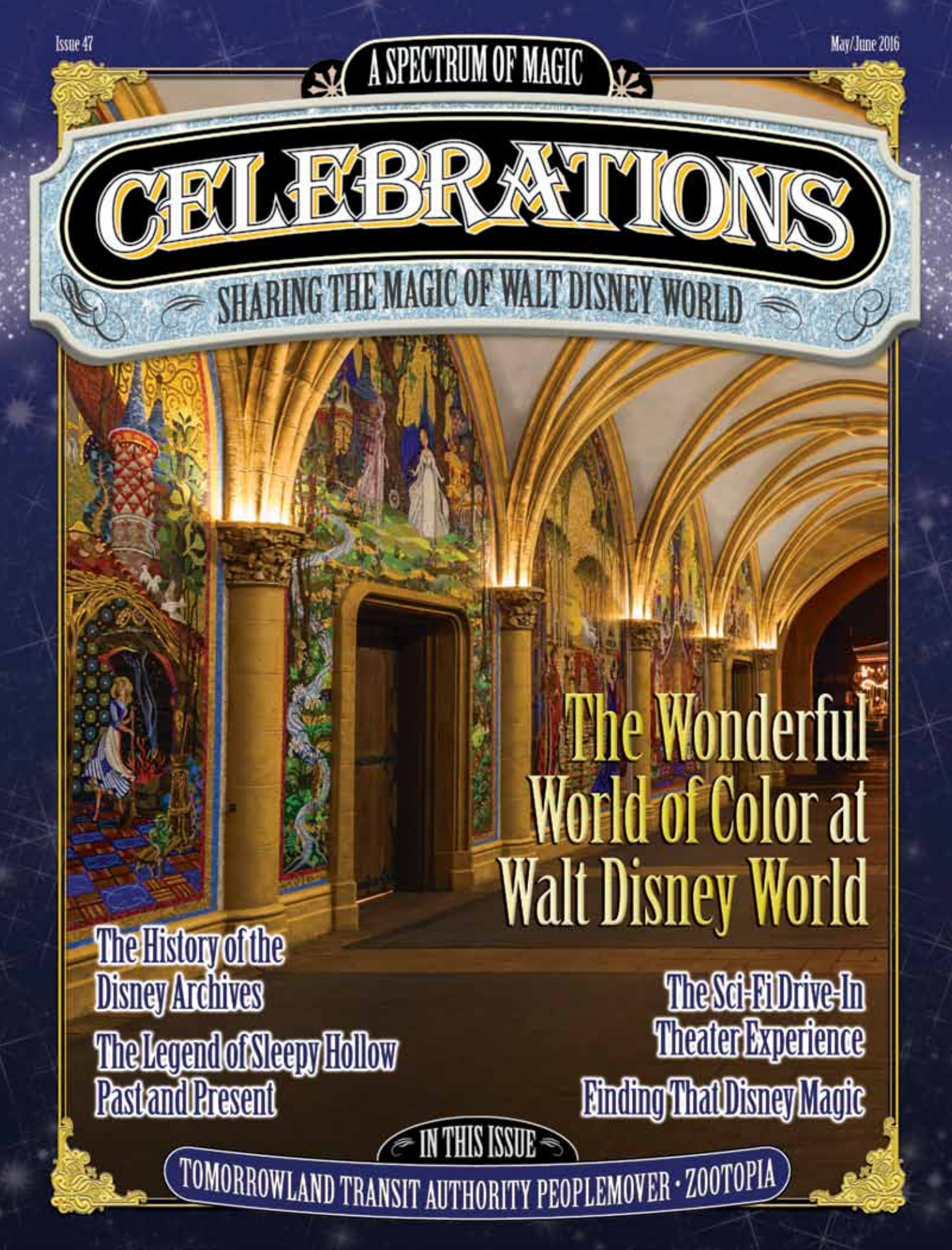
Issue 47

May/June 2016

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SHARING THE MAGIC OF WALT DISNEY WORLD



The Wonderful World of Color at Walt Disney World

The History of the Disney Archives

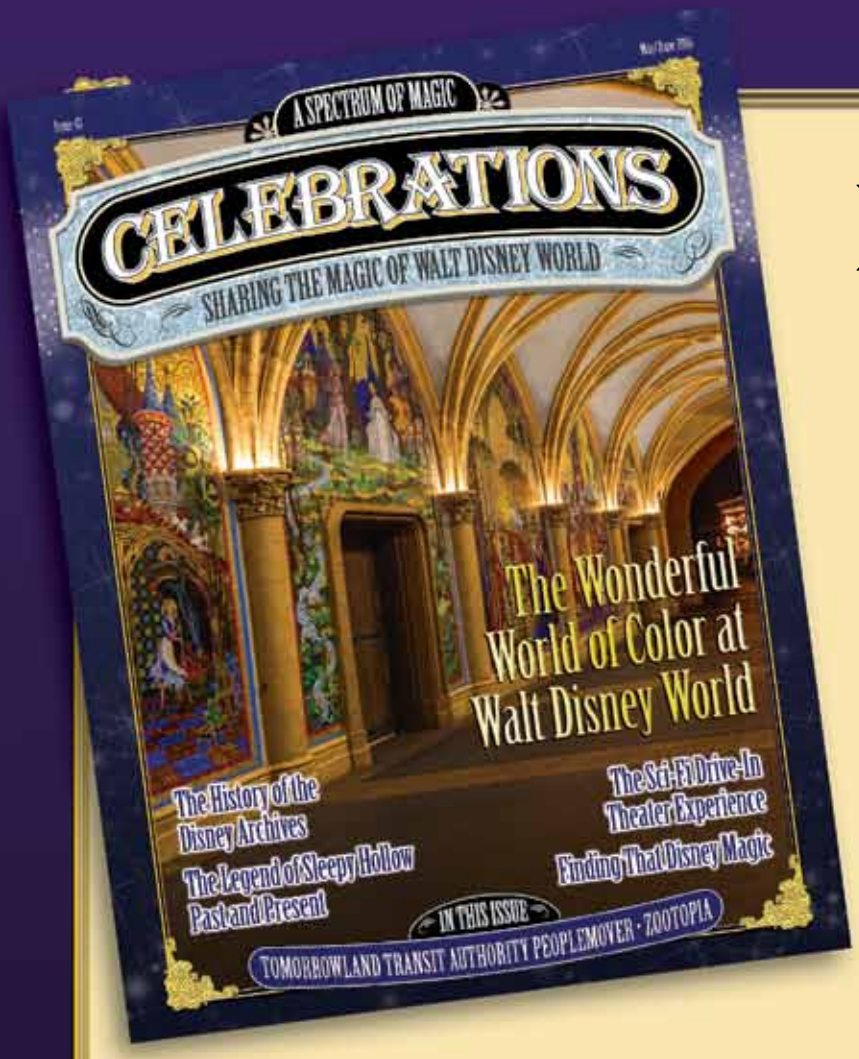
The Legend of Sleepy Hollow Past and Present

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IN THIS ISSUE

TOMORROWLAND TRANSIT AUTHORITY PEOPLEMOVER · ZOOTOPIA



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CELEBRATIONS
DISCOVERING THE MAGIC OF WALT DISNEY WORLD
Issue 47

The Wonderful World of Color at Walt Disney World



Preserving the Magic: The History of the Disney Archives



The Legend of Sleepy Hollow: Past and Present



Finding That Disney Magic



Invasion of the Colossal Sci-Fi Drive-In Experience



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Animals, Animals, Animals!

With the release of *Zootopia* and the upcoming release of the live-action version of *The Jungle Book*, I thought this would be a perfect time to reflect on the role of the natural world at Walt Disney World, and specifically the animals (real and Animatronic) that help to bring that Disney magic to life. No, I'm not talking about the world's most famous mouse and other beloved Disney characters. I'm referring to the actual animals that you'll find throughout the parks.

Long before Disney's Animal Kingdom was even a concept, animals were a key part of the show at Walt Disney World. Indeed, Walt Disney himself loved nature…so much so that he had originally hoped that the Jungle Cruise would feature live animals. Even though that idea proved to be impractical (it wouldn't do to have the elephants sleeping on the job right as they were supposed to be revealing their, er, swimming trunks!), the concept of showing animals in their natural habitat was always a part of the Disney experience.

The idea would of course culminate in the creation of Disney's Animal Kingdom, whose very concept was, and is, based on the idea of showing the wonder and majesty of the natural world and its many inhabitants in the way that nature intended. And of course, animals have long been at the heart of Disney storytelling, from Bambi and Dumbo to Remy and Judy Hopps from *Zootopia*. Even in their animated forms, Disney artists have always strived for a degree of realism in their creations…not only to bring the characters convincingly to life, but to pay respect and to honor the wonder that is the natural world.

You can still see that commitment alive and well today throughout the Disney parks and films, but just remember that it all started with one man's love of nature, and Walt Disney summed it up perfectly when he said, "I have a great love of animals and laughter." That spirit shines through to this day, and is just one of the many things that adds to that Disney magic.

Enjoy the magic!
Tim Foster





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DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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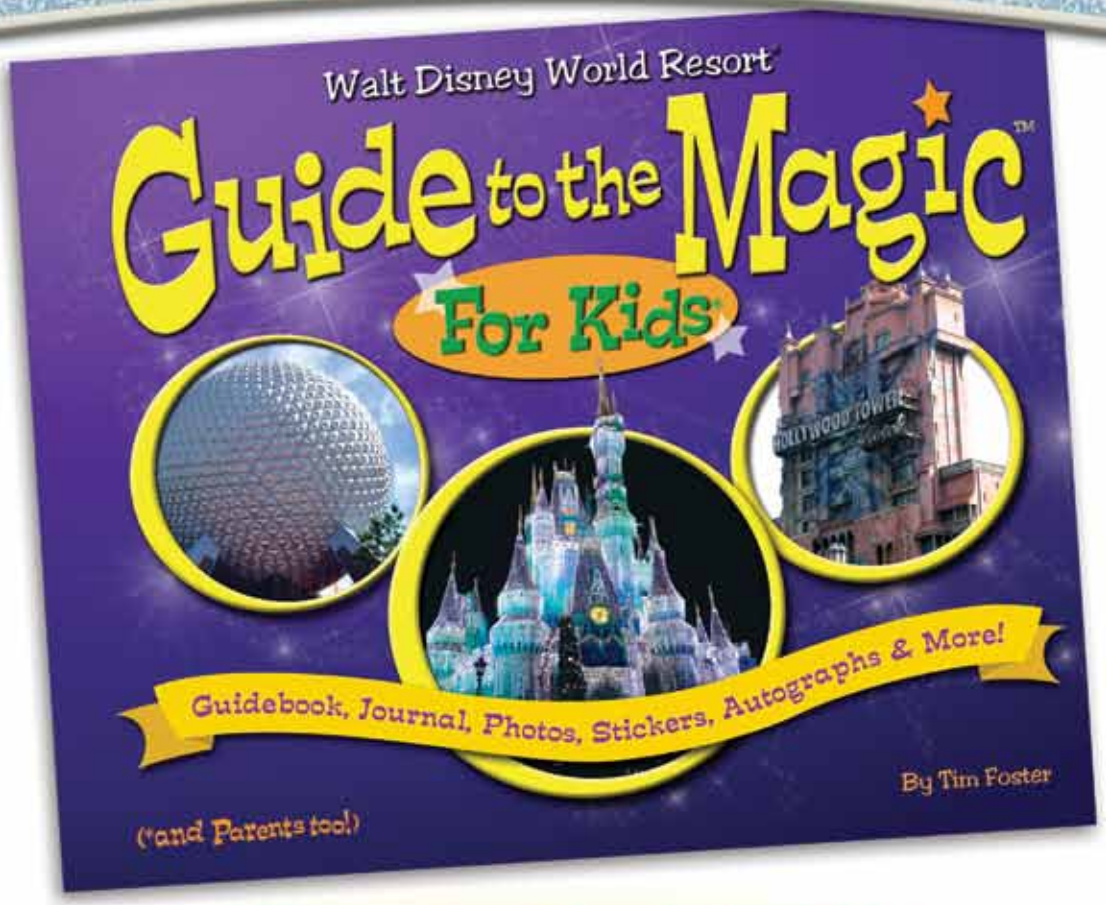
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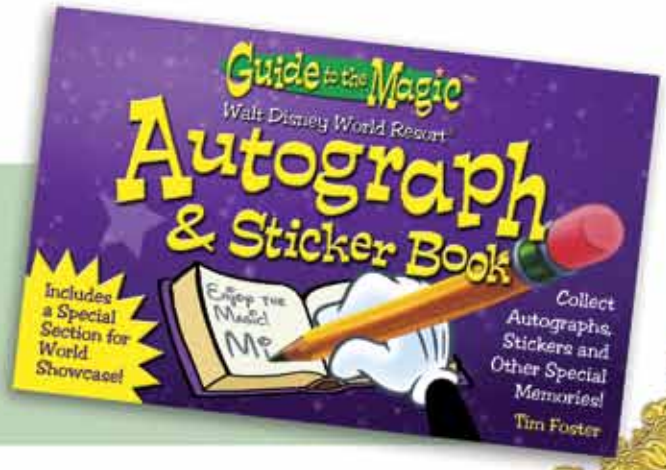


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Kevin Carpenter works in professional soccer and enjoys writing from his home in Berea, Ohio. Kevin has been published on ESPN Cleveland, On the Fly, and Cleveland.com. Kevin is a life-long Disney fan with a particular interest in the life and works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



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).



Chris Smith loves Walt Disney World because it makes him feel like a kid again. When he visits the Happiest Place on Earth, Chris completely returns to that state of mind, ready to explore distant jungles, ride in pirate ships, and fly in rockets. Chris loves to share the magic of Disney with his wife Alexis, and his children Koty, Samuel, Scarlett and Alice Anne. Chris works on Disneykidagain.com, a Walt Disney World Blog for Disney kids of all ages.



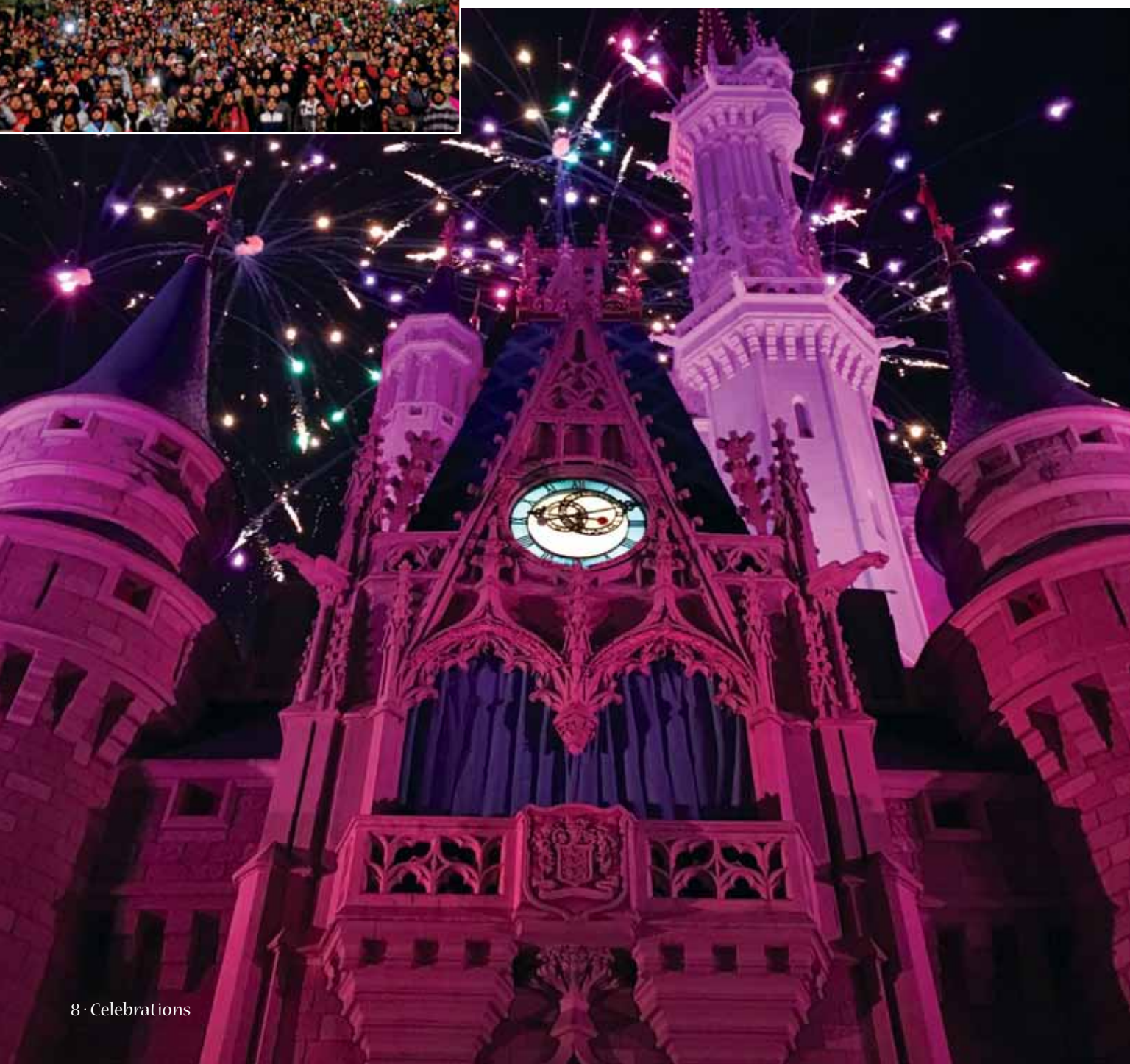
Letters

A Magical Moment

My family and I recently went to Disney and had a magical time. On are vacation, we were eating at Cinderella's Royal Table in Cinderella's Castle. We finished right as the fireworks were starting. When we exited the restaurant, we were surprised to find the area roped off so we were stuck under the castle. There we were on the castle stage like we were the featured guests! We had a great view of not only the fireworks right above us but the massive crowd watching the show…and maybe us! It was a night we will remember forever.

Kelly and Evan Raudenbush





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.



Disney News

Blockbuster Experiences Will Debut This Summer Across All Four Walt Disney World Theme Parks

An unbeatable lineup of blockbuster attractions will debut at Walt Disney World Resort this year starting with the April 4 launch of a new live stage show at Disney's Hollywood Studios. On Earth Day, April 22, a sweeping immersive, animal-themed theatrical production, "Rivers of Light," will premiere as the first-ever nightly show at Disney's Animal Kingdom.

An epic array of shows and attractions will continue to open throughout summer, creating exciting new guest experiences across all Disney theme parks and entertainment venues. A new Magic Kingdom castle show will bring favorite characters from "Tangled" and "Princess and the Frog" for the first time to the grandest stage in Walt Disney World. Stars of the runaway Disney hit, "Frozen," will take a bow in multiple Disney parks, and the first Frozen-themed attraction will sail into guests' hearts at Epcot. Even more Star Wars-themed original entertainment, nighttime Animal Kingdom experiences and Disney Springs openings will set the stage for endless summertime fun.

Disney's Animal Kingdom

The magic of nature after dark takes center stage at Disney's Animal Kingdom when the all-new Rivers Of Light waterside show premieres April 22, Earth Day — marking the Walt Disney World theme park's thrilling transformation from a day-into-nighttime experience.

"Rivers of Light," an immersive nighttime extravaganza blending performers, floating lanterns, special effects and stunning theatrical imagery projected upon giant water screens, will premiere in a new Discovery River waterside theater.

The park's iconic Tree of Life will awaken each night





amid a lively celebration of Discovery Island music and dance. Through stunning visuals, animal spirits appear and enchanted fireflies reveal stories of wonder as the tree morphs to showcase the magic of nature.

Kilimanjaro Safaris transitions to a new nighttime adventure. Each evening, the popular Kilimanjaro Safaris daytime experience is artfully bathed in the look of sunset with special lighting allowing guests to explore and enjoy this attraction well into the night.

For the first time, hyenas and African wild dogs join the safari trail creature feature.

Hungry adventurers can have lunch or dinner at the new Tiffins signature restaurant *(opposite)*, opening later this summer on Discovery Island. Guests seated in the restaurant's travel-themed dining rooms or on the waterfront patio can sip libations and savor dishes featuring African, Asian and South American flavors.

Across the park, guests can experience long-time favorites such as Expedition Everest, DINOSAUR, and Kali River Rapids with more time to enjoy them into the night.

Epcot

Anna, Elsa and other beloved characters from the blockbuster film, "Frozen," will give the summer season a warm hug at Epcot and several other Disney parks. Meanwhile "Turtle Talk with Crush" makes fun waves and Soarin' takes guests to new heights.

Step into the kingdom of Arendelle with Anna, Elsa and their co-stars as they welcome guests aboard the new Frozen Ever After boat ride at the Norway pavilion, *(above)* featuring the most advanced Audio-Animatronics to date. Passengers will celebrate a "Summer Snow Day," visit the ice palace, and hear beloved film tunes plus new lyrics by Oscar-winning "Let It Go" songwriters Bobby Lopez and Kristen Anderson.

Also at Norway pavilion, Anna and Elsa will greet guests in the new Royal Sommerhus, modeled after a traditional Norwegian cabin.

In Future World, guests will celebrate the U.S. debut of the new Soarin' Around the World attraction at The Land pavilion this summer. Now with a third Epcot theater, plus new digital screens and projection systems, the expanded attraction takes guests on an exhilarating "flight" above spectacular global landscapes and man-made wonders.

Guests will also find new additions at "Turtle Talk with Crush" beginning in early-May with characters from Disney·Pixar's "Finding Dory." When Crush the sea turtle swims up to the "Human Tank" at Epcot, he'll be joined by Dory and some of her new friends that guests will get to know when "Finding Dory" swims into theaters on June 17, 2016.

Artwork ©Disney



Magic Kingdom

Classic Disney characters will join contemporary animated film stars this June in a new extravaganza on the grand Cinderella Castle stage; and Magic Kingdom guests can experience a new dining adventure.

For the first time, modern Disney characters Tiana of "Princess and the Frog," and Rapunzel of "Tangled," co-star with Anna and Elsa of "Frozen," and a host of classic characters in the new Mickey's Royal Friendship Faire *(above)*. Performed on the grandest stage in the kingdom, the star-studded tale of friendship presents Mickey Mouse and his troupe of Merry Makers — Minnie Mouse, Donald, Daisy and Goofy – who invite 10 new friends from different animated worlds to join the celebration. This "timeless fairytale" of a show combines grand dance, fireworks and stunts with memorable music, an original song and special effects.

Next door to the legendary Jungle Cruise, guests can enjoy the bold flavors of "World Famous Jungle Cuisine" served by the wisecracking crew of the new Jungle Navigation Co. Ltd. Skipper Canteen. It's the first Disney full-service restaurant themed after a specific park attraction.

Disney's Hollywood Studios

In the galactic wake of Star Wars: The Force Awakens, new Star-Wars-themed experiences shift into light speed.

The next generation of Star Wars-themed fireworks shows, "Star Wars: A Galactic Spectacular," *(opposite)* will premiere this summer with new fireworks, lasers, special effects and video projections of characters and scenes from the complete saga, all set to the iconic score of the film series.

The live stage show "Star Wars: A Galaxy Far, Far Away" will debut April 4, celebrating iconic moments from the Star Wars saga with live vignettes featuring popular characters such as BB-8, Kylo Ren, Chewbacca, Darth Vader, and Darth Maul.

The March of the First Order Stormtrooper procession led by Captain Phasma from the Star Wars Launch Bay to the park's Center Stage adds menace to the entertainment. The just-opened Star Wars Launch Bay showcases large-scale artifacts and encounters with characters including Kylo Ren. The re-imagined Jedi Training: Trials of the Temple experience also features new characters. And at Star Tours – The Adventures Continue, guests buckle up for an enhanced high-speed journey with new Force Awakens characters and a visit to Jakku.

In the park's Hyperion Theater, the Royal Historians of Arendelle host a sing-along tale of their "Frozen" kingdom with special appearances by Anna, Elsa and Kristoff. At Celebrity Spotlight, guests can meet Olaf and give him a warm hug.



Disney Springs and Water Parks Make a Splash

Disney guests will spend their first summer at Disney Springs as it continues its transformation. The charming waterfront town, comprising The Landing, Marketplace and West Side, expands to debut its fourth neighborhood, Town Center, adding more shops, restaurants and architectural detail than ever.

New high-profile tenants are coming onboard at Disney Springs, including Anthropologie, Under Armour, kate spade, Sephora and Lucky Brand, among others. Other new shops opening in 2016 include: Zara, Tommy Bahama, Lilly Pulitzer, UNIQLO, PANDORA, UGG, L'Occitane en Provence and Edward Beiner.

A total of 32 new tenants will be coming to Disney Springs this summer, including 29 retail shops and three new dining venues.

Morimoto Asia recently celebrated its grand opening and more new eateries are firing up the scene in 2016 including the upscale STK steakhouse with the only rooftop dining in Disney Springs; The Edison, a lavish, "industrial Gothic"-style restaurant, bar and nighttime destination; Sprinkles, the world's first cupcake bakery; Blaze Fast-Fire'd Pizza, a modern-day "pizza joint" with artisanal pies; and the reimagined, star-themed Planet Hollywood with new outdoor terrace and live entertainment.

Celebrity Chef Rick Bayless and renowned Chef Wolfgang Puck join master Chef Masaharu Morimoto in a growing collection of James Beard Award winning chefs at Disney Springs.

At Cirque du Soleil's "La Nouba," the new B-Boys hip-hop, breakdancing threesome showcase a rare mix of rhythm, strength and "how-did-they-do-that?" moves. As part of the show's ongoing evolution, the masterful Aerial Bamboo act joins recent additions of madcap clowns and a breathtaking rolla bolla juggling act.

Meanwhile, Disney's Water Parks will ramp up with playful spirits and summer fun faster than Olaf can beg for warm hugs.

At Blizzard Beach, Olaf from Disney's animated hit "Frozen," will be living his "In Summer" dream as he and Kristoff host The Frozen Games at Blizzard Beach of friendly, fun competitions.

Typhoon Lagoon castaways can splash down on a sandy summer beach with a cold ale and savory snack after a wild slide on Crush 'n' Gusher water coaster.

Disney guests will have a blockbuster summer wherever they play, dine, relax or celebrate at Walt Disney World theme parks, entertainment venues and resort hotels.

Artwork ©Disney

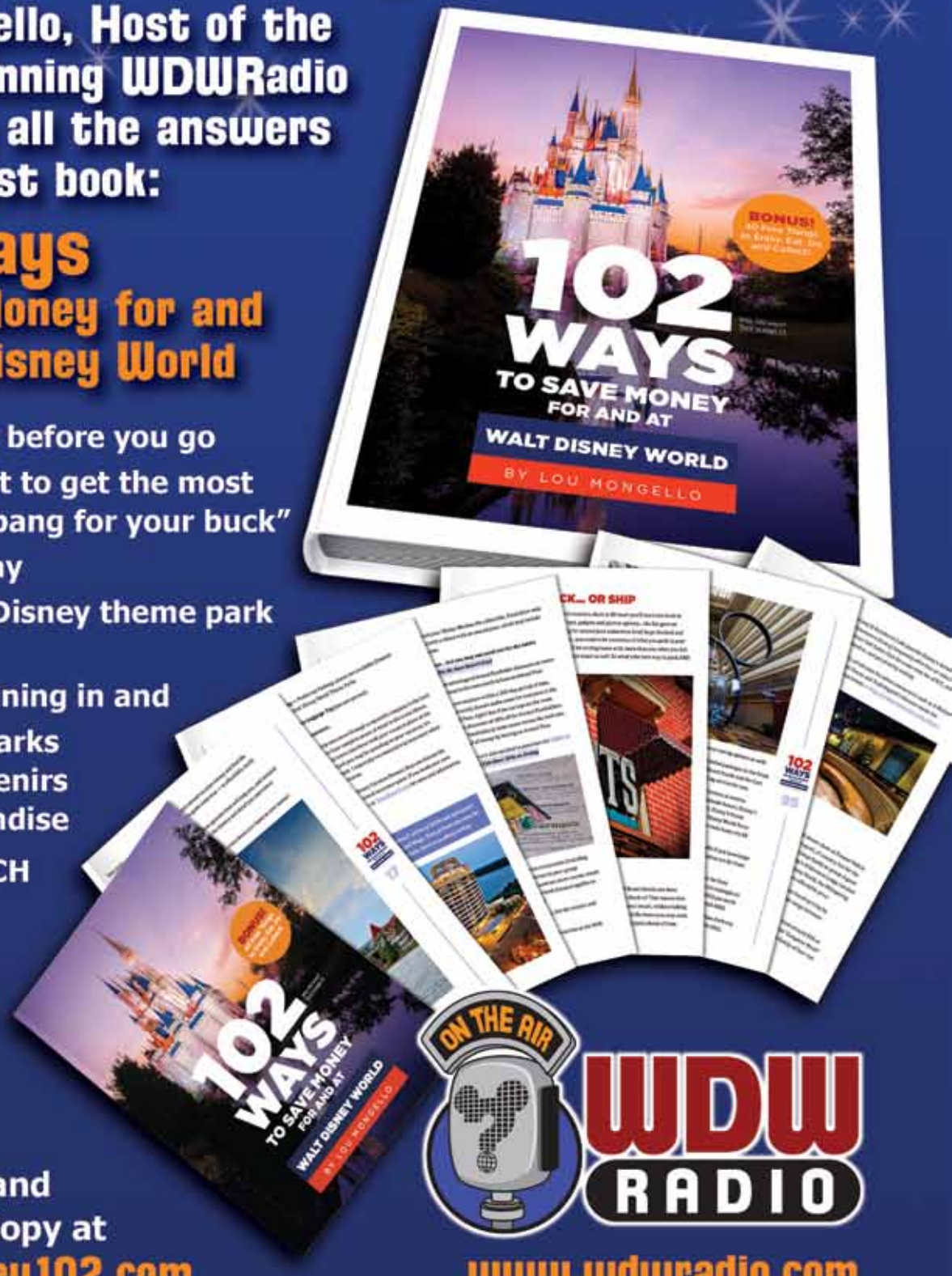
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Welcome to MouseViews, a special section of *Celebrations Magazine* where you'll get an insider's peek at the Walt Disney World Resort. In every issue we'll bring you a treasure trove of tips, secrets, magical moments, special insights, little known 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...!



What's In a Name (Part One)

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 website.*

When talking about Walt Disney World, discussions of your favorite attractions are sure to be high on the list of talking points. And of course, as a top-notch Disney fan, you know the names of all the attractions, which makes you sound all the more knowledgeable when you don't have to resort to referring to the Twilight Zone Tower of Terror as that "dark thingy that drops you up and down." But how well do you REALLY know the names of the attractions? There are actually a few that are commonly misspoken, and a fair number that have changed names so many times that it's hard to keep up. So let's take a look at some of those trickier attraction names and try to untangle the tangled web they've left in their wake throughout the years. (If you thought that was a tease, no, we won't be talking about the Haunted Mansion.)

From the Beginning

First things first, let's quickly review the name of the resort itself. While the official name of the entire Florida complex is the "Walt Disney World Resort," most people simply refer to at as "Walt Disney World" or simply "Disney World." And that's OK, we know what you mean. In fact, for a time the resort was simply called "Disney World" as Walt Disney was forming his plans for his "Florida Project." Unfortunately, Walt would pass away before he could see his plans come to fruition. It was his brother, Roy Disney, who came out of retirement to see that the project was completed, and at the park's dedication on October 1, 1971, Roy proclaimed that the park would be renamed "Walt Disney World" so that everyone would remember that this was Walt's dream. As Roy would later say, "Everyone has heard of Ford cars. But have they all heard of Henry Ford, who started it all? Walt Disney World is in memory of the man who started it all, so people will know his name as long as Walt Disney World is here."

The primary focus of Walt's Florida Project was his city of the future, EPCOT, but due to Walt's untimely passing those dreams were never realized, at least in the way that Walt had envisioned it. But EPCOT would open as a reimagined theme park in 1982, combining the World's Fair concept of the Future World pavilions with the global community celebration of World Showcase. The park has evolved greatly over the years, and so has its name. This sometimes leads to a bit of confusion over what the proper name is, and how it should be presented. Is it EPCOT Center or just EPCOT? Or is it E.P.C.O.T.? Or just Epcot? Well, the short answer is that today the parks is properly called Epcot (that's a capital "E" with the rest of the name in lower case). But how did it evolve?

When Walt Disney first announced his plans for a city of the future to the world, he meticulously explained that EPCOT was an acronym that stood for "Experimental Prototype Community of Tomorrow." As such, the name was properly stylized in all capitals letters, i.e., EPCOT. When the park actually opened in 1982, it was called EPCOT Center. In 1994, the park was renamed Epcot '94, to play on the idea that the World's Fair concept would mean that the park would be continually evolving. And so the following year, the park was renamed Epcot '95. The practice was disbanded after 1995, however, and the name simply reverted back to Epcot. Wait, what happened to all of the capitals? Well, by this time it was decided that the name Epcot

had become so well known that it had become a word in its own right, and not simply an acronym. So today the name is stylized as a proper name, with a capital "E" and "pcot" in lower case letters. That doesn't stop people from continuing to refer to the park as EPCOT, or even EPCOT Center, but that's OK. It's a testament to the park's enduring appeal that many fans still remember its origins.

"it's a small world"….or is that "World"?

So let's get to the attractions themselves. Much like Epcot, the attraction that probably gets "misspelled" the most is one of Walt's original attractions, first built for the 1964-65 New York World's Fair. Originally intended to be called Children of the World, the name was eventually chanted to It's a Small World (meaning with capitalized words and no quotes). The name was taken from the iconic song written for the attraction by the Sherman Brothers titled "It's a Small World (After All)". (Note that the quotes here are used strictly as a typographic convention to indicate a song title.). Throughout much of its early history the attraction was referred to as "It's a Small World" (with quotation marks), though as early as 1966 it often appeared as "it's a small world" (all lower case and in quotation marks) in newspaper articles and the like. Today, the proper nomenclature, according to Disney, is "it's a small world" (though curiously, the actually song is still properly spelled with capital letters). So why the small letters? Most likely artistic license, with the idea that the small letters would convey the concept of children throughout the world singing together in harmony and unity.



The TTA, er, PeopleMover, er…

Now if that weren't confusing enough, let's take a short stroll over to Tomorrowland and my vote for "Most Underrated Magic Kingdom Attraction": the Tomorrowland Transit Authority PeopleMover.

And yes, that was quite a mouthful. This attraction, perhaps more than any other, has had a long history of name changes, so many in fact that you'd likely get several different answers if you asked a number of people what the name of the attraction is (even Disney experts).

When the attraction first opened in 1975 in Walt Disney World, it was known as the WEDWay Peoplemover. "WED" stood for Walter Elias Disney, and "Peoplemover" was the name of the Disneyland attraction that inspired the Florida version.

(We promise not to make this too confusing, but the Disneyland version has variously been referred to as the Goodyear PeopleMover, the WEDWay PeopleMover, and, believe it or not, "PeopleMover Thru the World of Tron. But let's get back to Florida…)

In 1994, Tomorrowland underwent a major refurbishment, and part of the refurbishment was a name change to this classic attraction. It was now known as the Tomorrowland Transit Authority, or more familiarly as the TTA. In the attraction's updated narration, the fictional name of the transit line was the TTA Metroliner.

In 2009 the attraction was closed as part of the Space Mountain renovation, and when it reopened it featured a new narration, which now referred to the transit system as the Tomorrowland Transit Authority PeopleMover (although for a brief period the spiel that was heard as you passed through Space Mountain said "Greetings, travelers! Please pardon our space dust as we work to improve our launch facilities. Remember, your Tomorrowland Transit Authority is committed to all your space travel needs, no matter how far or how fast you may go.").

On August 15, 2010, the word "PeopleMover" was officially appended to the attraction's name, and today it is properly known as the Tomorrowland Transit Authority PeopleMover.

However, if it's all the same to you, I'll still refer to as the TTA (and will be sure to keep forward facing tentacles clear of oncoming Metroliner vehicles).

Photo ©Tim Foster



Hidden Mickeys in Disney Springs

by Steve Barrett



Steve Barrett is the author of the Hidden Mickeys Guide Book Series (Walt Disney World, Disneyland, and the Disney Cruise Ships) available in the Disney Parks and in book stores, Amazon, and on Kindle and other downloadable formats. The WDW and Disneyland Hidden Mickeys Guide books are also offered as iPhone and Android apps. Steve and his wife Vickie (hiddenmickeygal) are the webmasters of www.HiddenMickeyGuy.com, and are on Twitter @hiddenmickeyguy and Facebook as Hidden Mickey Guy Disney's Hidden Mickeys Hunter.

Lots of interesting things are happening in Disney Springs! New and refurbished shops and restaurants are popping up here and there, and you know what that means: new Hidden Mickeys will likely appear for us to find. Thankfully, many of the old, tried-and-true Hidden Mickeys are still in place.

1. At West Side, walk inside Splitsville Luxury Lanes to the sound of bowling pins scattering. On the upper level near the escalator, holes form a classic Mickey in a huge "orange" in the left wall mural.

2. A short distance away from Splitsville is Star Wars Galactic Outpost (the previous D Street store). A somewhat distorted image on the wall to your immediate left as you enter the store resembles a classic Mickey.

3. Also in the Star Wars Galactic Outpost store, a large classic Mickey image is formed by exposed bricks on the wall behind the main counter and across from the store entrance.

4. Classic Hidden Mickeys can be found on the inside and outside walls of Morimoto Asia Restaurant in The Landing. An inside wall is shown in the first photo.

5. Classic Hidden Mickeys on the outside walls of Morimoto Asia Restaurant light up at night!

6. In Disney Springs Marketplace, the sign outside Disney's Wonderful World of Memories store contains a full-figure Hidden Mickey on the page of a book.

7. A dragon on the Marketplace Carousel has two light green classic Mickeys on its nose. They're tilted slightly to the right. For the best view of the dragon, check out an inner panel.

8. On Donald Duck's statue in Disney's Pin Traders store, a red classic Mickey is at the front of Donald's purple suitcase, on the inside of one of the black Mickey-shaped pins spilling out of the suitcase.

9. Inside Tren-D store, on the check-out countertop to the right as you enter from the outside promenade, smile at a reference to Mickey and Minnie. On the side closest to the main entrance, and near the angle of the countertop, "M M + M M" is carved into the counter.

10. Near the end of the left side of the Tren-D check-out countertop, circle impressions form a classic Mickey. (The circles are all the same size, but this image is accepted by guests and Cast Members as a Hidden Mickey.)

Photos ©Steve Barrett


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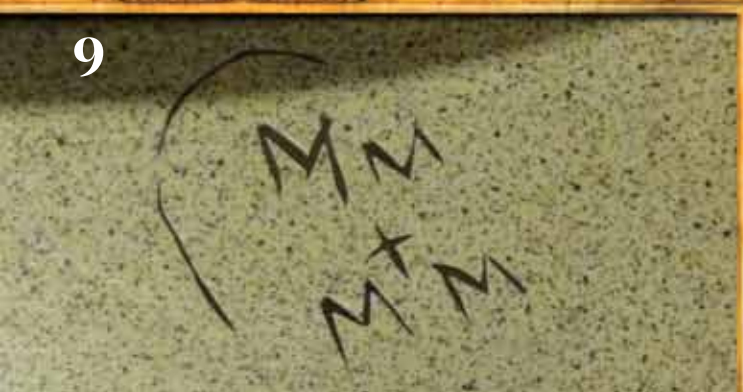

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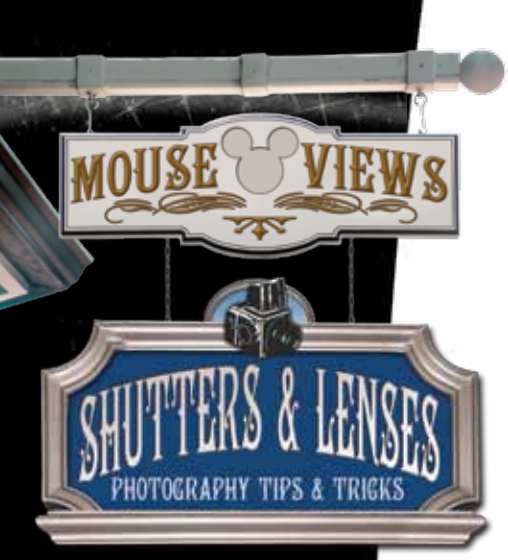

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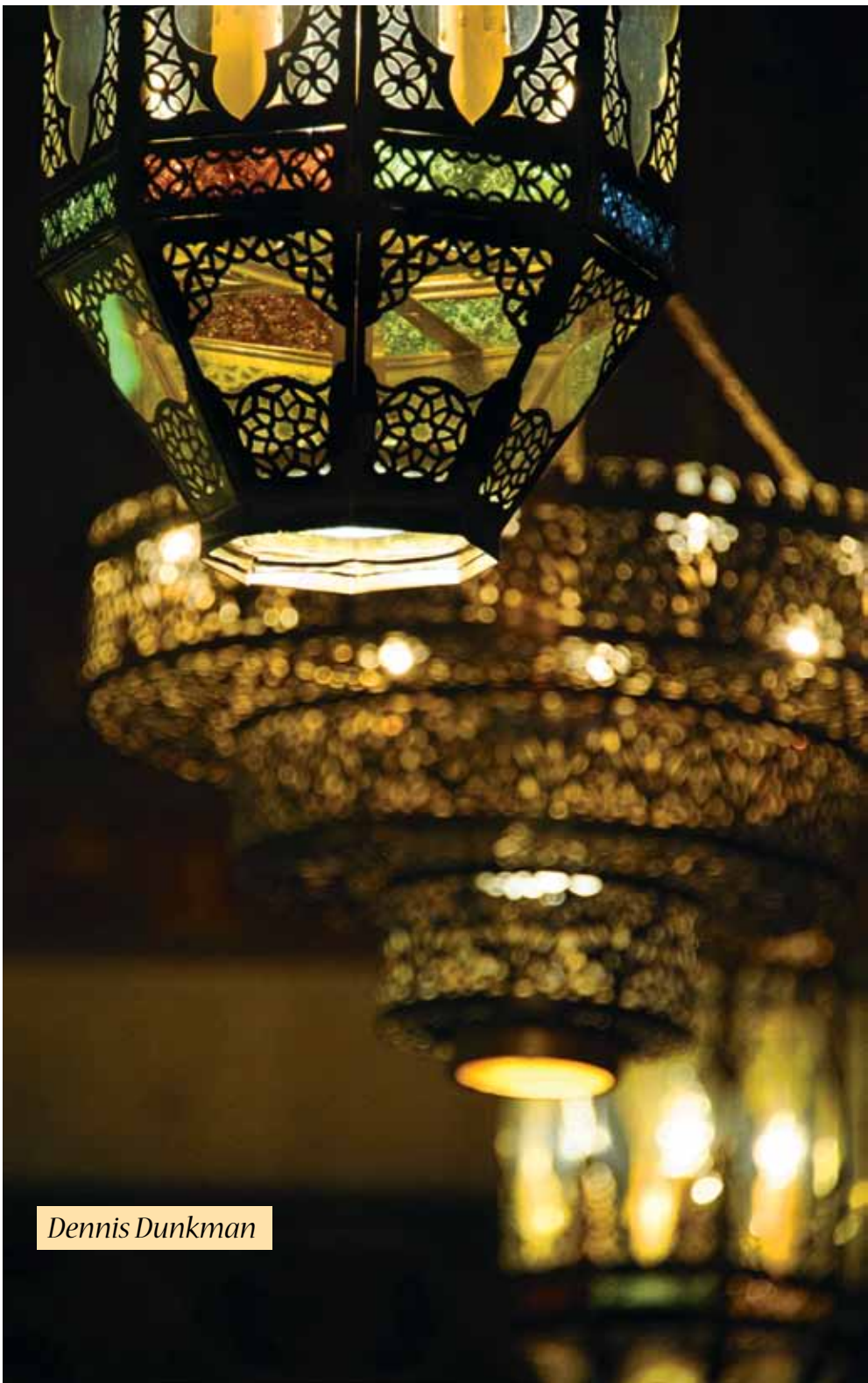
PixelMania Photo Contest Winners

by Tim Devine



Tim Devine is an avid photographer and the owner and webmaster of 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 for current information on Pixelmania! a festival of Disney photography, friends, and fun in Walt Disney World October 2011.

Our yearly PixelMania meets at Walt Disney World are a great way for photo enthusiasts to get together and to share our love of Disney. Last year's event was not only a great success, but most importantly a lot of fun. We offered up the opportunity for the best photos to be published in *Celebrations*, so without further ado here are the PixelMania *Celebrations* Photo Contest Winners...enjoy!



Dennis Dunkman



Jeffrey Martin



Michael Summers



Gary Faucon



Joanie Eddis Koch



John Wolff

MOUSE VIEWS

DISNEY LEGENDS

Peter Ellenshaw

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/

Live-action films require the collective effort of many to create cinematic masterpieces. Writers and directors let their imagination run wild, and the cast of actors and actresses bring characters to life, from script pages to the screen. Art and costume directors work in tandem, adding depth and layers to the film. Producers have the arduous task of keeping the production on schedule and, more importantly, on budget. In this context, directors often rely on visual effects to achieve results they cannot obtain. Matte artists are called upon to magically create never-seen-before environments or recreate sets of bygone times and places. These artists are responsible for some of Hollywood's most iconic scenes, such as the seemingly never-ending warehouse that concludes *Raiders of the Lost Ark*, and the dystopian ending to *Planet of the Apes* that features the unexpected reveal of the Statue of Liberty. Before green screens and computer graphics technology became widely used in filmmaking, art directors often relied on mattes – large paintings on glass – that could be incorporated into the filming production. Peter Ellenshaw is one of Hollywood's most gifted matte artists, and he enjoyed an amazing thirty-year career with The Walt Disney Company as an artist.

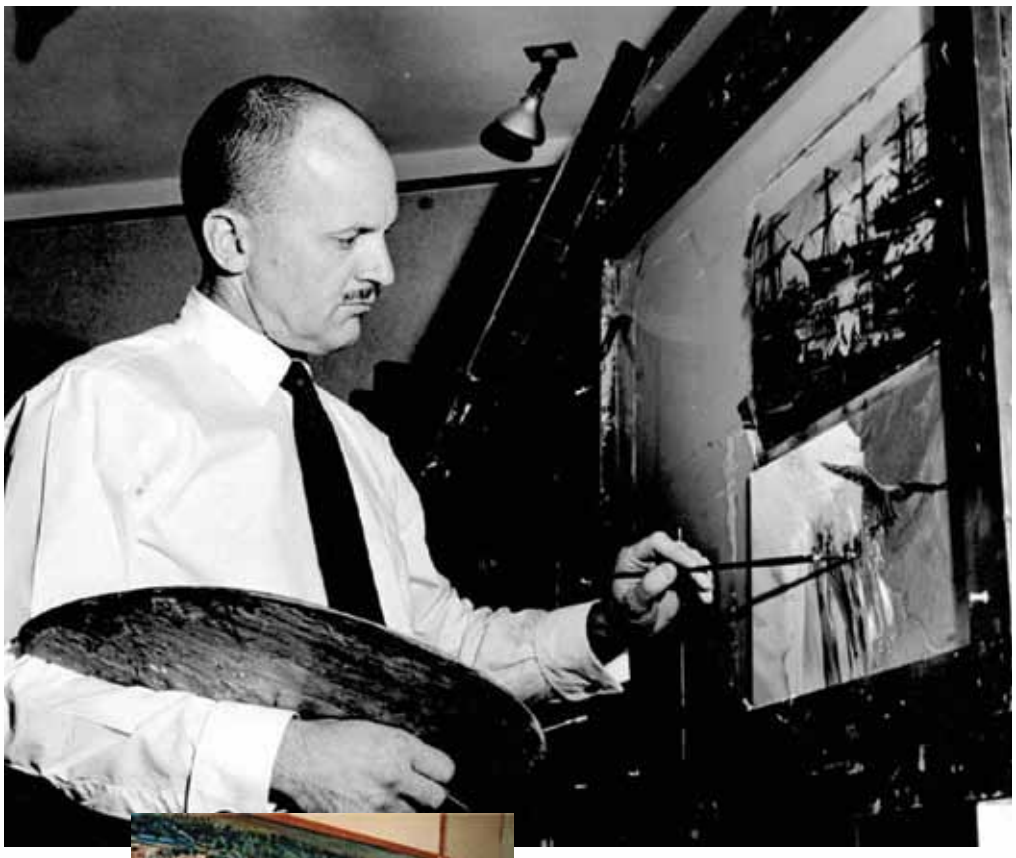
Ellenshaw was born in Sussex, England in 1913. At a young age, he discovered his interest and talent in drawing. As a teenager, he found it necessary to financially support his family but he maintained his passion for art on the side. Fate directed him to an encounter with renowned matte artist Percy Day, who steered the young Ellenshaw into the film business. He soon became skilled artisan in this field. His early works include *The Thief of Baghdad*, *The Red Shoes* and *Black Narcissus*.

Like so many other Disney Legends, the story of how Ellenshaw came to be employed by Walt Disney is a fascinating one. During World War II, The Walt Disney Studio had overseas profits in England that were frozen and available only for use there, due to that country's financial quota laws. Disney took this as an opportunity to film in England for the company's first live action feature, *Treasure Island*, released in 1950. Walt utilized an English cast and crew, and matte artist Ellenshaw was the natural choice, who eagerly jumped at the opportunity. "I hadn't thought of working for Disney. He was an animator. But when my chance came, I grabbed it," recalled Ellenshaw. He created about forty mattes for the film, most notably of the sailing ships in London harbor and other wide-angle scenes too difficult to recreate with actual sets. Disney went on create additional films in England in the ensuing years and Ellenshaw's artistry was used for each one. A formidable alliance was created.

Ellenshaw relocated to Burbank to continue his career with Disney, and his first domestic film is one of his masterworks. For *20,000 Leagues Under the Sea*, he created, on matte glass, Captain Nemo's exotic island Vulcania seen from multiple angles, including its volcanic interior lagoon. His other notable artistic and visual contributions to Disney films include *Darby O'Gill and the Little People*, *The Love Bug*, *Bedknobs and Broomsticks*, and television shows such as *Zorro* and *Davy Crockett*.

Ellenshaw reflected on the skill and artistry necessary to create an effective matte. "To judge a matte painting you have to stand back where the camera is and make sure not to give it too much detail, just enough to fool the eye. Too much finish on it and it becomes static. It doesn't look quite real. One time, Walt was looking at one of my mattes and said, 'Looks like a painting' and all the guys started laugh-

ing thinking it was a joke but it wasn't. Walt was trying to tell me to put less into it, not in terms of quality, but detail so that it was the illusion of being real." This concept was brilliantly executed on Ellenshaw's pinnacle achievement for Disney: *Mary Poppins*. To wit, consider the multiple wide-angle scenes of Edwardian London, featuring birds-eye views of the Thames River, Big Ben, Buckingham Palace, and other notable London locales. The set for the rooftop chimney sweep dance sequence utilized mattes, as well as the classic image of Mary Poppins, Bert, Jane, and Michael climbing a makeshift staircase formed from black smoke. As film critic and movie historian Leonard Maltin pointed out, "Peter was working his magic in Disney films. People never knew how he accomplished his visual feats…and when you think that *Mary Poppins* was made without anyone ever setting foot outside a soundstage – let alone visiting London – you get some idea of what he was able to pull off." Appropriately, Ellenshaw earned an Academy Award for his visual effects on *Mary Poppins*. For Disney trivia fans, Ellenshaw made a fascinating contribution to the film. His recitation of the bawdy English dance song "Knees Up, Mother Brown" served as the inspiration to "Step In Time."





Ellenshaw's Disney contributions weren't limited to film and television. He also made notable contributions to Disneyland, particularly its early iteration of Tomorrowland. He aided with the design of the seventy-six foot tall TWA Moonliner, and for Space Station X-1's fifty-mile high placement, he created the likeness of satellite images of planet Earth. His most lasting contribution to Walt's first theme park is the oversized aerial painting he made of Disneyland on a four-foot by eight-foot canvas. He even used luminescent paint so that, when viewed under fluorescent light, it would mimic how the park would appear at night. The painting was such a hit that it was used on a widely successful postcard campaign to advertise the new park.

Ellenshaw retired from Disney following the 1979 release of *The Black Hole*, but returned to work for the 1990 theatrical release *Dick Tracy*. His son, Harrison Ellenshaw, followed in his footsteps and became a notable matte artist himself, notably on *Star Wars: A New Hope*.

Like other artists who worked for Disney, Ellenshaw connected to Walt on a personal level. He recollected, "Walt had the ability to communicate with artists. He'd talk to you on your level – artist to artist. He used to say, 'I can't draw, Peter.' But he had the soul of an artist, and he had a wonderful way of transferring his enthusiasm to you." He passed away on February 12, 2007.

For his artistic contributions to Disney films, television and the parks, Peter Ellenshaw was named a Disney Legend in 1993.



Morimoto Asia

By Kristi Gregory



Kristi Gregory lives in Orlando with her husband and two boys. Who better to plan a trip to Universal than a local who visits Universal multiple times a week? Her clients enjoy insider tips, personalized itinerary planning, and attention to every detail of your trip. Call Kristi at (859) 229-4840 or email kristi@destinationstoexplore.com to start planning your next vacation.

What does Morimoto Asia have to offer at Disney Springs that no other restaurant there provides? A romantic atmosphere with late night dining and phenomenal food. This restaurant is located in The Landing section of Disney Springs, across from popular Raglan Road. As you walk up to this restaurant in the evening hours, you will be mesmerized with the Japanese writing, sparkling with lights against the restaurant walls.

As you walk in, you'll be greeted with deep reds, greys, and silver mirrors. The walls are lined with numerous portraits, and beautiful glass beaded chandeliers hang from the ceiling. As you may know, this restaurant is owned by Chef Massaharu Morimoto, whom you may remember from the show Iron Chef on Food Network. In the "foodie" world, Chef Morimoto is one of the most inventive chefs of our time, and Morimoto Asia is a completely new dining experience. Don't expect your traditional Asian restaurant, as this unique restaurant offers a wide-ranging menu incorporating traditional Chinese, Japanese, and Korean influences. In my opinion, very picky eaters would have a difficult time finding something simple to eat on the menu.

In the evenings, there is a sushi bar located on the second floor and a space for hosting larger parties. A fully-stocked bar with comfortable seating greets you as you ascend the steps to the second floor. The open concept kitchen allows you to watch the chefs work as they prep your food. There are even whole roasted ducks that hang in the windows.

At your table, there are red and white dishes and glasses. You are provided with chopsticks (if you want a fork however, you may request one from your server). Tables are seated closely together in the center section of the restaurant, while still maintaining a romantic feel.

We chose to try Morimoto Asia during lunchtime. For an appetizer, we ordered the Morimoto Spare Ribs. I have eaten at many restaurants across the country and this is by far the best appetizer I have ever had. The ribs were sweet and slightly spicy and fell off the bone. Even the pickiest eaters will enjoy this course on the menu. I decided to order the Morimoto Lunch Set, which allowed me to sample a variety of the most popular selections. My meal began with Miso Soup, which was a broth-based soup with kale and tofu. It was delicious and was served with a side salad with ginger dressing, reminding me of the salads you are given at Habachi grills.

Then our main course was brought out. When you order the lunch set, the food is brought to you on a large square plate that is divided into four sections. The most traditional thing in the box was the Orange Chicken, with Chinese Broccoli served on the side. It was incredible. In my experience Orange Chicken is a heavy dish, but not in this case. It was very light and fluffy and was done just right with the perfect amount of sauce. It was my favorite part of the lunch platter. If you are looking for a more traditional entree, you can order the Orange Chicken as your meal and it comes in a larger portion size. The next quadrant featured a California Roll with your choice of white or brown rice. This was a traditional sushi California roll and was very tasty. In the next quadrant, I had two different types of Asian dumplings. One was a traditional potsticker type of dumpling. The other was filled with pork and was much spicier. I enjoyed the less spicy potsticker as it was full of flavor and

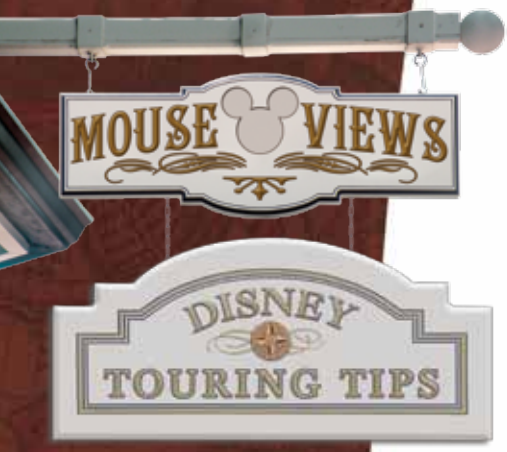


wonderfully done. Finally, in the last quadrant there was kimchi and a curry chicken cake. If you don't know kimchi is, it is a traditional Korean side dish made of fermented vegetables (almost like a Korean sauerkraut). I am not a frequent consumer of kimchi as it is a bit strong for my taste, but if you like kimchi, this was very good. The curry chicken cake was very good as well. It was a mixture of shredded chicken, rice, and curry spices, which was then fried like a crab cake. If you like the taste of curry this cake was wonderful (though if curry isn't your thing you can ask for a substitution). The desserts included many chocolate selections with the most popular being a churro fondue. It was a crisp homemade churro with a chocolate sauce that was made in house. They also make their own gelato.

The children's menu is limited, but it does come with three pieces of origami paper and directions on how to make an origami fish, frog, and crane. Children can choose from macaroni and cheese, karaage dumplings (Japanese fried chicken), lo mein, bao wow (beef hot dogs), and orange chicken. Although some of these seem kid friendly, they are different than the typical selections you may get at a typical Chinese restaurant. The hot dogs are served with steamed buns, cucumbers, tonkazy sauce, and white rice. Unless your children are not picky eaters, I would vote this for an adult night out.

Morimoto Asia is on the Disney Dining Plan. Be sure you make Advanced Dining Reservations by calling 407-WDW-DINE or with your favorite travel professional. Morimoto Asia is open from 11:20-4:15pm for lunch and from 5:00-11:00pm for dinner. It is without a doubt some of the best food I have had in a while and is definitely worth a visit on your next trip to Disney Springs at the Walt Disney World Resort.

Photo © Disney



Your First Disney Trip!

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 to book your next family getaway!

Will 2016 mark your first trip to Walt Disney World? Or the first time you've been to Walt Disney World since you were a child? Perhaps it will be the first time you'll see Disney through your youngest child's eyes. Or maybe you're taking your grown children and grandchildren for your first extended family vacation. Whatever takes you to Walt Disney World for the "first time," I am sure it will be a fantastically magical trip for everyone! Visiting the Walt Disney World Resort takes some planning, pixie dust, and a good amount of patience. I would like to share some tips with you to help you create wonderful memories on your first visit to Walt Disney World.

Don't try to do it all. Walt Disney World is huge! You could spend two weeks at Walt Disney World and still not do everything! Not only do you have the four major theme parks, but also the waterparks, fishing, miniature golf, Disney Springs, and the Boardwalk area. With all these amazing options, there is plenty for everyone to enjoy. However, don't try to do it all! Choose to spend at least a day at each of the four theme parks. This will give you a good taste of what Disney has to offer.

Make dining reservations in advance. You can start making these 180 days in advance. I know, I know…it's not always that easy to choose where you want to eat that far in advance. However, if you want to enjoy a sit down meal, it's definitely recommended that you make your reservations as early as you can, particularly if you're thinking of dining at one of the more popular restaurants during a busy time of year. Keep in mind you can cancel them 24 hours beforehand without being charged a fee. So, if you change your mind and decide you'd rather not eat at that particular location, you can cancel it. But by having reservations set up in advance, you can not only ensure that you'll be dining at your favorite restaurants, but it will also help you as you plan the rest of your trip.

Allow time for relaxing. Wandering around the Disney parks all day can definitely make you tired! From the oldest member of your family to the youngest (and everyone in between), taking a break is highly recommended (especially if it's a hot day). Plan a two-hour or so break during a couple of your park days. Also, if you're staying for an extended stay, it's a good idea to plan a day where you don't visit any parks at all. Take the day to relax in the pools at your resort, enjoy the resort activities, and even explore other resorts and Disney Springs. A small break can make a big difference!

Plan for travel time. Like I mentioned, Walt Disney World is a big place! Making your way around the Disney property can take some time. Be sure to account for the time you'll need to wait for that Disney bus, getting through security and the ticket turnstiles, and actually getting into the parks. Once you're inside the parks, some careful planning can also save you same travel time (and wear and tear and your feet!) Before you arrive, study the park maps and familiarize yourself with the park layout. Get a feel for what attractions are close to each other, and this will help save a lot of time.

Take advantage of FastPass+ and Disney's Rider Switch Service. Fastpass+ is a whole new way of holding your place in line…even before you head to Florida! You can book your FastPass+ selections through My Disney Experience 60-days in advance if you are staying on site. This allows you to select your attraction times well in advance, and when you arrive you'll get to board with little or no wait. If you have



little ones, be sure to take advantage of Disney's Rider Switch Service. Rider Switch is a great way for both parents to enjoy the attractions their children may be too short for by allowing them to ride one at a time while the other parent stays with the child.

Book a character dining experience. This is a great way to see some of your favorite characters without waiting in line in the parks. It also gives your family a chance to sit down and enjoy a nice meal together, with food everyone will like. You should plan about 90 minutes for a character meal, but this can still be a huge time saver when compared to going all over the parks in search of characters.

There is a Walt Disney World Magic Your Way Package for every budget. Disney has three tiers of resorts: Value, Moderate, and Deluxe. All provide a great selection of accommodations and options for every family size and budget. Book your package with a base ticket…that's a great way to save some money as well. The Value Resorts provide fun Disney theming throughout the resorts, and are great for families with young children. The Moderate Resorts have a more subdued theme to them, such as the French Quarter and the Caribbean. Finally, the Deluxe Resorts are closest to the parks, and are beautifully themed in a variety of styles, everything from the Victorian splendor of the Grand Floridian Resort & Spa to the rustic majesty of the Wilderness Lodge.

Plan your days in the parks, but not down to the second. Planning is key to a successful Disney trip. You're visiting a resort that is roughly the size of Manhattan, so a little planning will go a long way. Choose which park to visit on which day, and maybe plan a sit down meal or so. That, along with your Fastpass+ selections, will give you a rough plan of how to spend your time in the parks. But don't get so caught up in adhering to a strict schedule that you end up missing some of the magic on the way. Take some time to "smell the roses," to notice those little details, to explore new pathways, and to fully appreciate the magic that is all around you.

Are you ready to plan your first Disney trip? I hope these tips will guide you in the right direction, and that your trip to visit Mickey Mouse in 2016 is magical and full of memories!

Photo © Disney



The Hidden Sounds of Walt Disney World

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/

The magic of Walt Disney World is how it connects with us on multiple levels and touches all of our senses – the smell of freshly baked cookies on Main Street, U.S.A., the taste of sweet churros on a warm Florida evening, or the cool touch of the marble mosaic doors at the G-Force Records studio doors at Rock 'n' Roller Coaster. Ultimately though, it's the visual treats of the theme parks that resonate with us. Morning, noon, or night, Cinderella Castle, Spaceship Earth, and other iconic sights of Walt Disney World are what stay with us; whether they're captured on camera, video, or simply in our mind's eye.

But what we hear at Walt Disney World also greatly shapes our experience. For the most part, the audio soundtrack at the parks consists of the background music loops that enhance the locality and subtly set the tone. Think of the ethereal star music you hear as you enter Space Mountain, the mysterious drums in Adventureland, or the banjo strums in Frontierland. But that's just the beginning; there are plenty of hidden sounds at Walt Disney World that are worth the journey, and will give your next trip to the parks an added dimension. Let's review a few favorites.

For over a century, the telephone has served as the de-facto method of verbal communication between persons separated by distance. The telephone has evolved considerably, from the era of phone bank operators who connect parties via a myriad of lines (think of the brief scene in Spaceship Earth), to rotary dial, touch tone, and now 'smart' phones that can place calls – video even – and so much more. Two unique settings in the Magic Kingdom allow you to listen in on phone calls, both past and future. Since the setting of Main Street, U.S.A. is the turn of the 20th century, it's only fitting that in The Chapeau, the hat store, there is a replica of an old-fashioned telephone. Go ahead and pick up the earpiece to eavesdrop on a party line conversation. Although you won't be able to talk to the others, you can listen in as Annie, a young lady, shopping at the Dinglinger's General Store, calls her overbearing mother.

The exchange sheds a lot of light on the era in which it's set: steak costs eleven cents a pound (to which Annie's mother recoils in sticker shock), women cooked meals upwards of six hours a day, including churning butter, and Annie gets some direct marital advice from her mother – "Don't you ever get yourself married unless you find a man who's got three hundred dollars saved and makes a steady eight dollars a week."

If Main Street, U.S.A. is a step into the past, then of course Tomorrowland represents a peek into the future. In Rockettower Plaza, look for the Galactic Communications Network (GCN) Metrophone, which allows you to choose various menu options to listen to pre-recorded snippets that enhance the storyline of Tomorrowland. A few examples include:

"Hiya, babe! It's your agent, Johnny Jupiter. You called? Anyway, I have to call you right back. I'm in a meeting with my #1 client – er, I mean #2 client, Sonny Eclipse. You're always #1 in my book, baby. You know that. Let's do launch!"

"Earth Crust Pizza. We deliver anywhere in the Solar System in less than two light years or your order is free. Can you hold, please? . . . Thanks for holding. I had to take that incoming call from Saturn. They hardly ever give us a ring!" (for an added bonus, the hold music is the instrumental version of "Now is the Time" from the nearby



Carousel of Progress).

"You have reached the Psychic Robots Network. We knew you'd be calling. Please deposit 25 quarks for the first minute, 15 quarks for each additional minute. They're in your left pocket. Thank you."

Ambient sounds need not be actual background music. There are plenty of examples across the four parks that utilize hidden audio to enhance the storyline. Returning back to Main Street, U.S.A., look for the second story window on the side street on the right side (as you head toward Cinderella Castle) that advertises voice lessons. On a quiet day, you can hear the young prodigy in the upper apartment warming up with her musical scales.

Over at Disney's Hollywood Studios, the backlot section that represents Streets of America has a spot-on interpretation of New York City, down to the faux subway entrance and signage throughout. The mood is enhanced by authentic urban sounds, such as honking cars and traffic noise. Close your eyes here, listen to the street noise and then slowly open your eyes – you'll genuinely feel transplanted to the Big Apple.

Each Disney park has its own style – the Magic Kingdom showcases fantasy, make believe, and magic. Epcot's Future World features the promise and progress of the future. Disney's Hollywood Studio's Sunset and Hollywood Boulevards invoke the golden age of Hollywood. For Disney's Animal Kingdom, the Africa and Asia lands are steeped in heightened reality; each features layer upon layer of details that tell the stories of Harambe and Serka Zong, respectively. One such detail is the background noise featured at Tusker House, Harambe's buffet restaurant. In line with the hyperrealism of Africa, there is some aural grit to be discovered and enjoyed. If you listen closely, you can hear the sounds of dishes being washed and the patter of chefs preparing multiple meals.

For one final audio nugget, we return to Disney's Hollywood Studios and the long-running Indiana Jones Epic Stunt Spectacular! show. The exterior of the amphitheater is broadly themed to the films that feature our favorite globe-trotting archeologist. True to form, there's a mockup of an archeological dig in progress. An anchored pulley supports a rope that disappears into the crevice, and a prominently place signed reads "Warning! do not pull the rope." Well, with such an ambiguous message, of course we have to pull it! Doing so will trigger one of several recorded responses, including: "leave off the rope old chap! Be a good fellow. I've a frightfully valuable artifact down here," or "blast it all, don't pull the rope. You don't want to break an art... (crashing noise) Oh dear!" or "I say, stop mucking about up there!" Disneyphiles will be thrilled to know that a similar rope gag exists at Disneyland's Indiana Jones Adventure: The Temple of the Forbidden Eye.

On your next trip to Walt Disney World, concentrate on the sounds in the parks and how it enhances the overall experience.

Photo © Tim Foster



The Suite Life at the Disneyland Hotel: Taking Adventure Indoors

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 and on Myspace at www.jdarlingmusicmyspace.com. Her blogs are available at www.jjourneybook.blogspot.com.

While the Disneyland Hotel is not the Disneyland resort's deluxe hotel, it is arguably Disneyland's signature resort. From the classically styled monorail-themed pool and the original Trader Sam's Enchanted Tiki Bar to the fireworks in each headboard and Goofy's Kitchen and Steakhouse 55, it's easily the most magical resort on property. The only thing that could make a stay at this iconic hotel more magical would be to pass the time in one of the Signature Suites.

While most hotels have their suites, Disneyland's Signature Suites brings all of the Disney magic indoors. Instead of just expanded guest rooms, these suites include the Mickey Mouse Penthouse, The Big Thunder Suite, The Pirates of the Caribbean Suite, The Fairytale Suite, and The Adventureland Suite. Each suite has its own magical charm.

The Mickey Mouse Penthouse is perfect for any true fan of the Mouse. The 1600-square foot penthouse includes many things Guests would expect to find standard in any hotel suite. It includes a living room, dining and kitchen area, two bedrooms and two and one-half bathrooms all decked out in classic Mickey style. Red, yellow, and black deck out the interior as far as the eye can see. There is even a giant lit impression of Mickey's head in the ceiling of the living room! Artwork from the Disney library, from sketches to prints, are prominently displayed. Many of these images are worth the visit alone, as they are rarely available for public viewing. The Master bedroom includes such amenities as a Jacuzzi bathtub, perfect for relaxing sore muscles after a day of touring Disneyland or Disney California Adventure. Glass tiles in the shower show off a little Disney magic, showing an image of the main Mouse himself in reaction to a hot shower. Each room also includes a flat panel TV, DVD players. And the view covers nearly all 500 acres of Disneyland Resort.

The Big Thunder and Pirates of the Caribbean Suites are themed after just what Guests might expect – the headliner attractions from Disneyland Park. Guests who walk through these doors step into a different time. The Big Thunder Suite is a 1400-square foot suite that brings Guests back to the wild, wild West, but with all the amenities Guests have come to expect from the modern era. TVs and running water aside, Guests are greeted by the sounds of howling wolves upon ringing the doorbell to the suite. A button in the wall triggers sound effects from the attraction, including a passing mine train. Everything in the suite is textured to look like rustic woods and metals. A photo above a wet bar portrays a miner that changes activities throughout the day.

The doorbell to the Pirates of the Caribbean suite sings "Yo ho, Yo Ho, A Pirate's Life For Me" as Guests buzz their way into the foyer. Instead of the rustic charm of the Big Thunder Suite, this suite shows off furnishings one would expect to find during the Spanish colonial era. The rich tapestries and large furnishings inspire the question, "Is this part of a pirate's plunder?" While the furnishings may appear to be out of a different era, the technology is right up to date as the living room includes a 42-inch plasma TV, wet bar, and surround sound system that wouldn't be found



on any boat. Among the treasures to be found in this room, Guests can find artwork signed by Disney Legend X Atencio (lyricist for the Pirates theme song, "Yo Ho, Yo Ho, A Pirate's Life For Me"), and a replica of the Dead Man's Chest from the films. In case that isn't enough to make anyone want to join Jack Sparrow's crew, the Captain's Quarters (aka the Master Bedroom) includes a Jacuzzi tub and a steam shower. (Apparently, it's good to be the Captain!) Younger sailors may appreciate the second bedroom, which is decorated with more fanciful Pirate plunder.

Arguably the most exotic suite in the Disneyland Hotel is the Adventureland Suite. Now, while comparisons to the Animal Kingdom Lodge may spring to mind, this suite is more like something off the Jungle Cruise than something out of the heart of Africa. Explorers who enter this suite will step back into the world of deep jungle luxury adventure as it may have appeared in the 1930s. Exotically colored carpets line the hardwood floors. Instead of the Jacuzzi tub found in many of the suites described above, Guests are treated to the old time luxury of a deep claw-footed soaking tub, complete with brass feet. Pieces of artwork from Africa, India, and Asia combine to make up the atmosphere. Artwork above the faux fireplace conceals the (entirely modern) flat-screen TV. Surrounding the fireplace are shelves of books to make Belle turn jungle green with envy. Guests who explore the bookcases are in for another surprise. One of the bookcase includes a hidden cabinet! And, should someone ring the doorbell, the Tiki gods reply by beating their drums and by playing one of three different songs all inspired by the Jungle Cruise (and originally created for Disney's Animal Kingdom).

Finally, the smallest and sweetest Disneyland Hotel Signature suite is decked out in softer tones, befitting any princess. Though the décor isn't themed around any specific princess, the single bedroom seems to be something straight out of Sleeping Beauty. Instead of pink and blue, the room is laid out in soft sage tones. Everything seems touchably soft with an air of elegance. This is also likely due to the abundance of natural light – with floor to ceiling windows that overlook the entire resort. The highlight of this suite isn't the crystal replica of Sleeping Beauty's Castle in the foyer, or the massive canopied bed. This suite has a bathroom worthy of any Disney royalty. The Jacuzzi tub is backed by a mosaic of Sleeping Beauty's Castle made with hand-cut tiles and sheltered by a domed ceiling. The entire room has the appearance of marble. Shooting stars twinkle in the countertops holding the sinks.

Disneyland Park is seeing a lot of renovation, notably with the addition of Star Wars Land, but there are still plenty of ways to slow down and enjoy the resort outside of the parks. Couple one of these rooms with E-Ticket Club offerings (which include fireworks viewing from above in the hotel with an in-house soundtrack, Continental Breakfast Bar, sodas, snacks and fresh fruit stocked throughout the day, evening wine and cheese reception, desserts in the evening, among other perks) and leaving the room may be a challenge all its own.

Photo © D Park Photography

FEATURED ATTRACTION

TOMORROWLAND TRANSIT AUTHORITY PEOPLEMOVER

By Tim Foster



Photos © Tim Foster

When talking about headliner attractions at Walt Disney World, classic favorites like Space Mountain and Splash Mountain will certainly be at the forefront of the conversation. But if you ask a group of Disney fans what their favorite attraction is, you may be surprised by the answer. For many fans of Tomorrowland, the TTA is far and away their most beloved attraction. Why? The reasons are many, but what it largely comes down to is that the TTA offers a unique and relaxing way to see the sights of Tomorrowland (and Cinderella Castle) that not only gives you a welcome respite from the hustle and bustle of your day at the park, but does so in a way that brings to life all of the visions of the future that are at the heart of Tomorrowland. It's an attraction that everyone can experience; one that is rarely crowded; and one that you know Walt Disney himself would certainly have enjoyed.

Once you depart the station, you'll get to see all of the other Tomorrowland attractions from your "highway in the sky." First up is Stitch's Great Escape, where your narrator will invite you to

report for duty as a security agent for the Galactic Federation. Not so fast though; Stitch himself chimes in with his sly retort, "I don't think so!" before you head off toward Progress City. This is the actual model that was created for Walt Disney's dream for the Experimental Prototype Community of Tomorrow, and if you look closely you can see that Walt had envisioned a unique transportation system that incorporated a monorail system as well as a PeopleMover system similar to the TTA. (How cool would that have been?) The model itself originally resided in the upper level of the Carousel of Progress attraction at Disneyland before moving to Florida.

You'll next get a glimpse into Mickey's Star Traders, where you'll hear Mickey Mouse himself exclaim, "That's right—it's outta this world, haha!!" From there it's on to the Tomorrowland Speedway, where you can see would-be racers speeding toward the checkered flag (albeit at 7 mph).

Up next is perhaps the most magical part of your tour, the journey through Space Mountain. As you enter the iconic structure, you're plunged into near total darkness where you can hear the distant screams of wannabe astronauts as they race through the inky blackness of outer space. Keep your ears open for a special announcement, "Paging Mr. Morrow—Mr. Tom Morrow. Please contact Mr. Johnson in the control tower to confirm your flight to the moon." This is a nod not only to the previous narration ("Paging Mr. Morrow. Mr. Tom Morrow. Your party from Saturn has arrived. Please give them a ring."), but also to the Animatronic Flight Director, Mr. Johnson, from the Mission to Mars attraction (now home to Stitch's Great Escape!). You'll get to see astronauts at work as you glide between the twin "initial climb" tracks of Space Mountain, and if you look very closely you can catch a glimpse of the attraction's space vehicles racing around the star-studded background. Be sure to keep an eye out for the two signs that say "Starport: Seven Five," that's a reference to the year that Space Mountain opened.

You'll then pass by the Astro Orbiter before circling Walt Disney's Carousel of Progress. This beloved attraction was a favorite of Walt Disney's, and brings to life Walt's belief in the promise of progress and the technological advances that would create "a great big beautiful tomorrow shining at the end of every day." From there it's on to Buzz Lightyear's Space Ranger Spin, where Buzz himself commands that all space rangers "report to your star cruiser and join me on this daring space mission—against the evil Emperor Zurg!"

If it's laughter you're after you'll find at next at the Monsters Inc. Laugh Floor. Roz doesn't seem to be in a very good mood though, as she admonishes you and your fellow travelers to "Keep it moving! We're on a tight schedule here." And with that your journey concludes, and it's back to Rocket Tower Plaza.

Going Back in Time…to the Beginning of the World of Tomorrow

Even though the attraction is popularly known as the TTA, its proper name is the Tomorrowland Transit Authority PeopleMover (and yes, that's quite a mouthful!). When the attraction first opened in 1975, it was known as the WEDWay PeopleMover. (WED standing for "Walter Elias Disney.") As part of the massive Tomorrowland renovation in 1994, the attraction was renamed the Tomorrowland Transit Authority (or TTA for short). In 2010 the name was once again changed to the Tomorrowland Transit Authority Peoplemover.

The attraction was based on the original PeopleMover at Disneyland, though unlike the California version, which used Goodyear tires as its propulsion system,

the Magic Kingdom version was powered by a linear synchronous motor system. This system consists of a series of powerful electro-magnets embedded in the track that are switched on and off in sequence. As the car approaches, the magnet pulses on and the opposing magnetic field pushes the vehicle forward. Each motor is made up of a proximity sensor, speed sensor, and a motor unit. By turning on the magnets in sequence, the vehicles are propelled forward. (In fact, the merits of this innovative propulsion system were pointed out in the attraction's original narration. As the trains left Space Mountain, the narrator informed Guests that there were "no moving parts in (the PeopleMover's) clean, quiet motor.")

The system is so efficient that even if 20% of the magnets were to fail, the attraction will still run properly. The PeopleMover travels at a speed of just under 7 mph (or about 10 feet per second), slowing down to 1.8 mph (or 2.7 feet per second) in the loading area.



Another difference between the Florida version and its California cousin is that the Magic Kingdom version features open-air cars traveling along a covered track, while the Disneyland version uses covered cars. The original narration track was recorded by Jack Wagner, who was known as the "Voice of Disneyland." Perhaps his most famous announcement, aside from the TTA narration, is the safety spiel for the monorail: "Please stand clear of the doors. Por favor manténganse alejado de las puertas." (Even though the primary narration for the monorail has been rerecorded several times over the years, you can still here Wagner's famous announcement today.)

In 1985 the original narration was replaced by ORAC One - "The Commuter Computer", until its renovation in 1994. A new narration track was introduced at that time, recorded by Pete Renaday, and featured more of the fictional backstory of Tomorrowland. In the new backstory, the TTA vehicles were called "Metroliners," and the fictional transportation system consisted of three different lines; the Blue Line (or "local" line which wound throughout Tomorrowland – this was the line that you were traveling on), the Red Line, which could transport Tomorrowland residents anywhere in the galaxy, and the Green Line, which could take you to the outlying "Hover-Burbs", Tomorrowland's suburbs. Inside the Interplanetary Convention Center, Guests could see (and can still see today) a diorama showing the Red and Green lines, as well as some local residents boarding their vehicles.

Sights along the way included the Tomorrowland Interplanetary Convention Center, the Tomorrowland Metro Retro Historical Society (home to the Progress City model, described as "Walt Disney's Twentieth Century vision of the future"), the Tomorrowland Super Highway (the Tomorrowland Indy Speedway), the League of Planets Astro Obelisk (the Astro Orbiter), the Transportarium, the Metropolis Science Center (then home to the Timekeeper attraction), and Rocket Tower Plaza Station.

The narration featured a number of memorable announcements or pages, including the tongue-in-cheek safety spiel, "all visitors from Galaxy M31, please keep forward facing tentacles clear of oncoming Metroliner vehicles." (M31 is the actual astronomical designation for the Andromeda Galaxy.) Other announcements included a description of the Astro Orbiter, "(a) symbol of universal harmony and inter-planetary fellowship," a brief description of the aforementioned TTA lines, "TTA services all of Tomorrowland's outlying areas, including the personal rocket ship docking lot, and of course Perfect Park Acres, the latest in Hover-Burb Communities," and of course the infamous "Paging Mr. Morrow, Mr. Tom Morrow, your party from Saturn has arrived."

The most notable structural change that has occurred over the years was in the section of the attraction that now passes by Buzz Lightyear's Space Ranger Spin. Originally, that section featured three windows, two on the right and the third on the left. When the PeopleMover opened, the at-

Photos © Tim Foster



traction in that building was If You Had Wings, and the windows provided Guests with views of the Mexico, Jamaica, and Trinidad scenes.

When the attraction was replaced by Delta Dreamflight, the windows needed to be reconfigured as the scenes inside had been replaced. Consequently, the first window was replaced by a backlit panel that showed the new attraction's barnstormer scene, and the last window was completely covered. Today, those windows provide Guests with a sneak peek at Buzz Lightyear's Space Ranger Spin. (See that volcano? You might want to aim for that the next time you take part in your Space Ranger adventure!) During the latest refurbishment, LED lighting was added along the beamway that moves in time with the background music playing in Tomorrowland.

The PeopleMover Today

The attraction closed in 2009 as part of the renovation of Space Mountain, and when it reopened in 2010 it received another new narration, narrated by Mike Brassell, which is the narration you can hear today with some slight modifications over the years…most notably the reintroduction of the "paging Mr. Morrow" announcement that had been retired in 2010. The new narration reverted back to the storyline of the original narration; that of taking you on a tour of Tomorrowland itself (foregoing the fictional backstory that was part of the 1994 refurbishment). Characters from the various attractions in Tomorrowland were added to the narration, including Stitch, Roz, and Buzz Lightyear.

Despite the many changes that have occurred over the years, the Tomorrowland Transit Authority PeopleMover is still a favorite of Disney fans, and while it may not attract as much attention of the big headliners at the Magic Kingdom, for many it ranks high up on the list of favorite attractions. One of the highlights of your journey around Tomorrowland, and one that most Guests overlook, is the breathtaking view of Cinderella Castle that you'll see along the way. The Castle is especially dazzling at Christmas, when you can see the Dreamlights in all of their ice blue majesty. It's a view that you can't find anywhere else, and one that you'll always remember. (Be sure to have those cameras ready!)

So the next time you visit Tomorrowland, take a ride on Tomorrowland's Super Skyway and imagine that you're a visitor to Walt Disney's City of the Future. Even though Walt's vision for EPCOT never came to pass, the TTA gives you a brief glimpse into the tomorrow that might have been.

FEATURED FILM

ZOOTOPIA

By Lori Elias



Disney's newest animated feature, *Zootopia*, released in March, takes audiences to a land where animals live as humans – both in good ways and bad – and where a fearless bunny police officer faces down obstacles, determined to make her world a better place. *Zootopia* was directed by Byron Howard (*Bolt, Tangled*), Rich Moore (*Wreck-It Ralph*) and Jared Bush (*Big Hero 6*), with a score by Michael Giacchino (*Ratatouille, Up, Tomorrowland*).

Talking animals are nothing new to the Disney canon, so what makes *Zootopia* special? Primarily, is that the animals live just as humans do – they use cell phones (with "Muzzletime" instead of Facetime), they spend hours at the Department of Moto – er, Mammal – Vehicles (thanks, to a large degree, to the sloths who work there), they go to work in cars on subways.

And not only that, but their methods of transportation, as well as doors, homes, furniture – all were designed to reflect the respective heights of whomever was utilizing these various elements. The inhabitants of *Zootopia* walk on two legs like humans, and the animators had to develop concepts for how this would happen; for example, how an elephant's gait would differ from that of a mouse.

But wait a minute: don't these different creatures come from vastly different regions and topographies? Indeed they do, and the founders of *Zootopia* (a.k.a. the Disney animators) thought of that: *Zootopia* is climate-controlled via an immense wall servicing its individual regions, which include areas such as the Bunny Burrows, Little Rodentia, Meadowlands, the Nocturnal District, Outback Island, the Rainforest District, Sahara Square, and Tundra Town. Each location not only has its own geographic identities, but its own cultural personalities as well.

Disney animators spent more than a year observing animals, including traveling to Disney's Animal Kingdom at the Walt Disney World Resort, and then on to Kenya to see how the animals interact with each other in their natural habitats. The team was especially impressed with how civilly the animals behaved toward each other while sharing watering holes, which inspired the concept of the land of *Zootopia* and the characters' interactions in the movie.

Disney's animators developed new technological advances in the design of the Zootopians. Creating realistic fur was an expensive venture, but ultimately a rewarding one in regard to the artistic integrity of the film. As a result, each species has its own unique fur, with each hair carefully added by the software. Just how precise is this process? A *Zootopia*n mouse carries about 400,000 strands of fur, while a giraffe boasts upwards of 9 million!

Not only are the animals more realistic than any previously seen in an animated film, but so are their surrounding environments. Wind tousles the animals' fur and rustles the grass and tree leaves, sunlight causes shadows, which in turn move with the character creating those shadows – all of these were rendered through a new software created for *Zootopia* called "Keep Alive."

A Beastly Cast

The voices behind the Zootopians were taken largely from television. Jason Bateman portrays the sly con artist Nick Wilde. Bateman's career began before his 13th birthday with the highly successful series *Little House on the Prairie*, playing the fictional character of the Ingalls' adopted son James. He has worked steadily in television throughout his career, consistently as a guest performer, and with starring roles on *Silver Spoons, Valerie, Simon*, and perhaps most notably *Arrested Development*.

Ginnifer Goodwin, the voice of Judy Hopps, is a fan-favorite of the Disney crowd, seen weekly as Snow White in the Disney-owned ABC series *Once Upon a Time*. Besides her live-action alter-ego, Goodwin has extensive voice-over experience, having provided voices for *SpongeBob Squarepants, Sophia the First* and *Robot Chicken*.

Recent two-time Screen Actors Guild Award winner Idris Elba voices Chief Bogo, the tough-talking head of the police department. The London-born Elba has had a steady stream of big and small screen successes on both sides of the pond, including *The Wire, The Office* (U.S. version) and *Luther*. He has also been seen in movie theaters as Nelson Mandela in *Mandela: Long Walk to Freedom* (2013), Heimdall in *Thor: The Dark World* (2013) and *Avengers: Age of Ultron* (2015), and his award-winning turn as the Commandant in *Beasts of No Nation* (2015). His Disney career continues into 2016 as the voice of Shere Khan in the live-action release of *The Jungle Book*, as well as in *Finding Dory*.

The voice of Bellweather comes from writer-actress Jenny Slate. Like most of her co-stars, she is known primarily for work on the small screen: *Saturday Night Live, House of Lies, Parks and Recreation*, and *Bob's Burgers*.

An Oscar winner for *Whiplash* (2014), J. K. Simmons portrays Mayor Lionheart. *Zootopia* is the latest in a long line of hits for Simmons, whose film resume includes the Spider-Man franchise (reprising his role of J. Jonah Jameson on the animated series Hulk and the Agents of S.M.A.S.H. and Marvel's Avengers Assemble), *The Cider House Rules* (1999), *For*

Artwork © Disney



Love of the Game (1999), *Juno* (2007) and *Up in the Air* (2009), as well as a number of television series: *Law & Order, Oz, The Closer*, and a number of commercials for Farmers Insurance. His distinctive timbre has provided him with a great deal of voice-over work in both movies, *Anastasia* (1997) and *Kung Fu Panda 3* (2016), as well as the series *Justice League, Kim Possible, American Dad, Generator Rex, The Legend of Korra* and *Gravity Falls*.

Fellow Academy Award winner Octavia Spencer (*The Help*, 2001) plays Mrs. Otterton. Along with guest appearances on a number of popular series, including *Moesha, Just Shoot Me!, Malcolm in the Middle, Dharma and Greg, Wizards of Waverly Place* and *The Big Bang Theory*, she has had regular or recurring roles in *LAX, Ugly Betty, Halfway Home, The Minor Accomplishments of Jackie Woodman, Raising the Bar, Red Band Society* and *Moms*. She has also worked on many well-known films, such as *A Time to Kill* (1996), *Never Been Kissed* (1999) and *Insurgent* (2015).

Nate Torrence is the doughnut-loving Benjamin Clawhauser. His many television series include *Mr. Sunshine, Motorcity, Super Fun Night* and *Hello Ladies*, along with guest appearances on *CSI: Crime Scene Investigation, Malcolm in the Middle, House, M.D.* and *How I Met Your Mother*.

Bonnie Hunt, who plays Bonnie Hopps, not only has a full parade of major motion pictures under her belt, such as *Rain Man* (1988), *Beethoven* (1992), *Dave* (1993), *Jerry Maguire* (1996) and *The Green Mile* (1999), but also has a prolific Disney resume to her name: Rosie in *A Bug's Life* (1998), Flint in *Monsters, Inc.* (2001), Sally Carrera in *Cars* (2006) and *Cars 2* (2011), Dolly in *Toy Story 3* (2010) and Mrs. Graves in *Monsters University* (2013). She can also be heard as the voice of Aunt Tillie in the Disney Channel's *Sofia the First*.

Artwork ©Disney

Zootopia Fascinating Facts

- *Zootopia* is Disney's 55th animated film.
- More than 800,000 individual characters representing 400 species reside within the regions of *Zootopia*.
- In spite of that large number of inhabitants, not a single ape can be found within the borders of *Zootopia*. The animators intentionally omitted them, due to how similar their body structure is to that of humans.
- Each of *Zootopia*'s trees has approximately 30,000 leaves.
- The news reporter, Peter Moosebridge, was both inspired and voiced by Peter Mansbridge, chief correspondent with the Canadian Broadcasting Corporation (CBC).
- Disney film fans will certainly catch that Alan Tudyk's character, Duke Weaselton, is not far off from the name of his Frozen alter-ego, the Duke of Weselton (which of course is constantly mispronounced…as Weasleton!)
- Pop singer Shakira portrays pop singer Gazelle. Hers is the voice heard singing Judy's song of inspiration, "Try Everything."
- It is not at all uncommon for Disney's animated films to pay homage to earlier movies, while hinting at what is to come. Two young elephants ice-skating in Tundra Town are wearing dresses identical to Anna's and Elsa's in Frozen (2013); meanwhile, attentive audience members might notice a joke regarding pirating DVDs that references the upcoming release Moana (2016).





Photo © Garry Rollins

The Wonderful World of Color at Walt Disney World

By Lori Elias



Close your eyes and imagine each of the four Walt Disney World parks. (And don't forget to open them again, so that you can continue reading.) Think of the Magic Kingdom: what do you see? The grayish-white walls of Cinderella Castle, off-set by the blue turrets? The deep burgundies and golds of Adventureland, or the rustic wood grains of Frontierland? The blues and beiges of Liberty Square or the pinks and yellows of Fantasyland? Or perhaps it's the bright, sharp metallic shades of Tomorrowland?

Let's move on to Epcot. Do you envision the silver facets of Spaceship Earth or the vivid spheres welcoming Guests to Mission: SPACE, shimmering in the central Florida sun? Or is it the blue hues of The Seas With Nemo & Friends…the browns and golds of The Land pavilion…the shining Imagination Pavilion…or the variations on brick and plaster in World Showcase, bordered by lush gardens from across the globe?

When one thinks of the Animal Kingdom, tropical green foliage comes to mind, while the pastels of Disney's Hollywood Studios set against the blue Florida sky have a permanent place etched in the minds of many Walt Disney World Guests.

Just like the background music that accompanies Guests as they move through the parks, the colors of Walt Disney World may not be something that Guests consciously notice, but they are an intrinsic part of the sensory experience.

Magical Colors for a Magical Kingdom

Some colors are meant to stand out, such as the pinkish pavement seen at the Magic Kingdom. Not only does it evoke the concept of a red carpet being rolled out for Guests as they enter the park, but because it is the complementary color of the green of the adjacent grass, they enhance each other, making each more vivid.

On the other end of the spectrum, the Imagineers also developed a color dubbed "Go Away Green." This shade of gray-green is rather non-descript, and that is precisely the point: it is used on fences, garbage cans, walls blocking Guests' views from ongoing construction and any other areas that are not meant to be a part of the action. The eye tends to gloss right over this color, and that is exactly what the Imagineers intended!

Though it might sound like a bit of an oxymoron, some of the Magic Kingdom's most colorful experiences can be found in the famed "dark rides." Although Peter Pan's Flight takes place during London's late hours, Guests can gaze upon the bright mermaids of Neverland and the vivid garb of the Lost Boys, Smee, and Captain Hook as Peter rescues Wendy and leaves the hapless "codfish" captain in the mighty grip of the crocodile's jaws. The boat ride through "it's a small world" takes Guests through the colorful traditional costumes of cultures from across the globe, culminating in a wondrous scene where all of the children of the world join together in the final scene, dressed in matching shades of white and pale blue. Further down the walkway of Fantasyland, it would be difficult to think of a more colorful scene in any of the parks than those found in Under the Sea – Journey of the Little Mermaid. Ariel's flowing red hair and sparkling green tail, and the hundreds of colors floating through the room as Sebastian leads the "hot crustacean band" are a symphony of color.



Another "dark area" with colors that surprise and delight Guests, even repeat visitors, is the breezeway running through Cinderella Castle. What could have been a simple walkway from Main Street to Fantasyland is transformed to a magical journey via five immense mosaic murals depicting the title heroine's story. Five hundred different colors can be found within the mosaics, which boast more than one million pieces of glass, in addition to accents of silver and 14-carat gold. A very special use of color can be found in the fourth mural, in which the prince slips the wayward glass slipper onto Cinderella's foot. Her step-sisters stand by in bitter, wide-eyed amazement: Anastasia's face has a reddish hue, symbolizing her anger at what has transpired,



while Drizella's face is green, signifying envy. (Though neither look is particularly becoming, it is certainly effective storytelling!)

The Colors of Tomorrow

Over in Epcot, color continues to play an integral part of the sensory experience. While Epcot is divided into two separate entities, Future World and World Showcase, Future World is further separated into two sections, Future World East and Future World West. Future World East focuses on science and technology: the Universe of Energy (home of Ellen's Energy Adventure), Mission: SPACE, and Test Track (as well as the former Wonders of Life, which is now used as a headquarters for Guests during the International Food & Wine Festival in the fall and Flower & Garden Festival in the spring).

In keeping with a more "technological" and futuristic aura, the buildings of Future World East are more angular, with metallic, gray and beige hues. It is for that reason that when color is infused into the scene, it stands out to the eye, such as the planetary orbs greeting Guests as they enter Mission: SPACE. The largest is red in keeping with the attraction's theme of traveling to Mars, and the vibrant colors, coupled with the abstract art of the structure, visually draw Guests in as they approach. The paint used for these planets is unique "color-shifting" paint that provides Guests with different tints depending on the position of the sun as well as the angle from which the structures are being viewed; this paint cost Disney over $800 per gallon!

Photo © Tim Foster





Photo © Mike Billick





While this is arguably the most colorful spot in Future World East, at one time the Universe of Energy Pavilion featured a rainbow of colors – literally! The original pavilion boasted panels of reds, yellows, and oranges meant to evoke the idea of fire, and ergo, energy. When the pavilion received an overhaul in 1996, these panels were repainted in the colors of the rainbow, with the idea of creating a sense of optimism and looking forward. The pavilion was returned to its former palette in 2009.

Future World West focuses on the natural world, with the buildings and planted areas celebrating the colors seen in nature. The Seas With Nemo & Friends pavilion is a structural rhapsody in blue, with a mural depicting bright sunlight reflected in water, along with curving lines that mimic an ocean wave.

The Land Pavilion takes the concept of color even further. The plants and flowers leading up to the pavilion were placed to emphasize the fertility of the land, with white-flowered trees hovering over them, symbolizing the clouds. The pavilion itself, with its "earth colors" in the truest sense of the phrase, represents the layers seen in a cross section of the ground.

Inside Innoventions, the human relationship to color is currently being explored in Epcot's newest attraction, Colortopia, presented by Glidden. Guests begin the experience in a round white room…but it doesn't stay white for long. As lights of different shades fill the room with color, Guests are told how color can affect mood, while at the same time individual experiences can influence one's perceptions of color. With selections from Thomas Newman's Oscar-nominated soundtrack to *Saving Mr. Banks* (2013) playing in the background, Guests move on to interactive games in which they can test their color identification skills. The final stop is a room of computer-generated murals. Guests use fiber-optic paintbrushes to color the mural of their choice (and are in for a surprise when they use complementary colors in adjoining segments!). By providing an email address, Guests are even able to receive a link so that they are able to download their mural and continue the fun long after their vacation has ended.

Also available is the Colortopia app, available to download for free from Apple. The app allows the user to add color effects to photographs already in their phone. Another unique feature is a virtual trip through Epcot's World Showcase. The colors of each nation's pavilion are identified, with explanations as to how the individual colors help to define the culture or history of that country.

Each spring, the International Flower & Garden Festival descends upon Epcot, and with it a whole new world of colors to enjoy. Floral displays, topiaries of Disney characters, and even the bright "Outdoor Kitchens" – kiosks featuring small plates of delicious culinary offerings from around the world – add fresh new hues to Epcot's landscape. While this is certainly appreciated by all Guests, it is a particular treat

Photo © Mike Billick



for those visiting the parks from northern climates. Winter in the northern and Midwestern states, as well as similarly-located international locations, are typically a long series of snow-covered browns and grays, day after day. A visit to Epcot in March or even early April can make northern Guests feel like the sepia Dorothy Gale crossing the threshold of her Kansas farmhouse in the Technicolor land of Oz!

Colors of Nature

In Disney's Animal Kingdom, where the scenery experience is awash with lush greens of the abundant tropical flora, including the Tree of Life, other colors are bound to stand out, which can create a dramatic effect. Consider Expedition Everest: not only does its impressive 112-foot height loom majestically over the park, but the bright white of the mountain's snow is a striking contrast to the trees over which it towers, and also shines brightly against the blue of the sky.

The prayer flags seen throughout the Asia area of the park add more colorful décor to the Animal Kingdom. These flags are not merely decorations; they are a reference to prayer flags that are common in the Himalayan region, where they can be found along mountains (such as the park's own Expedition Everest) or outside of temples and homes. While there are a number of styles of flags, those found at the Animal Kingdom are known as lung ta: rectangular flags hung horizontally, whose colors represent specific elements of the world: sky and space (blue), air and wind (white), fire (red), water (green) and earth (yellow), all emblazoned with the image of a horse (ta), which symbolizes good fortune. Traditionally, they are hung in this specific order. Prayer flags are also traditionally used to encourage peace, wisdom, courage and strength.

Photos © Tim Foster



A Studio of Color

Disney's Hollywood Studios uses dramatic splashes of color of its own, such as the vibrant reds of the Chinese Theater housing the Great Movie Ride (and again, as in the Magic Kingdom, the complementary green of the palm trees creates a striking image), and the large yellow, orange, red balloon with Kermit the Frog's grinning face beckoning Guests to Muppet*Vision 3D. The Studios' greatest contribution to the colors of Walt Disney World has inarguably been the Osborne Family Spectacle of Dancing Lights, which graced the Streets of America for twenty years before having its final show in early 2016. More than 5 million lights covered the building facades of San Francisco and New York City, synchronized to recordings of Christmas music. This beloved tradition is a true example of making good out of a bad situation: Little Rock businessman Jennings Osborne developed a beautiful light display for his own holiday decorations, at the request of his young daughter. Each year brought new lights, growing to the point that Osborne purchased the home on each side his house in order to expand his ideas to a staggering 3 million lights. Complaints from neighbors resulted in a hearing in front of the Arkansas Supreme Court, who ordered Osborne to discontinue the display. Fortunately, Disney had the perfect solution, resulting in the Spectacle of Dancing Lights, which enjoyed its final performance on Jan. 6, 2016.

Currently, it is a time of transition and rebuilding at both the Animal Kingdom and Disney's Hollywood Studios. As the Avatar-themed area, Rivers of Light, Star Wars attractions, and Toy Story Land continue to develop, it will be exciting to see what new colors will be added to the palette of the Walt Disney World parks!



Preserving the Magic:

The History of the Disney Archives

By Kevin Carpenter

Walt Disney took immense pride in his studio's stellar reputation for innovation. In 1933, after *The Three Little Pigs* achieved unprecedented popularity and pleas for a sequel grew deafening, Walt famously remarked, "You can't top pigs with pigs." He knew that the only way forward was to create something new, and no success — be it grand or humble — ever stole his focus from what was coming up next. This philosophy guided Walt Disney Productions to worldwide acclaim and adulation. Even in his final days, the Disney chief dreamt of how EPCOT would revolutionize the American city. To the very end, Walt sought to blaze the trail into a great, big, beautiful tomorrow.

His tragic passing in 1966, though, was a brutal reminder that, as important as the future may be, yesterday begs not to be forgotten. Here was a company with a richer and more storied history than almost any other — and so little was being done to preserve it. With those employees closest to Walt not getting any younger, the studio's venerable rags to riches tale ran the risk of being forgotten. Something had to be done to safeguard the Walt Disney story.

But the best way to accomplish that remained elusive. The ball finally started rolling in the autumn of 1969 when UCLA contacted the studio with a request to house Walt's personal papers in its campus research library. Disney was open to the idea, but proposed expanding it to encompass all facets of the company's history. It would be a remarkable project, to be sure, yet one too big for the university. During one meeting, UCLA librarian Robert Vosper suggested that Disney create its own archive — to collect, study, and preserve the many documents and records from decades of film production.

Enter Dave Smith

Vosper's idea caught the attention of another UCLA librarian in attendance — Dave Smith. Not yet thirty, Smith had already earned two degrees from Cal-Berkley and completed a prestigious internship at the Library of Congress in our nation's capital. His resume spoke volumes, but it was his deep admiration for Walt Disney that convinced him to pursue this further. That night, Smith sat down at his typewriter and fired off a letter to the Disney representatives, offering to take a two-month leave of absence from the university to help them sort through their historical materials and determine the best course of action.

Once Disney accepted his generous offer, Smith was effectively turned loose in the studio to see what treasures awaited discovery. He recalls: "There had been nothing collected in a logical way before Walt Disney died in 1966. The executives gave me a master key to the company and I was allowed to go into any nook and cranny I wanted to."

One such "nook" was Walt Disney's office. Entering that room — with most of its contents untouched in years — must have been both exhilarating and unnerving. Sifting through all of the founder's correspondence and other

prized mementos sealed the deal for Smith: Disney needed a company-wide archive. And, not only that, he was the perfect person to do it.

The studio executives agreed with Smith's argument that an internal archive would be most beneficial, allowing the company to fully control all of the historical materials housed within. The final decision came with no small amount of uncertainty — Smith had little practical experience as an archivist and Disney did not even have a job description for the position. Nonetheless, both sides had faith and took the leap together. Dave Smith left UCLA and officially opened the Disney Archives in the summer of 1970.

The Disney Archives are Born

The first few months were a whirlwind. 1970 was a busy year for the studio, with a full-slate of film production and Walt Disney World just a year from completion. As such, there was scarcely time to sort through the piles of boxes already at Disney because Smith was frantically documenting the Magic Kingdom's construction and grabbing whatever material he could get his hands on from the films. In calmer moments, he visited the company's various departments to examine what had been saved and to discuss its transfer to the Archives. Some groups were more accommodating than others, but eventually even the holdouts were won over.

What Smith found at the studio, though, turned out to be a double-edged sword. Most of the important stuff had survived, but was utterly and maddeningly disorganized. "The studio was a treasury of animation cels, historical correspondence, and merchandise from the earliest Disney production," he remembers. "Everything was all over the place. No one had made much of an effort to get it together and preserve it."

A glaring example of this disorganization was that the studio did not even know when it had been created! Smith pored over the earliest records and located the contract Walt had signed to produce the *Alice Comedies* for Margaret Winkler way back on October 16, 1923. Mickey Mouse's birthdate had grown similarly messy. For many years, Disney had played fast and loose with the mouse's birthday — usually choosing a Saturday when local theaters could promote the special occasion and pack their seats with young children. But, with countless documents at his disposal, Dave Smith set out on a quest for the truth. He discovered an original program from New York's Colony Theater premiere of *Steamboat Willie*, firmly establishing November 18, 1928 as his birthday forevermore. Many happy returns, Mickey!

Smith's biggest headache, though, was deciding which items to keep. The Archives had limited space, so filtering out the inessential documents and files was imperative. It was a learning process — the must-haves (financial reports, press releases, etc.) were obvious, but predicting what else would stand the test of time and prove useful for generations to come proved a far more difficult task. Long hours were spent selecting some items and rejecting others, yet there was still the rare occasion when a request came for something not in Smith's collection. He took careful note of such inquiries and used them to guide his future selections.

His impressive work laying the foundation for the Archives caught the approving eye of Walt's brother, Roy O. Disney. So inspired by Smith's diligence, Roy asked the archivist to take on a special, off-the-books project on his behalf: the Disney family genealogy. Smith traveled across the United States and Canada, climbing the many branches of the Disney family tree, to bring back as much information as possible. He returned bearing much fruit — pictures, records, and slides of heretofore-unknown Disney cousins and relatives.

Back at the studio after his genealogical excursion, he faced the daunting task of determining how best to represent the early years of Disneyland. By the time the Archives opened, almost fifteen years had passed since the Anaheim park's 1955 debut. As such, materials that would have been perfect for documenting those first few years had been discarded or lost long before Smith joined the studio. That is, except for one year — 1961. In that year, an unknown but wildly industrious Disney employee traipsed all over Disneyland collecting items from each attraction, store, and restaurant. This meticulous assemblage included exhibit giveaways, food menus, ephemera, maps, souvenirs, and much more. Inspired by this snapshot in time of Disneyland circa 1961, Smith resolved to compile a similar assortment for each year from 1970 onwards.

That is not to say, though, that nothing can be found in the Archives from the other early Disneyland years. Far from it, in fact. Smith himself contributed a valuable piece of park history — a small Upjohn Pharmacy vitamin bottle he received on a personal visit in the late '50s. These bottles were handed out at the pharmacy during its tenure on Main Street, U.S.A. Another incredible example is the first-ever Disneyland admission ticket, purchased by Roy O. Disney for $1 and found in his desk after his death in 1971.

And what could not be found at the studio, Smith

searched for at antique stores, fairs, and swap meets. His budget was far from unlimited, so diligent scouting became the best way to fill in the gaps. The '70s and '80s were a particularly fortuitous time to acquire these mementos for reasonable prices. Between the current popularity of online auction websites and the feverish intensity of the Disneyana market, the Archives would never be able to assemble such a collection today.

While Smith did yeoman's work putting together the Archives, he quickly came to accept that a complete collection of Disney-branded merchandise was impossible. Almost from its very start, the company pursued a robust merchandising strategy, licensing its characters and creations far and wide. For over forty years, an unending stream of items from toys to household wares — and everything in between — had been produced. Smith found that compiling a "representative sample" of this merchandise and memorabilia to be the only reasonable solution. Anything more would be a fool's errand.



Smith also took full advantage of another incredible resource – those who had joined Disney early on and were still working at the studio. Ub Iwerks, who had animated the early Mickey Mouse shorts almost singlehandedly, lent a hand to the Archives by helping to fill in the blanks of what life was like at the studio before Disney became a household name. Iwerks left the company in 1930, before returning a decade later to become a standout in the special effects department.

Likewise, the Nine Old Men, Walt's most trusted animation advisors, were valuable sources of information. Dave did not miss his chance to pick their brains about the studio's history and their own accomplishments. These oral histories and transcripts are some of the most treasured documents preserved at Disney — such priceless memories will now live on forever.

Ward Kimball, in particular, was an especially gracious patron of the Archives. Always the eccentric, Kimball had amassed an impressive collection of Disney merchandise before practically anyone else saw its value. Many of these toys were decades old and quite rare, but he nonetheless generously donated a sizable amount to Smith and the Archives.

But that was certainly not Ward's only contribution. There were many missing pieces of Disney history, perhaps none more important than a better understanding of working life in the '20s and '30s. He diagrammed the exact layout of the company's old Hyperion studio — complete with detailed descriptions of each building. Amazingly, Dave Smith also found another old-timer who did Kimball one better: sketching out the very first Disney studio at 4406 Kingswell Avenue. Included were drawings of how the desks were arranged and notations marking who sat at each one.

As the Archives grew and Smith became more entrenched in everyday studio life, he no longer had to chase down items worth saving. Instead, other departments started calling on him. During a redesign of Anaheim's Fantasyland, Walt Disney Imagineering (then still known as WED Enterprises) invited Smith to claim anything no longer being used. Many of the show sets were too large for archival storage, but he made sure to grab some signs and other themed decorations. Such is the life of an archivist — making difficult decisions about what should be kept and what must be released into the ether.

The Growth of the Archives

Thankfully, Dave Smith had a special knack for making the right decision. Under his guidance, the Disney Archives grew from a single office into a multi-floor operation with a small, but dedicated staff of archivists. The Archives themselves … well, can only be described as a treasure trove. From the very first Walt Disney Productions bank book (with a paltry $125

balance) to Walt's own desk from the Hyperion studio, entering Smith's realm is like stepping back in time. Any place you look is likely to offer up a delicious taste of the studio's history. Among so many others are the original Disney Dollars issued at Disneyland in 1987; the designs of each military insignia drawn by artists during World War II; business documents from Walt's Kansas City-era Laugh-O-Grams studio; an ornately carved Snow White clock; and Annette Funicello's Mouseketeer uniform. One item of note, though, might just be Smith's favorite. Safely tucked away is an Oswald the Lucky Rabbit stencil set that Smith procured from an antique show at the Pan Pacific Auditorium. Not much Oswald memorabilia has survived through the years — and the Archives is blessed to have such a jewel in its collection.

Perhaps not surprisingly, procuring relics of yesteryear has been a passion for Smith both on and off the clock. He personally has compiled an impressive assortment of manuscripts and signatures from important figures of American history. In fact, all he needs is Barack Obama's proverbial John Hancock to complete his collection of presidential autographs.

Over the years, Dave Smith has become known as the answer man for any and all questions about Disney. These might range from the mundane — What are the names of the Seven Dwarfs? — to the fascinating: When did the term "Mickey Mouse" come to mean cheap or shoddy? Well, Smith did not have a firsthand answer, but had heard an explanation from one-time Disney employee, Carl Nater. When Walt Disney Productions was working with the American government on propaganda and educational films during the Second World War, some federal accountants visited the studio to check over its books. They were far from impressed and one famously remarked, "What a Mickey Mouse way of bookkeeping!"

What gets lost in the list of Dave Smith's many accomplishments on behalf of Disney is the man's exceptional generosity of knowledge. For many years, fans from all over the world would write to him at the Archives in hopes of having their Disney collectibles authenticated by the expert. Smith duly obliged — sending back information on their items. And, of course, he shared his prodigious insights through the "Ask Dave" columns in Disney Magazine and books like "Disney A to Z" and "The Ultimate Disney Trivia Book".

Smith also endeavored to make the Archives a place for education and research. Although never completely open to the public, serious researchers were frequently granted admission — mostly because the decision was left up to Smith's benevolent discretion. In a 1991 interview, Smith admitted: "If someone calls and seems to have a real interest and knowledge, we try to make room." Unfortunately, as Disney continued to grow in popularity at the end of the twentieth century, the difficult decision was made for the Archives to become an internal resource only.

Those hoping to get a peek at these many historical treasures, though, have rarely had a better chance. D23, the Official Disney Fan Club, has done a commendable job bringing the studio's history to the masses. Whether it be presentations at the club's biennial expos or the Treasures of the Walt Disney Archives exhibit that toured the country in 2013/14, fans everywhere have been given the chance to see these Hollywood artifacts for themselves.

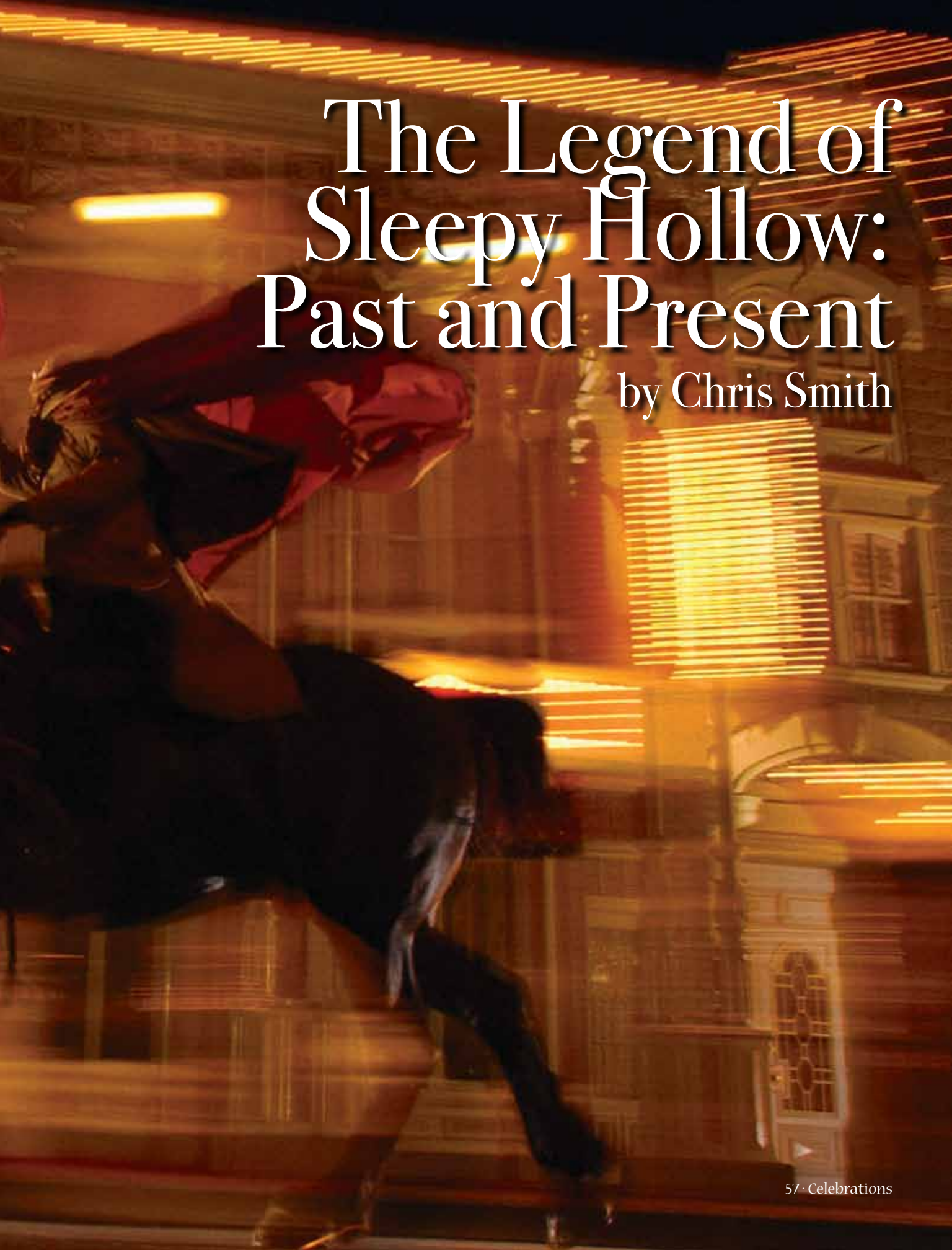
After more than forty years of service, Dave Smith retired from the Disney Archives on October 1, 2010. His career undoubtedly ranks among the studio's finest. He, like the inimitable Walt Disney, was a pioneer in every sense of the word — starting from scratch to create something exceptional. And, again like Walt, he recognized the value in surrounding himself with only the very best. Smith built an incredible team of curators to carry on the Disney story, passing the baton to Becky Cline, the new chief archivist, when he departed.

To attempt to highlight the most special items in the Archives would be senseless, such is the depth of history contained within. But few capture the Disney studio — from humble beginnings to Hollywood immortality — better than the financial records from 1928. What may appear as staid files instead tell a brave tale of dedication, sacrifice, and the selfless character of Walt Disney. While he and his team worked at breakneck speed on the first three Mickey Mouse shorts, Walt continually cut back on his own salary. Some weeks he even took nothing at all to ensure that Ub Iwerks would be able to draw his full paycheck. Thanks to Dave Smith, these are the stories that now endure about Disney.

Three years before his 2010 retirement, Disney bestowed its ultimate honor upon Smith — naming him a Disney Legend. It must have been an easy choice, for few could dare dream to have a more substantial impact than the studio's first chief archivist. The Disney Archives — a repository now consisting of several libraries and warehouses kept under lock and key — stand as a testament to those that came before and all that they accomplished.

All of its contents do more than just provide glances into the past – they help inspire The Walt Disney Company to continue moving forward. And all Disney fans have Dave Smith to thank for that.


Walt Disney
THE ADVENTURES OF
"ICHABOD
AND MISTER TOAD"
TOLD AND SUNG BY BING CROSBY
AND TOLD BY BASIL RATHBONE
COLOR BY TECHNICOLOR
Hear BING sing
these new hit tunes
"THE HEADLESS HORSEMAN"
"KATRINA"
"ICHABOD CRANE"



The Legend of Sleepy Hollow: Past and Present

by Chris Smith

Walt Disney World immerses Guests into many heart-warming and adventurous stories using a variety of attractions, characters, restaurants, and other experiences as intricate story-telling devices. In many cases, these "stories" trace their origins back to classic works of fiction. For example, the numerous theme park offerings based on the characters Cinderella, Snow White, and Sleeping Beauty all ultimately originated from Grimm's Fairy Tales, first published in 1812. While the influence of those tales on the Disney parks probably comes as no surprise to most Walt Disney World Guests, the significant impact of other classic stories on what Guests experience is less well known or appreciated. For example, The Legend of Sleepy Hollow, a short story written by American Author Washington Irving in the early 19th century, strongly influenced many aspects of Walt Disney World, including architectural facades, restaurants, shops, parades and attractions (both real and planned). Join us as we travel through the pages of Irving's story and into Walt Disney World on a quest to discover The Legend of Sleepy Hollow (and hopefully not lose our head in the process).

The Legend of Sleepy Hollow by Washington Irving

The Legend of Sleepy Hollow was first published in 1820 as part of a collection of 34 essays referred to as The Sketch Book of Geoffrey Crayon, Gent. It is set in the year 1790 and recounts the story of Ichabod Crane, a lanky, odd and jittery schoolmaster, who finds himself in the very secluded and mysterious village of Sleepy Hollow. Sleepy Hollow is located in an isolated valley near the Dutch settlement of Tarry Town in the bend of the Hudson River. It is a quiet place, yet strangely foreboding, with many rumored specters haunting this otherwise quaint glen. Most notable amongst these spooks is the Headless Horseman, a Hessian soldier who was decapitated by a cannonball during "some nameless battle" in the American Revolutionary War, and who now haunts Sleepy Hollow on grim rides in search of his long lost head.

In the story, Ichabod finds himself competing with local brute Brom Bones for the hand of Katrina Van Tassel, the lovely daughter of wealthy landowner, Baltus Van Tassel. After failing to secure the hand of Katrina at a harvest feast held by her father, Ichabod finds himself in a ride for his life being chased by the Headless Horseman.

So what happens to poor Ichabod? That remains a mystery, as he disappeared that very night, never to be seen by the residents of Sleepy Hollow again. The only items left behind were a shattered pumpkin, Ichabod's hat and saddle, and his wandering horse. Some say Ichabod moved away after being humiliated by Brom Bones in a cruel Horseman prank. But other residents laugh at that notion, knowing that Ichabod was taken by the Headless Horseman.

In addition to the time period and geographic setting of Sleepy Hollow, other characteristics of Ichabod Crane are emphasized in the story that are important for the purpose of understanding the significance of The Legend of Sleepy Hollow at Walt Disney World. First, Ichabod LOVES food and uses his exceedingly peculiar charm over the women of Sleepy Hollow to get his hands on treats of all varieties. Also, Ichabod is an exceedingly talented man, being a very skilled dancer and singer. In fact, Ichabod supplemented his income by providing singing lessons to the local women of Sleepy Hollow. As we will see, Walt Disney World pays tribute to each of these characteristics.

The Adventures of Ichabod and Mr. Toad

Disney's association with Irving's masterpiece began in 1949 with the release of *The Adventures of Ichabod and Mr. Toad*, an animation film package consisting of two features based on the 1908 novel "The Wind in the Willows" by Kenneth Grahame, and Irving's "Sleepy Hollow," respectively. The film was the eleventh animated feature released by Disney. It was also the last of Disney's "packaged" films that became popular during the World War II era, following *Saludos Amigos* (1942), *The Three Caballeros* (1945), *Make Mine Music* (1946), *Fun and Fancy Free* (1947), and *Melody Time* (1948). These films provided a great benefit to the Disney Studios during these tumultuous times because of their lower production costs, as compared to full-length animated feature films

Ichabod featured the work of famed Disney animators, and members of Walt's "Nine Old Men," Frank Thomas, Ollie Johnston, John Lounsbery, Wolfgang Reitherman, Milt Kahl, and Ward Kimball, as well as Mary Blair who was listed as "Color Stylist/Art Director." Bing Crosby provided the masterful narration for the Sleepy Hollow portion of the film, along with the voices of Ichabod Crane and Brom Bones. The film included joyous music performed by Crosby, most notably Brom Bones' boisterous retelling of the Horseman story.

Disney's twist on Irving's tale provides a more fanciful, charming and, not surprisingly, humorous version, emphasizing Crane's propensity for gluttony and superstition, and has become a Halloween favorite for many families. The Disney animated version also ends in mystery, with the whereabouts of Ichabod Crane remaining unknown. However, the Disney film strongly suggests that Ichabod had married a

wealthy widow and was enjoying the fruits (literally and figuratively) of that relationship.

Early Theme Park Ideas

Plans for a "Haunted House" experience in the Disney theme parks date back to 1951, when Walt Disney assigned Harper Goff, the Art Director of 20,000 Leagues Under the Sea, to work on images for a proposed Mickey Mouse Park. One of Goff's earliest sketches for the park depicted a haunted Victorian house sitting on a hill overlooking a cemetery. Early incarnations of those plans called for a walk-through experience, as opposed to an actual ride-through attraction.

At one point, Imagineer Ken Anderson looked to The Adventures of Ichabod and Mr. Toad for inspiration, with a storyline that climaxed in a conservatory overlooking a graveyard, when "The distant sound of pounding hoofs signals the approach of the Headless Horseman, who finally crossed the scene just outside the windows as his horse gallops through the tops of the trees."



The Haunted House concept continued to evolve, change, and morph extensively through the work of Imagineers such as Yale Gracey, Rolly Crump, Marc Davis, and Claude Coats between 1951 and August 9, 1969 when the Haunted Mansion officially opened in Disneyland as a stunning antebellum mansion set in the New Orleans Square section of the park. During this lengthy process, plans for the Headless Horseman's participation were, much like his head, cut from the storyline.

A Sleepy Hollow Dark Ride?

Plans for a "Sleepy Hollow" concept continued during the early design phase for Walt Disney World. Initial ideas for Florida's Fantasyland called for a completely different set of attractions than those that would eventually open along with the Magic Kingdom on October 1, 1971. For example, Imagineers considered plans for a Sleeping Beauty-themed attraction instead of the Snow White's Scary Adventures dark ride. Strange as it may seem looking back from today's perspective, Imagineers also strongly considered developing a Mary Poppins attraction instead of Peter Pan's Flight. Finally, Imagineers strongly considered, in lieu of Mr. Toad's Wild Ride, an attraction based on The Legend of Sleepy Hollow that would have included jack-o-lantern ride vehicles that encountered the Headless Horseman. This is especially interesting considering the close connection between Toad and the Horseman in the Disney film.

As is the case with many grand ideas, financial pressure reared its ugly head (pun intended). As costs for Walt Disney World soared, executives began looking for ways to save money. Since Disneyland's version of Fantasyland already had three dark rides that were extremely popular with Guests, executives decided to replicate the already popular Snow White, Peter Pan, and Toad rides in Walt Disney World. Fortunately, The Legend of Sleepy Hollow would finally find a home in the Magic Kingdom just down the street from Fantasyland in Liberty Square.

The Haunted Mansion

A haunted antebellum mansion, while appropriate for a New Orleans Square themed area, would have been completely out of place in Liberty Square, a land themed to the U.S. Colonies during the time of the American Revolutionary War. However, the foreboding and mysterious atmosphere of the Hudson River Valley depicted by Irving in The Legend of Sleepy Hollow was a natural fit. As such, Imagineers drew inspiration from Sleepy Hollow and the stately manor houses of that era and geographic location and developed plans for a dramatic Dutch-Gothic style manor house, incorporating characteristics such as strong arches and significant stone foundations and cornerstones.

The Walt Disney World version of the Haunted Mansion opened with the rest of the Magic Kingdom in 1971. This structure is distinctly more menacing and foreboding than its Disneyland counterpart, with an architectural façade that literally towers above Guests. Admittedly, the interior of the attraction is almost identical to the Disneyland version. As such, there are no explicit references to Ichabod Crane,

the Headless Horseman, or any other character from The Legend of Sleepy Hollow in the attraction. However, the decision of the Imagineers to draw architectural inspiration for the Haunted Mansion directly from Sleepy Hollow and the resulting mysterious, unsettling atmosphere that permeates from the Mansion is perhaps an even greater tribute.

Ichabod's Landing Shop

Another short-lived Sleepy Hollow reference in the Magic Kingdom was located directly adjacent to the Haunted Mansion in the form of the Ichabod's Landing gift shop. Ichabod's Landing traces its roots back to the Mike Fink Keelboats attraction that opened in Liberty Square on opening day. Originally, the Keelboats docked on the shoreline of the Haunted Mansion. A small gift shop named the Keelboat Hat Shop was located adjacent to the Keelboat dock and sold, strangely enough, hats. The Keelboat Hat Shop later became the Keelboat Shop and, finally, Ichabod's Landing (an obvious tribute to Ichabod Crane). Ichabod's Landing sold "Magic tricks, monster masks, gags and film." Unfortunately for Sleepy Hollow fans, Ichabod's Landing closed in 1996.

Sleepy Hollow Refreshments

Sleepy Hollow Refreshments is a counter service food location located in the Liberty Square section of the Magic Kingdom. Sleepy Hollow is the first building to the Guest's immediate right as they cross the bridge from the Central Hub into Liberty Square, and offers delicious waffles, funnel cakes, cookies, and other treats. Given Ichabod Crane's notorious weakness for tasty foods of all shapes and sizes, a snack shop offering both sweat and savory items is a natural connection to The Legend of Sleepy Hollow. Aside from this indirect reference, however, there are other direct references to Irving's tale.

- First, and foremost, the name "Sleepy Hollow Refreshments" is an obvious direct reference to Irving's work.
- The sign for the shop also depicts the villainous star of Sleepy Hollow, the Headless Horseman.
- For a time, Sleepy Hollow Refreshments also offered souvenir mugs featuring the pictures of both the Headless Horseman and Ichabod Crane.

Perhaps the greatest and most impactful tribute to Irving personally is one that is missed by 99% of park Guests – the architecture of the building housing Sleepy Hollow Refreshments. In 1835, Irving purchased a home near Tarry Town, New York. After spending many years working, renovating, and expanding this house, he named it "Sunnyside" in 1841. The façade of Sleepy Hollow Refreshments is actually a very close representation of Sunnyside, including the stair-stepped peaks of the building's roof. This theming and amazing attention to detail is Walt Disney World at its best.

Ye Olde Christmas Shoppe

Directly across the street from Sleepy Hollow Refreshments is the Ye Olde Christmas Shoppe, a gift shop offering a wide selection of Christmas ornaments and other holiday gifts. The shop appears to be three separate buildings from the outside, each of which is visually charming and cozy, composed of brick, stone and wood facades respectively. The buildings themselves are portrayed as storefronts, with the business owners of each store living on the unseen second floors, with the businesses themselves on the first floor. The storefronts consist of a tailor's shop, a woodcarver's shop, and finally, a music shop.

In one scene of the Disney film, the Sleepy Hollow Boys (the name for Brom Bones' entourage) are gathered at the "Ye Olde Schnooker and Schnapps Shoppe." Is the similarity of this name to the Ye Olde Christmas Shoppe simply a coincidence? Perhaps, but play close attention to the sign hanging from the music shop which reads "Music and Voice Lessons, by appointment, Ichabod Crane Instructor." As was emphasized in the book and film, Ichabod Crane is a very talented voice instructor. One can imagine the female townspeople in this colonial hamlet lining up for the opportunity to take a lesson from Mr. Crane.

With the Hudson River Valley architectural influence encountered immediately by Guests upon entering Liberty Square from Fantasyland, and Sleepy Hollow tributes found in both Sleepy Hollow Refreshments and the Ye Olde Christmas Shoppe immediately after entering Liberty Square from the Central Hub, Imagineers ensured that the legacy of Sleepy Hollow would continue as soon as soon as Guests stepped inside Liberty Square.

Mickey's Not-So-Scary Halloween Party

Mickey's Not-So-Scary Halloween Party is a ticketed event held on select nights in September and October in the Magic Kingdom. The Party celebrates all things Halloween in a very upbeat and family-friendly manner. The Party features special character interaction, shows, locations for trick-or-treating, and a very special HalloWishes fireworks spectacular.

One of the most popular features of the Halloween Party is the amazing Mickey's Boo-To-You Halloween Parade. The Parade features elaborate props and Disney characters



dressed in their spookiest Halloween costumes. The start of the parade is one of the most exciting experiences at Walt Disney World, and is also perhaps the best tribute to The Legend of Sleepy Hollow, an actual appearance by the Headless Horseman. That's right, the Headless Horseman actually starts the parade with a ride (more of a slow gallop) through Frontierland and down Main Street U.S.A. It is a moment that is beyond description, but one that puts a smile in the face or a spook in the spirit of Guests of all ages. The sight of the Horseman, with pumpkin in hand and a very entertaining narration playing in the background, is the perfect combination of Irving's classic work and Disney magic.

Haunted Carriage Rides

Mickey's Not So Scary Halloween Party is not the only place at Walt Disney World where the Headless Horseman appeared and made a haunted ride. For a time, the Headless Horseman also appeared during the Halloween season at the Fort Wilderness Resort and Campground as a part of the Haunted Carriage Rides. During this experience, Guests would board open-air carriages at the Tri-Circle-D Ranch, and then travel into the woods at nightfall with an entertaining narration of the Sleepy Hollow story serving as background. The highlight of the 25-minute carriage ride, not surprisingly, was the appearance of the Headless Horseman who would ride by the carriages near the end of the experience and provide excitement for even expecting Guests. Unfortunately, the Horseman's last gallop on the Haunted Carriage Ride occurred in 2011.

"The Legend of Sleepy Hollow" inspired a classic Disney animated feature and, unbeknownst to most Guests, numerous Walt Disney World attractions, restaurants and experiences. Many of these tributes are not direct references, but are instead left for Guests to discover on their own. So the next time you visit Walt Disney World, take the time to explore the many fun finds associated with Ichabod Crane, the Headless Horsemen, and Washington Irving himself. While a "Sleepy Hollow" stand-alone attraction never made it past the planning stages, the numerous acknowledgements to Irving's work throughout Walt Disney World provide perhaps and even more impressive legacy.



Finding That Disney Magic

By Nick Comande

Nearly 60 years ago, Walt Disney had a vision to expand upon his first dream, which we all now know as Disneyland. In order to improve on what became known as "The Happiest Place on Earth," he plotted and planned to create an all new setting in Florida; on which would not only include a new park, but Walt's vision for the city of the future. Though Walt did not live to see this grand idea come to life, his brother Roy came out of retirement to make Walt's dream a reality. Thanks to Walt's initial plan to purchase large amounts of land to allow room for all of his dreams and plans, Walt Disney World has since blossomed with the opening of three additional parks and numerous resorts. Even though Walt Disney's ultimate dream of a community of tomorrow was never realized, he did sow the seeds for the creation of a magical place where dreams do come true, and millions of Guests have been able to bring their own dreams to life over the years.

In the decades that have since passed, people of all ages have been able to say, "I shared the Magic." But what really is "The Magic"? Where is it, where do you find it, and how do you know that you have it? These are all excellent questions. "The Magic" can come in a variety of forms, sizes, shapes, colors, and thrills that different people can experience at different times when visiting Walt Disney World.

For some people, "The Magic" starts when they first make the decision to go to Walt Disney World. Others might find it when they book their airline tickets and reserve a room at a Walt Disney World Resort. For some it might not be till they receive their MagicBand, check into their room, or walk through a park gate. Now matter when it happens, nearly everyone will experience that euphoric moment that says "I'm here." As the parks continue to expand, and new resorts and restaurants open, the chances of discovering "The Magic" get better and better.

What do you call that warm, fuzzy feeling that you get inside when you start to plan your trip…from picking your resort to selecting your attraction FastPasses? What causes the excitement that makes you want to scream out loud when you're about to tell your child that they are going to go to Walt Disney World? What causes them to dance, jump, and run in circles with delight upon hearing the news? It's Magic!

When was the last magical rush you felt when visiting Walt Disney World? Was it when you were picked out of the crowd to participate in something onstage, such as pulling the Sword out of the Stone by Prince Charming's Regal Carrousel, or being chosen to take part at the Jedi Training Academy at Star Tours? Maybe it was petting a baby animal at Rafiki's Planet Watch in Disney's Animal Kingdom. Perhaps you had a Disney character surprise you by sitting next to you on an attraction, then having them take your hand afterward and walk with you to take a special picture. Yes, it can happen; it's just about being in the right spot at the right time. You never know when "The Magic" will occur.

Not too long ago, Walt Disney World spent an entire year (and then some) celebrating "The Year of a Million Dreams." Imagine, a whole year of little magical surprises just waiting to make your Walt Disney World trip not just more enjoyable, but memorable for years to come. This year was so magical that it was extended for another six months. Cast Members randomly handed out magical presents, anything from "anytime use" FastPasses, special seating for a parade, or even being picked to be on stage. Free dining, ticket upgrades, and shopping sprees were also given away to unsuspecting Guests. If you were really lucky you could be picked to be the Grand Marshall of the daily Magic Kingdom Parade. It didn't matter which park you were in, there was plenty of magic in all of them.

There is so much magic in the Magic Kingdom alone that they even named their daily parade "Remember the Magic" in celebration of the park's 25th anniversary. Once the anniversary concluded the parade was renamed "Disney's Magical Moments Parade." Even the song's lyrics, "Remember the Magic," made you feel great, so "The Magic" was there, all around you.

But Magic doesn't always involve luck. Magic is also something that is carried with us all through the day when we visit Walt Disney World. Magic can be the memory that you carry with you from a previous trip. As you walk around World Showcase at Epcot, you can think back to a memorable experience you once had as you left one of your favorite World Showcase restaurants, or when you shared a special night with friends or family, or sampled a tasty treat at one of the many food kiosks during the Food & Wine Festival, or just soaked in the music and fireworks of IllumiNations.

Even as your Walt Disney World vacation comes to an end, "The Magic" can still be found in the new memories that you take with you as you relive the joys of your trip, sharing your stories and photos with family and friends. Maybe the new Magic you hold will be in anticipation of your next visit there.

As we grow older, and after numerous trips to Walt Disney World, it may take a little more work to find that new Magic. But it can be done. Take a moment to remember the Magic that you found on your very first trip to Walt Disney

Photo © Tim Foster



World. You were surrounded by it even before you stepped through your first gate, taking in the awe of the majestic view of Main Street U.S.A. at the Magic Kingdom for the very first time. Depending on how old you were on your first trip, I'll bet that you can still see it. When it comes time for your next trip, you'll think back to that first time and you'll remember the magical feeling that you had.

There are so many magical experiences to be discovered; not just for the young at heart, but for the young. The first visit to any of the parks, the first ride on a new attraction, the first meeting with your favorite character…whatever the experience is it will undoubtedly make you smile from mouse ear to mouse ear. While all of these things are magical and memorable, they may be just a little less magical the next time around. After all, you can only experience that "first time" once. But that's one of the best things about Walt Disney World; it's constantly changing and "The Magic" never sleeps. Things are constantly moving forward, and that will make your next visit one to look forward to. But it's not necessarily about the actual attraction or parade…it's about the experience and the warmth that it brings to your heart, and the hearts of those that you love.

So the next time you're at Walt Disney World and you want to find "The Magic," take a look at the person standing next to you. Better yet, if you want to capture "The Magic" in a photo or video, instead of filming that colorful parade, film your child as they watch. That way you'll always remember that wide-eyed look they had on their face when Mickey Mouse came by. Look and see how happy they are… that's where the true Magic lies; the kind that doesn't leave you at the end of the day, but follows you home for days and weeks to come. It doesn't come in a bottle or box, you can't buy it or make it, it's something that comes from the heart, and that is where we all carry it. Maybe this is what Walt Disney felt, and he found a way to share it with others.

Some people called Walt Disney a visionary; others called him imaginative. Walt was that and so much more, Walt was actually a magician. Even though his original intention was to create a place to bring his daughters to in order to spend some family time together, he ended up performing the greatest magic trick ever. He created a world, Walt Disney World; a place that will keep on growing and making memories for many generations to come. And that is the true Magic.

a



Photos © Disney

Invasion of the Colossal Sci-Fi Dine-In Experience

by Ken Bingham



Photo © Garry Rollins




STALKS
THE
EARTH

The first drive-in movie experience arrived on April 23rd, 1915, in Las Cruces, New Mexico. Cars were welcome to pull right up through the doors of an indoor theater space to partake in the varied stage entertainments, featuring the silent film Bags of Gold, a feature that has been sadly lost to time. Just as unfortunately, the theater closed within the year.

The idea, however, refused to die.

In 1932, Camden New Jersey resident Richard M. Hollingshead nailed a screen between two pine trees in his backyard, set up some speakers, an old Kodak projector, and invited cars to come on over. Soon enough he was showing films and hawking snacks to 400 cars a night. More success was to follow. Much more. By the early 1960s, there were over 4,000 drive-in movie establishments throughout the United States.

People loved to take advantage of the freedom that these enterprises offered. You could find a small family dining on Kentucky Fried Chicken over at one of the scattered picnic tables, some high school kids playing touch football beneath the screen, a Frisbee catch skipping around the perimeter, and gales of children's laughter over at the well-manicured playground.

Sadly, with the onset of video and cable television, drive-ins began to decline in the 70s and 80s, and today less than 400 can be found in the U.S.

There is one, however, that not only continues to thrive but draws greater attendance figures than your average AMC Megaplex. That's the Sci-Fi Dine-In Theater at Disney's Hollywood Studios. Located on Commissary Lane, you'll find the quaintest movie house on the planet.

Opening in 1991, the Sci-Fi Dine-In soon became the most popular restaurant on Disney property. Serving over 2,200 Guests per day, it is continually listed in the Top Ten Amusement Park restaurants by USA Today. Besides the Magic Kingdom's Cinderella's Royal Table and Be Our Guest restaurants, the Dine-In is the most difficult establishment to score an Advanced Dining Reservation. And it's not hard to see why.

Without the help of a DeLorean, the Sci-Fi Dine-In can transport you back to the halcyon days of 50s chic. Forget that you're in the third millennium, in the middle of perhaps an overheated and humidity-laden day. Forget checking and re-checking your smart phone for the latest wait times at Toy Story Mania. Forget the rope drop and the rush to Star Tours, the adrenaline rush of a 13-story drop from the Tower of Terror, or the mind blowing acceleration at the Rock 'n' Roller Coaster.

When you walk into the Sci-Fi, you will walk into a world of gum snapping, roller-skate savvy cool – full of convertibles, French fries, and Cherry Cokes.

The lobby is laid out like an old-world box office, surrounded by vintage science fiction posters such as *Attack of the 50 Foot Woman, The Alligator People, Missile to the Moon,* and *Flight to Mars.* (You might recall that Tomorrowland once housed terrific rides such as Flight to the Moon and Mission to Mars. It seems Disney has always had a great love for this genre.)

Your box office escort will guide you back along a tall fence that serves as a museum in and of itself. Take the time to look over the displays, like the jet-fueled propulsion pack once worn by the Rocketeer, a bowl of colorful eyeballs, more classic movie posters…and so much material that you'll want to come back just to spend time in this hallway alone.

Take notice, however. This tall fence is not directly representative of the old drive-in movie house. The Imagineers theme this area as if you're behind the scenes at a soundstage. You are actually being invited to become part of the show. You're not just going to sit back and regale at Disney ingenuity, as you would during such tremendous rides as Pirates of the Caribbean or the Haunted Mansion. No, here at the Sci-Fi Dine-In, you're going to participate first hand in the experience.

And just in case you missed it, Disney slams it on home with the highlighted warning at the end of your walk: "Filming is in Progress: Do Not Enter When Red Light is Flashing." Though this light will blink repeatedly, you will be led in nonetheless, for the very reason that you belong here. You're now one of the Cast Members.

Stepping Back in Time

The dark blue ceiling twinkles in the suddenly starlit nightfall that descends as soon as you enter. You're surrounded by fences, but these are no longer of the backstage variety. These are fully themed to simulate Southern California of the late 60s. A cyclorama of its vast green hills lie just beyond the fencing, so brilliantly welcoming in the soft shadow of dusk that you'll feel the urge to go for a leisurely stroll in its lush ramparts after your dinner.

Behind you, you'll find a snack bar whose bright and cheerful nature provides a stark contrast to the twinkling twilight world of the restaurant proper. If you're a student of the old drive-ins, you'll remember the astonishing brilliance that greeted you when you made your way into the concession stand for a hot dog. It's simply perfect.

Photos © Garry Rollins



Disney has mastered every detail, right down to that police officer pacing through the area, looking for those pesky attendees who tried to sneak into the triple feature without a ticket. Best keep hold of your pay stub.

If you've reserved ahead of time, you'll be taken to one of the white-walled 1955 convertibles scattered through the parking lot. Each seats four to five, although they've been known to hold six at times. If your party is larger, or if you're a walk-in, there are picnic tables in the back. And plenty of fried chicken to go along with it.

The food served here is American cuisine to match the truly American nature of the attraction. Known for their milkshakes, roast beef sandwiches and ribs, the Sci-Fi offers fish, beef, gluten-free and vegetarian options that are sure to please even the most finicky of eaters. They used to have names that reflected the ambience of the restaurant, such as "Journey to the Center of the Pasta," and "Attack of the Killer Club Sandwich," but these travelled the way of the Grade B horror picture.

With an incredible array of delicacies to fit any palate and budget, it's a bit of a shock to learn that the menu takes a back seat to the real show happening just before you, which, no matter how many times you go, will leave you spellbound.

On a large projection screen, Disney displays clips from sci-fi movies, newsreels, space-age cartoons, even a visit by Walt himself. The Imagineers made certain to keep the reel short so the audience wouldn't remain for the entire evening. And you can see their point. If the Coming Attractions clip were followed by a full feature of something like *Attack of the Crab Monsters*, much of the crowd would simply strap themselves in, order another box of popcorn, then sit back to enjoy the first of what they hoped would be a triple feature.

This very reasoning is why Walt decided against opening the Enchanted Tiki Room as the interactive dining experience he'd originally planned. He feared, and rightly so, that the exciting new world of Animatronics would reduce table turnover. Anyone who's tried to get a window seat at Ohana during the fireworks can attest to this very real possibility.

However, because of the tastefully designed work of the Imagineers, you'll still want to sit through the 40-minute show at least twice. Or maybe more. Indeed, the whole presentation has created such a following that the good people at Disney have been reluctant to alter the montage in the 25 years since the restaurant has opened its doors.

Let the Show Begin

The show begins with a traditional Coming Attractions notice before moving into an animated Tex Avery cartoon, entitled *The Cat That Hated People*. Voiced by Disney legend

Photos ©Garry Rollins

Paul Frees, your Ghost Host at the Haunted Mansion, this particular cat despises humankind so much he finds a way to relocate to the Moon. Of course, the beings he meets make him wish he'd been more sympathetic toward people in the first place.

This is followed by *The Horror at Party Beach*, where gargantuan sea creatures lift themselves from the waters to attack a bevy of frolicking beach goers. *The Giant Gila Monster* is up next, featuring one Lively Lizard attempting to destroy a poor Texas town, only to meet its match in rock singing teens.

After a wild "News from the Future" segment that features late-breaking stories on the soon to be Self-Driving Car and Video Phone, we move to an intermission segment highlighted by the *Beware of the Blob* theme song. Watch closely for the delightful talents of Steve McQueen who made his film debut in this feature as a 28 year old "teenager."

And then comes the showstopper: Ed Wood's claim to immortality, *Plan 9 From Outer Space*, the epitome of so-bad-that-it's-truly-terrific cinema, featuring Bela Lugosi and Vampira as they endeavor to take over the world with remote controlled corpses.

Everyone needs a break after this one, so the Imagineers treat us to yet another "News from the Future" segment, this time featuring the likes of Space Monkeys, and the Amazing Frying Saucer, a levitating fry pan that can cook up a fine Parisian breakfast.

Your eyes might just be popping out of your head by this point, but don't worry. Your servers, many of them on roller skates, will replenish food and drink. So, sit back, order another Meteor for the kids (a premium soda served in a souvenir cup with a Glow Cube), perhaps get Habanero Lime Martian Margarita for yourself, and take in more of the show.

There's *Cat-Women of the Moon in Startling 3D*, where we find that the Moon is actually inhabited by svelte women in black tights; the *Devil Girl from Mars*, where we discover that Mars is actually inhabited by svelte women in green tights; and of course *The Amazing Colossal Man*, where a rapidly growing army officer sets out to attack many svelte earth women in gray tights.

Then Walt himself takes to the screen, introduced by Garco the robot. Garco might look familiar to you. First appearing in the Disneyland television series on December 4th, 1957, in an episode entitled "Mars and Beyond," Garco went on to feature in the Space Mountain pre-show as President Garco. Now in his third iteration, Garco has worked with the Disney company for 59 years.

And those are only the highlights, which is the reason why people often make reservations to come again before they even leave the restaurant. In fact, last year, one family dined at the Sci-Fi Dine-in 365 days in a row. No other Disney dining establishment brings this kind of commitment from its clientele.

When the meal is over, the event most certainly is not, because the check has yet to come. Now, how many restaurants, Disney or otherwise, can make the reception of the check part of the fun? Instead of a bill, you are handed a Speeding Ticket. This will be the first ticket you'll want to put behind glass on the wall of your office.

Afterwards, when you walk back under Orlando skies, you'll be so filled with the experience that your cell phone will remain in your pocket. You really will have become part of that resplendent cast of characters in that 50s drive-in, and will be carrying it with you for the rest of your Disney filled evening.

Now if only you could find a copy of *Bags of Gold*.



Wandering the World

Offbeat Adventures and Unusual Discoveries

by Ray Harkness



On our last adventure we had enjoyed a cooling soak at the Casey Jr. Splash 'n' Soak Station, and at this point we thought it would be a great time to sit and relax. We searched around for a suitable place to settle down and noticed a nearby colorful circus tent. This was the home of the recently revamped Dumbo the Flying Elephant attraction, and amazingly we had yet to see the inside of the new queue.



Once we entered the big top we were entranced by all of the references to the classic film, including the fire-engulfed building where Dumbo makes his legendary leap (thankfully these were only cardboard flames!). As we sat and reflected upon this wonderful movie – one that neither one of us had seen in quite a long time – we reminisced about our favorite scenes. We both remembered the Pink Elephant scene where Dumbo and Timothy Q. Mouse get, um, a little tipsy. A nearby Cast Member pointed out that when the attraction was slated to open in Disneyland, the Imagineers actually intended to paint the elephants pink to pay homage to that scene. However, Walt Disney objected (it wouldn't do to have drunken elephants at the park!) and they were painted the familiar gray that we see today. She also told us of another curiosity: when the second Dumbo spinner was added during the Fantasyland renovation, the decision was made to have it spin in the opposite direction of its counterpart. Thus it has the unique distinction of being the only rotating-style attraction in Walt Disney World to go counter-clockwise!

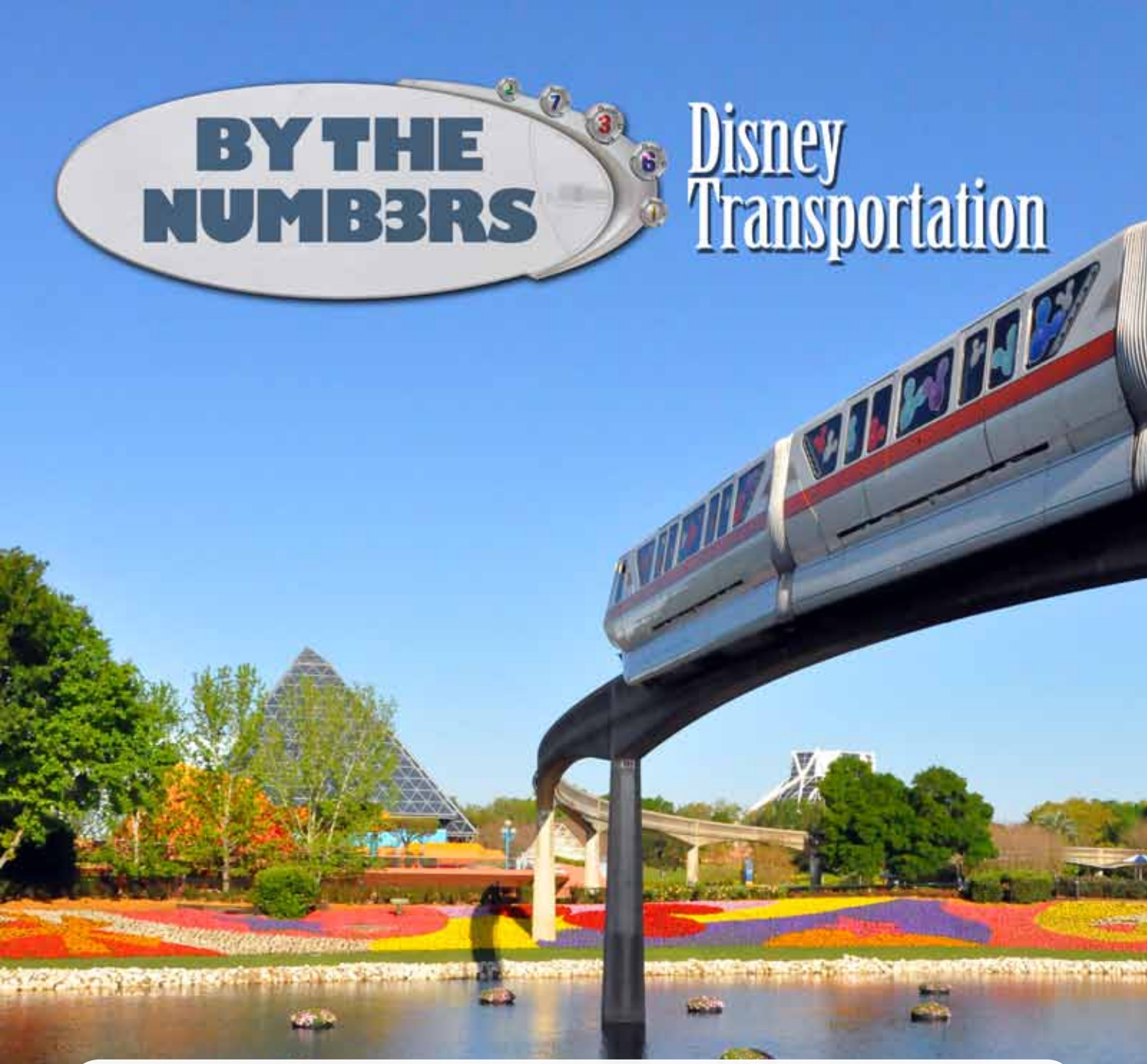
We contemplated taking a ride but were actually quite tired, so instead we decided to enjoy the sights of the Big Top. Much to our surprise, we saw a small gleeful child pull on an innocent looking rope while he was climbing on the nets. To the delight of everyone inside the circus tent, a dazzling light show began that reminded us of fireworks!

My only regret for not taking a ride was that I wouldn't be able to get a picture of myself and my companion joyfully riding Disney's most famous pachyderm. "Not to fear," said our Cast Member friend. She led us to a stationary Dumbo car that was located between the twin carousels. We happily sat inside while the cooperative Cast Member snapped a photo for our scrapbook and we thanked her profusely. (For those of you who want to get a similar photo, be sure to bring your own cameras, as there's no Disney PhotoPass photographer there.)

So remember my friends, the next time you take a break from the hustle and bustle of the crowds, don't forget that you can still discover some great hidden finds…so keep those eyes peeled! This is Ray, and you've been Wandering the World!

BY THE NUMB3RS

Disney Transportation



750	Number of water crafts used throughout Walt Disney World. (This includes all of the ferry boats that transport Guests to and from the parks and resorts.)
15 million	Number of miles that the Walt Disney World busses (all 270 of them) travel throughout a given year. That's more than 60 trips to the Moon!
23	Number of trams in the parking lots of the various parks.
150,000	Average number of Guests that ride the Walt Disney World monorail every day.
203	Length, in feet, of the trains on the Walt Disney World Railroad.
360	Number of Guests that can ride the train at one time.

Artwork ©Tim Foster

In Search Of...

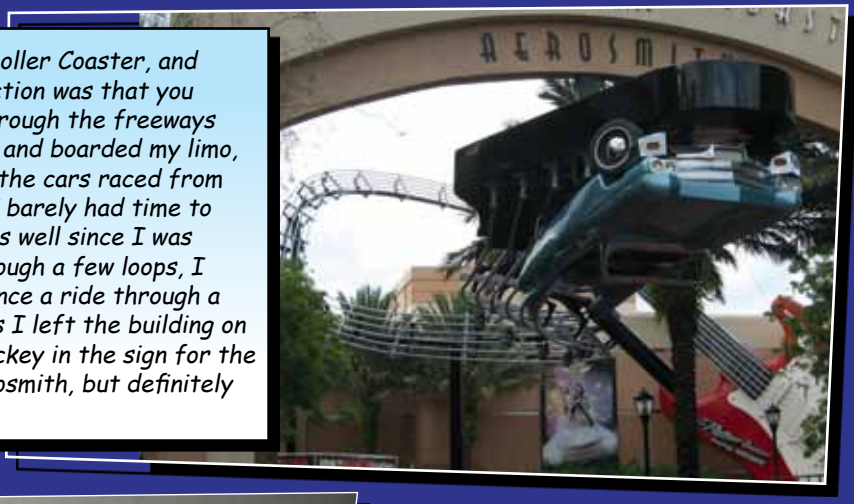
The Mickey Cloverleaf

By Tim Foster



On this particular day I was wandering down Sunset Boulevard at Disney's Hollywood Studios, when I happened upon the "Mortimer & Co. Contractors, 1928" stamp embedded in the pavement (a nod to Mickey Mouse's original name and the year he was born). I had always admired this tribute to the world's most famous mouse, especially since it was so seamlessly integrated into an incredibly detailed recreation of an actual street, which goes to show how truly creative those Imagineers are. As I was admiring this hidden gem, I was suddenly reminded of another road-related Hidden Mickey that was on a much grander scale: the cloverleaf Hidden Mickey interstate interchange that was to be found somewhere in Walt Disney World. But where?

I noticed that I was near the Rock 'n' Roller Coaster, and recalled that the premise of the attraction was that you were going on a high-speed limo ride through the freeways of Los Angeles. I quickly hurried inside and boarded my limo, only to be thrown back into my seat as the cars raced from 0 to 57 miles per hour in 2.8 seconds! I barely had time to take in my surroundings, which is just as well since I was in the dark. While I do recall going through a few loops, I was fairly certain that I didn't experience a ride through a Mickey-shaped highway interchange. As I left the building on wobbly knees, I did notice a Hidden Mickey in the sign for the attraction that featured the band Aerosmith, but definitely not the Mickey I was seeking.





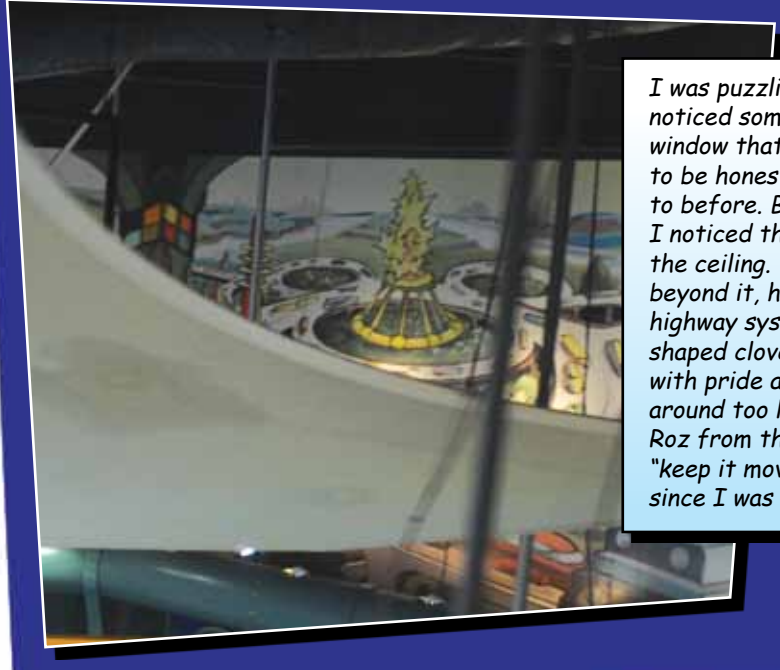
My next thought was to check out an attraction devoted to the technologies and innovations in the world of automobiles, Test Track. Test Track used to be home to one of my favorite Hidden Mickeys; a trio of washers laid out in a familiar pattern on one of the work benches in the former queue. However, since the attraction had been refurbished, that particular gem had sadly vanished. But I wondered if the high-speed loops might form a giant Hidden Mickey, forming the tri-circle cloverleaf I was searching for. Alas, as I entered one of the preshow rooms, I saw an aerial view of the attraction, and as impressive as the twin loops were, they did not form a Hidden Mickey.



I then decided to head over to the Magic Kingdom to see what I might find there. I had a fleeting thought that perhaps this unique road configuration could have been found on Mr. Toad's Wild Ride…but since that had closed a long time ago I tried to think of another attraction that featured a series of streets and thoroughfares. I realized that you could take an aerial flight over London on Peter Pan's Flight, so I climbed aboard a bright blue pirate ship to see if I could find my quarry. Unfortunately, though I did spot a Hidden Mickey in the moon that was off to the left, I couldn't find a Hidden Mickey cloverleaf in the streets below.

I wondered if the Tomorrowland Speedway would feature a Mickey-shaped cloverleaf, particularly since the track took a winding course throughout Tomorrowland. It was hard to tell from ground level whether or not any of the sweeping curves formed a Hidden Mickey, so I decided to look for a higher vantage point. The Tomorrowland Transit Authority PeopleMover seemed like as good a place as any to get a bird's eye view of the racetrack, so I boarded a car and set off on my journey throughout the land of the future. While I did get some great views of the Speedway, I was disheartened to see that there were no cloverleafs to be found amongst its winding roadways.





I was puzzling as to where to look next when I suddenly noticed something in a window off to my right. It was the window that looked out over Mickey's Star Traders, and to be honest it was a view I hadn't paid much attention to before. But as I gazed out across the whimsical store I noticed the Mickey shaped light fixture hanging from the ceiling. That wasn't the best part, however. Right beyond it, high up on the wall, was a painting of a fictional highway system that featured…you guessed it…a Mickey shaped cloverleaf! I had finally found it and was beaming with pride as I disembarked the TTA. But I didn't stand around too long to revel in my discovery, as the words of Roz from the Monsters Inc. Laugh Floor stuck with me, "keep it moving, keep it moving." Which wasn't a bad idea since I was now in an inexplicable mood for a churro…



How Much Do You Know About Disney's Roller Coasters?

by Tim Foster

1. How many roller coasters are there at Walt Disney World?
a. 5
b. 6
c. 7
d. 8

2. What is the fastest roller coaster in Walt Disney World?
a. The Rock 'n' Roller Coaster
b. Expedition Everest
c. Big Thunder Mountain Railroad
d. Space Mountain

3. And what is the slowest roller coaster?
a. The Seven Dwarfs Mine Train
b. Primeval Whirl
c. Big Thunder Mountain Railroad
d. Space Mountain

4. Which was the first roller coaster to open at Walt Disney World?
a. Big Thunder Mountain Railroad
b. Space Mountain
c. Barnstormer
d. Rock 'n' Roller Coaster

5. Which Walt Disney World park is the only one not to have a roller coaster attraction?
a. Magic Kingdom
b. Epcot
c. Disney's Hollywood Studios
d. Disney's Animal Kingdom

6. How many inversions are on the Rock 'n' Roller Coaster?
a. 2
b. 3
c. 4
d. 0

7. Which Disney coaster is the only one that records souvenir videos of your ride experience?
a. The Rock 'n Roller Coaster
b. Primeval Whirl
c. The Seven Dwarfs Mine Train
d. Expedition Everest

8. What was the original name of "The Barnstormer Featuring the Great Goofini"?
a. The Barnstormer at Goofy's Wiseacre Farm
b. The Barnstormer at Pete's Silly Circus
c. Toontown Topsy Turvy Train
d. Goofy's Barnstormer

9. How many tons of concrete were used to create the mountain for Expedition Everest?
a. 5,000
b. 7,832
c. 10,000
d. None

10. What is the name of the sound effects system used on Space Mountain?
a. Starry-O-Phonic Sound
b. Spaceport Sound System
c. Tom Morrow's Quadrophonic Sound
d. Star Tunes

11. The idea for Big Thunder Mountain Railroad was first conceived in the early 1970s, but was put on hold in favor of the construction of another attraction. Which attraction was it?

a. Space Mountain
b. Pirates of the Caribbean
c. Splash Mountain
d. The Jungle Cruise

12. In addition to its normal movement along the tracks, the cars of Primeval Whirl also feature a second form of motion. What is it?

a. The rock side to side
b. They turn backward halfway through the ride
c. They move up and down
d. They spin

13. What is the name of the fictitious town that is home to Big Thunder Mountain Railroad?

a. Edison
b. Oak Ridge
c. Tumbleweed
d. Marceline

14. Which of these is not one of the license plates featured on the limos of the Rock 'n' Roller Coaster?

a. 1QKLIMO
b. H8TRFFC
c. 2FAST4U
d. AR0SMTH

15. Who was the first sponsor of Space Mountain?

a. FedEx
b. General Electric
c. RCA
d. NASA

Quiz Answers

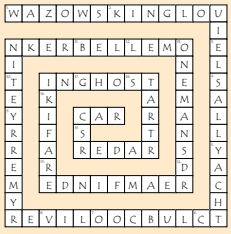
1. C	6. B	11. B
2. A	7. C	12. D
3. D	8. A	13. C
4. B	9. C	14. D
5. B	10. A	15. C

ANSWERS
KIDS KORNER (pages 78–81)

WHERE AM I?
1. Arendelle
2. Monstropolis
3. Radiator Springs
4. London
5. Sydney, Australia
6. Paris

WHERE IN THE WORLD?
1. Canada
2. China
3. Germany
4. France
5. Morocco
6. Mexico

DISNEY TWISTER



BRAIN BUSTERS
The Fabulous Hudson Hornet

FIND THE DIFFERENCE



1. The row of plants is longer.
2. The window is upside down.
3. There are more rocks.
4. Part of the walkway is gone.
5. The window is missing.
6. The chimney is taller.
7. There is an additional tree.
8. The planter is bigger.
9. The bush is larger.
10. The flowers are a different color.

FIND THE DIFFERENCE BONUS ANSWER
The United Kingdom

WORD SCRAMBLE
1. ROBOT
2. PROGRESS CITY
3. STARPORT SEVEN FIVE
4. HAIR STYLIST
5. CINDERELLA CASTLE
6. SPACE MOUNTAIN
7. MICKEYS STAR TRADERS
8. SPEEDWAY

MYSTERY QUEST (pages 82–83)

TEST YOUR KNOWLEDGE
1. 4000
2. More than 3,000, representing flora from every continent except Antarctica.
3. Almost 12 percent, or approximately 4,000 acres.
4. Nearly half a million miles, (enough to travel 18 times around the Earth).
5. More than 500,000, 250,000 of which are annual blossoms installed for the festival.
6. Huey, Dewey, and Louie
7. Nearly 13,000 roses in 100 varieties.
8. There are 65,000 sprinkler heads on 2,000 miles of water pipes throughout the resort. That's a lot of water!

SECRET SYMBOLS
1. 2016 Epcot International Flower & Garden Festival logo
2. Victoria Gardens in the Canada pavilion
3. Original Land pavilion symbol
4. Sign in "it's a small world"
5. "Be Our Guest" menu art

WHERE AM I?
1. Flower garden on the banks of World Showcase lagoon at the Flower & Garden Festival
2. International Gateway entrance to Epcot
3. Grand Floridian lobby
4. Polynesian Village fountain
5. The Land pavilion exterior
6. *Fantasia* broom display at Disney's Hollywood Studios
7. Entrance to Adventureland
8. Inside the former Wonders of Life pavilion during the Flower & Garden Festival

Kids Korner

Where Am I?

In what city or town do these characters live?

1. Anna
2. Mike and Sulley
3. Doc Hudson
4. Wendy, Michael, and John Darling
5. P. Sherman
6. Colette Tatou

Where in the World?

Can you figure out which World Showcase pavilions are shown in each photo?







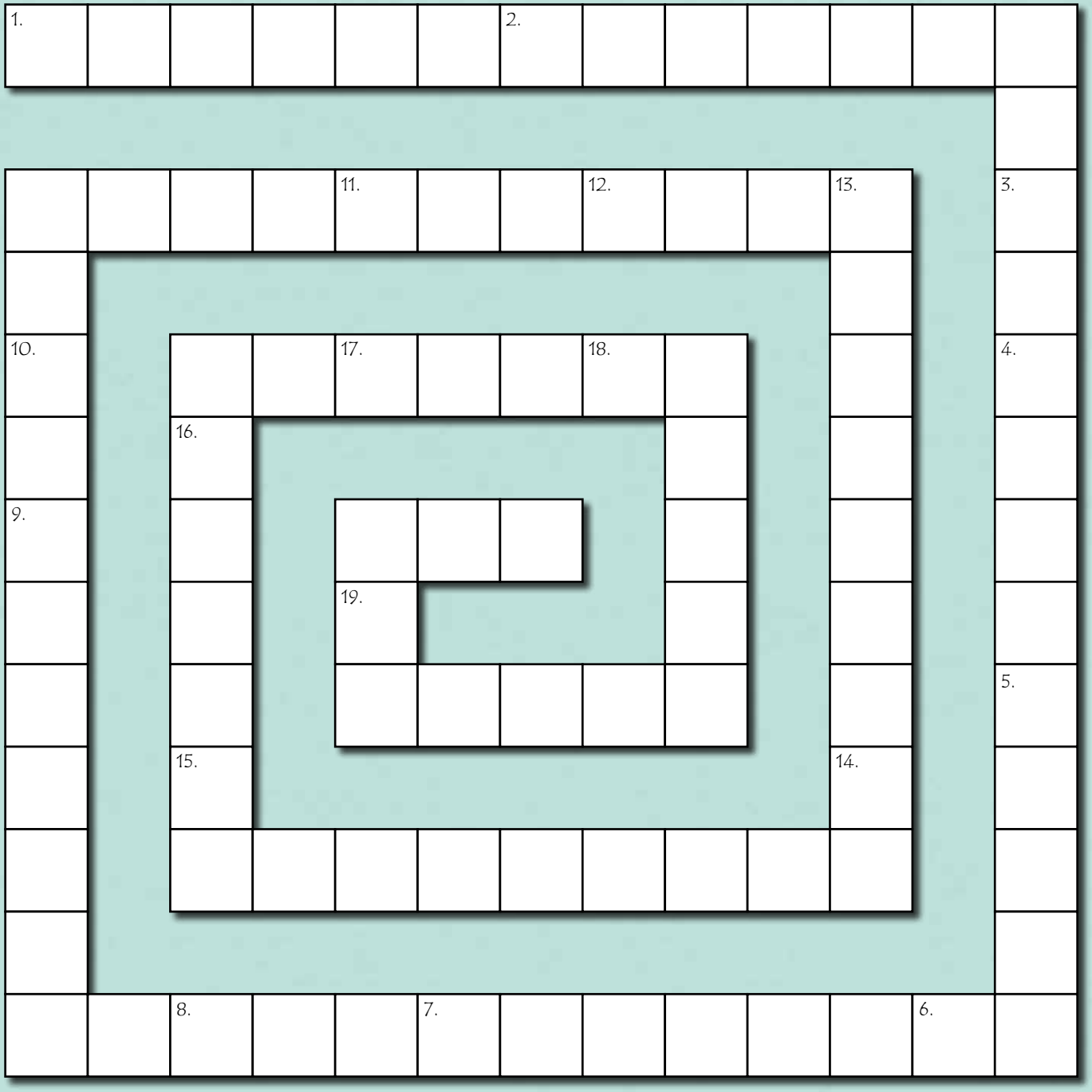






Disney Twister

See if you can fill in the spiral using the clues below. All of the words overlap so you can use the ending of one to help you figure out the next!



1. James P. Sullivan's friend
2. The Jungle Book orangutan
3. Anna's sister
4. "Nightmare" rag doll
5. Epcot lighthouse resort
6. Home of Beverly (Ew!)
7. _____ and Company
8. Mickey's _____ Christmas Party
9. He lives in Everest
10. She spreads pixie dust
11. She's "Beauty"
12. A nine pound fruit in the Land
13. Walt's museum in Hollywood Studios
14. Figment's former friend
15. Simba's baboon friend
16. The Lion _____
17. The Haunted Mansion's _____ Host
18. Mickey's _____, a shop in Tomorrowland
19. The Lion King villain

Answers on page 77

Kids Korner

Brain Busters

What was Doc Hudson's racing name in Cars?

Find the Difference

Things are a bit messed up at the Canada pavilion's gardens in Epcot. Can you find the 10 differences in the photos below?





_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

BONUS QUESTION
What pavilion is next to the Canada pavilion in World Showcase?

Word Scramble

See if you can unscramble these things you'd find on the Tomorrowland Transit Authority PeopleMover.

1. BROOT
2. GESROPRS YICT
3. PARTTORS VEENS VIEF
4. ARIH LISTSTY
5. LICEDENRAL SLETCA
6. CAPES INOMATUN
7. SICKYEM TARS STARERD
8. WEDYEPAS

Answers on page 77



Ask Maredith

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.

Do you have a favorite kids club at any of the resorts?

Sometimes you just need to have a night out without the parents...right?! :) Kids Clubs can be SO much fun with lots of activities...and not just for little kids. There will be movies, games, and other cool stuff to do. Each Kids Club is themed to the resort - like Cub's Den at Wilderness Lodge or Simba's Cubhouse - but my favorite is Lilo's Playhouse at the Polynesian Resort...who wouldn't want to play in a Storybook?!?!

Which did you like better, The Good Dinosaur or Zootopia?

Both are awesome movies about friendship, families, growing up, and adventures...with animals!!!! But I have to admit that I liked Zootopia just a bit more with the added mystery. I loved the city - Epcot meets Tomorrowland with animals!!! I would love to live there, but not in Tundratown ;)

What's your favorite waterslide at Walt Disney World?

Disney World pools and waterslides are the BEST ever! Between the Resorts and the Water Parks there is just about every size and speed you could think of. The slides at the resorts aren't too big and are for just about everyone...I really enjoy the ones at Coronado, Beach Club, and Boardwalk Inn. But the ones at the Water Parks are super fun! Crush 'n' Gusher is my favorite right. But, to be honest, I haven't been brave enough to try Summit Plummet or Humunga Kowabunga...yet! ;)

MYSTERY QUEST
DISCOVER THE SECRETS OF WALT DISNEY WORLD

Flowers & Landscaping

Test Your Knowledge of Disney's Landscaping

1. How many hanging baskets can be found throughout Walt Disney World?
2. How many plant species are on display throughout the resort?
3. What percentage the Walt Disney World Resort property is devoted to landscaping?
4. As you might imagine, mowing all of the grassy areas throughout the resort takes quite a bit of effort. In a typical year, how much distance do the gardeners travel as the mow all of the Disney lawns?
5. How many plants, trees, and shrubs are planted for the Epcot Flower & Garden Festival?
6. Which three characters will appear for the first time in topiary form at the entrance of Epcot at this year's Flower & Garden Festival?
7. Many visitors enjoy the notion of "stopping and smelling the roses" when they visit Walt Disney World. How many actual roses can be found throughout the parks and resorts?
8. All of those flowers and shrubs need a lot of watering. How many sprinklers are there throughout Walt Disney World?

SECRET SYMBOLS

Where can you find these cryptic inscriptions?



1


2


3



4


5

WHERE AM I?

Can you figure out where these photos were taken?















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



Answers on page 77



Top 10 Things You Didn't Know About Remy

1. Animating Remy in the Pixar classic *Ratatouille* presented the production team with some unique challenges. As the main character, it was important that Remy show a wide range of expressions. According to director Brad Bird, "…a rat's face doesn't necessarily shoot well from all angles. Because rats have such a long snout, the mouth can be kind of hidden underneath…if Remy's head is angled down, for example." In the end, the modelers ended up creating about 160 individual controls for Remy's face.
2. Another challenge was to convey the notion that Remy was trying to balance the fine line between being a rat and being a human (in spirit anyway). One of Bird's early decisions was to have Remy primarily walk on two legs (the better to keep his hands clean of course), while the rest of the rats in the movie would mainly walk on four legs.
3. Remy is voiced by comedian Patton Oswalt, who came to Brad Bird's attention when he heard Oswalt performing on the radio. "In one of his routines he was actually talking about food. Besides being hilarious, I was really impressed by his passion, exuberance and volatility. He has a great voice that sounds like it's coming from a smaller being…
4. In order to assist the animators in creating an accurate look for the rats, a vivarium (a small, enclosed artificial habitat much like an aquarium or terrarium) containing several rats was placed in the hallway for over a year so animators could study the movement of the animals' fur, noses, ears, paws, and tails.
5. Debbie Ducommun, an internationally recognized expert on rats (known to her colleagues as "The Rat Lady"), was brought in to offer her assistance. She brought in several of her pet rats, and under her direction, several changes were made to the look of the animated rats, primarily the nose and ears.
6. Animating Remy's fur also presented a special challenge. It wasn't the first time that the animators at Pixar had to deal with fur; they had previously developed new techniques for animating Sulley's fur in *Monsters Inc.* But in Ratatouille, the animators had to deal with thousands of furry creatures, and that led to the development of even more sophisticated software to meet the challenge.
7. How much fur are we talking about? Well, Remy himself has 1,150,070 individual hairs (that's more than double the number of hairs on an actual rat, who typically have around half a millions hairs). So how does that stack up against the human characters? Colette has 115,000 hairs, about the same as an average person.
8. The motion of the hair wasn't the only challenge the animators faced; they also had to deal with coloring. Art Director Belinda Van Valkenburg explains that "Each of the rats has their own palette to make them even more appealing and interesting. We used pointillism to mix different colors for each character. So if you look very closely at Remy's hair, he's got purple, yellow and green hair. But if he's far away, he's just a nice shade of blue." Curiously, the animators looked to a piece of fruit for inspiration in order to accurately depict the fuzz on the rats' noses, ears, and tails. Which fruit? Why, a fuzzy peach of course!
9. At one point, Guests visiting Epcot could see Remy in the Chefs de France restaurant in World Showcase. Debuting in 2009, a life-sized Animatronic Remy was brought around to Guests as they sat at their tables. The Animatronic figure was the smallest ever produced by Disney's Imagineers at the time, and Guests delighted in seeing the "little chef" come to life right before their eyes. Sadly, Remy left in October of 2013, but hopefully he will be back again in the future.
10. In the meantime, you can spot Remy in the Pixar film WALL-E. Look closely in the garbage chute aboard the Axiom and see if you can spot a robot named REM-E!



***Keepsake Image**: "Fields of Color" · Photo © Mike Billick*

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Artwork ©Disney





"Every child is blessed with a vivid imagination."
-Walt Disney