DESIGNING A DISNEY STORY

Designed for Students	Program Length	Park Location
3rd-12th	3 hours	*Disney California Adventure*® Park

SYNOPSIS

The magic of animation leaps from the page and into the hands of the future animator as students explore the history and heritage of the art of animation in an interactive journey through *Disney California Adventure*® Park.

This immersive experience begins with students learning about the animation process and how Walt Disney and his fellow animators refined the animation pipeline, a technique still used today to create full-length animated feature films and even entire lands and attractions throughout the Disney theme parks.

Traveling back to the earliest days of animation, students are given the opportunity to experiment with early optical devices like the zoetrope, phenakistoscope, and praxinoscope. They then pick up the pencil to construct their own thaumatrope, draw a kineograph, and sketch a world-famous Disney character lead by our very own Disney artists

Students will participate in activities and select attractions to spark their creativity, such as planning and creating their own storyboard, discussing character development, and observing how technology and computers have influenced animation, from the Golden Age of Disney animation to the modern Pixar revolution.

The adventure concludes by exploring ways in which the principals of storytelling and animation can be applied to theme park attractions. In this experience, participants of all ages are inspired to create and craft their own stories using their unique talents in the diverse and ever-expanding field.

LEARNING OUTCOMES

After completing Designing a Disney Story, participants will be able to:

✔ Articulate various elements of Walt Disney's animation pipeline

✔ Describe Walt Disney's contributions to the field of animation

✔ Understand the history and progression of animation from hand-drawn to computer

✔ Draw a Disney character using simple geometric shapes

✔ Demonstrate storyboarding

✔ Create a kineograph

✔ Create a thaumatrope

✔ Articulate the physical process of the theory of persistence of vision

✔ Calculate the number of frames needed in a 60-minute animated film

Disneyland RESORT