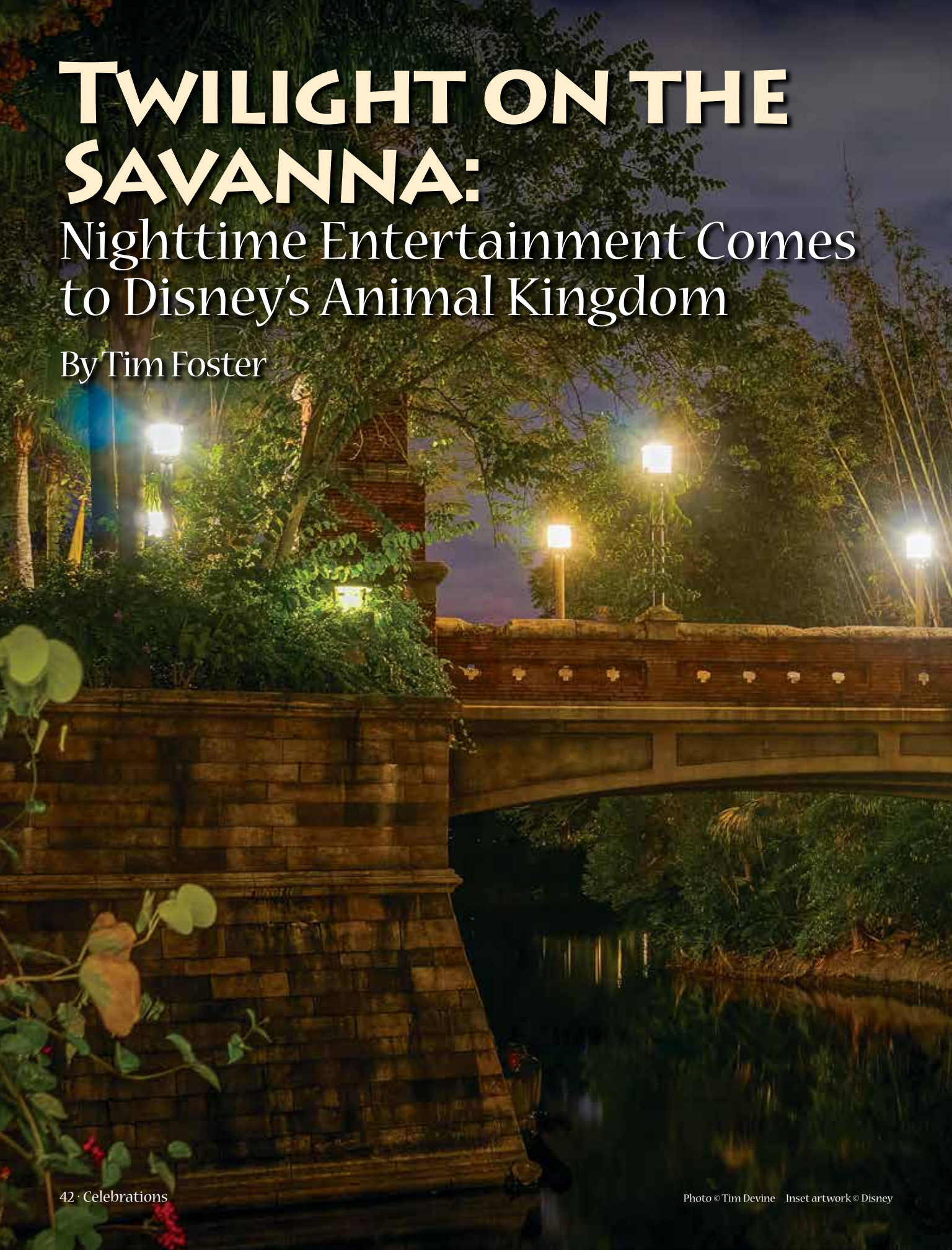
- Another crazy connection: Hulce portrayed Lieutenant Daniel Caffee in the Broadway production of *A Few Good Men*; Demi Moore, the voice of Quasimodo's beloved Esmeralda, played Caffee's associate Lieutenant Commander JoAnne Galloway in the 1992 film.
- Actual church Latin was incorporated throughout the score by lyricist Stephen Schwartz.
- During "The Bells of Notre Dame," Frollo looks up at the statues of the saints lining the cathedral. As lightning strikes, the eyes of the Virgin Mary open and briefly stare accusingly into Frollo's face.
- When Kevin Kline recorded his lines, he was given a large sword to brandish in order to help get into character.
- Phoebus, with his blond beard, was the first Disney romantic hero to have facial hair.
- The name of Phoebus's horse, Achilles, was decided upon solely to be able to use the joke, "Achilles, heel!"
- Mingled within the crowd scenes in "Out There" are Belle from *Beauty and the Beast*, Pumbaa from *The Lion King*, and the magic carpet from *Aladdin*!
- Traditionally, panels at the base of stained glass windows contain the names of the sponsors who financed them. In *Hunchback*, there are tiny panels at the bottom of Notre Dame's windows that pay tribute to the layout, computer and animation departments. The names of the members of the layout department also appear on tombs in the graveyard, and a caricature of the head of the department is seen on the sarcophagus.
- Film fans have mistakenly thought that the three-circle designs on Notre Dame are "hidden Mickeys." They are actually trefoil designs that really can be found on the cathedral itself. (The cathedral was opened in 1345, long before the creation of Mickey Mouse!)
- The choral music heard in the score was recorded in London by the English National Opera.
- Actress Jane Withers was hired to complete Laverne's lines after Mary Wickes passed away during the production of the film.



# TWILIGHT ON THE SAVANNA:

Nighttime Entertainment Comes to Disney's Animal Kingdom

By Tim Foster







When Disney's Animal Kingdom opened its gates on April 22 (Earth Day) of 1998, it was a whole new concept in terms of Disney parks. Instead of focusing on worlds of fantasy and the wonders of technological innovation, the Animal Kingdom was themed around the concept of animal conservation and the wonders of the natural world. These were ideals that were always near and dear to Walt Disney himself, who once famously said "I have learned from the animal world, and what everyone will learn who studies it is a renewed sense of kinship with the earth and all its inhabitants."

From the very beginning, the Animal Kingdom was always intended to be much more than a zoo. (In fact, an early slogan for the park was "Disney's Animal Kingdom, it's a lot of things but remember, it's Nahtazu," playfully referencing this important distinction.) Headliner attractions sat side by side with winding nature trails, and the entire park was designed to immerse the Guest into the natural world, rather than relegating them to outside observers. The real stars of the shows were, and are, the animals. The park is home to more than 1,700 animals representing 250 species, inhabiting meticulously designed habitats that bring the most exotic ecosystems right to the heart of Florida.

Because of Disney's commitment to the well-being and comfort of the animals, the Animal Kingdom always closed

much earlier than the other Walt Disney World parks; typically 5:00. That made the Animal Kingdom strictly a "daytime" park, and while Guests could marvel and delight at the nighttime worlds of the Magic Kingdom, Epcot, and Disney's Hollywood Studios, twilight at the Animal Kingdom was something Guests could only dream about. Eventually, Extra Magic Evening Hours came to the Animal Kingdom, and for the first time Guests could stand in awe of the Tree of Life and Expedition Everest illuminated in a breathtaking array of colors, transforming them into visions of nocturnal magnificence.

But even then, the Animal Kingdom still lacked the iconic nighttime shows that Guests could enjoy in the other parks, such as IllumiNations or Wishes. This was largely in deference to the well being of the animals. (After all, there are no firework displays on the plains of the savanna in Africa!)

But somehow, somehow, it was hoped that Disney's Imagineers would eventually be able to devise a way to bring the world of nature to life at night and to provide evening entertainment in perhaps the most beautiful of all the Disney parks.

As we enter 2016, those dreams are coming closer to being a reality, as Disney has announced a whole host of new shows and experiences that will transform the Animal Kingdom into a twilight wonderland.







## Africa at Night

The first instances of nighttime experiences at the Animal Kingdom actually go back to the park's opening year, when Kilimanjaro Night Safaris made its debut during the holiday season. The twilight version of the attraction featured a different narration than the daytime version, though few of the animals could be seen since they were either sleeping or hidden from view. To recreate the experience of a nighttime savanna, animal noises were played throughout the area, and small reflectors were strategically positioned to create the illusion of animals peering out at you from the darkness. The attraction also featured an authentic African dance troupe and a bonfire in the elephant area to provide Guests with entertainment. The safaris only ran during the park's first holiday season, after which they were discontinued.

In 2012, a new evening excursion was created for Guests staying at Disney's Animal Kingdom Lodge Resort, the Animal Kingdom Lodge Night Safari. The hour-long journey (which continues to be offered today) takes place in an open-sided safari vehicle that takes you on a tour of the savanna that surrounds the Animal Kingdom Lodge complex.

Guests are provided with night vision goggles before the vehicles set off on a trek to explore the savanna and to catch a glimpse of the many animals in all their nocturnal glory. Along the way Guests may be able to spot gazelles, giraffes, ostriches, and zebras, with stops along the way to get

a sneak peek at the inner-workings of the resort. There is a fee to take the tour, and a portion of the ticket price is donated to the Disney Conservation Fund.

Although the Animal Kingdom Lodge Night Safari affords Guests the unique opportunity to see different animals in a nighttime setting, the experience is only available to Guests staying at the Animal Kingdom Lodge complex. However, Disney has recently announced an after-dark wildlife excursion that everyone can take part in, the Sunset Kilimanjaro Safari. Guests will now be able to travel through the African savanna under the gentle glow of the setting sun, courtesy of some Imagineering magic. Along the way you'll discover two new additions to the Animal Kingdom family: African wild dogs and hyenas. The new animals have actually been onsite for some time now (albeit backstage), giving them (and their handlers) plenty of time to acclimate to their new home.

The actual route for the nighttime tour will be different from that used during the day, in order not to disturb the other animals. The welfare and comfort of the animals remain the primary concern for the staff at Disney, who continually review and monitor the plans for the new twilight experiences to ensure that everyone involved has taken the appropriate measures to protect the health and well-being of each animal. The new safari is set to open in the spring, and will give Guests a unique view of the African landscape at dusk.







## Rivers of Light

The springtime opening coincides with another new experience coming to Disney's Animal Kingdom, and one that will bring a whole new level of magic and wonder to Walt Disney World. Rivers of Light promises to be one of the most memorable and emotionally stirring shows that Disney has ever produced, and for those who can't help but shed a tear during IllumiNations (especially during the holidays), the new show is sure to be an unforgettable experience.

The show will take place on Discovery River between Discovery Island and Expedition Everest. As the show begins, a pair of mystical hosts will appear on the river's shores bearing gifts of light. As the show commences, the hosts will glide out into the river aboard elaborate lantern vessels, performing a beautiful dance of water and light in order to summon animal spirits. The Tree of Life will come alive as the animal spirits of the tree are brought to "light" by magi-

cal fireflies. The new nighttime spectacular will combine live performers with floating lanterns, water screens, and swirling animal imagery to create a magical luminescent spectacle reminiscent of the shimmering bioluminescent world of Pandora from Avatar.

To create Rivers of Light, members of Disney's Imagineers and Creative Entertainment partnered with the talents of master puppet designer Michael Curry, composer Mark Mancina, and the filmmakers at DisneyNature. According to Imagineer Joe Rohde, "(Rivers of Light) is going to be a ceremonial event that...takes the idea of the special nature of the animals that are in the park and turns it into a celebration of the beauty of these animals. It starts simply and humbly, continues to unfold and grow as bigger and more elaborate lanterns appear, and then huge curtains of water and light emerge from the water with animals within them. And ultimately it takes off into the sky."

## Pandora – The World of AVATAR

Guests will also be able to experience the bioluminescent world of Pandora on the Na'vi River Journey, one of the two headliner attractions planned for the newest area of the Animal Kingdom. Scheduled to open in 2017, the new attraction will take Guests on a mystical trek down a mysterious, sacred river hidden within the bioluminescent rainforest. Your canoes will pass by exotic glowing plants and beautiful, exotic creatures, culminating in an encounter with a Na'vi shaman, who has a deep connection to the life force of Pandora and sends positive energy out into the forest through her music.

The Na'vi River Journey will join the parks' other forthcoming E-ticket attraction, AVATAR Flight of Passage. As the centerpiece of Pandora, this much-anticipated thrill ride will allow Guests to soar on a Banshee over the beauty and grandeur of the world of Pandora on an aerial rite of passage.

Pandora itself will feature awe-inspiring floating mountains and a nighttime jungle of bioluminescent plants, further bringing the magic of the night to Disney's Animal Kingdom. During the 2015 D23 EXPO, Joe Rohde said one of the things that has made work on Pandora–The World of Avatar so special has been the collaboration with the Oscar-

winning team behind the film, including director/writer/co-producer James Cameron and co-producer Jon Landau. "We've been working side-by-side with Jim and Jon to make sure that what we do is true to the story, characters and vision for the beautiful, mythical, epic land of Pandora," said Rohde. "We're creating a transformational experience that you'll remember for the rest of your life."

At one time, an AVATAR-themed attraction was considered as a replacement for the Studio Backlot Tour at Disney's Hollywood Studios, but Disney COO Tom Staggs came up with the idea of creating an all-new land at Disney's Animal Kingdom. With its emphasis on living in harmony with nature, Pandora is a natural fit for Disney's Animal Kingdom. According to James Cameron, "Our goal is to go beyond current boundaries of technical innovation and experiential storytelling, and give park goers the chance to see, hear, and touch the world of AVATAR with an unprecedented sense of reality."

It's only fitting that these two worlds should come together. As Walt Disney once said, "Sometimes we can recognize ourselves in animals, that's what makes them so interesting."<sup>1</sup>





# Getting From Here to There: Attraction Vehicle Technology Throughout the Years

By Lori Elias

As Guests to Walt Disney World climb aboard their favorite attractions, they are typically so wrapped up in the experience itself – the thrill of the coaster drops, the unmatched Animatronics of the dark rides – that they may not realize what kind of technological innovations came to pass in order to create these unforgettable moments. But very little at Disney happens by accident, including the detailed developments for which Disney has always been renowned, both in their films and in their theme parks.

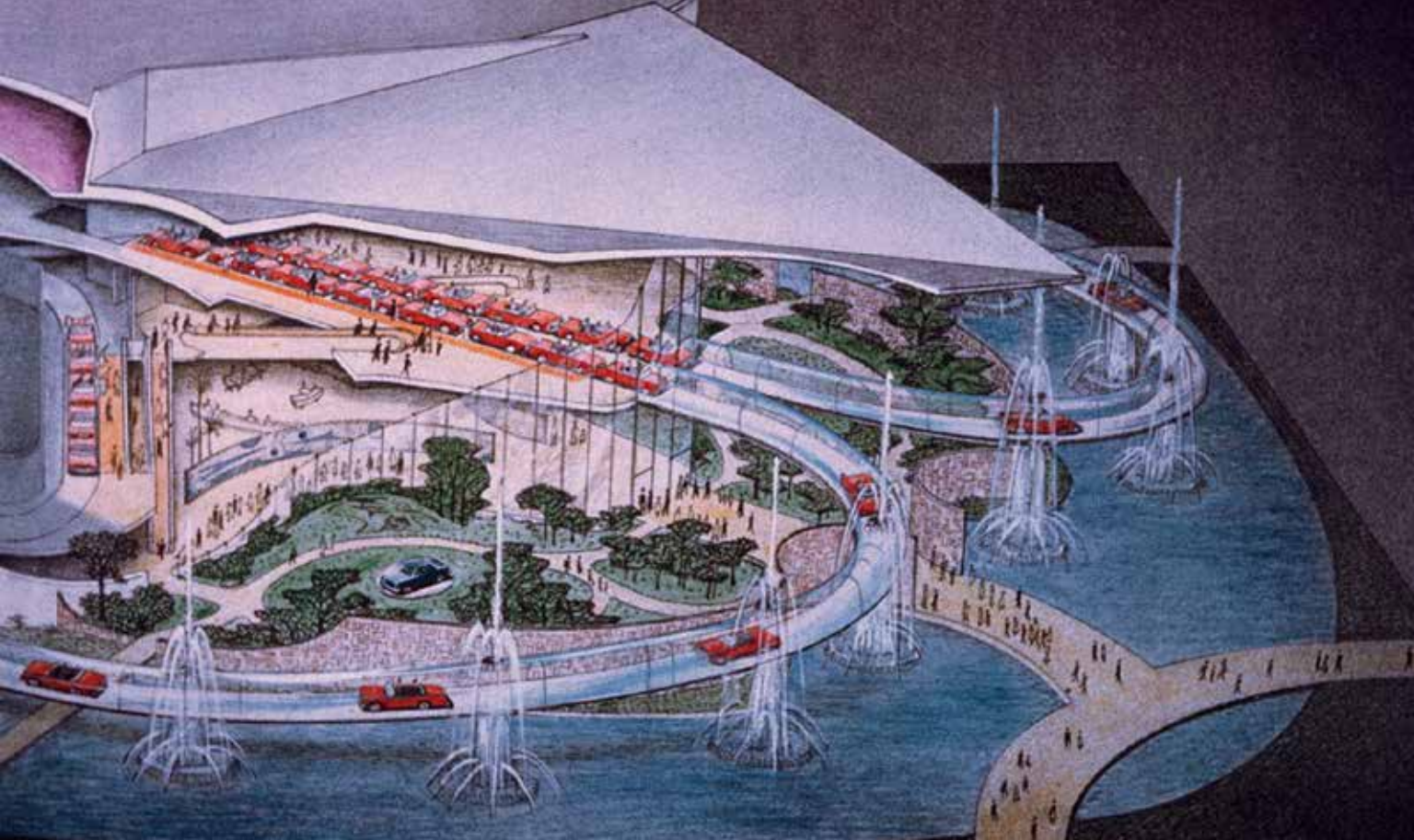
## **The Omnimover**

One of the Disney parks' earliest innovations is The Omnimover – a connected train of individual vehicles, each of which moves in specific directions as the ride progresses. The Omnimover was designed by Roger Broggie and Bert Brundage in 1968 for the Monsanto Adventure Thru Inner Space attraction at Disneyland. Though that attraction had its final run in 1985, Omnimovers still carry thousands of Walt Disney World (and Disneyland) Guests each day throughout the various parks.

It is impossible to look at the Omnimover without considering its history, which dates back a few years previous to its debut, with the 1964-65 World's Fair in New York City. That particular World's Fair is well-known to Disney fans as being the premiere of Great Moments with Mr. Lincoln, it's a small world and the Carousel of Progress, all of which can still be enjoyed by visiting Disneyland and/or Walt Disney World. Another attraction that did not entirely survive past the fair was the Ford Magic Skyway.

The Ford Motor Company was eager to show off their new line of products, and enlisted the help of Walt Disney and his Imagineers to create a pavilion that would be innovative and attractive to those attending the fair. Thanks to the success of Disneyland, Walt was also highly renowned for his talent at moving great numbers of people in a short amount of time (and in fact had served as a consultant for the 1960 Winter Olympics in Squaw Valley, California, thanks to his prowess in this area), so he was a natural choice for Ford.

Working with architect Welton Becket, whose company would later design the Contemporary and Polynesian Re-



sorts at Walt Disney World, he devised a plan in which two queues, shows, and exhibits would occur at the same time, thus allowing up to 4000 visitors to filter through the pavilion each hour. (Displaying his penchant for innovative queues even then, Walt designed Ford's queues to feature intricate replica villages, moving walkways to the upper level, and the Auto Parts Harmonic Orchestra, a jazz band made up of reconfigured car parts, which actually played music!)

The Magic Skyway was the crown jewel of the pavilion, allowing visitors the opportunity to ride in a new Ford convertible, which was attached to a track that carried passengers through a glass tunnel so that they could see Ford's newest designs on the first floor. As Walt Disney narrated their journey via the car's radio, the ride then took them into the prehistoric age, past Animatronic dinosaurs in their "natural" habitat, ultimately landing at the futuristic "Space City" and exhibits called "Adventures in Science."

Unpowered vehicles were used in the Magic Skyway: flywheels were placed within the track for the entire the length of the course, turning continually to constantly move the track forward. Flywheels operate on continuous energy however, so if the ride needed to be stopped (and as anyone who has visited the Disney parks knows, this can happen quite frequently!), there was a real risk of cars rear-ending each other. Also, passengers were able to see

*WED Imagineering Art featuring a cutaway of the Magic Skyway.*

everything, including "behind the scenes" action, which in a Disney park could take a major toll on the magic of the experience.

Walt wanted to utilize the technology for Disneyland's dark rides, but without these particular issues. This led to the development of the Omnimover: a series of vehicles that are connected to each other (rather than running solely on a moveable track), moving so that the Guest's line of vision is solely what the attraction Imagineers wish the Guest to see. A "busbar," or metal strip that serves as a conductor of electricity, provides power to the cars as they progress through each segment of the attraction.

The individual vehicle busbars are overseen through a main panel, which works on a belt system to control the speed of the cars as they move through the attraction. A rail that is placed next to the bus bar controls the direction of the vehicle, turning it as necessary to see the scenes within the attraction. Another rail can also tilt the seat so that the Guest stays upright while the car itself is turning. This technology is experienced every day via the Haunted Mansion, Buzz Lightyear's Space Ranger Spin/Astro Blaster, Peter Pan's Flight, Spaceship Earth, and The Seas with Nemo & Friends.



### **The PeopleMover**

The Omnimover is not the only technology to have its ancestry in the Magic Skyway. When Walt and his crew took their technological developments back to Anaheim, they incorporated these concepts into the WEDWay PeopleMover, an elevated train that leisurely cruised over Tomorrowland. (WED came from Walt's initials: Walter Elias Disney.) Sixty-two roofed vehicles moved constantly on an open track, and because Goodyear sponsored the attraction, the trains of the PeopleMover sported rubber tires. The trains themselves did not have motors; instead, wheels imbedded in the track propelled the trains along their path.

When the PeopleMover was brought to the east coast (where it ultimately – for the foreseeable future, at any rate – has come to bear the name Tomorrowland Transit Authority PeopleMover), the Walt Disney World Imagineers had some renovations in mind. Because the tires of the

trains were prone to the same kinds of overuse a car's tires typically experience, they were abandoned for linear induction motors. What exactly is a linear induction motor? In a standard electric motor, a rotor turns inside a part that remains stationary, called the stator. Conversely, in a linear induction motor, the stator is, in effect, flattened out, and the rotor moves over it, moving in a linear motion rather than a rotational one. Rather than having wheels imbedded in the track, the Imagineers installed electromagnets. Built into the programming of the attraction are switches that turn the respective magnets on and off; this action propels the train forward on its track.

Besides its efficiency in moving large amounts of people in a quiet and safe attraction experience, the use of magnets, rather than a fueled motor, means that the PeopleMover is emission-free, making it far more beneficial for the environment.



### The Seven Dwarfs Mine Train

These technologies, while new at the time of their introduction, have been a staple at Disneyland and Walt Disney World for decades. Much newer technology has recently been added to the Walt Disney World experience, including the Seven Dwarfs Mine Train, which opened in May 2014.

The Mine Train actually incorporates two technological advances designed by Disney's Imagineers. The first was originally created for Expedition Everest, which opened in Disney's Animal Kingdom in 2006. Most roller coasters have an until-then unavoidable clicking or clattering noise as the cars ascend up a hill, thanks to a safety device known as the anti-rollback system. As its name implies, in the event that a coaster vehicle should start to backslide, the system keeps the car (and potentially other cars to which it is attached) from rolling back down the hill.

The Imagineers were unhappy with how this sound detracted from the extensive detail of the attraction itself, and brainstormed a solution to this issue. What they came up with was having the trains ride just above the anti-rollback brake's sawtooth-shaped mechanism. Should the ride slow down, indicating a possible rollback, the attraction is programmed to force the cars into the brakes, thus keeping the cars in place. This process has been shared with the Mine Train, thus resulting in an attraction which will not be

overwhelmingly noisy, which could easily take away from the magic of Fantasyland.

Imagineers also wanted to have a family-friendly (read: suitable for younger Guests, as well as those scared-off by the more intense rides) attraction that still had elements of a thrill ride...but without too much "thrill" as to be too frightening - after all, it is Fantasyland! Rather than having excessive speed (its maximum speed is 34 miles per hour) or intimidatingly high drops (the highest is 41 feet), the attraction's highly-detailed mine-train cars sit in pivots, or the shaft or spindle on which a unit rotates, best described as "cradle-like"; each car swings from side to side on its own, separate from the others, as it travels through the winding track of the coaster. Shifting one's body weight can also increase the intensity of the swing. (Will coaster enthusiasts find it challenging? Not at all. But for the leery Guest, the Mine Train is a low-impact "thrill ride" experience with high-quality Animatronics, and if the daily wait times are any indication, it has quickly become a favorite for Guests of all ages!)

The next few years will bring exciting new additions to the Walt Disney World parks, including attractions based on Avatar, Star Wars, and Toy Story. As these new attractions continue to take shape, undoubtedly new technologies will also be showcased, taking Guests on journeys they have not yet even imagined!





# From WED Enterprises to Imagineering:



## Making the Magic Come True by Rachel Comande

It's early in the morning and you're walking through one of the Walt Disney World parks. You begin to rush to your favorite attraction, but instead, you find yourself stopping to savor the moment. After all, you are in the Happiest Place on Earth. But what does that mean? What is it that makes this place so special? It's the magic of course; specifically, the magic created by the Imagineers, and without them none of this would be possible.

Who are the Imagineers? Generally, they are the people in charge of creating the magic for Disney. After all, their motto is "We make the magic." They are located all over the world (with a large headquarters in Glendale, California) and have an endless array of jobs. From creating attractions, to designing the interior of hotel rooms, to even creating cruise ships, Imagineers do it all. There are around 140 job titles within Imagineering which range anywhere from show writers to architects to lighting designers. Currently, there are around 1,600 Imagineers creating magic as we speak.

The history of Imagineering can be a little confusing. Its roots actually go all the way back to 1953, when Walt Disney formed a separate company initially called Walt Disney, Inc. (or WDI). Because of objections from Roy Disney and other stockholders, Walt quickly renamed the company WED Enterprises (WED standing for "Walter Elias Disney"). WED Enterprises was essentially the fore-runner of the Imagineers, though they would not officially be called that until 1986.

To form this "special team," Walt hand-selected some of his favorite employees to help him with a special project; Disneyland. Even after Disneyland opened, the work did not stop, WED continued to work hard innovating and creating magic for all who visited the new park.

As Disneyland grew in popularity, the powers that be realized that WED Enterprises was a vital part of the Disney empire, and Disney Productions bought it on February 5, 1965. This purchase of the company also included the WED Enterprises name. In 1986, the company name was officially changed to Walt Disney Imagineering, or WDI for short.

Despite its convoluted corporate history, the Imagineers were always quite successful in their work, no matter what it was. Their main strength, however, was in dreaming up new ideas. But in order to bring those ideas to life, they had to rely on outside help for construction and other support. However, all of that changed in 1996, when WDI joined forces with the Disney Development Company. This new partnership opened up the proverbial creative doors and allowed the Imagineers to dream up and create an endless array of new things. Those who came up with ideas were able

to work with those that could bring their ideas to life. This tradition continues to this day and will continue into the foreseeable future.

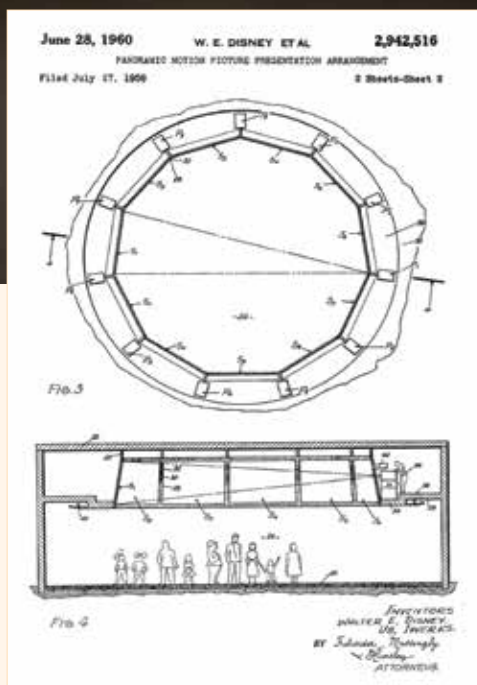
As complex as the history of Imagineering is, the history of the term "Imagineer" might be more complex. (In case you were wondering, the word "Imagineering" is a cross between "imagination" and "engineering.") Disney claimed to have first used the term in 1962 when they filed for a trademark in 1967, but the term actually goes back even further. Did you know that the term Imagineering was not originated by Disney? It's commonly accepted that the term was actually coined by Richard F. Sailer in an in-house article he wrote for ALCOA (Aluminum Company of America). The article was called "BRAINSTORMING IS IMAGINATION engineering" and was published in 1957. Over time, the article made its way to WED Enterprises.

But did Richard Sailer get the term from somewhere else? Perhaps. On May 2, 1947, an article called "Black Light Magic" was published in the Portsmouth Times and used the word "Imagineering" to describe the work of Arthur C. Radebaugh. No one is really sure who used the term Imagineering first, but Disney has continued to use it since 1967 when their copyright was originally filed.

### **Imagineering in Action**

There is no doubt that the Imagineers have changed the theme park experience to something entirely new. In addition to their immersive story-driven lands and attractions, they've invented lots of special magic to go along with them. Their magic comes through many of their numerous innovations. It would be impossible to list all of them, but there are some memorable ones that are important to mention. (Also, did you know that Walt Disney Imagineering has around 150 patents and counting? Quite an impressive number if I do say so myself!)

Speaking of patents, on the first anniversary of Disneyland, Walt Disney and Ub Iwerks filed the patent application for a method of filming a 360° panoramic film using eleven 16mm Kodak Cine-Special cameras. The first showing of Circarama was on opening day July 17th, 1955, and this was the forerunner of Circle Vision 360°. This technique uses nine cameras (instead of the original eleven in Circarama) to project images on nine screens to create a wrap-around viewing experience like no other. Today, Circle Vision 360° is used in attractions such as O, Canada! and Reflections of China, but one of the earliest and perhaps best known example is the 1967 classic, America the Beautiful, a tour of America



that was located in Tomorrowland in Disneyland. (Fun Fact: In 2011 during the D23 Expo, the then president of Disneyland, George Kalogridis, announced that an updated version of America the Beautiful would return to Disneyland. There have been no updates since then, but maybe that's something we can look forward to in the future.)

This second innovation might just be the most utilized creation ever designed by Imagineering, though most Guests might not realize it. That would be Fastpass, the ubiquitous queuing system that allows Guests to bypass the long lines for their favorite attractions. It originally worked by allowing Guests to insert their park ticket into a Fastpass kiosk to receive a paper ticket stating a return time for them to come back and ride the attraction with a shorter wait. Today, this system has been updated to Fastpass+, introduced in 2013 and quite similar to its predecessor, except now Guests can make their selections online up to 60 days in advance. Both of these innovations have changed the theme park world as we know it, as many parks have developed similar systems. However, Fastpass will always be the original.

Everyone who has visited Walt Disney World has no doubt ridden a classic attraction featuring that classic Disney component, the Audio-Animatronic figure. Audio-An-

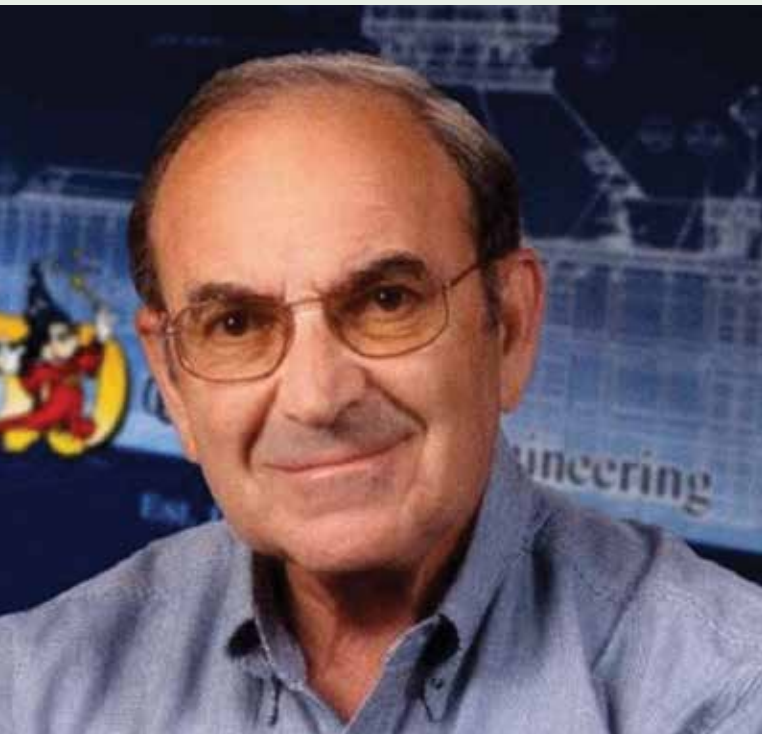
imatronics (or AAs for short) were created by Lee Adams, one of Walt Disney's original Imagineers. Simply put, AAs are motorized figures that can move, stand, sit, talk, or pretty much do whatever you want them to do. The AAs led to a new realm of immersive storytelling that was first shown in Walt Disney's Enchanted Tiki Room.

Throughout the years, Imagineers have created oodles upon oodles of new Audio-Animatronic figures that grace the presence of all four Walt Disney World parks; from PUSH the Talking Trashcan (we'll never forget you!) and the Wicked Witch of the West to Buzz Lightyear and Otto. Otto? Don't worry if you don't know who Otto is. Many people don't. He is actually the first autonomatronic. Autonomatronics break the boundaries of the basic Audio-Animatronic figure. Otto succeeds where others couldn't. Autonomatronics are similar to AAs, but they can hear, see, and sense your presence. That basically means that they can sense when Guests are near them. They can then interact with the Guests by having conversations with them, i.e., listening to what someone says and accurately responding to them. It truly is unbelievable, and it's just one more way that the Disney Imagineers have innovated a great, big, beautiful tomorrow.

## Imagineers Over the Years

Since 1953, there have been lots and lots of Imagineers. Although each of them is important for their contributions to the Walt Disney Company, there are some that have provided more than enough magic for a hundred Imagineers. Here are a few of the most notable Imagineers and what they have accomplished during their time with the mouse.

**Marty Sklar:** There is no way to describe a man who has done everything he has done. He started his long career at the Walt Disney Company when Walt Disney selected him to write a newspaper for the opening of Disneyland. He ac-



cepted, and changed many lives forever. In his early days of working with WED Enterprises/WDI, Marty Sklar was known for helping a lot with publicity. He wrote and managed many written pieces and a couple promotional videos. This led him to work on many miscellaneous projects (such as helping to design EPCOT Center) around Disney for years. Throughout his time at Imagineering, he has held numerous titles including: Vice President of Concept and Planning, Vice President of Creative Development, Executive Vice President, and President of Imagineering. This passion for what he did led him to become an important member of the Walt Disney World Imagineering Team. After he left Imagineering, he became the International Ambassador for Walt Disney Imagineering. As the International Ambassador, he travels around to different places, such as colleges, to host seminars and recruit new Imagineering talent. Per-

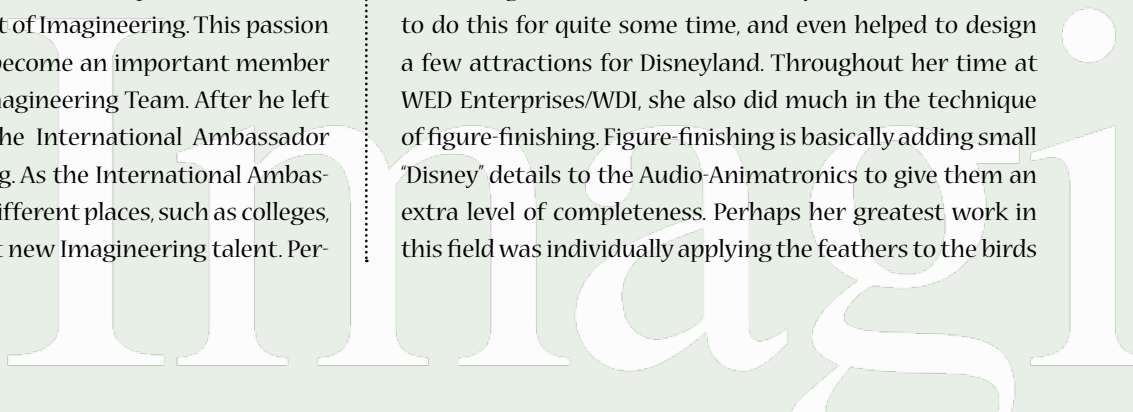
haps one of the most interesting things about him is that he is the only active Disney employee to have participated in the opening ceremonies for all Disney Parks. He has since retired, and he was honored with a window on Main Street on July 17, 2009, the same day he retired. In 2001, Marty Sklar became a Disney Legend.

**John Hench:** Hench is one of the most accomplished Disney Imagineers of all time, with a career that began more than 75 years ago when he started as a story artist in 1939. Throughout the years, he worked his way up the animation ladder from layout to art direction to special effects. By 1954, you could find Hench in Disney's live action department where he helped with many movies, including the Academy Award winning film (Best Special Effects), *20,000 Leagues Under the Sea*. He eventually began working in WED Enterprises where he designed numerous attractions for Disneyland. He was also a leading designer for Tomorrowland and New Orleans Square. Most notably, he designed Cinder-



ella Castle in the Magic Kingdom. Because of his impeccable work and long-time service to the Disney Company, he was made a Disney Legend in 1990.

**Harriet Burns:** Harriet Burns began her career in 1995 in the Disney Studios as a set and prop painter for the famous show, *Mickey Mouse Club*. From there, she began helping Fred Joerger build models for Disneyland. She continued to do this for quite some time, and even helped to design a few attractions for Disneyland. Throughout her time at WED Enterprises/WDI, she also did much in the technique of figure-finishing. Figure-finishing is basically adding small "Disney" details to the Audio-Animatronics to give them an extra level of completeness. Perhaps her greatest work in this field was individually applying the feathers to the birds



in Walt Disney's Enchanted Tiki Room. She says it was a difficult task, but I'm sure everyone who saw the original Tiki Room would agree that it was worth it. Although Harriet Burns did so much, her greatest accomplishment might be the fact that she was the first female Imagineer. She was also the first woman to be given the honor of having a win-



dow on Main Street. In 2002, she became a Disney Legend and passed away in 2008. Marty Sklar has said that "I think Harriet was Walt's favorite Imagineer," a wonderful tribute to a wonderful person.

**John Lasseter:** Depending on which Disney fan you ask, "Imagineer" may or may not come to mind when you say the name John Lasseter, simply because that's not always what he was. In fact, he was actually fired from Disney at the start of his career when he was trying to promote computer animation. From there, he went to Lucasfilm (eventually forming the Pixar Graphics Group) where he took strides to help perfect CGI Animation. He then went on to create some shorts and even some CGI movies, such as Toy Story. When Disney announced that they would be buying Pixar in 2006, John Lasseter was named the Chief Creative Officer for both Pixar and Walt Disney Feature Animation. He also became the Principal Creative Advisor for Walt Disney Imagineering. He has designed many attractions for Disney Parks. Along with his Imagineering work, John Lasseter has continued to oversee every Pixar and Walt Disney Feature Animation movie to date. Thanks to all of his hard work in film, he has a star on the Hollywood Walk of Fame.

Since 1952, many things have changed in the field of Imag-



ineering. But perhaps "changed" isn't the right word. "Grown" is better. Imagineers are always growing their talent and ideas, continually changing the world around them. As we speak, an Imagineer might just be getting his or her next great idea, which will soon be incorporated into Disney Theme Parks all over the world.

As we look to the future, we look forward to what we will be experiencing and seeing. Before you know it, we'll be racing in space with the Millennium Falcon in Star Wars Land, and taking a trip through the bioluminescent forests of Pandora. We'll get to soar around the world in a new, re-imagined Soarin' attraction with a brand new video. There have even been some rumors that the Imagineers are starting to experiment with drones. Imagine what they could bring to a Walt Disney World production (parade, fireworks, etc.).

Imagineers are the creators of everything we see at Walt Disney World and the other Disney Parks, and they will continue to do just that. Create. Imagineers will never stop innovating and growing, and we don't want them too. If you think back to the article written by Richard F. Sailer, Imagineering really is imagination (coming up with new ideas) and engineering (creating). The Imagineers of today have stuck true to those ideals and will do so for as long as they are able. It's in their blood. In the words of Walt Disney, "It's kind of fun to do the impossible." Imagineers have already overcome yesterday's "impossible," but the question is, how will they overcome tomorrow's?

# Masters of Animation: Disney's "Nine Old Men"

By Kevin Carpenter



They were an eclectic bunch, those Nine Old Men of Disney fame. Theirs was a rare combination of exuberant personalities and rich artistic talents, but what truly held them together was a deep and abiding commitment to Walt Disney.

After all, Walt had elevated these nine into his studio's inner circle, trusting them to take the lead and make important decisions on his trademark animated classics. He watched them rise through the ranks, paying their dues with the less glamorous aspects of animation before ultimately establishing themselves as masters of the craft.

They were an informal committee of nine, handling everything from doling out assignments during production to approving storyboard changes. Walt did not delegate creative authority lightly, but he had no shortage of faith in his Nine Old Men.

Of course, he could never let them know that! Walt himself chose this odd name – the Nine Old Men – as a special way to needle these nine artistic geniuses. It was an irrelevant allusion to what former President Franklin Delano Roosevelt had called the Supreme Court after it ruled against his administration in several landmark cases. FDR felt the justices had failed him; Walt, though, was just teasing.

Marc Davis once famously quipped, "Walt Disney's greatest achievement was in getting us all to work together without killing one another!" The Disney chief molded this group of strong-willed individuals into a cohesive unit. Each made the choice to set aside recognition and personal glory in favor of collective success. More than anything, that is their legacy – putting the Disney studio before themselves. While understandably remembered as a group, each one of the Nine Old Men deserves to have his unique story told.

## Les Clark

Clark was described in "Disney Animation: The Illusion of Life" as a "quiet, thoughtful man, who came in with no art background – yet through sheer determination and desire not only kept up, but helped advance the art". He may have been a quiet worker, but his entire career at Disney was the result of sheer audacity. While still in high school, Clark worked at a restaurant frequented by the Disney brothers on their lunch

breaks. One day, he mustered up the courage to show Walt some of his drawings – and ended up with a job offer.

On the Disney payroll since 1927, Clark was the only member of the Nine Old Men to have been with Walt in the pre-Mickey Mouse days. It was a smaller outfit back then and he was fortunate enough to jump right into a contributing role on such groundbreaking shorts as *Steamboat Willie* and *The Skeleton Dance*. Assisting

Ub Iwerks on the early Mickey Mouse productions, he became the lead animator on them when Iwerks left the studio.

Les Clark truly grew up with the Disney studio, eternally grateful for his many opportunities. He refined his skills by becoming a regular at the studio's many art classes – and ended up as one of his generation's best character animators. While one of the lesser known Old Men, Clark's creative output was immense – from feature animation to educational films. By the time of his retirement in 1976, he had spent nearly fifty years bringing Disney magic into the world.



## Frank Thomas

Frank Thomas did not plan on becoming an animator. Instead, he spent his years at Stanford University preparing for a career in either illustration or industrial design. One trip to the movie house, though, changed everything. After seeing the possibilities of character animation in "The Flying Mouse", he applied at Walt Disney Productions.

Once hired, Thomas was assigned to work under the great Freddie Moore. Assisting Moore afforded Thomas the



chance to work on some of the most famous scenes in Disney history – including the heart-breakingly soulful animation when the Seven Dwarfs mourned at Snow White's funeral bier.

Another particular highlight

was the sequence in *Bambi* when the young deer steps out onto a frozen pond for the first time. Audiences rejoiced at the comical scene, marveling at its authenticity. What few knew, though, was that Thomas was himself learning how to ice skate at the same time. He knew Bambi's struggle all too well!

Whether a scene called for comedy, pathos, or romance, Frank Thomas never failed to deliver.

His secret to success was finding sources of inspiration in day-to-day life. Whether it was "people watching" on the park bench or a quiet walk in the countryside, Thomas never stopped searching for whatever subtle movements might enrich his artwork. In fact, it was while playing piano for the Firehouse Five Plus Two that Thomas spied a woman in the audience who became his mental model for the Queen of Hearts (*Alice in Wonderland*).

But the true highlight of his Disney career was undoubtedly the lifelong friendship he built with Ollie Johnston. After retirement, the duo collaborated on what came to be known as the bible of animation – "Disney Animation: The Illusion of Life". Frank Thomas could now honestly claim that he wrote the book on Disney animated art.

## Ollie Johnston

Ollie Johnston's story began much like that of his best friend, Frank Thomas. He also studied at Stanford University with dreams of becoming an illustrator, before changing course and heading to Disney. Ollie joined his former Cardinal classmate as an assistant under Freddie Moore.

After impressing with his contributions to the Seven Dwarfs in *Snow White*, he was offered an expanded role on *The Brave Little Tailor* Mickey Mouse short. Given this big chance, Ollie never looked back. In short order he became one of the studio's premiere animators – crafting acclaimed sequences in *Pinocchio*, *Fantasia*, and *Bambi*.

When it came time to animate the titular character in *Alice in Wonderland*, Ollie faced one of the greatest challenges of his career. Striking the right balance between Alice's realistic human movements and the outlandish menagerie of Wonderland was easier said than done. Yet, as always, Ollie proved himself more than capable and produced one of the most beloved Disney heroines.



He enjoyed a close friendship with Walt Disney, sharing with the boss a mutual love for steam trains. In fact, Ollie's backyard miniature railroad probably inspired Walt to build his own Carolwood Pacific Railroad on the grounds of his Holmby Hills estate.

In the years following his 1978 retirement from Disney, Johnston cemented his legacy by co-authoring "Disney Animation: The Illusion of Life" with Frank Thomas.

## Ward Kimball

Unlike some of the other Old Men, working on *Snow White and the Seven Dwarfs* was not Ward Kimball's big break. In fact, it almost brought his Disney career to a very premature end! After seeing months of hard work go to waste when his soup-eating sequence ended up on the cutting room floor, Kimball was devastated and began to consider his future at the studio.

Unbeknownst to him, though, Walt had taken notice of the young animator's prodigious talent. Before Ward could tender his resignation, he was offered a new assignment: Jiminy Cricket (*Pinocchio*). After studying various concepts, he savvily discarded the plans for a realistic cricket body in favor of a much friendlier and endearing design. Jiminy Cricket was a hit and Ward Kimball's star was born.

He undoubtedly had a magic touch – from adding a feverish energy to *The Three Caballeros* to directing the Academy Award-winning shorts, *Toot, Whistle, Plunk, and Boom* and *It's Tough To Be A Bird*. But his most meaningful work just might have been the space-related episodes of "Disneyland." These productions won widespread acclaim for their serious and accurate treatment of space exploration.



Although Ward's specialty remained animation, his extra-curricular hobbies occasionally spilled over into studio life. A lifelong train enthusiast, he traveled with Walt to the 1948 Chicago Railroad Fair – an experience widely credited as a key guidepost on the road to Disneyland.

His love for the rails could only be matched by his trusty trombone. As if he were not busy enough, Ward organized the Firehouse Five Plus Two jazz band (composed of Disney employees), which practiced during lunch hours and played gigs at the weekend. Ward Kimball was certainly a man of many creative passions!

## John Lounsbery

In stark contrast to John Lounsbery's soft-spoken and reserved nature, he possessed a special knack for delivering scene-stealing animated characters. Whether Timothy Q.



Mouse (*Dumbo*) or the spirited Italian chef, Tony, from *Lady and the Tramp*, there was nothing shy about Lounsbery's creations.

He started life at Disney as an assistant on the Pluto shorts, before eventually transitioning to features with his work on the unsavory duo of Honest John and Gideon (*Pinocchio*) and the "Dance of the Hours" (*Fantasia*). Lounsbery then assumed the role of directing animator on *Dumbo*, the first of many such credits throughout his Disney years.

One particular career highlight was his direction on the *Winnie the Pooh* featurettes in the '60s and '70s. Ever since, that silly old bear's adventures in the Hundred Acre Woods have been fertile ground for the Disney studio – and it has Lounsbery to thank for that.

Sadly, John Lounsbery passed away in 1976 while still hard at work as one of the directors for *The Rescuers*. Although one of the lesser-known Old Men, John's Disney legacy has never been in doubt.

## Marc Davis

Marc Davis's time at Disney is a tale of two careers. As if becoming one of the world's most gifted animators was not enough, he later seamlessly transitioned to Imagineering with WED Enterprises in the 1960s. Unsurprisingly, Davis excelled at this new role – providing artistic direction for a host of Disneyland favorites.

During his time in animation, Davis meticulously studied animal movement and anatomy. This rigorous attention



to detail paid off in spades when he was assigned to the Bambi unit.

After working on Victory Through Air Power and Song of the South, Davis again flexed his artistic muscles by creating some of

the most iconic leading ladies to ever grace the screen. Fans of Cinderella and Princess Aurora can thank Marc for instilling an inner strength and beauty in these characters. Tinker Bell, though, posed quite the challenge. Since the tem-

pestuous pixie did not speak, Davis had to rely only on body language and expression to bring her to life.

By this time, he was ready for a walk on the wild side – and he took one by creating such deliciously evil villains as Maleficent and Cruella de Vil.

In 1962, Walt asked Davis to help out WED Enterprises, the designers and developers of Disneyland, on a particularly troublesome attraction. His creative ideas for the overhaul of Mine Train Through Nature's Wonderland prompted Walt to again seek him out as WED shifted into overdrive for the 1964/65 World's Fair. Since Davis had a strong grasp on human anatomy and natural movement, he was assigned to work on the President Lincoln Audio-Animatronic for the Illinois pavilion. It proved to be a baptism by fire, though, as the mechanical figure had a talent for malfunction. But he was hooked on Imagineering and elected to continue on with WED.

Davis contributed conceptual work for many of Disney's most popular attractions, including "it's a small world," Pirates of the Caribbean, and the Haunted Mansion. He made the transition from draftsman to Imagineer look easy. After all, to him, animation was animation – whether it was on a piece of paper or a three-dimensional figure in the latest E-ticket attraction.

## Wolfgang "Woolie" Reitherman

Known around the studio as the action man, Wolfgang "Woolie" Reitherman knew how to leave audiences breathless. Whenever a project called for a big chase scene or other bit of action-packed animation, Woolie was put on the case. A pilot since a young age (and veteran of the United States Air Force), he brought a certain authenticity to these sequences that could only come from a lifetime of seeking thrills.

Fear and tension were never in short supply during a Reitherman scene, dating back to his first major contribution of Monstro the Whale chasing Pinocchio across the sea. It would certainly not be the last, with the Headless Horseman's nightmarish ride (*The Many Adventures of Ichabod and Mr. Toad*) and the climactic battle between Prince Phillip and Maleficent (*Sleeping Beauty*) ranked as particular standouts.

1963's *The Sword in the Stone* marked Woolie's first opportunity to work as the sole director of an animated feature. As the chief's director of choice, Woolie was working with Walt

on production of *The Jungle Book* when Walt passed away.

Reitherman was the obvious choice to step into the void after Walt's death because of his



experience directing the studio's animated features. Without their creative leader, though, it proved to be a difficult time for the studio. Woolie gave his all to keep the animation department on track – and the current-day Disney studio owes him a debt of gratitude for his efforts during such a tumultuous period.

## Milt Kahl

Milt Kahl first made a name for himself at Disney with his work on 1936's *Mickey's Circus* short. After a small stint on *Snow White and the Seven Dwarfs*, he moved over to *Pinocchio* and began animating the main character. By emphasizing the puppet's boyish innocence, Kahl caught Walt's eye and was moved to the head of the class of the *Pinocchio* unit.

After the outbreak of the Second World War, he turned his attention to the studio's patriotic pursuits. The next several years saw Kahl focused on anti-Nazi propaganda shorts as well as the goodwill film, *Saludos Amigos*.

His greatest contributions, though, were in drawing the human figure. Many of his contemporaries struggled with animating humans in a believable fashion, since this would be held to a higher standard by audiences well accustomed to how a human body should move and act. Even the smallest error would cause a jarring dissonance. But Milt Kahl did not have to worry – his human characters performed flawlessly.

An irascible sort, Kahl was passionate about his art and held himself to the highest of standards. Most at Disney considered him the most naturally talented animator at the studio – and Milt himself felt the same way.



Unfortunately, his career came to an abrupt end in 1976 when he retired during the production of *The Rescuers*. His parting gift was the brilliantly realized Madame Medusa character – only an animator as inspired as Kahl could create a villain so despicably vile. It was his last film, but what a high note to go out on!

## Eric Larson

From the very start, Eric Larson made his mark with a masterful ability to infuse personality into the studio's animal characters. He always seemed to add just the right quirk of human nature to make these animals truly come alive. Whether it was Snow White's woodland friends, Figaro (*Pinocchio*), Mr. Toad, or the Caterpillar (*Alice in Wonderland*), Larson's animals seemed almost human.

Although not as famous as some of his Nine Old Men compatriots, Larson's legacy stands as second to none. After Walt Disney passed away in 1966, Eric Larson took it upon himself to search for and train the next generation of Disney animators. The Nine Old Men were not getting any



younger and replacements would be needed sooner rather than later.

Finding and tutoring new trainees was a major commitment on his behalf, sifting through countless portfolios looking for that diamond in the rough. Eric was perhaps never so comfortable as when he was teaching. It was his way of guaranteeing that Disney animation would live on. And it was all worth it, for a list of his one-time pupils now reads like a Who's Who of current artistic talent. Some of his more prominent success stories include John Lasseter, Brad Bird, Tim Burton, and Ron Clements.

These men – collectively and fondly remembered as the Nine Old Men – were no cookie cutter copies. They were nine distinct individuals, each with his own talents, beliefs, and frustrations. But together they became a cohesive unit – not in spite of these differences, but because of them. That special creative spark Walt had recognized in each of them as young men brought them together to take Walt Disney Productions – and animation as an art form – to a whole new level. A team to the very end, the Nine Old Men were named Disney Legends together in 1989. Each and every one certainly deserves this revered spot in the annals of the Disney studio.

# A Room With a View:

## Finding the Perfect Home Away From Home at Walt Disney World

by Nick Comande

One of the first decisions that you'll want to make when planning your Walt Disney World vacation is: "Where will you stay?". There are over 30,640 rooms in Walt Disney World, with more being built every day, offering a dazzling array of architectural themes, locations, restaurants, and of course price ranges. With so many things to consider, finding the ideal place to stay can be challenging, but also lots of fun.



Of course your first decision is whether you'll be staying on Disney property. There are definitely perks to staying at a Disney Resort; chief among them is that you'll be closer to the magic! You can also have your in-park purchases shipped back to your resort, be able to make your FastPass+ reservations up to 60 days in advance, and will be able to visit the parks during Extra Magic Hours. (This is truly one of the best perks of staying at a Walt Disney World Resort, especially if you are an early riser or a night owl.) Another great benefit of staying on property is the opportunity to take advantage of Disney's Magical Express, which will take you to and from the Orlando airport for free, with some Disney magic thrown in for good measure.

So assuming you've decided to stay on property, the next step is to choose a resort. Walt Disney World offers four categories of resorts: Deluxe, Moderate, and Value, along with Disney's Vacation Club Villas. All Walt Disney World Resort rooms have the same basic amenities; from Wi-Fi and flat screen TVs to pools and recreational activities. But one of the main things that differentiates all of the resorts is the theming. Whether you enjoy the rustic surroundings of the great Northwest, the seaside sophistication of the New England coast, the untamed plains of the African savanna, or the Victorian elegance of days gone by, you'll find the perfect resort to match your tastes. But even then, there's something else that each and every room can call its own, the location.

### **Location, Location, Location**

Room views are typically categorized into the following groups, depending on where you are staying: Standard View (a basic room which may look out over a parking lot or non-descript area), Garden or Landscaping View, and a Water View (meaning pool, lake, marina, or other body of water). Some resorts offer their own additional categories, such as the Savanna View at Disney's Animal Kingdom Lodge, or a Boardwalk View from Disney's Boardwalk Inn and Villas. Location is another important consideration, not only when choosing your resort, but also when choosing your specific room. Deluxe Resorts are typically located near a park, sometimes within walking distance. Others may just be a boat ride away, while Moderate and Value resorts require a bus trip to get to the parks (unless you're driving of course). The Magic Kingdom Deluxe Resorts (Disney's Contemporary, Disney's Polynesian Village Resort, and Disney's Grand Floridian Resort & Spa) offer the additional luxury of being a monorail ride away from the Magic Kingdom and Epcot.

When it comes to choosing a specific room at a resort, there are lots of things to consider. But before we go over them, keep in mind that you won't always be able to request a specific room upon your arrival, though you can ask to have a request put on your reservation. (By "specific room" we mean a particular room number, not a tier such as a Garden View, which you would typically select when making your resort reservations.) If you are staying at a Disney Resort that you have been to before, remember what you liked and didn't like about your previous room. Use that experience to help you to pick out the same or different room. If you really liked where you were, you can always request that same room again when making reservations. With a little luck and some pixie dust, you may get it, or at least something close by.

Proximity to the parks is one thing you'll want to think about. Of course, many people don't care where their room is, they're happy enough just being at the most magical place on earth. And for some people, the resort room is "just a place to sleep." But for others, the resort experience is just as important as the time spent in the parks, perhaps even more so. Some people come just to relax, to play golf, admire their favorite holiday decorations, dine at a favorite restaurant, or go shopping. Imagine spending an afternoon monorail shopping at the Magic Kingdom resorts. Some people may not want to deal with the hot summer sun and may prefer a quiet balcony with a pleasant view to sit and relax before venturing out for an exciting evening at a park.

Even once you select your resort, you may want to consider things like proximity to the elevators, staying in quiet part of the resort, or getting a room with a great view. Nothing beats relaxing on your balcony at night to enjoy a magnificent view and to reflect on the magical day that you've just had.

### **Staying in Style**

So now that we have all the bases covered, where would you like to stay? Here are some of our favorites, if you have any of your own please share them with us!

Nestled away in the forest on Bay Lake is the rustic elegance of Disney's Wilderness Lodge. The center rooms provide a great view of the swimming pool, preserving the majestic splendor of the American Northwest. If you're fortunate enough to get room number 5168, you'll enjoy a great view of Disney's Electrical Water Pageant as it drifts by on its evening tour, though you'll want to keep in mind that this room is one of the farthest from the lobby. A room



overlooking the lobby will give you magnificent views of the timber frame construction and soaring totem poles (not to mention quick access to some of the cozy fireplace on the upper floors), but they may be a bit noisier, particularly during the day as people check in and check out (and hoot and holler over at the Whispering Canyon). Speaking of rustic, how about sleeping under the stars? Head on over to the Fort Wilderness Campground where you get your own cabin or even bring your own tent, camper, or RV to stake a claim in the great outdoors.

Over at Epcot, you can opt for an odd-numbered room in the 5050 block of rooms on the 5th floor of Disney's BoardWalk Inn. Not only will you enjoy a great view of Disney's Boardwalk and Crescent Lake, but you'll also be able to see the top of Spaceship Earth and have a great view of Illuminations. As an added bonus, you'll also be able to see Wishes at the Magic Kingdom off in the distance. On the BoardWalk below, you can watch the strolling performers juggling and entertaining Guests with feats of magic, balloon tricks, and music under the carnival lights. For a quieter retreat, look for a room on the opposite side of the resort to enjoy a nice view of the courtyard and gardens.

Great views of the Magic Kingdom can be found on the park side of the Contemporary Resort and Bay Lake Tower...the higher the floor the better. Imagine sitting on your balcony at the end of long day overlooking Walt's dream and

enjoying the majesty of Wishes. The Polynesian Village Resort also affords a great view of Wishes, especially if you're staying in a room with a beach view or one of the new Disney Vacation Club bungalow suites.

The Animal Kingdom Lodge may not have a view of any nightly fireworks, but no other Disney Resort can put you up close and personal with African wildlife. Imagine staying in a resort where you can look out and see a giraffe standing nearby!

Disney's Moderate Resorts are typically more spread out, and when choosing a room there you may want to pay attention to where you are in relation to the main lobby, a bus stop, or your favorite pool, depending on your preferences.

If you're an early riser and want to be on the first bus going to your favorite park, you may want to pick a room that is closest to one of the resort's bus stops. If you can find it on-line, look up a map of the resort you are staying at. That way when you make your reservations, you can request a certain area or block that will put you close to a bus stop. For example, if you're staying at Port Orleans Riverside, Blocks 14 and 15 are close to the food court and a Disney Transportation Bus stop (not to mention a boat that will take you to Disney Springs). Conversely, blocks 36 and 39 are more remote, meaning you'll have a longer walk to a bus stop, the food court, and the main pool area, though you may find the remote locations to be more peaceful since there will



be less Guest traffic nearby. Similarly, when staying at a resort like the Beach Club, you may opt for a room away from the elevators for a bit more peace and quiet since you won't have to hear Guests coming back from a late night at the park or excited children running down the halls who can't wait to get to their favorite park first thing in the morning.

Speaking of the Beach Club (*above*), this resort has the distinction of being home to the guest room that is closest to the entrance of a Disney park (short of staying in the Cinderella Castle Suite of course!), with the rooms on the farthest end of the resort being a short walk away from the International Gateway of Epcot. The aforementioned BoardWalk gives you the opportunity to take a short walk to two Disney parks; Epcot and Disney's Hollywood Studios. And of course the Contemporary Resort affords you the unique option of walking to the Magic Kingdom.

At the Value Resorts, you'll find that the rooms are a bit smaller (and all are a bus ride away from a Disney park), but what they lack in square footage they more than make up for with incredible theming. Children enjoy seeing the giant Dalmatians, sports gear, stars of Toy Story, larger-than-life toys; and even a piano-shaped swimming pool. When staying at any of the Value Resorts, you may want to consider your room's proximity to the lobby and bus stops. Depending on whether you're looking for convenience or some (relative) peace and quiet, you'll want to request a room or area

accordingly.

Since Walt Disney World opened back in 1971, Disney has been constantly building new resorts and expanding existing ones. Walt Disney himself once said, "Here in Florida, we have something special we never enjoyed in Disneyland, the blessing of size. There is enough land here to hold all the ideas and plans we could possibly imagine". Resort rooms are not just repainted, but refurbished from time to time. From new carpets, furniture, shower curtains, faucets, and wallpaper to upgrading the TVs, radios, and even the pictures on the wall, there's always something new to experience. For example, the Boardwalk Inn is renovating their rooms by adding a fold down bed under a new large flat screen TV, complete with a panoramic picture of Dumbo sleeping in his circus tent. Not only will your child enjoy sleeping in a room so magical, but it will add another sleeping area; perfect for a larger family. So please pardon the Pixie Dust during these times of construction, it just means that more magic is on the way!

But whether you decide to request a special room, or just leave your room assignment to the hands of fate, one thing is for sure. You'll be staying in a place that was part of one man's very big dream, and that dream has turned into a reality that all of us have enjoyed for many years, and for many years to come.

Welcome home!



# Wandering the World

Offbeat  
Adventures  
and Unusual Discoveries  
by Ray Harkness



When we last parted ways, my companion and I had just deciphered the mysterious space alphabet found throughout Tomorrowland. In the course of translating the cryptic text of the newspaper sold by the robot newsboy by the Tomorrowland Transit Authority PeopleMover, we realized that Stitch was still on the loose. Having had enough of this mischievous alien, we opted to make our way toward Fantasyland for some light-hearted frivolity. But where would we go first? As we wandered into Fantasyland we realized that it was a rather warm day, and a retreat from the heat seemed like a welcome idea.

But how to cool down our core temperatures? Some ice cream? Or a refreshing LeFou's Brew from Gaston's Tavern? As tempting as these ideas were, we were more in the mood for a good soaking, and we knew just where to go.

We headed on over to the Casey Jr. Splash 'N' Soak Station in Storybook Circus, and were delighted to find a menagerie of animals, including elephants and giraffes, spraying water fountains throughout the area. (Astute travelers will recall that this was the home of another water play area, Donald's Boat at Mickey's Toontown Fair.)

As we cooled off in the spray of cold water and delighted in the shrieks of happiness from the other children in the area (though you're never too old for some good old-fashioned Disney fun!), we started to look at the incredible details found throughout the area. The attraction is of course meant to replicate the Casey Jr. train from Dumbo that transports the circus from town to town, and the whimsically illustrated posters and ornate wagon decorations magically bring the film to life.

But there was one detail that had me puzzled; some mysterious numbers found on some of the wagons. For example, the number "71" appears on the elephant car, while the number "82" can be spotted on the clown car, "89" is on the giraffe car, and "98" is on the camel car. Was this a reference to the number of elephants, giraffes, and so on that were a part of the circus? (Surely there can't be that many!) Or the gallons of water that each car held? Perhaps it was the number of times the water cannons had been let loose that day, or even the number of Guests who have gotten doused.

But then my companion remembered that the Imagineers love to hide little tributes to other attractions and

significant historical clues in the least likely of places. I looked at the numbers again and tried to imagine what they could be. I stared at them for a few moments until I realized that they could signify years. But what years? Of what importance do 1971, 1982, 1989, and 1998 hold in Disney history...?



Wait a minute... could it be that simple?

Yes! Those are the years that each of the four Walt Disney World parks opened, how clever! I started to turn to let my companion in on the secret, when a trunkful of water landed right on my head. Well, it serves me right for getting distracted, and at any rate the cool water was still quite refreshing.

So remember fellow travelers, you never know where a secret discovery lies waiting to be found, so always keep your eyes open. (Though be sure to keep one eye peeled for stray water jets.)

Until next time, this is Ray, and you've been wandering the world!



A large, leafy tree with a sign that says "BY THE NUMB3RS" and "Disney's Animal Kingdom". The sign is white with blue text and has several small circular icons with numbers on it. The tree is the central focus of the image, with its branches and leaves filling most of the frame. The background is a clear blue sky.

# BY THE NUMB3RS

# Disney's Animal Kingdom

**500**

Size, in acres, of the entire park. That's five times larger than the San Diego Zoo, home to the largest number of animal species of any other zoo in the United States. Speaking of number of species...

**250**

Number of different species that reside at Disney's Animal Kingdom, represented by more than 1700 individual animals.

**145**

Height, in feet, of the park's symbolic icon, The Tree of Life. As impressive as that is, it's actually 35 feet shorter than Spaceship Earth, and 38 feet shorter than Cinderella Castle.

**80,000**

Number of crickets ordered every month by the park's dieticians to feed the animals.

**27 million**

Gallons of water in Discovery River, equivalent to nearly 2000 swimming pools.

**4.4 million**

Cubic yards of dirt that were delivered by truck to the Animal Kingdom during its construction. The process involved the use of 60 dump trucks every day for two years straight.

**1,500**

Number of authentic hand-painted wooden animal carvings that were created by craftsmen on the island of Bali and put on display throughout the park.

# In Search Of...

## The Haunted Mansion Doggy Door

By Tim Foster



On this day I found myself touring the Haunted Mansion, and on this particular tour I decided I would pay more attention to our host rather than focusing on the ghoulish artwork and artifacts found throughout the manor. As I stood in the stretching room I realized that I hadn't noticed how frightening our welcoming speech actually was (I certainly had been unaware that my "cadaverous parlour betrayed an aura of foreboding"). I was particularly alarmed when our Ghost Host showed us his preferred way of exiting the doorless chamber. I was also discomfited by the notion that there were 999 happy haunts here; surely there must be another living soul in this dilapidated mansion?

As my tour continued into the graveyard, my overwhelming sense of fear was briefly replaced with relief, as I happened upon the only other "living" person (other than me and my fellow Guests) inside the Mansion, the caretaker. He seemed awfully frightened though, and I suspected he would much rather be anywhere else than inside this ghoulish graveyard. It was then that I noticed his equally nervous dog. I wondered how, and if, the two of them came and went or if they were destined to guard the cemetery forever. I decided for their sake (and mine) that I would seek out their method of entry...and exit...from this frightful place.

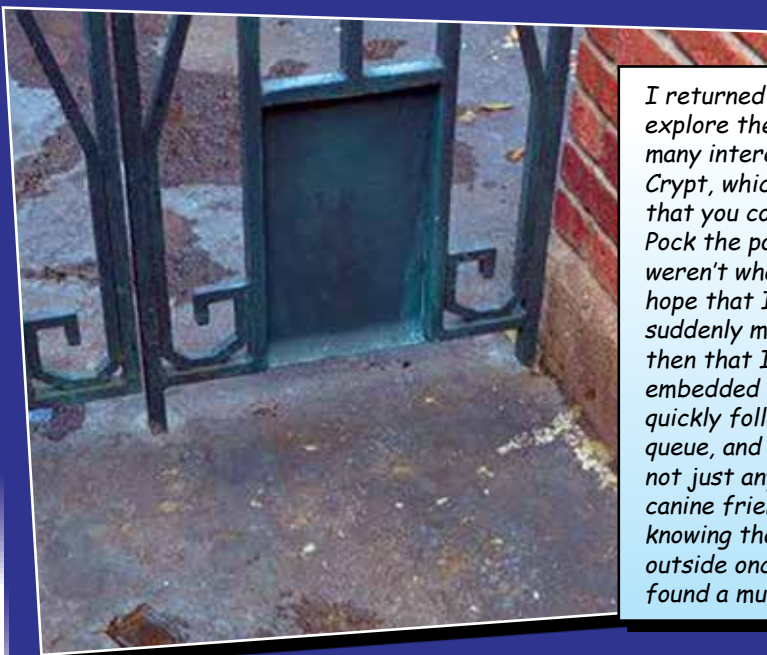


I thought back to the rooms that I had passed through before I descended into the graveyard, wondering if I had missed something along the way. I did recall seeing a series of doors, but unfortunately it seemed they were designed to keep the room's occupants trapped inside, rather than providing a way out of the mansion. I thought back to the room with the M.C. Escher-inspired stairs, and recalled seeing several sets of red and green footprints climbing up and down the steps. Unfortunately, whoever was leaving the footprints seemed more intent on lighting and extinguishing the candles throughout the room, and in any event I hadn't noticed an accessible door in the area.



Having made my way out of the graveyard, I wandered around outside the Mansion to see if I could find any clues. To my dismay, I did find another cemetery of sorts, a pet cemetery. I feared that the dog hadn't escaped after all and had found a permanent home here. I searched through the graveyard and found tombstones for a duck named Little Waddles ("Little Waddles saw the truck, Little Waddles didn't duck"), and the infamous Mr. Toad. I also found a couple of dog tombstones, but one was for a poodle named Fi Fi and another that had a basket in his mouth. Thankfully neither was the caretaker's dog, so with a sigh of relief I continued on my quest.

I made my way out to the heart of Liberty Square, not sure what I was looking for. I was beginning to think that I was on a wild goose chase when I happened to look down to find something that I hadn't noticed before - horseshoe prints in the ground. Though unrelated to the mystery at hand, it did remind of the footprints that I had seen earlier in the staircase room. While those had been human footprints, I wondered if I might find some doggy footprints out and about.



I returned to the Haunted Mansion and decided to explore the new queue area more thoroughly. I found many interesting artifacts here, including the Composer Crypt, which featured a number of ghoulish instruments that you could play by touch, and a crypt for Prudence Pock the poetess. As interesting as these were, they weren't what I was looking for, and I began to lose hope that I would ever solve the canine conundrum. But suddenly my face broadened into a wide smile, for it was then that I happened to notice two sets of footprints embedded into the pavement, one human and one dog. I quickly followed them to a gate toward the back of the queue, and was even more delighted to find a door. And not just any door; a doggy door perfectly sized for our canine friend. I breathed a tremendous sigh of relief knowing that the frightened pooch was able to step outside once in a while to get some fresh air...and that he found a much better method to "find a way out."



# How Much Do You Know About the Waterways at Walt Disney World?

by Tim Foster

**1. What is the name of the lagoon in the Epcot Resort Area?**

- a. World Showcase Lagoon
- b. Crescent Lake
- c. Mineral Springs
- d. Fellowship Lake

**2. What is the name of the river that runs alongside the Port Orleans resort?**

- a. Riverside
- b. Chikranadi River
- c. Lil Mississippi
- d. Sassagoula River

**3. There was once a boat attraction planned for the Germany pavilion that was never built. On what river would the attraction have been set?**

- a. The Rhine
- b. The Danube
- c. The Elbe
- d. The Weser

**4. What is the name of the waterfall that you travel behind in the Jungle Cruise?**

- a. Inspiration Falls
- b. Albert Falls
- c. Victoria Falls
- d. Schweitzer Falls

**5. What is the name of the "lazy river" attraction at Typhoon Lagoon?**

- a. Overlook River
- b. Castaway Creek
- c. Roundabout River
- d. Miss Tilly Creek

**6. On the Jungle Cruise, you'll journey down several famous rivers from around the world. Which of these is NOT among them?**

- a. Congo
- b. Meekong
- c. Volta
- d. Nile

**7. What waterway is represented by the stonework between the Morocco and France pavilions in World Showcase?**

- a. The Strait of Gibraltar
- b. The Suez Canal
- c. The Red Sea
- d. The Mediterranean Sea

**8. What is the only Walt Disney World park not accessible by boat?**

- a. Disney's Hollywood Studios
- b. Epcot
- c. Disney's Animal Kingdom
- d. Magic Kingdom

**9. How many watercraft routes tour Bay Lake and Seven Seas Lagoon?**

- a. 2
- b. 3
- c. 4
- d. 5

**10. In which attraction can you see Niagara Falls?**

- a. Soarin'
- b. O, Canada!
- c. Impressions de France
- d. it's a small world

11. In the film "Reflections of China," part of your tour takes you on a thrilling flight down the longest river in Asia. What is its name?

- a. Yangtze River
- b. Yellow River
- c. Mekong River
- d. Nuijiang River

12. What is the name of the river that flows alongside Frontierland?

- a. Liberty River
- b. The Little Mississippi
- c. Chick-A-Pin River
- d. Rivers of America

13. Where is the real Echo Lake (represented in Disney's Hollywood Studios) located?

- a. Anaheim
- b. Los Angeles
- c. Beverly Hills
- d. Burbank

14. What ocean are you "under" during The Seas With Nemo and Friends attraction?

- a. Atlantic
- b. Arctic
- c. Antarctic
- d. Pacific

15. What is the average depth of the Seven Seas Lagoon?

- a. 10 feet
- b. 14 feet
- c. 21 feet
- d. 26 feet

**Quiz Answers**

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

**ANSWERS**

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

**WHO AM I?**

- 1. Ariel
- 2. Belle
- 3. Aurora (or Briar Rose)
- 4. Mickey Mouse
- 5. Arlo
- 6. Quasimodo

**IN THE JUNGLE**

- 1. The Jungle Cruise
- 2. Kilimanjaro Safaris
- 3. Living With the Land
- 4. Gran Fiesta Tour
- 5. Kali River Rapids
- 6. The Polynesian Village Resort

**NOT-SO-HIDDEN MICKEYS**

- 1. The gift shop at Mickey's PhilharMagic
- 2. Mission: SPACE
- 3. The Magic of Disney Animation (now closed)
- 4. Main Street U.S.A.
- 5. Camp Minnie Mickey (now closed)
- 6. One Man's Dream
- 7. The Wilderness Lodge Mercantile
- 8. The Contemporary Resort

9. The Partners Statue on Main Street U.S.A.

**BRAIN BUSTERS**

Wheezy

**FIND THE DIFFERENCE**



- 1. There is a spot on the rhino.
- 2. The deer is missing.
- 3. The horn is longer.
- 4. The man is facing the other way.
- 5. The pack is a different color.
- 6. The pack is gone.
- 7. The cloth is gone.
- 8. The tree base is wider.
- 9. The antler is backwards.
- 10. The hyena is missing a leg.

FIND THE DIFFERENCE BONUS ANSWER  
Trader Sam

**WORD SCRAMBLE**

- 1. GOLF BALL
- 2. HANG GLIDER
- 3. PINE TREES
- 4. ORANGES
- 5. JET PLANES
- 6. DISNEYLAND
- 7. OCEAN
- 8. FIREWORKS

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

**TEST YOUR KNOWLEDGE**

- 1. Harambe is a Swahili word meaning "coming together."
- 2. The Festival of the Lion King
- 3. It is the tallest mountain in Africa.
- 4. The Gorilla Falls Exploration Trail
- 5. They were brought in to make the thatched roofs located on the buildings throughout Africa.
- 6. Those are called Baobab trees, and no, the ones you see at Disney's Animal Kingdom aren't real.

**SECRET SYMBOLS**

- 1. Duku La Filimu Shop
- 2. Kivuku Computer Training Center sign
- 3. Kusafiri Coffee Shop & Bakery
- 4. Giraffe carving on the entry sign to Africa
- 5. Drawing on the Ziwani Traders building

**WHERE AM I?**

- 1. Mombasa Marketplace
- 2. Kilimanjaro Safaris Booking Office sign in Harambe
- 3. Gourd outside the window of the Kusafiri Coffee Shop and Bakery
- 4. Fruit basket in the Harambe Fruit Market
- 5. Bicycle outside the Mombasa Marketplace
- 6. Side of the Kusafiri Coffee Shop and Bakery building
- 8. Poaching Warning Sign on the Harambe Fort

# Kids Korner

## Who Am I?

What is the real name of these characters?

1. The Little Mermaid
2. Beauty (Beauty and the Beast)
3. Sleeping Beauty
4. The Sorcerer's Apprentice
5. The Good Dinosaur
6. The Hunchback of Notre Dame

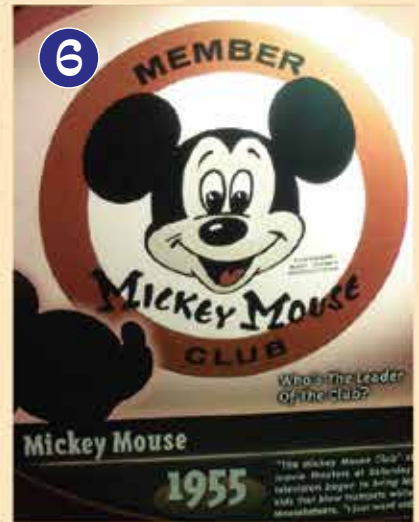
### In the Jungle

Let's go exploring! Can you figure out where you'd find these Disney jungles?



# Not-So-Hidden Mickeys

Here are some notable Mickeys at Walt Disney World (past and present). Can you figure out where they are?

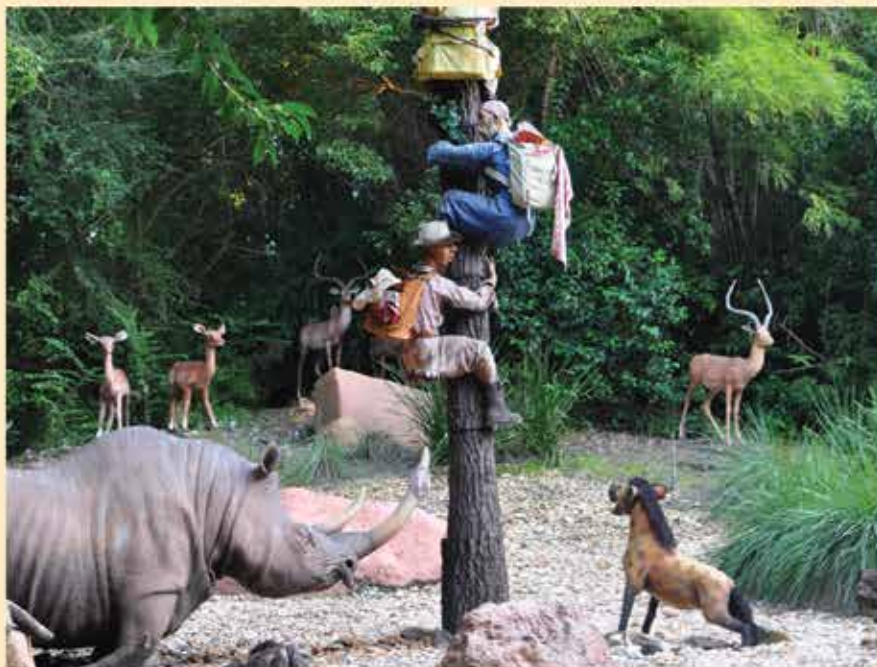


## Brain Busters

What is the name of the penguin toy that Woody finds on the shelf in Toy Story 2?

## Find the Difference

There seems to be a lot of mayhem happening over at the Jungle Cruise. Can you find the ten differences in the photos below?



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### BONUS

### QUESTION

What is the name of the native salesman you see toward the end of the Jungle Cruise?

# Word Scramble

See if you can unscramble these things you'd find in Soarin'!

1. OGLF LABL

□□□□ □□□□

3. NEPI STEER

□□□□ □□□□□□

5. TJE SNAPEL

□□□ □□□□□□

7. ANCEO

□□□□□

2. NAHG RIDELG

□□□□ □□□□□□

4. GRASENO

□□□□□□□

6. DYELIDANNS

□□□□□□□□□□

8. WIREKROFS

□□□□□□□□□

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).

### What are you most looking forward to in the upcoming year at Disney?

Wow, there are so many things to look forward to! I can't wait to see the new movie in Soarin', and it will be really cool to see the animals at night at Kilimanjaro Safaris. But I'm really looking forward to all of the Star Wars excitement that will be coming to the parks (I've already seen the movie three times!). While it'll be a little while for the big rides to open, I'm already looking forward to visiting the Star Wars Launch Bay and riding the updated version of Star Tours!

### If you could spend the day with any Disney character, who would it be?

Do you mean I could actually spend the whole day with a princess? Or ride around the parks on Maximus from Tangled? That's a tough decision! Maybe I could be Jack

Sparrow's first mate, or Buzz Lightyear's Ace Space Ranger! But who am I kidding... nothing would beat spending the day with the greatest Disney star of all, Mickey Mouse!! Hopefully he would have lots of stories to tell me!

### If you could watch Wishes from anywhere you wanted, where would you go?

Well, my favorite place to watch Wishes is right in the middle of Main Street U.S.A., though one time I watched them from Tomorrowland by Cosmic Ray's Starlight Café, that was really cool! But where would I REALLY like to watch them? Why, the very top of Cinderella Castle of course! I'd even give Tinker Bell a "high five" before she started on her flight to Tomorrowland!

# MYSTERY QUEST

DISCOVER THE SECRETS OF  
WALT DISNEY WORLD

## AFRICA

### Test Your Knowledge of Africa at Disney's Animal Kingdom:

1. What does the word "Harambe" mean?
2. Which attraction was recently relocated to Africa to make way for Pandora – The World of Avatar?
3. Kilimanjaro Safaris is named for Mount Kilimanjaro. What notable distinction does this mountain hold?
4. What was the original name of the Pangani Forest Exploration Trail when it first opened?
5. When construction was underway for Africa, 13 Zulu craftsmen from Kwazulu-Natal, South Africa were brought in to help with one particular feature of the area. What was it?
6. What are the "upside-down" trees seen in Harambe and Kilimanjaro Safaris called? And are they real?

### SECRET SYMBOLS Where can you find these cryptic inscriptions?



# WHERE AM I? Can you figure out where these photos were taken?



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





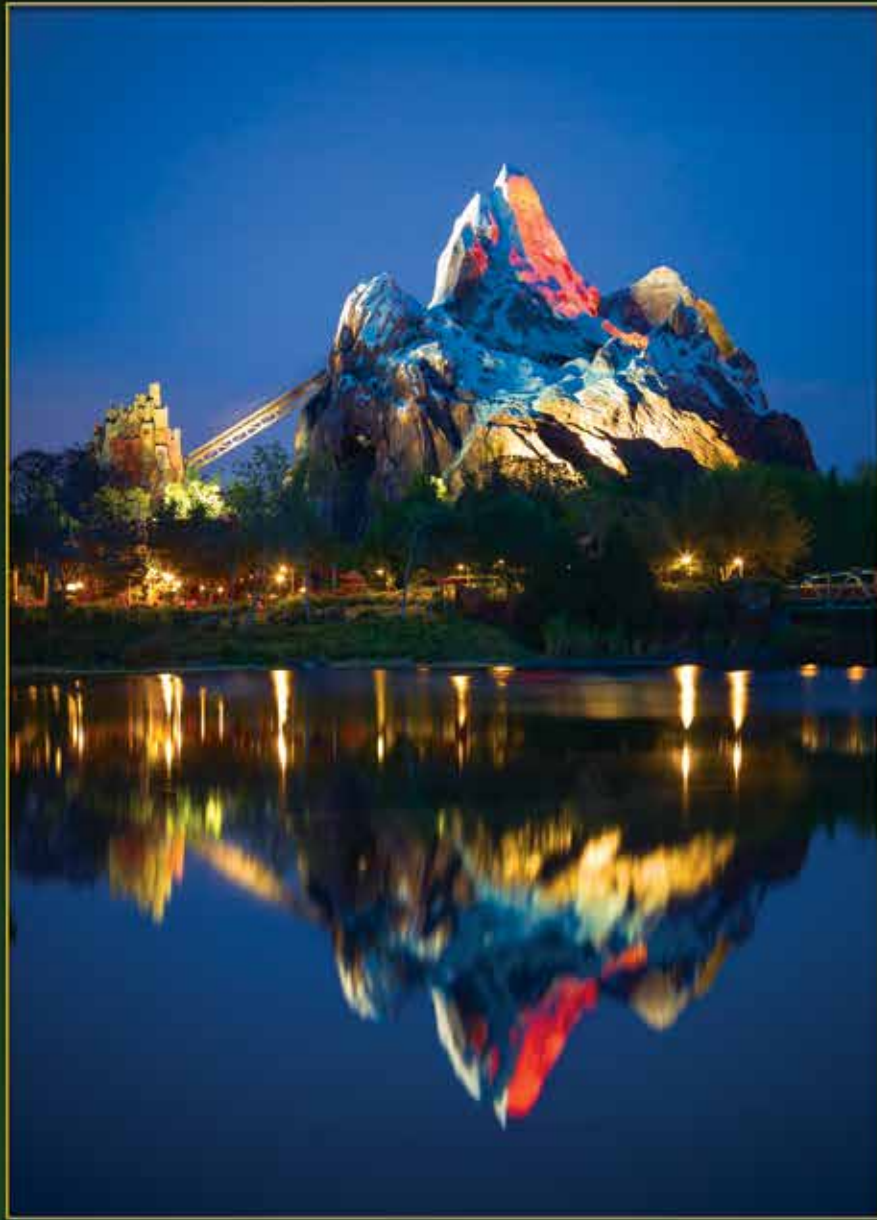
## Top 10 Things You Didn't Know About BB-8

1. BB-8 has quickly become one of the most popular characters of *The Force Awakens*, following in the footsteps of his droid forerunners R2-D2 and C-3P0.
2. The original design of BB-8 came from director J.J. Abrams, who made a simple sketch on a napkin: two circles atop one another, with a tiny dot for an eye. BB-8's different shaped panels were purposely added to allow the viewer to tell the direction in which BB-8 was going. Creative Effects Supervisor Neal Scanlan noted that "If you had parallel patterns that ran around the circumference, they would be less informative as to the direction BB-8 was traveling than a slightly more chaotic pattern."
3. But what do all those panels do? While Scanlan describes BB-8 as a "Swiss Army Knife that shouldn't be trusted," he acknowledged that many of the panels don't have a specific purpose...yet. That allows the designers to give BB-8 more functions in future films if necessary.
4. If your first reaction upon seeing BB-8 was that he looked like a big soccer ball, you were closer to the truth than you may have realized. Concept Designer Christian Alzmann confessed "I looked at a lot of soccer balls [when designing BB-8]...you start looking at everything spherical for inspiration. I think I ran across a soccer ball, and I was just like, 'Oh, it's kind of perfect.'"
5. So how did BB-8 get his name? According to Abrams, "I named him BB-8 because it was almost onomatopoeia. It was sort of how he looked to me, with the 8, obviously, and then the two Bs." The droid's name was actually one of the few character names that remained the same throughout the film's development and production.
6. Viewers might think that BB-8 is a stunning example of CGI animation at it's finest, but surprisingly, the BB-8 you see on screen is a real prop, created by Scanlan and operated live on set with the



- actors. Several BB-8 models were constructed, the most prominent being a puppet. There were also several radio-controlled units, as well as simple props that didn't move. Most of the "walking" scenes were done with the puppet version, with rods removed in post-production. Even among the remote controlled units, there were several varieties. The "Wiggler" could twist and turn on the spot and was used for close-ups, the "Trike" had stabilizer wheels which allowed it to be driven without a puppeteer, there was lighter version that could be picked up by actors, and a "Bowling Ball" version which could literally be thrown into a shot and remain upright (much like a Weeble toy; "Weebles wobble, but they don't fall down!").
7. Just like R2-D2 and C-3P0, B-8's personality was vitally important. Scanlan elaborates, "We always imagined BB-8 as being quite manipulative. I think he knows he's cute. He knows that he can win people over. And he uses that like children do to get his own way."
8. BB-8 made his public debut at the Star Wars Celebration Anaheim event held in April 2015 during Abrams' *Star Wars: The Force Awakens* panel. BB-8 rolled out onstage with his dome twisting all around, beeping and booping the entire time. He peered out at the audience and circled around R2-D2, much to the astro-mech droid's dismay.
9. The voice of BB-8 was created by Abrams, who manipulated the voices of comedians Bill Hader and Ben Schwartz (both credited as "BB-8 vocal consultants" in the film), through a talkbox attached to an iPad that was running a sound effects app.
10. Everyone refers to BB-8 as a "he," but was that always the case? Scanlan reflects, "I'm still not sure, dare I say, whether BB-8 is male or female...BB-8 was female in our eyes. And then he or she became male. And that's all part of the evolution, not only visually, but in the way they move, how they hold themselves." 🐾





*"Our films have demonstrated that facts can be as fascinating  
as fiction...and have opened the eyes of young and old to the  
beauties of the outdoor world..."*  
*-Walt Disney*