

WORLDS AWAY

CELEBRATIONS

SHARING THE MAGIC OF WALT DISNEY WORLD

The Rustic Majesty of the Wilderness Lodge

Darling Daughters:
Diane & Sharon Disney

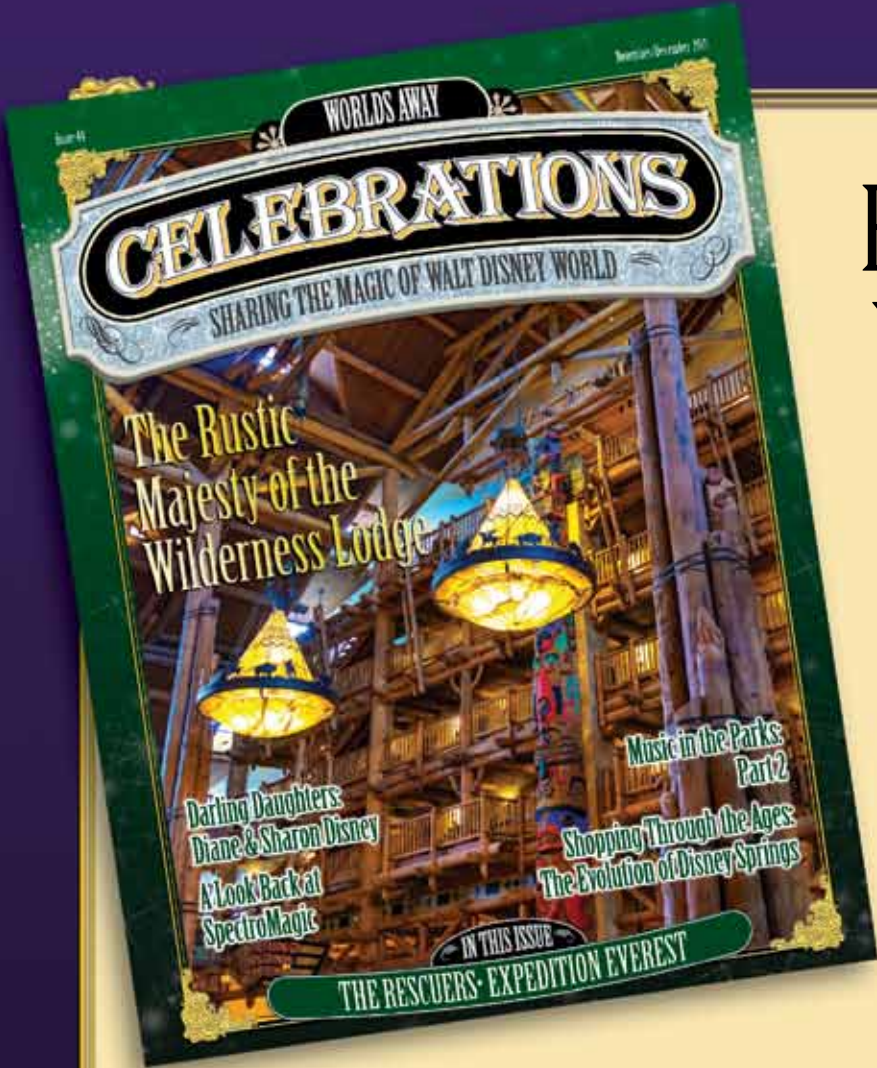
A Look Back at
SpectroMagic

Music in the Parks:
Part 2

Shopping Through the Ages:
The Evolution of Disney Springs

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THE RESCUERS • EXPEDITION EVEREST



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CELEBRATIONS

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Holiday Mischief and Merriment

This issue of *Celebrations* has always come at a wonderful time of the year. Cool breezes start to blow, leaves start to burst into a rainbow of reds and oranges, and apple cider and pumpkin pie appear on the shelves.

The fall season is my personal favorite, as it ushers in a wave of holiday festivities that bring family and friends together. As our current issue arrives in mailboxes, Halloween is right around the corner, with Thanksgiving and Christmas not far behind.

This is also a magical time at Walt Disney World, as the resorts and parks let out all the stops as the holiday season gets into full swing. Beginning with Mickey's Not-So-Scary Halloween Party and culminating with Mickey's Very Merry Christmas Party, a visit to Walt Disney World during this time of year is extra special. Not only do you get to enjoy the magic of Disney as you do at any time of year, your experience is now set against the backdrop of holiday splendor and merriment.

From the galloping of the Headless Horseman down Main Street U.S.A. to the frozen spectacle of the Cinderella Castle Dreamlights, you'll see sights you've never thought possible and experience moments you could never have imagined. But why should that surprise you? This is the place where dreams do come true, and at no time is that more true than during the holiday season.

Enjoy the magic!
Tim Foster





CELEBRATIONS

DISCOVERING THE MAGIC OF WALT DISNEY WORLD

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Letters



A Masterpiece!!

Last year, in my Drawing 2 class, we were asked to make a collage out of a magazine. Since Disney is such a big part of my life, I knew what magazine I was going to choose. As much as it pained me to do so, I decided to use Celebrations as my magazine of choice, cutting it up to rearrange the images. We used the collages as reference to create a colored pencil drawing. I thought you might want to see the final product. You may recognize the images from issue #24. I was able to finish the project on time, despite my teacher's concerns. Some areas I had to rush through, especially the briar patch area, but hopefully I'll find time to go back and add more detail later. Thank you so much for creating such a wonderful magazine!

*Mikayla Doggett
Mansfield, CT*





Remember to pack comfortable shoes...

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

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

Walt Disney World Resort

Guide to the Magic[™] For Kids



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

By Tim Foster



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

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

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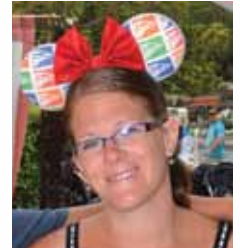
Kevin Carpenter works in professional soccer and enjoys writing from his home in Berea, Ohio. Kevin has been published on ESPN Cleveland, On the Fly, and Cleveland.com. Kevin is a life-long Disney fan with a particular interest in the life and works of its founder, Walt Disney.



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



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



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



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



Rebecca Leap is a college student whose childhood love of princesses and pirates has blossomed into a passion for all things Disney. She grew up two hours from Walt Disney World, made her first trip at age three, and has been hooked ever since! When not studying or pining for Dole Whips, she enjoys blogging at www.princessesandpixiedust.com.



Calendar of Events

Mickey's Not So Scary Halloween Party

September 15 - November 01, 2015

Magic Kingdom

Dress up for this "not-so-scary" occasion where all kinds of candies and sweets are just waiting for you to find. You'll soon discover all the boo-tiful ways that the spirits of the season have transformed the park into a happy haunted hallows... that includes seeing many favorite Disney Characters dressed in their very own Halloween costumes!

Mickey's Not-So-Scary Halloween Party is held from 7:00 PM to 12:00 AM at Magic Kingdom park—taking place in 2015 on the following dates:

September 15, 18, 20, 22, 25 and 27

October 1, 2, 4, 6, 8, 9, 12, 13, 15, 16, 18, 20, 22, 23, 25, 27, 29 and 31

November 1

Epcot International Food & Wine Festival

September 25 - November 16, 2015

Take your palate by the hand for an unforgettable tour of eclectic cultures and global cuisine offerings. Each fall, as the seasons transform, so does Epcot—where dozens of unique flavors and fun experiences unfold across the park. Favorite festival highlights include:

- Nearly 30 international food and beverage marketplaces
- Signature dining experiences with world-renown chefs
- Exciting culinary demonstrations and beverage seminars
- The Eat to the Beat concert series, with nightly performances from popular hit-makers

Festival of the Seasons

Fall 2015

Downtown Disney

Celebrate the holidays with live entertainment, photo opportunities and so much more! Throughout the holiday season, the Downtown Disney area invites you to enjoy the twinkling lights, gaze upon a grandiose tree and walk about in wonder as yuletide touches abound at every turn. You can even bring your little ones to meet Santa Claus, and then search for the perfect present at a series of unique specialty shops!

Mickey's Very Merry Christmas Party

November 8 - December 18, 2015

Magic Kingdom

Start planning for a marvelous gathering with family, friends and some familiar Disney faces. Mickey's Very Merry Christmas Party offers magic, cheer and enchantment for Guests of every age—it's truly a time for wishes to come true!

Don't miss your chance to delight in the night as lights shimmer like ice on Cinderella Castle—all while humming along with the holiday music as it fills the air!

Held from 7:00 PM to 12:00 AM at Magic Kingdom park, this annual yuletide event will take place in 2015 on the following dates:

November 8, 10, 12, 13, 15, 17, 19, 20 and 29

December 1, 3, 4, 6, 8, 10, 11, 13, 15, 17 and 18



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

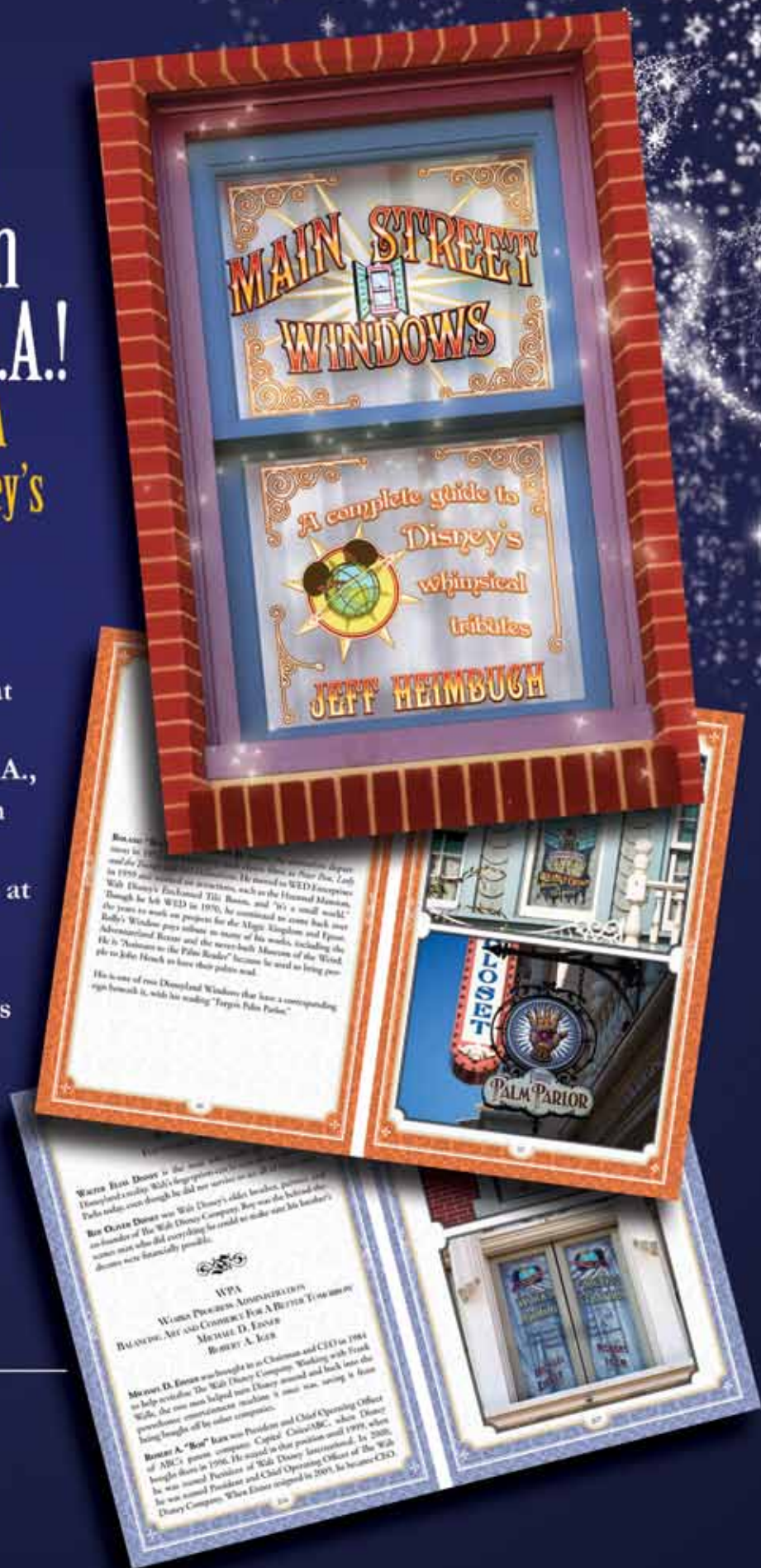
“Main Street Windows: A Complete Guide to Disney’s Whimsical Tributes”

by Jeff Heimbuch

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

To learn more and to order your exclusive signed copy, visit: orchardhillpress.com.

You can also order online at amazon.com and barnesandnoble.com



Disney News

Star Wars-Themed Lands Coming to Walt Disney World and Disneyland

At the D23 EXPO 2015, The Walt Disney Company Chairman and CEO Bob Iger announced that Star Wars-themed lands will be coming to Disneyland park in Anaheim, Calif., and Disney's Hollywood Studios at Walt Disney World Resort in Orlando, Fla., allowing Star Wars fans to step into the stories from a galaxy far, far away. Each 14-acre land will transport Guests to a never-before-seen planet with two signature attractions, including a customized secret mission on the Millennium Falcon and an epic Star Wars adventure that puts guests in the middle of a climactic battle. Other highlights include:

Star Tours – The Adventures Continue: Later this year, Star Tours will include a new adventure featuring locations and characters from the upcoming film, *Star Wars: The Force Awakens*.

Star Wars Launch Bay: This interactive experience will take guests into the upcoming film with special exhibits and peeks behind-the-scenes, special merchandise, and opportunities to visit with favorite Star Wars characters. Star Wars Launch Bay will be located in the Animation Courtyard at Disney's Hollywood Studios and in Tomorrowland at Disneyland park.

Jedi Training Academy: A favorite of younger fans is reimagined with a new experience that includes new characters and a new villain to battle from the popular Disney XD series "Star Wars Rebels."

Season of the Force: This new seasonal event, beginning early 2016, brings new experiences to both coasts. In Tomorrowland at Disneyland park in California, Guests will explore the Star Wars galaxy with special entertainment throughout the land, themed food locations, and much much more.

Guests also will be thrilled to climb aboard Hyperspace Mountain, a reimagining of the classic Space Mountain attraction, in which guests will join an X-wing Starfighter battle. At Disney's Hollywood Studios, guests will close out weekend nights with a new fireworks spectacular set to the iconic score of the Star Wars movies.





Disney Announces Additional New Lands, and Experiences at D23 EXPO

Walt Disney Parks and Resorts Chairman Bob Chapek gave 7500 lucky fans a behind-the-scenes look at what's to come at the Disney resorts in the coming years. He was joined by Imagineers working on these projects as well as legendary filmmakers James Cameron and Jon Landau who shared new details about Pandora – The World of AVATAR including the names of the land and E-ticket attraction – AVATAR Flight of Passage. Fans also got a chance to see Marvel legend Stan Lee in a cameo appearance where he posed as an unsuspecting fan during Iron Man's dramatic entrance.

Among the many announcements Chapek shared were plans for a new Toy Story Land at Disney's Hollywood Studios, and more details on Pandora – The World of AVATAR, which is already under construction at Disney's Animal Kingdom. Chapek also shared that Soarin' Around the World will make its U.S. film debut at Epcot and Disney California Adventure taking guests to new places around the

world. Additionally, fans got a preview of exclusive video of the first Marvel attraction planned for Disney parks, coming to Hong Kong Disneyland in 2016.

"From Disneylands 60th anniversary celebration to the anticipation of Shanghai Disney Resort, we're in the midst of unprecedented growth and expansion around the globe," said Chapek. "With these new announcements, we continue our legacy in creating innovative attractions, worldwide entertainment, and magical lands that take our guests into the worlds of stories they love."

Details on each of the projects include:

Toy Story Land at Disney's Hollywood Studios

The reimagining of Disney's Hollywood Studios will take guests to infinity and beyond, allowing them to step into the worlds of their favorite films, starting with Toy Story Land. This new 11-acre land will transport guests into the adventurous outdoors of Andy's backyard. Guests will think they've been shrunk to the size of Woody and Buzz as they are surrounded by oversized toys that Andy has assembled using his vivid imagination. Using toys like building blocks, plastic buckets and shovels, and game board pieces, Andy has designed the perfect setting for this land, which will include two new attractions for any Disney park and one expanded favorite.





Family-friendly roller coaster: All on the back of Slinky Dog, this coaster will zip and zoom, plunge and coast as it takes guests on a fun, toy-filled adventure throughout the new land.

Alien saucers attraction: The famous little green aliens from the movie will take guests around for a spin in their very own flying saucers. The music, lighting and sound effects add to the flurry of action, while "The Claw" looms over.

Toy Story Mania! Guests glide into the Toy Story Midway Games Play Set and take aim at 3D objects in a variety of fast-paced games, with an expansion that adds a third track to this popular attraction.

After Dark at Disney's Animal Kingdom and Pandora – The World of AVATAR

As part of the largest expansion in the park's history, Disney's Animal Kingdom will immerse guests into the world of Pandora, and the entire park will transform after dark with new nighttime entertainment experiences, offering guests longer days than ever before to experience this one-of-a-kind theme park.

"Rivers of Light": Expected to open next spring, "Rivers of Light" will be an innovative experience unlike anything ever seen in a Disney park, combining live performances, floating lanterns, water screens and swirling animal imagery. "Rivers of Light" will magically come to life on the natural stage

of Discovery River, delighting guests and truly capping off a full day of adventures at Disney's Animal Kingdom.

Kilimanjaro Safaris: This popular attraction will be extended for a new nighttime adventure next spring, where guests will travel through the African savanna amid the magically extended orange glow of the setting sun and discover two species new to the attraction: African wild dogs and hyenas.

Pandora – The World of AVATAR: Disney's Animal Kingdom guests will journey into the magnificent world of Pandora at this new AVATAR-themed land – a world that includes floating mountains, a bioluminescent forest and the winged creatures known as Banshees, giving guests a transformational experience they will never forget.

AVATAR Flight of Passage: This E-ticket attraction, the centerpiece of Pandora, allows guests to soar on a Banshee over a vast alien world. The spectacular flying experience will give guests a birds-eye view of the beauty and grandeur of the world of Pandora on an aerial rite of passage.

Soarin' Around the World in Florida and California

Next year, guests at Epcot in Florida and Disney California Adventure in California will journey to far-flung lands and fly above some of the world's most unique natural landscapes and man-made wonders when the new Soarin' Around the World makes its U.S. debut.



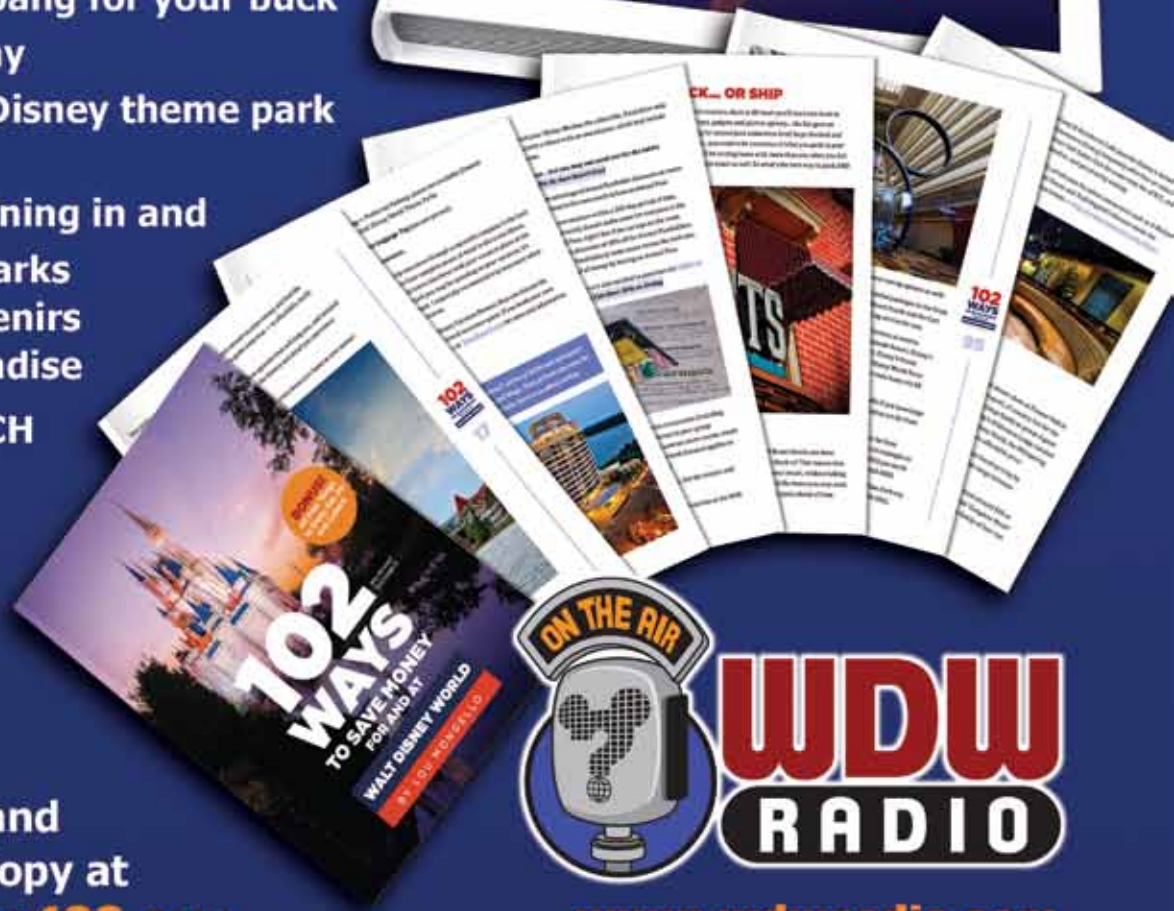
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MOUSE VIEWS



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...!



MOUSE VIEWS



GUIDE TO THE
MAGIC

by Tim Foster



Tim Foster is the creator of Celebrations magazine and the author of the Guide to the Magic book series, which includes the Guide to the Magic for Kids and the Deluxe Guide to the Magic Autograph & Sticker Book. Tim is also the creator of the www.celebrationspress.com website.

The Secrets Behind the Expressions

One of the most effective tools in the actors' bag of tricks is the use of facial expression. Often times, the squinting of one's eyes or the scrunching of one's nose can communicate a lot more than simple words could ever do. This is just as true in animation as it is in real-life acting. The animators at Disney have always known this to be vitally important, and the broad range of emotions communicated through their character's faces are more than enough to instill fear, compassion, happiness, or sadness with the audience. The Imagineers at Disney also put those techniques to use when creating the Audio-Animatronic figures and other special effects seen throughout Walt Disney World. While the movements of a character's arms or hands can be very impressive, it's the life-like movements of the faces that really bring the characters to life. Join us as we take a look at a few of the iconic characters that have appeared both in the parks and on-screen, as we discover the secrets behind the expressions.

Madame Leota

One of the most astounding illusions to be found in the Haunted Mansion is the disembodied head of Madame Leota, floating above the table in her crystal ball in the séance room. While many people mistake the illusion for a holographic image, the effect actually relies on theatrical camera effects and a dose of clever ingenuity. The origins of the effect go all the way back to 1959, when Rolly Crump and Yale Gracey (who has since been immortalized as the infamous Master Gracey who resides over the Mansion) experimented with some footage of actor Hans Conried as the face in the Magic Mirror. They projected the moving image onto a bust of Ludwig van Beethoven to see what would happen. To their surprise, it looked like Beethoven was actually talking! The effect wasn't perfect, but it provided the seeds of inspiration for what was to come.

When it came time to create the crystal ball effect for the Haunted Mansion, the same technique was used. The head itself was a static form (much like that used in a hat shop), and was enclosed in a glass bowl resting on a bronze base. Footage was shot of Imagineer Leota (Toombs) Thomas speaking the cryptic lines of the incantation and projected onto the face using a 16 mm film loop. (The voice of Madame Leota was performed by Eleanor Audley, who also provided the voices for the iconic Disney characters Maleficent and Lady Tremaine.)

Some Guests assume that the projection of Leota's face comes from inside the ball, and that method was actually tested in the late 1980s, when technology allowed the filmstrips to be replaced by laser disc. Using this new technology, Madame Leota's face was projected in reverse from inside the head model using fiber optics. A wide-angle lens was used to expand the image to the proper proportions. Unfortunately, the resulting image was lacking in sharpness and brightness, due to the fact that it was now being viewed through the semi-opaque material that the head was made from. Additionally, Leota's features appeared somewhat distorted, as the use of rear projection lessened the effectiveness of the head figure's natural contours. As a result, the older method of external video projection was restored in 2001.

But there were more surprises to come. As part of Disneyland's 50th anniversary celebration, the séance scene was altered so that Leota's crystal ball floated around

the room. The ability to synchronize film projection and a moving prop was not possible prior to the refurbishment, but with the advent of high-definition video projection and computer technology, an innovative solution was developed. The key to creating the illusion lay in the fact that the séance room was now made into a virtual "screen" for the high definition projector. The projector's movements were controlled by a computer that moved the camera on a predefined path, precisely matching the motions of the floating crystal ball.

In 2007, Walt Disney World's Haunted Mansion received a major refurbishment of its own, including the floating crystal ball. By this time, the technology for a rear-projected image had advanced far enough that this method was now employed to bring Leota to life. A special LCD projector with a fisheye lens projects the image onto the static head from inside the moving globe. The advances made in the technology now produce a remarkably sharp image. The illusion proved to be so effective that the same technology was eventually brought over to Disneyland in 2010.

Buzz Lightyear

A similar effect can be seen over at Buzz Lightyear's Space Ranger Spin, where Buzz himself welcomes new recruits on his quest to defeat the evil Emperor Zurg. The Animatronic figure of Buzz is simply amazing, and his fluid movements make it seem as if he really is a toy who has magically come to life. But it's Buzz's face that truly steals the show. Similar to Madame Leota in the Haunted Mansion, the image of Buzz's face is a rear-projected computer-animated film clip, which, in addition to appearing ultra-realistic, allows for better lip-syncing with the audio track. Disney's Imagineers worked closely with Pixar to coordinate the animation of this life-sized Buzz Lightyear. One curious note; though Buzz sounds exactly like he does in the *Toy Story* films, the voice you're hearing is not that of Tim Allen, but rather that of Pat Fraley, who also provided Buzz's voice in several video games.

Jack Skellington/Sally

The Nightmare Before Christmas presented animators with a unique challenge; how to make the characters in the film convey a wide range of emotions using only stop-motion photography. In traditional animation, the drawing skills of the artist are unlimited, and the ability for a character to express emotion through their facial expressions is



limited only by the animator's skill. However, stop-motion photography doesn't allow for such freedom, so other techniques were devised to bring Jack Skellington and Sally to life. Nearly 400 different head models were created for Jack, allowing him to convey any sort of expression the filmmakers desired. In addition, special eyes were used to make Jack blink. His eyes would be replaced one after the other over the course of three frames, allowing the character to blink. Similarly, Sally's facial movements were created through a series of interchangeable masks that were placed behind her hairline in order not to interfere with her long hair. During the animation process, only the facemask was changed, preserving the style and shape of her flowing red hair. Sally had ten types of faces; each made with a series of eleven expressions and synchronized mouth movements.

Mr. Potato Head

Over at Toy Story Mania!, the whimsical queue features a large Mr. Potato Head figure that interacts with Guests via pre-recorded bits of dialogue performed by the character's voice actor, Don Rickles. The technology used to bring Mr. Potato Head to life allows the character to interact directly with Guests, similar to Crush in Turtle Talk With Crush in Epcot. In fact, more time was spent programming Mr. Potato Head than any other Audio-Animatronic figure ever created by Disney. The character is so complex that he can even take off his ear and reattach it! However, the focal point of the character is his highly expressive pair of animated eyes, which are able to look directly at the Guest with which Mr. Potato Head is engaged. In addition, Mr. Potato Head is the first Audio-Animatronic figure whose mouth can form words and vowel sounds. Not too bad for just a spud! 🍠

More Hidden Mickeys along Sunset Boulevard



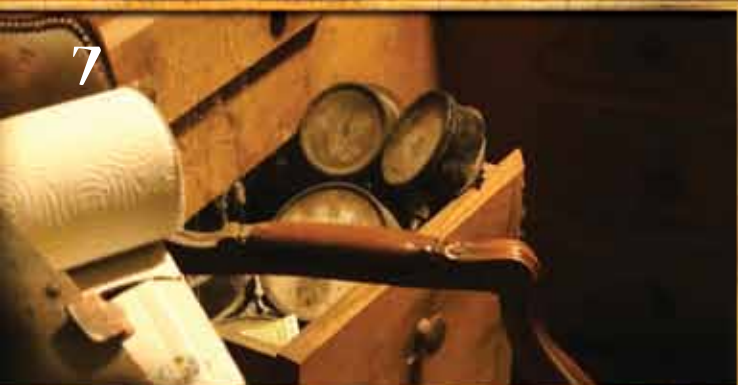
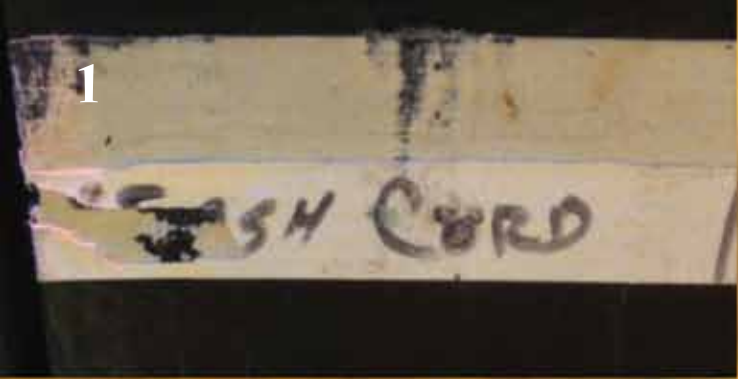
by Steve Barrett



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.

Let's admire some new Hidden Mickeys and revisit a couple of time-honored ones along Sunset Boulevard. Big changes (Star Wars Land and an expansion of Toy Story Midway Mania) are in store at the other end of the park, so stay tuned for more new Hidden Mickeys at DHS in the next few years!

1. Just as you exit Rock 'n' Roller Coaster to the guest photo display area (or you can walk from the outside into the gift shop and maneuver back to this area), study the boxes along the side of the room. On the box next to box #15, "Sash Cord" is written at the left side of a piece of tape. The "o" in "Cord" is a black classic Mickey.
2. One style of green guitar on display in this gift shop has classic Hidden Mickey images. One of these guitars was previously on display on a merchandise stand, but now you can find two of them stuck horizontally on the ceiling above you. Three tiny classic Mickeys are on a silver plate at the base of the guitars. They're formed of holes for the "ears" and screws for the "heads."
3. Oswald the Lucky Rabbit is popping up in the Disney parks, and he's here in the gift shop! An image of Oswald's head and ears is made of wires. Find him behind the glass door of a cabinet on the right wall of the room that's at the left side of the gift shop (as you exit the ride).
4. On cashier's counters at the right rear of the Rock 'n' Roller Coaster gift shop, just before the exit walkway, a Hidden Mickey and a Hidden Minnie are made of guitar picks under laminated surfaces. Look for Mickey on the left counter top -
5. Minnie (with her red bow) is on the right counter top.
6. Walk outside into the courtyard of Rock 'n' Roller Coaster and glance above the order windows of "The Rock Station" snack kiosk. Holes in the "R" form a distorted image that resembles a classic Hidden Mickey.
7. Along the exit of Tower of Terror, below and behind the screens that show the photo ride images, look to the left to an open drawer for these gauges. Unfortunately, this image changes from time to time, but the recent image (shown in the photo) might work! We'll see if it sticks around a while.
8. Midway down Sunset Boulevard, the outside scrollwork about halfway to the top of a blue building on the left side of the street (as you walk away from the Tower of Terror) has a tilted upside-down classic Mickey in its design. Look inside the two circular swirls across the lower middle of the photo.
9. At Rosie's All-American Cafe, Mickey's smiling face is at the right lower corner of a photo collage at the right side of Rosie's leftmost food order window.
10. Search for this next image the next chance you get, because it's fading with time! On both sides of Sunset Boulevard near its intersection with Hollywood Boulevard, you'll find small impressions in the cement sidewalks, near the curb. They read "Mortimer & Co" curved across the top, "1928" in the middle, and "Contractors" across the bottom. 'Mortimer Mouse' was Mickey Mouse's first (and soon discarded) name, and 1928 was the year he was "born." Two more of these stamps are at the other end of Sunset Boulevard. One is near the curb just before the walkway to Rock 'n' Roller Coaster. The other (shown in the photo) is across the street close to the entrance walkway to the Fantasmic! show.



Photographing Frontierland

Frontierland for me is a photographic “mixed-bag” of sorts. While the layout makes it difficult, but not impossible, to get any long “establishing shots” (think the Avenue of the Planets in Tomorrowland), the attractions make for fantastic photographic opportunities. The even better news is that, with the exception of Splash Mountain, you don’t need super fancy photo gear to get some awesome shots of the attractions and surrounding areas. It’s always better to walk around with a “photographer’s eye” and try to picture the photos you can as you are seeing the scene so all you have to do is lift the camera, dial it in, and fire away, and you have a great moment in time on your memory card. Let’s talk about some ways to make the most of your Frontierland photo opportunities.

One of the things I have probably mentioned before is that I love shooting over water, and thankfully Frontierland has it in spades with the Rivers of America. There are some FANTASTIC shots of Big Thunder Mountain Railroad and Tom Sawyer Island to be had with some creative use of water in the foreground. Use the water to create and fill-in “negative space” while properly composing your subject. At night, use a tripod for a long exposure so the water smooths itself out and gives you some beautiful reflections.

The first attraction to talk about is Tom Sawyer Island. While carrying expensive gear on the Island may not be for the faint of heart, it is worth noting that you can get some great shots of Big Thunder Mountain and the Liberty Belle riverboat from the Island. One of my favorite shots from the Island is of the Liberty Belle making the first turn with the windmill in the scene. It makes for a beautiful composition and you can go black and white or even sepia for an “aged look” if you are so inclined. Try it! If you have a camera that can handle low light well, there are a few creative and clever shots you can try to get in the mines.

Splash Mountain is a little more difficult to get photos of, at least on the ride itself. While it would seem that the log isn’t moving all that fast when not dropping (forget that part!), the constant turning and bending around on the course requires a fairly fast shutter (1/160 second minimum and that’s with a 50mm f/1.8 lens). The lighting is fairly bright in most places so you should be able to get around those speeds without a lot of trouble as long you have a decent camera and a fast lens. It’s going to take some of your best technique and head-knowledge (that IS why you read this column every issue, right?) to get good shots, but the outcome can be amazing with some practice and skills.

An often overlooked attraction to photograph is the Frontierland Shootin’ Arcade. As with the Germany miniature train village in Epcot that I talked about in an earlier column, you can pick apart the entire Shootin’ Arcade to find little stories and details within the scene and craft your own stories out of how you compose your shots. There are tons and tons of possibilities and you could easily spend a lot of time picking it apart so go and blast away!

Finally, try shooting the Festival of Fantasy Parade from Frontierland. Obviously you want to make sure the sun is behind you so you aren’t shooting into it, but you can get some awesome sight lines in Frontierland and it isn’t as crowded as Main Street, so you don’t have to get there quite as early. With a wide open street and some room to stretch out your shots, you can do quite well here. Happy shooting!

MOUSE VIEWS

SHUTTERS & LENSES
PHOTOGRAPHY TIPS & TRICKS

by Tim Devine



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

Tim lives in South Jersey with his wife, Karen, and their sons, Billy and Ryan.

Do you have a photography topic that you would like to see in this column?

Please email

tim@themagicinpixels.com







MOUSE VIEWS

DISNEY LEGENDS

by Jamie Hecker



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

X Atencio

At Epcot, Walt Disney World's most ambitious theme park, Guests can witness the grand span of human communication when they experience Spaceship Earth, the park's distinctive and iconic 180-foot tall geodesic sphere. One of the pivotal scenes in the attraction depicts the Renaissance, where Europe emerged enlightened from the Middle Ages. Artists such as Michelangelo, who were versatile in multiple skills, led to the phrase 'Renaissance Man.' Many men and women inside and out of Walt Disney Imagineering contributed to Spaceship Earth's various iterations, including Francis Xavier Atencio. Given the wide scope of contributions he has made to The Walt Disney Company, it seems fitting to consider him a Renaissance Man. Atencio performed many roles for Disney, including an animator, story writer, stop-motion animator, and lyricist...to name but a few.

Atencio, who has personally and professionally gone by the shortened moniker "X" given to him by childhood peers, was born on September 4, 1919 in Walsenburg, Colorado. With natural artistic talents, he gravitated toward the famous Chouinard Art Institute in Los Angeles, long affiliated with Disney for producing top-line animation talent. Atencio spent just one semester at Chouinard before he, at the suggestion of his instructors, submitted his portfolio to Disney. In 1938, Atencio was hired as an apprentice animator and earned the grand sum of \$12 a week. It was an ideal time to be a Disney animator, following the breakthrough *Snow White and the Seven Dwarfs*. Atencio's early work was on *Pinocchio*, *Dumbo*, and *Fantasia*. His animation career was put on hold while he served his country during World War II in the United States Army Air Corps, as a photo intelligence officer.

Following the war, Atencio returned to Disney where he resumed his animation career. He widened his skills by developing story experiences on the original *Mickey Mouse Club* television show. Atencio delved next into the filmmaking side of the Disney Company. He formed an artistic partnership with Bill Justice by creating stop-motion animation shorts and sequences for feature films, including the title piece for *The Parent Trap* and the nursery cleanup scene from *Mary Poppins*. Atencio, however, ultimately found the work too tedious and admitted he didn't have the patience for it.

From the Films to the Parks

In 1965, Walt Disney himself transferred Atencio to WED Industries, the precursor to today's Walt Disney Imagineering. His first assignment involved the Primeval World diorama on the Disneyland Railroad. It involved retooling the dinosaur scene from WED's attraction Ford Magic Skyway, created for the 1964 New York World's Fair.

It was Atencio's next project that left an indelible mark on both himself and the Disney Company. Walt called upon X to create the script for the long gestating attraction *Pirates of the Caribbean*. Atencio's initial reaction was, "I had never done any scripting before, but Walt seemed to know that's what I could do." Not only did Atencio craft the snappy dialog that Guests have been enjoying for over four decades, but he also wrote the jaunty lyrics to "Yo Ho (A Pirate's Life For Me)." Recalled Atencio, "I did... the auctioneer scene and sent it over to (Walt). He said, 'that's fine, keep going.' And then after the script was done, I said 'I think we should have a little



song in there.' I had an idea for a lyric and a melody. I recited it to Walt. I thought he'd probably say, 'that's great, get the Sherman Brothers to do it.' Instead, he said, 'that's great, get George Bruns to do the music.' So that's how I became a songwriter."

*Yo ho, yo ho, a pirate's life for me.
We pillage, we plunder, we rifle and loot
Drink up me'arties, yo ho.
We kidnap and ravage and don't give a hoot.
Drink up me'arties, yo ho.*

Atencio's jolly lyrics have withstood the test of time and are now part and parcel of Disney's Pirates of the Caribbean mythology. His contributions to the attraction didn't end with the hearty pirate tale. Atencio also provided the voice of the talking pirate skull who admonishes Guests with this grim warning: "Ye come seekin' adventure with salty old pirates, eh? Sure, you've come to the proper place."

With the rousing success of Pirates on his resume, Atencio was tasked by Marty Sklar and Richard Irvine to develop a script for The Haunted Mansion, another WED project with a long development cycle. Claude Coats and Marc Davis had worked out the major design elements, contrasting the spooky with the playful. For Atencio, his assignment was to

write the show dialog. "This was just straight narration. I had to try and get in... a kind of spooky frame of mind, but not too spooky." Atencio also wrote the lyrics for The Haunted Mansion's signature song, Grim Grinning Ghosts. Atencio also provided the attraction's whimsical send off at the end with the various hitchhiking ghosts that board each Doom Buggy, which he confesses was initially an afterthought. It was a gimmick, he reflected, that worked great.

Atencio's career with WED continued at Disneyland with his work on Adventure Thru Inner Space. He contributed to Walt Disney World at the former Magic Kingdom attraction If You Had Wings. At EPCOT Center, he made his mark with contributions to Spaceship Earth, World of Motion, and the Mexico Pavilion.

Atencio retired from the Walt Disney Company in 1984, but continues to work as a consultant to Walt Disney Imagineering. In 1996, for his wide body of Disney work, Francis "X" Xavier Atencio was named a Disney Legend.

Upon reflection of his four decades of service to The Walt Disney Company as both an artist and an Imagineer, Atencio is most proud of his work for WED. "In my case of being a writer, I fell into it. It's a talent I didn't realize I had in myself. Walt put the finder on me and said go and do it. I went and did it and it was one of the greatest things that ever happened to me."





By Allison Jones



As an Orlando local, Allison has seen the growth of the Walt Disney World Resort. She experienced the inside as a Disney Cast Member and has planned Disney vacations for over 10 years.

Allison Jones is a travel consultant with Destinations in Florida Travel and MouseDine. Destinations in Florida is an Authorized Disney Vacation Planner selling Disney vacations.

MouseDine is a restaurant consulting company for Disney World Dining Reservations. Visit www.destinationsinflorida.com or www.mousedine.com for more information on Disney Dining.

The Garden Grove at the Swan

Tucked away inside the Swan and Dolphin Resort complex is a quaint restaurant called the Garden Grove. After my recent dining experience there, I now think of the Garden Grove as one of those wonderful "hidden gems" just waiting to be discovered at Walt Disney World. The Garden Grove serves breakfast, lunch, and dinner, and most notably offers a Character Dinner. The Swan and Dolphin are convention resorts, so the Guests there tend to be adults rather than families. Consequently, during the week the Garden Grove Character Dining Dinner is lightly attended, though the crowds definitely pick up on the weekend. As a result, visiting during the week affords you the rare opportunity to spend more time with your favorite Disney Characters. On my recent visit to the Garden Grove, my kids got numerous pictures taken with Goofy and Pluto, collected autographs, and even danced around the restaurant. Our family spent more time with the Disney Characters at this restaurant than any other Disney Character Dining experience we've had. It was amazing!

This restaurant is themed after the gardens of Central Park in New York City, and you can certainly feel that atmosphere in Garden Grove. It is a beautiful restaurant with a huge domed ceiling. The dining area is in the shape of a big circle, with large pillars around the perimeter. Lush greenery is hung along the outside of restaurant, interspersed with beautiful white ball lights that resemble paper lanterns. In the center of the restaurant is a 25-foot oak tree with twinkling lights and paper lanterns. My daughter thought the lights were fairy lights twinkling in the tree. There are painted tree murals along half of the restaurant walls. During the day the light shines into the restaurant through the dome, as well as the picture windows on the opposite side of the beautiful murals. The wooden tables are draped with light green material, giving you the feeling of being outside.

This restaurant features a unique dining experience. They offer a kids menu and adult menu, in addition to the salad and soup buffet. They also offer a dessert buffet after your meal. For the adult menu, you have a few entree choices. These entrees include a 16-ounce Prime Rib with Au Jus, 1/2 Thyme Roasted Organic Chicken, 8-ounce Cedar Plank Blanketed Salmon, or Chef's Vegetarian Creation. The prices vary depending on your entree. The Prime Rib is \$36.99, the chicken is \$29.99, the salmon is \$32.99, and the vegetarian dish is \$29.99. Each entree is served with several Chef selected side dishes. My entree came with corn on the cob and carrots with a truffle sauce.

The Garden Grove offers a wide variety of beverages, including coffee, tea, and Coca Cola products. They offer their exclusive seasonal draft beer called Phins and Feathers. This is a seasonal beer brewed just for the Walt Disney World Swan and Dolphin. This beer has hints of local Florida citrus and is brewed by the Shipyard Brewery. You can also enjoy a seasonal Sangria, other draft beer options, or a selection of wine by the glass or carafe.

Once you've ordered your entree and beverage, you'll be escorted to the soup and salad buffet. The soups are home-made with the option of the Soup of the Day or Clam Chowder. You could then select a wide variety of breads to accompany your salad. For the salad buffet, you can choose from your favorite fresh lettuces, raw garden vegetables, or pickled vegetables. You can then eat your salad as prepared or take it to the Chef to "chop it or toss it." I loved this idea! I took my salad up to the



Chef and chose one of the four house-made dressings (a Red Wine Vinaigrette) and had him “chop” my salad. It was fun to watch him chop my salad and even more fun to eat it, as it tasted fresh and delicious.

For the kids, they could choose their favorite soup from the soup and salad buffet. The server brought both kids a Salad Spinner with lettuce, vegetables, and their favorite salad dressing. A Salad Spinner is a bowl that seals at the top with a knob. You push down on the knob and it causes the salad to spin around in the bowl. It is normally used to remove water from lettuce. The Garden Grove uses it for endless entertainment for the kids! The kids spent almost 30 minutes spinning the salad dressing throughout their salad. They never ate the salad, but they had so much fun using the Salad Spinner.

After dinner, you can enjoy the dessert selections at the

dessert buffet. They offer a variety of treats, all in sample portions. Behind the dessert buffet, you can see the chocolate room. The Garden Grove has a chocolate room where they prepare different treats. Over the holidays, you can see the Chefs create chocolate masterpieces. On the other side the chocolate room is the bakery. During the day, you may see the Chefs hard at work preparing all of the desserts for the Garden Grove restaurant.

The Garden Grove was a wonderful dining experience for the whole family. I loved the quaint atmosphere, the excellent service, and the extra family time spent with the Disney Characters. You can book the Garden Grove online using Open Table or by calling your travel professional. During your next Walt Disney World vacation, check out the Character Dining experience at the Garden Grove Restaurant for a nice, relaxing change of pace!



MOUSE VIEWS

DISNEY
TOURING TIPS

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!

Visiting Walt Disney World at Christmas

I can't think of any other place as magical as Walt Disney World at Christmas. On the first of November, the Magic Kingdom changes literally over night from Halloween to Christmas in the blink of an eye. There is something extra beautiful about the Disney parks during the holiday season. Maybe it's the Osborne Family Spectacle of Dancing Lights at Disney's Hollywood Studios, the life-size gingerbread house at Disney's Grand Floridian Resort and Spa, or the Candlelight Processional at Epcot that make a visit to Walt Disney World the perfect holiday experience. It's different for everyone, and if you're heading to Walt Disney World to celebrate the season, we want you to be prepared! So grab some hot chocolate, a plate of cookies, and let's get ready for Christmas...Disney-style!

Prepare your expectations accordingly. As Christmas Day gets closer, the parks will get more and more crowded. And yes, they do close when they reach capacity. (Trust me, that's A LOT of people!) If possible, you should visit the Disney parks between Thanksgiving and the middle of December. All the decorations are up, Mickey's Very Merry Christmas Party is in full swing, and you can avoid the crowds. Trust me, the holiday spirit is definitely in the air well before December 25th. Should you find yourself in Walt Disney World between Christmas and New Year's, be sure to pack some patience and extra pixie dust. Be prepared for larger crowds and longer transportation times. You'll definitely want to make your FastPass and dining reservations as soon as you can so you have some fun times to look forward to.

Visit the Disney Resorts. Christmas is the only time you are going to see a life-size gingerbread house in all its confectionery splendor, bringing an aura of nostalgic Christmas joy to the lobby of the Grand Floridian. Do you want to feel a little warm and cozy? Then the Wilderness Lodge is the place for you! The theming of the Wilderness Lodge is cozy in and of itself of course, but add in a huge Christmas tree, hundreds of twinkling lights, and all the holiday trimmings to this rustic lodge, and you'll find yourself in a Pacific Northwest wintery retreat right out of a picture postcard! Another great place to find some Christmas cheer is Disney's Beach Club Resort. This resort is known for its famous chocolate Christmas carousel, decked out in gingerbread, candies, and other fun treats. Speaking of confectionery displays, be sure to visit the Swan and Dolphin to find a life-size chocolate Santa, as well as the most beautiful white poinsettia Christmas tree that you'll ever see. At Disney's Yacht Club, you'll find a quaint miniature village where you'll find some clever references to Walt Disney's hometown of Marceline, Missouri.

Plan your day with breaks and use park hours to your advantage. This is a "must-do-tip" when visiting Walt Disney World any time of year, but it's especially true over the holidays. When you're visiting the parks during a particularly crowded time, you'll want to get arrive as early as you can, and stay as late as you can. In between, you'll need that all-important mid-day break. By getting to the parks as close to their opening as you can, you can tour much of it with much lower wait times compared to the waits you'll encounter in the afternoon. If you can plan to take a two to three hour break to enjoy a late breakfast or early lunch, then you can leave for a few hours when it REALLY starts to get crowded. This will give you some time to relax, enjoy the resorts, and then head back in the evening all refreshed and



ready to go for an evening of holiday magic. Evening Extra Magic Hours are so awesome, especially during Christmas, because many Guests will leave the parks, and it will be “emptier” as it gets later in the night. The only caveat is to be aware of which nights Mickey’s Very Merry Christmas Parties are being held. Since these are hard-ticketed events, you won’t be able to stay if you just have a regular park ticket. Consequently, if you plan on visiting the Magic Kingdom during Evening Extra Magic Hours, be sure to check your park schedule so you know which night to go.

Invest in the Park Hopper option. I love the park hopper option, and over the Christmas and New Year’s holidays, I think a park hopper is a must. You can go to the Magic Kingdom in the morning, enjoy it while it’s less crowded, and then hop to a smaller park in the afternoon or evening. When you are in Walt Disney World and it’s more crowded than usual, a park hopper is one of the best tools you can have to escape the crowds. Here’s another tip for this holiday season: since this is the last year of the Osborne Family Spectacle of Dancing Lights at Disney’s Hollywood Studios, you can expect lots of crowds to descend upon the park to get one last glimpse of this Disney holiday classic. These crowds will likely be even larger on the weekends as local residents make their way to the parks for an evening of Christmas magic. If you want to see the lights, try and get to the Studios by early afternoon. Hopefully the park won’t be quite as crowded, and you can enjoy the attractions as you wait for nighttime to arrive. (Be sure to get yourself a FastPass for Toy Story Mania! to pass the time!). As it starts

getting closer to dusk, make your way over to the Streets of America. Ideally, the area won’t be overly crowded, and you can be there when they turn the lights on. You can then wander around and enjoy the lights in a relatively light crowd, and then head out to another park (perhaps Epcot so you can see IllumiNations). As you leave the Studios you’ll see the long lines of Guests waiting to come in to see the lights, and you’ll be glad that you were able to avoid the massive influx of people!

Educate yourself on the holiday events surrounding Walt Disney World over the holidays. Most people are excited to see and experience Mickey’s Very Merry Christmas Party. When else does it snow on Main Street U.S.A.? You can also watch Mickey’s Once Upon a Christmastime Parade, Holiday Wishes, and the Dreamlights on Cinderella Castle! Epcot offers the Candlelight Processional, the breathtaking holiday tag at IllumiNations, and Holidays Around the World. Holidays Around the World takes place throughout World Showcase, where you can hear about the different holiday traditions celebrated throughout the world. You can also meet the various Santas and other legendary holiday figures from all the different countries. Even the Jungle Cruise (er, “Jingle” Cruise!) is all decked out for Christmas! Knowing what Disney offers during the holiday season will help you plan your trip accordingly.

Walt Disney World at Christmas can be a magical experience, and an extra special way to spend the holidays. You get all the traditional Christmas fun, with a little extra Disney pixie dust thrown in for good measure. Happy holidays! 🍷

Extinct Hidden Disney Secrets

Walt Disney World will be forty-four years young this October, celebrating the anniversary of the Magic Kingdom. Epcot and Disney's Hollywood studios are no spring chickens either. Respectively, they are in their thirty-third and twenty-sixth years of operation. Walt Disney World's "newest" theme park, Disney's Animal Kingdom, is itself a teen in its seventeenth year of service.

With this lengthy period, it's only natural that each park has undergone significant changes since each one's respective opening day. At the Magic Kingdom, the spaces presently occupied by Stitch's Great Escape!, Monsters, Inc. Laugh Floor, and Buzz Lightyear's Space Ranger Spin were previously occupied by older attractions. Similarly at Epcot, World of Motion made way for Test Track. Past attractions have even been razed to make way for newer thrills: Horizons yielded to Mission: SPACE, and 20,000 Leagues Under The Sea's massive footprint allowed room for New Fantasyland's Seven Dwarfs Mine Train and Under The Sea - Journey of the Little Mermaid. We can also expect many new changes going forward, now that official announcements were made at the 2015 D23 Expo, notably the inclusion of Star Wars attractions and an enhanced Pixar presence at Disney's Hollywood Studios. Concept art has been revealed, but further details will have to wait for another day.

With this backdrop, it should come as no surprise that previously hidden Disney secrets that showcase the corporate, family and theme park history of the company have fallen by the wayside. Let's explore some of them now.

Studio Memories

Arguably, Disney's Hollywood Studios has gone through the most changes over the years. No longer is the park a 'working' studio where filming and animation takes place. The hallmark opening day attraction at the then-named Disney-MGM Studios was the Backlot Tour, an all-encompassing behind-the-scenes exploration of the park's original concept. Over the years, the Backlot Tour has been trimmed down in size and has now been finally shuttered. Lost in this closure is the opportunity to visit Disney's theme park artifacts at the former prop warehouse. Icons from World of Motion and Horizons, both past attractions, are no longer on display. You can read about them further in issue 32 of Celebrations. Also discussed in that issue was the Walt Disney Company's Gulfstream 1 airplane. For now, it remains parked in the backlot, but is no longer visible up close from the tour tram. It can still be sighted from the upper stands and staircases of the Lights, Motors Action! Extreme Stunt Show attraction. The question on our collective minds is - will this historical plane be removed for future park expansion and, if so, where will it go?

A similar piece of genuine Disney history is now officially gone from Disney's Hollywood Studios. The walkthrough attraction Walt Disney: One Man's Dream featured Walt's original office and desk. It recently was removed after its temporary exhibit and will return to the Walt Disney Family Museum in San Francisco.

Another unique piece of Disney history that resided at Disney's Hollywood Studios is also gone. The premiere of this column in Celebrations issue 24 pointed out that Guests who entered Pixar Place walked past a unique street sign emblazoned with Mickey Avenue and Minnie Lane. This was a tribute to the 'temporary' street sign erected at Disney's Burbank campus, showcasing the intersection of Dopey



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/



Drive and Mickey Avenue. The irony here is quite apparent – the temporary movie prop installed on the corporate campus in 1941 has, in fact, become a permanent fixture there, and the replica of it installed at Disney's Hollywood Studios turned out to be fleeting.

Magic Kingdom Memories

Turning back to the Magic Kingdom, there are a few subtle yet clever hidden Disney tributes that now exist only in memory. One of the highlights of Main Street, U.S.A. is the infectious Main Street Confectionery. Although it's not prominently advertised anymore, the proprietor of the candy store is Mr. and Mrs. Thomas McCrumb. For keen Disney historians, the name McCrumb strikes an intriguing chord. This is a direct nod to Kansas City dentist Thomas McCrum who, in 1922, commissioned a budding filmmaker to make a short movie praising the virtues of proper dental hygiene. Tommy Tucker's Tooth was created by Walt Disney during his time at the Laugh-O-Gram Studio in Kansas City, Walt's early business and animation venture where he teamed with eventual animation collaborator and film optics wizard Ub Iwerks. Dr. McCrum's \$500 commission for the film helped give Walt the confidence he needed to be a filmmaker. Tommy Tucker's Tooth was an eleven-minute hybrid live-action and animation film. Walt loosely scripted it based on Dr. McCrum's talking points and directed it. The film was completed in December 1922, and the commis-

sion gave the fledgling studio the funds to stay in business, though the windfall was short-lived. Laugh-O-Gram Studio filed for bankruptcy seven months later. Three months after that, Walt made his fateful trip to Los Angeles. Looking back on this fascinating chapter in Walt's life, it seems only fitting (and perhaps even 'filling') that a dentist inspired a candy store.

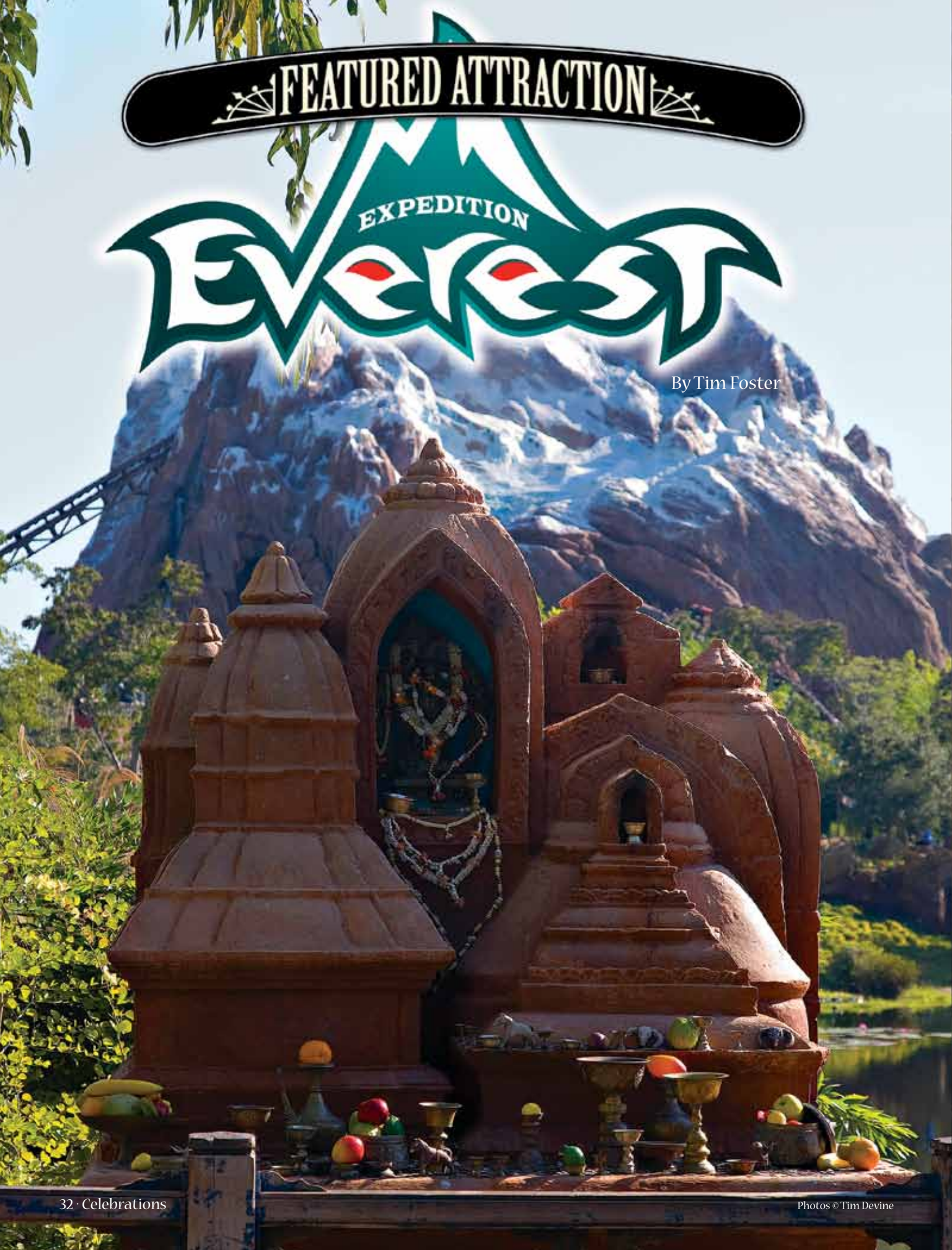
Our final exhibit of extinct tributes is perhaps one of the cleverest. Every Disney fan has seen Mary Poppins and can recall the goofball scene in which Bert and Uncle Albert are floating in the rafters, laughing and giggling with glee. Annoyed at their antics, Mary cries out, "Why, it's the most disgraceful sight I've ever seen, or my name isn't Mary Poppins" to which Bert replies, "Speakin' o' names, I know a man with a wooden leg named Smith." Uncle Albert steals the scene with the quick retort, "what's the name of his other leg?" Disney Imagineers cleverly paid tribute to this scene by placing a wooden leg high on a shelf in the Frontierland train station, along with other lost items. Naturally, the leg was labeled Smith. Sadly, this hidden tribute didn't survive a recent refurbishment of the train station and is no longer there.

On your next visit to Walt Disney World, take a slower stroll around the parks and absorb all the layers that surround you. While something new is always around the corner, we sometimes have to say goodbye to favorite parts, even hidden Disney tributes.

FEATURED ATTRACTION

EXPEDITION
Everest

By Tim Foster



Welcome to the Himalayas! Your adventure today brings you to the kingdom of Anandapur in the northern part of India. It is here that we will travel to the remote village of Serka Zong (Fortress of the Chasm), home of the Himalayan Escapes Tour Company. Serka Zong is comprised of several buildings formerly used by the Royal Anandapur Tea Company. Today those buildings are used by several expedition companies to outfit and send explorers off on any of several expeditions through the Himalayas. You and your company will be setting off on the trek known as "Expedition Everest," which will take you to the peak of the highest mountain on Earth via a shortcut that passes through the "Forbidden Mountain." In order to traverse this foreboding pass, you'll be traveling on a steam train that had previously been used to bring harvested tealeaves down from the mountains. The train, formerly part of the Darjeeling Ko Rail, was refurbished by the owners of Himalayan Escapes, Norbu and Bob, and it is this train that will take you and your exploratory party to the base camp of Mount Everest.

This trip is not without its perils, however. Local legend says that the area is guarded by the fearsome Yeti, a horrifying abominable snowman that is said to reside in the Forbidden Mountain. Legend further says that the Yeti violently objects to the encroachment of humans into these sacred areas, and that he will fiercely protect them at all costs. When you first enter the expedition building, you'll discover the legend of the Yeti as told through a Himalayan shrine (known as a gumba), as well as a makeshift museum. This museum includes information on past Yeti sightings, the Yeti's significance in Himalayan culture, and, most disturbingly, the tale of a doomed 1982 expedition that attempted to reach Everest via the Forbidden Mountain pass, only to run into the feared Yeti and never to be heard from again. As you near the exit of the museum, you'll find two notices on the wall. The first, written by the museum's curator, Professor Pema Dorje, Ph D, warns against the continued operation of the railroad expeditions, while the second emphatically states that the curator's notice "does not represent the opinions or views" of the company. Who is right? It's up to you to find out.

Once you exit the museum it's time to board your expedition train for your journey through the Forbidden Mountain.

As your trek begins, you'll catch a majestic glimpse of Mount Everest in the distance before you plunge into a series of turns leading up a steep hill to the Forbidden Mountain. As you climb the hill, you'll enter a dark cavern that contains several artifacts related to the legend of the Yeti. Once you reach the top of the hill, you'll start your dizzying journey into the mountain itself, twisting and turning through treacherous mountain passes before coming upon an ominous site; the tracks in front of you have been torn apart by a mysterious force, though there's little doubt what creature could have caused such damage. Sure enough, you'll hear the bone-chilling roar of the Yeti before your train plunges backward down the hill and into the mountain. Thrown into total darkness, you race at breakneck speeds through ever-tightening turns before coming to a seeming passageway out of the mountain. But you're not out of danger yet, as you can see the shadow of the Yeti tearing apart another piece of track. Your train then lurches forward again, racing into another cave where you'll come face to face with the fearsome Yeti himself. The Yeti howls with furious rage as you make your escape, thankfully returning to the station and leaving the fearsome creature behind.

Dreaming Big

When Disney's Animal Kingdom opened on April 22, 1998, the park promised to immerse Guests into a lush and authentic wilderness that represented the wonder and beauty of nature found throughout the world. The only attraction that could be classified as a thrill attraction on that day was Countdown to Extinction, and while Kali River Rapids would open a few years later, Guests were still clamoring for an E-ticket attraction to open at Disney's newest park.

Fortunately, they wouldn't have to wait long, for plans had been long underway to bring a roller coaster thrill ride to the Animal Kingdom. In true Disney fashion though, this would be a roller coaster the likes of which had never been seen. One of the early concepts for the new attraction was a dragon-themed roller coaster that would have served as the anchor attraction for the park's proposed Beastly Kingdom section. The Beastly Kingdom section would be dedicated to mythological creatures, and though it has never gotten past the concept stage, you can still see a remnant of the idea in the park's logo, which features a dragon.

In the end, the team of Imagineers, led by Joe Rohde, came back to a concept that had proved immensely popular with Guests over the years: the mountain. Over in Disneyland, the Matterhorn was enjoying a renewal in popularity due to the inclusion of the Abominable Snowman in 1978, and it made sense for his Far Eastern cousin, the Yeti, to find a home here at the Animal Kingdom. Since the Yeti was said to prowl the Himalayas, Mount Everest seemed like the logical home for the park's newest attraction. But even so, there was still much debate over that final choice. For one thing, Rohde didn't think that Mount Everest was distinctive enough in appearance, especially when compared to the Matterhorn of Disneyland or Japan's Mt. Fuji, one of several inspirations for the design of Space Mountain. The problem was solved in a uniquely Imagineer-esque way: Mount Everest would indeed appear in the attraction, but only as part of the mountain range that would include the attraction's true mountain: the Forbidden Mountain. This gave the Imagineers the freedom to design the new mountain to be as foreboding and iconic as possible, while still retaining the reference to the real life mountain that served as the attraction's inspiration.

Before the design phase could begin, much research was needed. To that end, Joe Rohde, project coordinator Chris Kelly, and architect Stefan Hellwig embarked on several scouting trips to the Himalayas in order to learn about the region's architecture, horticulture, and history...particularly the legend of the Yeti. As Rohde would recall, "I've always believed in taking the Imagineers to real places and giving them real experiences, Imagineers journeyed to Nepal several times, immersing themselves in the legends, lore, and heart of the place...The goal was to create an authentically detailed environment that reflected the culture and traditions of the Himalayan countries we explored...That experience allowed us to approach the project with an insight and authenticity we could only attain by being there."

As the team of Imagineers started to design the look of the mountain itself, they started by making several small paper models based on a series of sketches by Chris Turner and his team of designers. These paper models were transformed into a 1/8th-inch scale clay model and eventually a foam model. The design was revamped several times, and all in all went through 24 iterations before the final look was achieved. At this point the model was six feet tall, and from there it was digitized into a computer. This process allowed the team to virtually program the ride itself before a single

shovel was lifted, and it also allowed for the precise fabrication of the tons of rebar that would form the framework for the actual mountain. Utilizing the latest technology allowed the design process to take only 18 months, compared to the typical three to four years that would have been required using traditional methods.

This painstaking attention to detail wasn't just reserved for the mountain itself; the same care went into the creation of the surrounding village. The architecture of the buildings was largely based on the Kali Gandaki region of the Annapurna Conservancy area of the Himalayas. Two methods of construction native to the region were used to create the show buildings. One method was Dry-laid Stone, used in the Tea House, and the other was the "Rammed Earth" method, in which moistened dirt is placed in a four-inch high framed box and pounded with mallets until the material is as hard as concrete. Over 2,000 handcrafted items were brought in for use as architectural ornamentation, props, and cabinetry. Many of these items were actually made by native Newari wood-carvers from Nepal. Tibetan monks were consulted in regards to the earth-based pigments used to color the attractions' sets.

Building a Mountain

Construction of the new attraction began in March of 2003, and would be comprised of three separate structures: the mountain itself, the actual roller coaster, and the Audio-Animatronic Yeti. The mountain and the track posed two opposing challenges. The tracks of the roller coaster needed to be flexible enough to allow for the high speeds and turns of the train, while the mountain needed to be absolutely inflexible since it was covered with layers and layers of carved plaster that formed the rocky exterior. Great care was taken to ensure that the two structures never got closer than six inches to each other...no small task! 5,000 tons of structural steel went into the ride and structural systems.

The exterior of the mountain was actually an outer shell of sculpted plaster that was put together like a giant puzzle. To accomplish this Herculean task, Imagineers came up with a solution that they called the "chip method." Using the digitized model as a starting point, the Imagineers were able to break this down into 3,307 individual modules, or "chips," each one measuring approximately six square feet. Each chip was assigned a specific place on the mountain's exterior, and the whole thing was assembled like a giant jigsaw puzzle. 27,000 pieces of computer-bent pieces of rebar





went into the fabrication of the chips, and all told the chips added up to 218,000 square feet of rockwork. Imagineers then used nearly 32,000 bags of cement to sculpt the individual rocks and peaks, using aluminum foil to mold the wet concrete into the exact shapes they wanted. They then finished of the exterior with over 2,000 gallons of paint.

When it was complete, the Forbidden Mountain stood 199 feet tall, making it the second tallest Walt Disney World attraction, surpassed only by the Twilight Zone Tower of Terror. Despite what some people will tell you, it is not Florida's tallest mountain (that honor goes to Walton County's Britton Hill at 345 feet), though it is the Sunshine State's tallest artificial mountain.

The mountain is a great example of Disney's use of forced perspective. As the mountain gets taller, the features get disproportionately smaller, making it appear as if the summit is much farther away than it actually is.

Finally, if you look closely at Mount Everest in the distance, you'll see that the famous final ascent of Sir Edmund Hillary in 1953 is represented in the coloring of the mountain peak. At the 29,000-foot elevation mark, hurricane-force winds often blow the snow off its peak, revealing a raw sheet of rock on the very place where Hillary first set foot at the top of the world.

The Yeti

The star of the attraction would of course be the infamous Yeti of lore and legend, and just as much care, if not more, went into the design and construction of this fearsome creature. In order to learn more about the Yeti, Rohde and his team visited with monks in a monastery in Ding Gua Shan in China, and a holy man known as Rinpoche in Tengboche, Nepal. They then ventured into the Qinling Mountain preserve near Zian, China, home to the golden monkey. The golden monkey is one of the few cold-climate primates in the world, and they live in isolated areas of the Qinling Mountains. According to Rohde, "These were the inspiration for our Yeti, strange, haunting faces covered in hair everywhere but in the smallest areas around the unfathomable dark eyes and nose. They have no nasal tissue, which may be an adaptation to the cold winter snows, but it also makes them look spooky. They are a perfect model of a cold-climate primate."

The team also took inspiration from the Asian Langur Monkey and the prehistoric Gigantopithecus. The Imagineers knew that their Yeti had to be big, much bigger than any creature known to exist. In justifying the size of the large mythological beast, Rohde said, "Size alone is an adap-

tion to the cold. Big things hold their body heat more efficiently...and if the Yeti is big, it follows that it is adaptable to cold environments." The Imagineers also turned to the orangutan for the color of the Yeti's fur. Local Sherpa, when shown photos of a modern day orangutan, claim that this is what a Yeti would look like, and indeed, the prehistoric range of the large orangutan included areas of Southern China where stories of the Yeti persist to this day.

Once the final design of the creature was settled on, it was time to bring the Yeti to life. The new Audio-Animatronic figure was going to be the largest and most complex ever built, incorporating nineteen separate functions throughout its framework. The framework itself was clad with 6,000 pounds of various furs, forming a 1,000 square foot "skin" held in place with over 1,000 snaps and 250 zippers.

The Yeti proved to be so massive that an entirely new system was devised to mount it, as it wasn't possible for the massive creature to be self-supported. A long boom was attached to the Yeti's back, and it would travel along massive horizontal and vertical slides to allow the creature to move. The Yeti itself is powered by a 3,000-psi hydraulic thruster that can be recharged in twenty seconds. (That amount of thrust is greater than that found in a 747 jet engine!)

Unfortunately, a problem with the frame occurred soon after the attraction opened, resulting in the Yeti's inability to function in its fully operational mode. The problem was

caused by damage to the Yeti's concrete base structure, and since the design of the attraction limits access to the affected sections (without shutting down the entire attraction for an extended length of time), repairs seem unfeasible, at least in the immediate future. In the meantime, the Yeti is operating in its alternative "B-mode", which incorporates strobe-lights to achieve the illusion of movement. (He still packs quite a ferocious roar though!)

When asked about the prospect of repairing the Yeti, Joe Rohde responded, "...it's a giant complicated machine sitting on top of...a 46-foot tall tower in the middle of a finished building. So, it's really hard to fix, but we are working on it. And we continue to work on it. We have tried several "things", [and though none of them have quite worked out]... we are working on it...I will fix the Yeti someday, I swear!"

But even without a fully functioning Yeti (though he is still quite fearsome!), Expedition Everest is a true, white-knuckle experience that will set your heart racing. As you approach the Forbidden Mountain, be sure to look for all of the rich details that went into the creation of this mythological land. This is perhaps the most elaborately detailed queue in all of Walt Disney World, and is definitely worth a visit for that reason alone. But if you have the courage, and that innate adventurer's passion burning in your heart, then prepare yourself for your journey to the Forbidden Mountain, and hang on tight!



FEATURED FILM

THE Rescuers

By Lori Elias



Little heroes with big voices: this could be an ideal way to describe Disney's 1977 endearing animated feature *The Rescuers*, in which a young girl named Penny – and of course her beloved Teddy – escape the clutches of the treacherous Madame Medusa, thanks to a pair of tiny protectors, the mice Bernard and Bianca.

The Rescuers was produced by Ron Miller and Wolfgang Reitherman, and directed by Weitherman, John Lounsberry, and Art Stevens. The score was composed by Artie Butler, with songs by Butler, Carol Connors, Sammy Fain, and Ayn Robbins. It was Reitherman's final film for Disney, and was also the swan song of Walt Disney's three remaining "Nine Old Men," the team of animators who had served as the core of Disney Studios from its earliest days: Ollie Johnston, Milt Kahl, and Frank Thomas.

The story was based on two books by British author Margery Sharp (1905-1991). She had already penned 15 novels geared for adults when she turned to her *Rescuers* series in 1959. The inaugural book, titled simply *The Rescuers*, introduced readers to Miss Bianca, a sophisticated and privileged mouse who is selected by the Prisoners' Aid Society to travel to Norway to rescue a wrongly-imprisoned poet from the notorious Black Castle. Joining Bianca on her quest is Nils, Norway's most courageous mouse, as well as their trusty associate, a pantry worker named Bernard. Eight sequels followed in quick succession: *Miss Bianca* (1962), *The Turret* (1963), *Miss Bianca in the Salt Mines* (1966), *Miss Bianca in the Orient* (1970), *Miss Bianca in the Antarctic* (1971), *Miss Bianca and the Bridesmaid* (1972), *Bernard the Brave* (1977) and *Bernard into Battle* (1978). The books were illustrated by famed literary artist Garth Williams (1912-1996), whose work is highly recognizable from E. B. White's *Charlotte's Web* and *Stuart Little*, as well as Laura Ingalls Wilder's *Little House* series.

The film would ultimately utilize material from both the first book as well as the second, *Miss Bianca*, in which the heroine is called upon to help yet another unjustly-held prisoner. This time, her mission is to help a little girl named Patience, who has been kidnapped by the evil Diamond Duchess and held captive in her Diamond Palace, guarded by a major-domo named Mandrake and two snarling dogs, Tyrant and Torment.

Disney Studios had begun to consider *The Rescuers* as a potential animated feature film shortly after the first book's release, but plans were not put into action until a decade later. Originally, the production team considered placing the story in Antarctica, based on the recently-published sixth book in the series, complete with a kidnapped polar

bear voiced by jazz legend Louis Prima, and his escape from an evil penguin. (In the book, Bianca and Bernard, joined by Nils, are once again enlisted to rescue the Norwegian poet, who this time has been trapped by the perilous conditions of the South Pole while performing scientific research.)

The animators balked at attempting to create their art with the backdrop of a cold, dare one say frozen landscape, which led the team back to the first two books of the series, and the Diamond Duchess. (One has to wonder what they would think about a certain 2013 blockbuster set in icy Scandinavia!) The story was placed in a location as far from a jewel-studded palace as could be imagined: a dank swamp called the Devil's Bayou. Patience's name was changed to Penny, the Diamond Duchess was reimagined as Madame Medusa, Mandrake was named Mr. Snoops, and the dogs were changed into the crocodiles Nero and Brutus. The Prisoners' Aid Society became the Rescue Aid Society, complete with its own anthem: "R-E-S-C-U-E/Rescue Aid Society/Heads held high, touch the sky/You mean everything to me."

A Memorable Cast

While *The Rescuers* would not be noted for significant technological developments in animation, it was the first film in which the animators of the past (namely Johnston, Kahl, and Thomas) collaborated with the "new guard" of animators, including Ron Clements and Glen Keane, who had been brought to Disney in the early 1970s and whose stars would rise throughout the films of the Disney Renaissance and beyond, with work on titles such as *The Little Mermaid* (1989), *Aladdin* (1992), *Hercules* (1997), *The Princess and the Frog* (2009), and *Tangled* (2010).

Two highly-recognized and much-loved television actors played the tiny title characters. Hungarian actress Eva Gabor, the voice of Bianca, had enjoyed a long and prolific career, first in guest appearances, then moving to the regular casts of *Petticoat Junction* and *Green Acres*. She had made her Disney debut seven years earlier with *The Aristocats*, playing Duchess.

Her companion Bernard was portrayed by popular actor Bob Newhart, well-known to television audiences for *The Bob Newhart Show* that ran in 1961, and then a new show with the same title that had been on the air since 1972 (and would run for one more year after *The Rescuers* was released). He would go on to star in two more self-titled series: *Newhart* (1982-1990) and *Bob* (1992-1993) as well as playing George Stooky in the short-lived series *George & Leo* (1997-1998). He also made several guest appearances in numerous hit shows, including *Murphy Brown*, *ER*, *Desperate Housewives*, *NCIS*,



The Big Bang Theory, and *The Librarians*, as well as appearing as Papa Elf in the 2003 holiday blockbuster *Elf*.

Little Penny was voiced by Michelle Stacy, who enjoyed a substantial career as a child actress. She appeared in a number of television shows throughout the 1970s, including *Police Story*, *Logan's Run*, *The Waltons*, *Eight is Enough*, *The Incredible Hulk*, and *B.J. and the Bear*, as well as the classic comedy *Airplane!* (1980).

Esteemed actress Geraldine Page portrayed Madame Medusa. Held in high esteem for her work in film, television and the Broadway stage, Page garnered eight Academy Award nominations, winning for *The Trip to Bountiful* (1985), as well as back-to-back Emmy Awards for *A Christmas Memory* (1966) and *The Thanksgiving Visitor* (1967).

Joe Flynn, the voice of Mr. Snoops, had made a name for himself through television classics which included *Make Room for Daddy*, *The Joey Bishop Show*, *The Adventures of Ozzie and Harriet*, *McHale's Navy*, and *The Tim Conway Show*. He had already made a number of contributions to Disney via *The*

Love Bug (1968) and *Walt Disney's Wonderful World of Color*. Sadly, *The Rescuers* would be his final performance; soon after completing his work on the film, he passed away at his home in Beverly Hills, California.

Jim Jordan, who portrayed Orville, spent along 14 years alongside his real-life wife, Marian Jordan, playing the title roles in the acclaimed radio series *Fibber McGee and Molly*. They brought these roles to the screen for a number of films throughout the early 1940s.

The Rescuers was enough of a financial success to spur a sequel, *The Rescuers Down Under*, released in 1990. Gabor and Newhart reprised their roles, with Bianca and Bernard traveling to Australia to rescue a young Cody, a boy who has saved Marahute, a trapped golden eagle, and in turn has been kidnapped by a poacher named Percival McLeach. The plucky pair are assisted by Orville's brother Wilbur (due to the 1988 passing of Orville's voice actor Jim Jordan), along with Jake, a scrappy kangaroo rat. Popular comic actor John Candy, who would return to Disney in 1993 to star in *Cool*



Runnings, played Wilbur; Academy Award-winner George C. Scott (Patton) voiced McLeach; Norwegian-born child actor Adam Ryen played Cody, and also provided Cody's voice for Norway's release of the film; and veteran soap opera actor Tristan Rogers (*General Hospital*, *The Young and the Restless*), a native of Melbourne, Australia, portrayed Jake.

The Rescuers Fun Facts

- In early discussions for the film, it was suggested that Cruella de Vil be used as the villainess. The production team decided against the idea, as they did not want *The Rescuers* to be considered a sequel to *101 Dalmatians* (1961). Ironically, *The Rescuers* would be the first Disney film to inspire a sequel of its own!
- Though she is portrayed as British in the books, when Miss Bianca takes her place at the Headquarters of the Rescue Aid Society, she sits in the seat for the Hungarian delegate. Eva Gabor, Bianca's voice actress, was born in the Hungarian capital of Budapest and lived in Hungary throughout

her childhood.

- Orville the albatross can be heard humming "Off We Go (Into the Wild Blue Yonder)." This is the theme song of the United States Air Force.
- Orville and Wilbur (who appears in *The Rescuers Down Under*) are named for the Wright brothers, inventors of the airplane.
- *The Rescuers* had one Oscar nomination: Best Original Song for "Someone's Waiting for You." (It lost to the title song from *You Light Up My Life*.) This was the last time a Disney film would receive an Academy Award nomination until *The Little Mermaid* in 1989 (considered the first film of the Disney Renaissance).
- Rufus the cat was a caricature of animator Ollie Johnston.
- John McIntyre, who voiced Rufus, and Jeannette Nolan, the voice of Ellie Mae, married in 1935 and remained together until his passing in 1991. They also worked together on *The Fox and the Hound* (1981), with McIntyre voicing Chief and Nolan as Widow Tweed.



The Rustic Majesty of the

By Shana Gallardo



Wilderness Lodge





Nestled in a secluded, quiet area on Bay Lake is a resort that promises to take you miles away from the hustle and bustle of everyday life. From the moment you enter the rustic grounds of the Wilderness Lodge, you'll be surrounded by pine trees, lush foliage, warm breezes, wildflowers, craggy boulders, a bubbling spring, and a beach that sits on a gorgeous lake. This beautiful resort looks as tranquil as a nature preserve, and is a beautiful depiction of the world's natural wonders. Best of all, you're just a short boat ride away from dastardly pirates, beautiful princesses, mischievous space aliens, and ghoulish ghosts over at the Magic Kingdom. Just look around and you'll see why this resort is second to none in its splendor, design, architecture, and serenity. Join us as we take a closer look at the rustic elegance that is the Wilderness Lodge.

Tall Tales and Fanciful Backstories

As we all know, Disney is second to none when it comes to details. From imaginative architecture to immersive theming, the Disney Imagineers enjoy creating fanciful backstories for nearly every attraction and resort. As you might expect, the Wilderness Lodge has a richly detailed backstory, though curiously few Guests are aware of it.

It all started back when the resort first opened in 1994. Guests used to receive a newspaper, *The Silver Creek Star*, which was loaded with interesting facts and information about the activities that took place in and around the resort. The newspaper also included a fictional story about how the Wilderness Lodge was created. This incredible tale was created by the Imagineers and appeared in a special edition for the newspaper. The story was based on the life of one man named Colonel Ezekiel Moreland.

In the early 1800s, Moreland discovered a beautiful valley in America's great Northwest. In a letter to his daughter, the Colonel described the land as "a tranquil valley along the shores of a splendid lake...a cathedral of trees that touch the sky, a stream that glitters with radiant light, rocks and minerals of every color and description and I call this sweet valley Silver Creek Springs." The Teton Boat and Bike Rental building is said to be the original cabin that Moreland built shortly after arriving in the valley.

Moreland left this serene setting behind but returned years later with his daughter Genevieve (known to her friends and family as Jenny) who took a leave of absence from her career as an art curator. Also with them was Jenny's friend, Frederick Alonzo Gustaf, who was an Austrian

artist. Gustaf had heard all about the tranquil beauty of this land and wanted to paint pictures of the new frontier.

Moreland, a widowed veteran of the War of 1812, was inspired by the journeys of Lewis and Clark to go on his own expedition. He ventured west in 1823, starting his journey at the Missouri River accompanied by a party of more than 50 explorers. Only 80 miles into the adventure, they were met by a stampede of over 10,000 buffalo that destroyed nearly all of their provisions. The injured men limped back to St. Louis, and all but the Colonel gave up on the expedition. In a letter to Jenny, Moreland wrote: "I take to the wilderness alone. The good earth will provide me with everything I need to survive. I have my gun. I have my courage and I have my determination. What need I of anything else, especially of cowardly scoundrels who turn ashen in the face of the smallest adversity."

Throughout his expeditions Moreland acquired many beaver pelts and other valuable furs. After a two year adventure, Moreland was very wealthy. Genevieve and Gustaf joined Moreland in St. Louis to make another trip to Silver Creek Springs to permanently live there.

Silver Creek was named for the mineral deposits that came from a natural hot spring which would make the water shimmer. According to the *Silver Creek Star*: "Using the small fortune her father had raised from the fur trade, they brought out a crew of men from St. Louis and had a small lodge built near the fresh water spring."

Jenny indeed made Silver Creek Springs her home for the rest of her life. She created a preservation surrounding the Lodge in her father's honor so that everyone could enjoy the natural beauty of the wilderness. The Wilderness Lodge brought scientists, artists, and nature lovers to marvel at the beautiful surroundings. The Lodge began to grow, adding more and more rooms around the spring.

Gustaf would stand high upon the rocks above the valley and paint the beautiful surroundings. But one day, according to the story in the *Silver Creek Star*, "no sooner had the brush touched the canvas than the ground began to tremble. The artist quickly grabbed his seat and managed to keep his easel from falling. After the tremors had subsided, he looked to the Colonel and Jenny and smiled assuredly. 'You see Colonel, I am something of a frontiersman myself.' Only the Colonel knew what lay in store."

The tremor was nothing more than the explosion of a geyser. The sound of all that water erupting high in the air was earth shattering. Gustaf found that, despite the tremor



that nearly caused him to fall, this was his favorite spot to paint. This also became a favorite location for other artists such as Albert Bierstadt and Thomas Moran. When the Lodge was finally completed, a dining room was created in the location of the ledge that Gustaf and so many other artists enjoyed painting. The eating room was called Artist Point. Artist Point became a place where guests could experience the incredible views that had inspired the paintings that were hung in the dining room. Legend tells us that Gustaf created many incredible paintings of the West, inspiring the imagination of an entire nation.

Moreland heard the legend of the Fire Rock Geyser from the Native American elder known as Running Elk. That first winter Moreland spent in the valley was very difficult. He had first set up his tent near the lake, but unfortunately this location afforded him very little protection from the harsh winds and cold weather, so he moved closer to the hot springs. One day Moreland was shocked to see a group of hunters who were seeking warmth from the hot springs. Moreland offered them food and, appreciative of his offer, they told him a story about the springs. As the tale went, another hunting group had been trapped by a storm during an extremely snowy winter. They built a fire and kept it going for days, and eventually the rock beneath them began to crack and tremble. The next day, the Earth opened up and a great pillar of hot, steaming water erupted upwards, launching a nearby teepee high into the air. The terrified hunters hurried away from the valley, thinking it was a warning to leave. They thought the warning was due to their continued use of fire.

One of the Wilderness Lodge's best features, the Silver Creek Springs Pool, also has a related backstory. The tale centers around Georgie MacGregor, a unique individual who arrived in the valley in 1852 seeking his fortune in gold. According to the Silver Creek Star: "Even if Ol' Georgie was 'a few logs shy of a full load' in the common sense department, he was nevertheless cunning." When he approached the Wilderness Lodge, he presented himself not as a prospector, but as a cook. The frontier, at this time, did not have a surplus of chefs, so such skills were highly valued. The Lodge had become a gathering place for artists, naturalists, and others, and Jenny thought Ol' Georgie would be a welcome addition. She offered Ol' Georgie a room in the Lodge in exchange for his services. He responded, 'Now, Miss Jenny, I reckon the best place fer me is yonder, by that thar stream. Thataways I won't bother any of your guests an' I'll be closer

to the trout. I can clean the pans easier thataways, too.'

Jenny soon discovered MacGregor's intent wasn't pure when she visited his camp. She discovered cooking pans filled with water and silt from the stream. Ol' Georgie was shooting trout point blank with his Hawken pistol to gather a meal to cook while panning for gold. Jenny relieved Ol' Georgie of his cooking duties and hired a former Army sergeant. However, MacGregor stayed on doing odd chores, including serving (but no longer cooking) breakfast. One morning, Ol' Georgie served breakfast and quietly slipped away to his cabin. Guests were still gathered around their tables when they heard a tremendous explosion that shook the Lodge, knocking them to the floor. In a panic, they made their way down to the stream. Where the stream once flowed gently over rocks, there was now a deep hole in the earth. Ol' Georgie was nowhere in sight. His cabin was splintered and roofless. Eventually, the gathered crowd heard a faint voice, and there was Ol' Georgie, twenty feet up in a pine tree. He was charred black and barely breathing from the explosives that he used in his very last attempt to find riches. A box labeled "dynamite" was found under the tree. Fortunately, something good came out of that explosion. Good Ol' Georgie had created the Lodge's prized pool.

Stepping Into the Great Northwest

The awe-inspiring lobby of Disney's Wilderness Lodge has been welcoming Guests since the Lodge opened on May 28, 1994. Disney resorts are known for their magnificent lobbies, and the lobby at the Wilderness Lodge definitely sets the bar high. The Ahwahnee Lodge in Yosemite National Park and the Old Faithful Inn at Yellowstone National Park inspired the look of the resort. The resort was designed by Peter Dominik Jr., who went on to design Disney's Grand Californian Resort and Spa at Disneyland and Disney's Animal Kingdom Lodge. Peter visited Yosemite National Park, Yellowstone National Park, and Glacier National Park to do extensive research in order to create the authentic details that were to be included in the new resort.

When you enter the Wilderness Lodge, you'll be transfixed by the incredible American craftsmanship. Wood adorns the lobby from top to bottom. The eight-story lobby is filled with pinewood imported from Oregon, mimicking the majesty of camping in the outdoors, but with a touch of elegance. Four large teepee chandeliers hang from the rafters, and the impeccable hardwood floors are made from pinewood, Brazilian Cherry, and Bird's Eye Maple. The intri-

cate patterns in the floor incorporate Native American designs, and can best be appreciated by taking the elevator or stairs up a few flights, giving you a better view of the beautiful inlaid design.

The focal point of the lobby is the 82-foot high fireplace, comprised of multiple layers of rock strata in various colors representing the Grand Canyon. If you take a closer look at the exterior of the fireplace, you'll discover fossilized prehistoric animals and plants in the rocks. The fireplace includes rock types that represent nearly two billion years of geological history. These include Vishnu Schist, Bass Limestone, Tapeats Sandstone, Redwall, Temple Butte Limestone, Kaibab Limestone, and Toroweap Formation. The fireplace was designed by Mary Colter, who also designed the Bright Angel Lodge in the Grand Canyon. The Bright Angel Lodge also features a grand fireplace, made from rocks quarried from the Grand Canyon itself.

Another breathtaking feature of the Wilderness Lodge lobby is the pair of 55-foot high totem poles that soar to the rafters. Depicting Northwest Native American culture, one is from the Eagle Clan and the other is from the Raven Clan. There is said to be a story behind each totem pole. For the Eagle totem pole, Eagle sits atop the totem pole because it heard a girl cry. The girl had married one of the undersea people but she missed her village. When Eagle tried to rescue her they both fall into the ocean, and the girl struggled through the waves to get to the shore. Below Eagle sits Beaver, who is there to keep the peace between Eagle and Raven, who sits atop the other totem pole. Below Beaver are the clamshells that Raven released; the Mouse Woman who is there to look after the animals and young people; and the Mountain Goat, Klu-kun, who protects the copper shield. Klu-kun also lent his hooves to a human who was searching for copper in the high mountains. The Bear Chief is at the bottom of the exquisitely hand-crafted totem pole. He is planning a big feast for his nephew and intends to give him the copper shield that Klu-kun is protecting for him.

On the other totem pole, Raven is celebrating the taking of the stars, moon, and sun from Sky Chief to share with the entire world. At the bottom of the pole is the Whale Chief who had a beautiful daughter, Dolphin. Mountain Lion wanted to marry Dolphin but Whale Chief refused. Mountain Lion was angry, and scratched Whale Chief's throat with his claws, leaving scratches so deep that they can still be seen on many whales today.

Frog made peace between Whale Chief and Mountain

Lion, and as part of the agreement Whale Chief held an archery contest, where the victor would win the right to marry Dolphin. Wolf, Bear, Eagle, Beaver, Otter, Kingfisher, and many others attempted to hit the target, but none of them were able to. Finally, the little Wren asked to try. He had made his own bow and arrow from two spruce needles, and only his needlelike arrow hit the center of the mark, winning him the right to marry Dolphin.

The other animals were furious, and they chased Wren into a knothole. This is why most wrens nest in knotholes to this day. Hootis, the Bear Chief, his wife, and their two cubs accompanied Wren and his new bride to a small island, where they served as their protectors. Whenever her husband would sing and dance for her, Dolphin would leap out of the water for joy. However, she missed her friends the Salmon people. Wren had Frog call the Salmon people back to the surrounding rivers and islands, and when they returned they were so happy to see Dolphin that they leapt up the rivers and waterfalls.

A much smaller and whimsical totem pole can be found at the entrance to the Wilderness Lodge Mercantile gift shop. On the pole you'll find four hand-carved Disney characters. Starting at the top, you'll find wilderness Mickey Mouse, then a happy, ready-to-go-camping Goofy. Below the Goofster is the always-disgruntled Donald Duck. Beneath him is another Disney character that you may not be familiar with, Humphrey the Bear. Humphrey was created in 1950, and first appeared in the Goofy cartoon *Hold That Pose*. He got his own cartoon series in 1955, but Disney soon stopped making theatrical shorts and Humphrey only appeared in two films. Humphrey was the last of seven Disney characters who had been given a series of their own, the others being Mickey Mouse, Donald Duck, Goofy, Pluto, Chip 'n' Dale, and Figaro.

Finally, toward the rear of the lobby, look for the little bridge that crosses over the spring that flows outside, leading to the pool and then the lake. Even though it looks like one continuous flow of water, the stream is actually comprised of three different water systems. Recycling and preservation are very important to Disney, as is the concept of being one with nature. Inspired by the Native American traditions that influenced the creation of the Wilderness Lodge, a special ceremony is held each November (Native American Heritage month) called the Blessing of the Four Directions. Black Wolf and Quick Silver perform a ceremony where they get rid of negative energy and bless the resort for the upcoming year.





Resort Amenities

The jewel of the Wilderness Lodge, Silver Creek Springs Pool, is one of the most popular pools on Walt Disney World property, and is just a short walk from the villas, the main lobby, and the ferry dock. The pool features a rock-formation water slide, a children's pool, two spas, kids' activities, and the Trout Pass poolside bar.

You'll also find beautiful stacked boulders that are perfect for sitting and enjoying the warm Florida weather. Water crashes over the rocks at the end of the pool near the resort, having seemingly coursed its way down from the spring in the lobby.

Just a skip away from Silver Creek Springs Pool is a tranquil, white sandy beach. You can lie on the beach by day while your children play on the playground, and at night you can enjoy Disney movies right on the shore while you enjoy the cool breezes from Bay Lake. This is also a great place to see the Electric Water Pageant that passed by the resort nightly. The Water Pageant, which has been entertaining Guests since October 26, 1971, visits all of the resorts along Bay Lake and Seven Seas Lagoon. Generally, the parade passes by Dis-

ney's Polynesian Village Resort at 9:00 pm, loops to Disney's Grand Floridian Resort and Spa at 9:15 pm, visits the Wilderness Lodge at 9:30 pm, Disney's Fort Wilderness Resort and Campground at 9:45 pm, and finally heads towards Disney's Contemporary Resort for a 10:10 showing. The parade also passes in front of the Magic Kingdom at 10:35 pm on select nights. (Be sure to check with your resort for exact times, as inclement weather can affect the parade's schedule.)

The Wilderness Lodge offers a variety of dining options, including a quick service eatery, Roaring Fork, and a rustic lounge, the Territory Lounge. (Incidentally, the Territory Lounge is a great place to look for Hidden Mickeys!) Artist Point is an upscale restaurant featuring exquisite views of Silver Creek Springs pool and Bay Lake. This signature restaurant offers Northwest cuisine featuring seafood, steaks, premium salads, and more. If you're looking for a fun-filled, family-friendly atmosphere, then the Whispering Canyon Cafe will definitely suit your needs. Bring your appetites because the vittles are a-plenty, and there may be a few pranks along the way, too. Oh, don't forget to ask for some ketchup! (But don't say we didn't warn you...)

Carolwood Pacific Room

The Carolwood Pacific Room, located in the Villas at Wilderness Lodge, is a very special place where you'll find two of Walt Disney's trains donated by Walt's daughter, Diane. On May 7, 1950, Walt Disney started running his very own backyard railroad. The track in his yard was 2,615 feet long, and was located outside of Walt's California home in Holmby Hills. His trains were 1/8-scale and could be ridden like an attraction, controlled and managed from a barn built close by on the property. He named his railroad the Carolwood Pacific, and you can see the C.P. logo on the cars. The nostalgic room also includes a small model of Walt's train (which he named Lilly Belle in honor of his wife), as well as photos displaying the train in action. You can also play a game of checkers and relax in front of the beautiful fireplace!

Odds and Ends

The Wilderness Lodge is well known for its great collection of Hidden Mickeys. You can pick up a clue guide at the front desk, or simply walk around and try to spot them yourself. (Here's a hint, look on the right side of the fireplace!) Some Mickey's are extremely tough to find, while others are a little easier to spot. Be sure to snap a few pictures of them when you find them.

The Wilderness Lodge also has a mascot, and he may be a bit trickier to find than the Hidden Mickeys. To find him, you'll want to view the Lodge from a launch boat. You'll see that the roof and dormers of the resort appear to be in the shape of a brown bear. Now that's pretty cool!

Finally, between Bay Lake and Silver Creek Springs Pool, keep an eye on Fire Rock Geysir. This geyser, fashioned after Old Faithful Geyser in Yellowstone National Park, shoots water 120 feet into the air at every hour on the hour (weather permitting).

The Future of the Wilderness Lodge

Disney is always looking to create a better Guest experience. Currently, construction is going on at the resort. While there are 181 Disney Vacation Club villas in a separate building, Disney is converting some of the 725 rooms in the main building to accommodate more Disney Vacation Club



rooms. The resort is also building waterside bungalows, similar to the new bungalows at Disney's Polynesian Village Resort.

The Wilderness Lodge is perhaps the most richly themed of all the Walt Disney World Resorts, and truly captures the spirit of nature in a way you've never imagined. Even if you're not staying there, a visit to the Wilderness Lodge is highly recommended, whether you dine at one of the many fine resorts or simply relax in the breathtaking lobby. The resort is particularly beautiful during the holidays, as Christmas lights illuminate the rafters and you'll see one of the most beautiful Christmas trees to be found at Walt Disney World.

Whether you love the great outdoors, the elegance of a mountain resort, or simply the peace and quiet of a lakeside log cabin, the Wilderness Lodge offers the perfect back-to-nature retreat while providing you with all of the magic that Disney has to offer.

Darling Daughters: Diane & Sharon Disney

By Kevin Carpenter



Walt Disney was not often caught by surprise. Yet when his young daughter, Diane, looked up at him curiously and asked, "Are you Walt Disney?" he was taken aback by her seemingly random question. Walt nonetheless answered affirmatively. "The Walt Disney?" she persisted with disbelief, only then realizing that her father and the Hollywood luminary were one and the same.

So normal was life in the Disney household that Diane and her younger sister, Sharon, had little idea that their parents were practically American royalty. Walt and Lillian tried their best to give their daughters a quiet childhood, one shielded from the bright glare of the Tinseltown spotlight. And considering it would take one of Diane's young schoolmates to inform her that her father was indeed the Walt Disney, they clearly did a masterful job.

Walt – the ultimate creative genius – shed his celebrity status when he walked through the door each evening after work. He undoubtedly loved spearheading the groundbreaking animation coming out of Walt Disney Productions, but the role he truly lived for was that of dad.

For quite a while after his 1925 marriage to Lilly, though, this looked to be something that might forever elude his grasp. The couple longed to be parents from the very start,

but were forced to wait years – and suffer through several heartbreaking miscarriages – before being blessed with a child. Finally, Walt and Lilly welcomed a healthy baby girl, Diane Marie, on December 18, 1933. They were over the moon in love with their little daughter and hoped for more children in the years to come.

After Lilly suffered one final miscarriage in 1936, the couple decided that the safest route to having another child was through adoption. Their dreams were realized when two-week-old Sharon Mae officially joined the Disney family in January 1937. Walt and Lilly's joy was complete.

Daddy Day

Both parents agreed that the greatest gift they could bestow upon their two young daughters was that of quality family time. To Diane and Sharon, Walt was simply "Daddy." He doted on his daughters and they knew his arrival home each evening meant plenty of hugs, kisses, and laughter. But their favorite game was when Walt held them by the heels and twirled them around and around in circles, seeming to never run short of energy.

In an effort to spend as much time with the girls as possible, Walt designated one day each weekend as "Daddy Day."

The trio would wave goodbye to Lilly in the morning and head off for hours of fun – perhaps to the city zoo or one of many local amusement parks. Famously, it was during one of these father-daughter outings that Walt had an epiphany – one that would forever change his life.

Walt was sitting on a bench in Los Angeles's Griffith Park watching his daughters ride the carousel when he was overtaken with a sense of melancholy. He certainly enjoyed watching Diane and Sharon laugh and play, but he wished that he could share more fully in the experience rather than simply being a bystander. He took note of the other parents around him – standing disengaged on the sideline while their children had all the fun.

The thought struck him that the world needed an entirely new type of amusement park. One where the whole family – be it the young or young-at-heart – could have fun together. Although Walt felt drawn to this idea, his growing studio did not have the time or resources to devote to an undertaking as enormous as an amusement park at that time. And, most importantly, Walt relished spending time with his young daughters too much to sacrifice any of it for an additional work project.

Walt was a master of compartmentalizing his professional life and family time, but that is not to say that he did not occasionally enjoy blurring the lines between the two. From time to time, "Daddy Day" included a brief stop at the biggest and most expansive playground Walt knew of – the Disney studio itself. With no employees on site during the weekend, the girls were free to ride their bikes and roller-skate to their hearts' content.

Knowing that his daughters were having fun in a safe area, Walt managed to sneak away for a few minutes to roam the animation offices, inspecting his staff's latest work. While his animators may have hated these weekend pop-ins, they allowed Walt the chance to balance his role as creative taskmaster and attentive father. Most importantly, no visit to the studio was ever complete without a scoop of ice cream from the cafeteria. It is no wonder that all three counted these studio visits as some of their most cherished memories.

And, sometimes, instead of taking the girls to his studio, Walt brought a little of that storied studio magic to them. Home movies captured one particular Christmas morning when young Diane and Sharon awoke to find a surprising addition to their backyard: a child-sized cottage designed like that of the Seven Dwarfs. It was a marvelous piece of craftsmanship, complete with carved doors and win-

dows and even a working kitchen. The piece de resistance, though, was the cottage's telephone – complete with an actual phone line that ran between the girls' new retreat and the family home.

While Diane and Sharon were inspecting their new playhouse on that Christmas morning, this phone suddenly rang. To the girls' amazement, it was Santa Claus calling to see if they were enjoying their special gift. When Diane looked back on this magical moment years later, she cheerfully remarked that Santa's voice sounded very much like that of the family's butler – another conspirator in this wonderful Yuletide surprise. Little did the girls know at the time, but their parents had carefully shielded them the previous day when crews of studio craftsmen had spent long hours meticulously constructing the cottage out in the backyard.

Family Inspiration

One night, when Walt heard his children giggling uncontrollably while Lilly read them a bedtime story, he stuck his head into the room to see just what book had them all in stitches. Learning that it was A.A. Milne's *Winnie the Pooh*, he did some researching of his own and found those tales of life in the Hundred Acre Wood utterly charming. Likewise, when Diane – a voracious young reader – began talking excitedly about the story of a mystical nanny, Walt began the long and arduous process of bringing P.L. Travers' *Mary Poppins* to the big screen. He figured that any stories that could so entrance his daughters would surely prove popular with other children as well. And right he was.

As Diane and Sharon grew older, Walt continued to take every possible opportunity to spend time with them. Whether it was horseback riding, playing croquet in their Holmby Hills backyard, riding his Carolwood Pacific miniature railroad, or sailing off on vacation together, the Disneys remained a close-knit family.

Education and schooling were always of paramount importance to Walt, so he made a point to attend every school function that he could. Diane remembered, "Daddy never missed a fathers' function, no matter how I discounted it. I'd say, 'Oh, Daddy, you don't need to come. It's just some stupid thing.' But he'd always be there – on time." And, yes, the Walt Disney drove his girls to school each morning before heading into work.

As Diane entered her teens, she turned her attention to friends and extracurricular activities, reducing the "Daddy Day" trio down to two. Sharon continued to accompany her father on his weekend studio visits – and Walt, understand-

ing that his youngest would soon feel too old for these excursions as well, treasured her few remaining years of childhood.

In 1947, Sharon was invited along on a trip much more exciting than just another Saturday afternoon at the Disney studio. Walt planned to fly to Alaska for a sightseeing holiday – the first step in his fledgling plans to produce a series of nature films. When Lilly declined the chance to traipse around the Alaskan wilderness with him, Sharon happily volunteered herself as the ideal traveling companion. The pair took in the majestic splendor of Mt. McKinley, as well as a few harrowing flights across the territory's vast expanse. All in all, it was a thrilling adventure for any ten-year-old child! But it was the quiet father-daughter moments, like when Walt would braid Sharon's hair each morning, which forever stuck in their memories.

The Disney studio continued its top-notch animation work and broke into live-action filmmaking – including these nature specials – but Walt never abandoned his amusement park dream. Many nights at dinner, he would regale Lilly and the girls with his ideas

for the park and, whenever these plans seemed too daunting, he just had to look across the table at his two daughters for all the inspiration he needed. By the mid-1950s, what had once seemed a pipe dream, nothing more than a flight of fancy, was instead reality – Disneyland was in full construction. Walt hoped the park would mean something special to Diane and Sharon – a shining example that dreams can come true if you hold tight and never give up.

Growing Up

By the time Disneyland opened its gates, though, the Disney family had begun to expand. While studying at the University of Southern California, Diane met Ron Miller, a fellow student and popular football star. In 1954, with the full blessing of her parents, the young couple married. It was a small, casual ceremony with only close friends and relatives in attendance. Diane would later laugh that Walt had to stand

on his tiptoes for the photographs because Ron was so tall.

Walt wanted nothing more than to give the newlyweds a solid start in life, so he hired Ron to work at the Disney studio. Ron would briefly leave the studio to spend a few years in the service and to play professional football, but eventually returned full-time to Walt Disney Productions.

Walt, too, had a plan to help Diane get her career off to a splashy start. The Disney chief agreed to sit down with Pete Martin, a Saturday Evening Post writer, for extensive interviews about his life and career. There was, however, one important catch. Walt would allow the interviews, but only if the resultant articles were told from the perspective of and credited to Diane. The manuscript was syndicated in the Saturday Evening Post from November 1956 to January 1957, before being published in hardcover as "The Story of



Walt Disney" later that year. Pete Martin did the lion's share of the writing, but this book mostly came from Walt's own words during those interviews. In fact, many consider this as close to an autobiography of Walt Disney as there ever will be.

That same year, in 1957, Sharon made her film debut in Johnny Tremain. She was

cast for a small role as Johnny's friend who sympathized with the Sons of Liberty during the American Revolution. Although it did not launch an acting career for her, it nevertheless allowed her to carve out her own special niche in Disney history. By 1959, Sharon joined her sister in wedded life by marrying Robert Brown, an architect. As he had done after Diane's wedding, Walt offered Robert a position at the Disney studio. But while Ron Miller was hired into movie production, Robert's architectural expertise made him a perfect candidate for WED Enterprises.

Without question, the opening of Disneyland brought additional acclaim and fortune to Walt and Lilly, but their real treasure was the growing brood of grandchildren to love. Diane and Ron had six children – including their second son whom they named in Walt's honor – who were frequent visitors at their grandparents' home.

Walt absolutely adored his grandchildren and was only

too happy to babysit for the young ones – and the grandchildren were equally thrilled to spend time with him. Walt took them to the studio where they could ride bikes – just as their mother had done as a young girl – and to Golden Oak Ranch where several Disney films had been made. But their favorite times were, not surprisingly, spent with Grandpa in Disneyland. As they tell it, when they couldn't be with their grandfather, the young grandchildren would run to the television to kiss Walt's image when he appeared on *The Wonderful World of Color*.

In July 1966, the entire Disney clan came together to take a family cruise to British Columbia. Diane, Ron, and their six children joined Sharon, Robert, and their newly-adopted daughter in embarking on the ship with Walt and Lilly. Walt embraced his role as patriarch, striding around the deck in a captain's hat, beaming with pride and contentment as his grandchildren played around him. The group swam, hiked, and even snuck in a small celebration for Walt and Lilly's 41st anniversary. Walt was fond of referring to "it's a small world" as "The Happiest Cruise That Ever Sailed", but this one might have given it a run for its money. However, no one knew at the time that this would be one of the last times the entire family would be together.

Continuing a Legacy

By early November – and just a week after filming his famous EPCOT video – Walt was admitted to St. Joseph's Hospital. He had surgery a few days later and amazingly was back to work at the studio by the end of the month. His return, though, would be short-lived. He spent his 65th birthday confined to a hospital bed at St. Joseph's and would see out his few remaining days there.

The Disney family grieved his loss privately, while the whole world mourned publicly. After their father's passing, Diane and Sharon chose to remain out of the public eye and live quiet lives focused on raising their own children. Like their father, both wanted to give their children normal up-bringsings – and both were willing to take a step back to do so.

Sharon, whose husband Robert Brown passed away in 1967, remarried in 1969 – to William Lund, a real estate developer, with whom she had twins. However, that marriage ended in divorce in 1977. Sharon gave only the rare interview, and worked closely with causes close to her heart. She was a trustee for CalArts in Valencia, as well as a strong supporter of a school for the learning disabled – the Marianne Frostig Center of Education.

Meanwhile, Diane and Ron, who welcomed their seventh

children a year after Walt's death, stayed a bit more involved in Disney studio matters than Sharon. After all, by 1983, Ron had ascended to CEO of Walt Disney Productions. Unfortunately, this would last only a year before he was ousted in favor of Michael Eisner, Frank Wells, and Jeffrey Katzenberg. After that messy ordeal, Diane and Ron moved to Napa Valley to focus on the Silverado Winery they co-owned with Lilly. Here Diane, much like Sharon, chose a tranquil family life over the glitz and glamour of Hollywood.

Sharon tragically passed away in 1993, at the young age of 56. Her memorial marker hangs with those of her parents and first husband in Forest Lawn Cemetery, adorned with the notation that her "ashes were scattered in paradise".

Shortly after Sharon's death, Diane Disney Miller re-entered the national spotlight. In an effort to spread the word about the true Walt Disney, she established the Walt Disney Family Foundation, an organization focused on preserving and honoring the legacy of her father.

Diane was a tireless worker – filled with boundless energy and creativity. A noted benefactor of the arts, she championed the cause of Frank Gehry's vision for the Walt Disney Concert Hall and was a co-founder of the Walt Disney Family Museum. This museum, located in the Presidio of San Francisco, is dedicated to showcasing Walt Disney – man, father, and visionary. With rooms full of home movies and other artifacts from Walt's illustrious career, it is a true Disney treasure trove. This dedication to remembering Walt as the father, the husband, the family man – in addition to the cultural icon – is fitting for a man whose proudest moments were those of being "Daddy."

Sadly, Diane passed away in 2013. Upon her death, Disney CEO Bob Iger said of Diane, "[She] holds a special place in the hearts of The Walt Disney Company and in the hearts of fans everywhere. She will be remembered for her grace and generosity and tireless work to preserve her father's legacy. She will be greatly missed by all who knew her."

A common question in Disney circles is "What would Walt think?" Whether it concerns new expansions in the Disney parks or the latest feature from the studio, no one can ever quite agree on how Walt would feel about present day events. But, if there's one thing on which there can be no doubt; it is that Walt would have thought his daughters to be just perfect. By investing both the Disney name and money in schools, concert halls, and museums, they continued Walt's work of bringing joy to the people. And they did so without fanfare, preferring to remain under the radar. Walt would have been so proud.





On This Magic Night:
A Look Back on
SpectroMagic
by Rebecca Leap



Travel with us back in time, as we visit the Magic Kingdom on a warm summer night from years past. In the minutes after dusk has fallen over Main Street, U.S.A., the buzz of excited park Guests fills the air. It's a beautiful June evening, and it seems that the entire park has come together, huddled on the curb of the main thoroughfare to witness the imminent spectacle. The lights suddenly dim, darkening each park section in turn, and Jiminy Cricket's voice floats above the hubbub. The din that filled the air mere moments before drops to a hushed hum as the audience prepares their cameras and settles their children.

Everyone has gathered at Walt Disney World's Magic Kingdom for the final performance of SpectroMagic, before the Main Street Electrical Parade takes up temporary residence for a limited summertime run. It was actually an historic night, for no one in attendance knew that after this night, but SpectroMagic would never make its way down Main Street again.

At the beginning of the 1990s, the Magic Kingdom had only known one true nighttime parade. Disneyland's signature Main Street Electrical Parade made its east coast debut in Florida on June 11, 1977. However, a decade or so after it first premiered (and several years after being updated in 1983), then-CEO Michael Eisner and the Entertainment Team decided that it was time for the Magic Kingdom to have a parade to call its own.

The parade began as Electromagic, which would bring updated technology to the tradition set forth by the Main Street Electrical Parade (and, to a lesser extent, Walt Disney World's Electrical Water Pageant). In fact, the new parade was so influenced by its predecessor that Don Dorsey, the music designer for the Electrical Parade, was briefly put on the project to reprise his role before Steve Skoyika stepped in to take control of music design. The creative team was rounded out by director Don Frantz and Producer Ron Logan (also known among Disney fans for producing *Fantasmic!* at both U.S. parks), and together, they set out to create Walt Disney World's own, original spectacle.

SpectroMagic premiered at the Magic Kingdom on October 1, 1991 in conjunction with the park's 20th anniversary celebration. The parade turned out to be a great success – its original run last nearly eight years before being briefly replaced by the Main Street Electrical Parade. Not one to stay away too long, Spectro returned in April of 2001. It remained at the Magic Kingdom for another nine years before being replaced again by the Electrical Parade.

A Symphony of SpectroMagic

Those who knew and loved SpectroMagic will often cite the parade's breathtaking soundtrack as the thing that set it apart from other Disney parks showings. Music truly was the lifeblood of SpectroMagic; it was the current that ran underneath every sparkling light, woven into every last inch of the parade route. The memorable score was composed by Steve Skoyika (the aforementioned Music Designer). Unlike the peppy, metered marches typical of so many parades, Spectro moved down Main Street to a waltz that effortlessly shifted from gentle and lilting to bubbling and triumphant. The pa-

rade's musical theme also incorporated beloved Disney tunes, with "Part of Your World" and "Once Upon a Dream" flowing seamlessly with Skoyika's original work.

However, Skoyika's contributions were only part of what made the SpectroMagic soundtrack a staple in many a Disney fan's music collection. Famed composer John Debney also contributed to the work with two classic themes: the memorable "On This Magic Night," which opened the parade, and the sweet, moving "Music Surrounds Us" chorus that played at the parade's conclusion.

Together, the combination of Skoyika's score and Debney's themes created a fantastical atmosphere that stayed with its audience long after the final float faded away.

Shimmering, Glimmering, Carouselling

However, SpectroMagic's iconic status can't be solely attributed to its catchy tune – it was also a technical and aesthetic wonder, utilizing not only fiber optic technology to create its ethereal illumination, but also smoke and fog effects to breathe life into the parade. With over 100 miles of fiber-optic strands, as well as several hundred thousand miniature lights in hues spanning the entire rainbow, the cavalcade emitted a breathtakingly ethereal quality. With lights that shone, twinkled, and cascaded, the parade carried a sense of movement so fluid and smooth that it would be difficult not to be completely swept up in its beauty.

Each night, the "glimmering, shimmering" spectacle began with an announcement from emcee Jiminy Cricket, as the lights of Main Street dimmed to the blare of trumpets. "Spectromen" came spilling onto the parade route, complete with loose limbs and glowing fiber optic wigs. These were the parade's title characters who, atop giant spinning spheres, giggled, babbled, and whirled as they heralded the arrival of the mouse who would set the parade in motion. The first unit of the parade carried a company of trumpeting Spectromen, their instruments adorned with Mickey Mouse banners. The Spectromen's various positions shifted throughout the parade's two runs, but they remained a staple, flanking these opening floats, whirling and whooping all the way.

After the parade's title float drove by, it would be time for Mickey's reveal. The big cheese himself stood in front of an enormous illuminated cape that created a wave of golden light behind the parade's star. He headed up the procession standing over a crystal ball of electricity and ushering in the units to follow. With a surge of music and hundreds of lights, SpectroMagic began.



After the illustrious introduction from Mickey and the Spectromen, the parade was divided into five major sections: "The Worlds of Music from the Silly Symphonies," "The Wonder of Sleeping Beauty's Garden," "The Fantasy of the Little Mermaid's Ocean," "The Imagination of Fantasia," and the glittering "World of Dreams in a Grand Disney Cavalcade."

The first of these sections, a tribute to Walt Disney's Silly Symphonies, burst onto Main Street behind a giant metronome that ticked its tempo back and forth with lights twinkling in time. The three-piece unit that followed was home to a symphony orchestra populated by classic characters both beloved and rare. Goofy reigned over the percussion session - with a particular affinity for banging on the timpani - with the golden harp (that Guests may have recognized from the classic *Mickey and the Beanstalk* short) to keep him company. Behind them were two "self-playing" double basses, followed by Chip 'n' Dale, reenacting their endearing antics as they tag-teamed on a grand piano.

The conductor of that assembly was one of the aspects that changed between the parade's original and second run. When SpectroMagic premiered in 1991, the band was led by a giddy, goofy Roger Rabbit. His conducting career ended in 1999 with the parade's first run. When the parade returned in 2001, the position was taken over by Aladdin's Genie, though the rest of the lineup remained unchanged.

Silly antics shifted to stunning spectacles as "The Wonder of Sleeping Beauty's Garden" turned the corner. The first glimpse of the unit was a splendorous peacock that stood at the front of the float. Just behind, the good fairies Flora, Fauna, and Merryweather commanded their own floats, each one reveling in her own glowing garden. This section of the parade was where the aforementioned movement effects of the lights were used to particularly impactful effect, as luminescent waterfalls appeared to actually cascade down the floats and lit-up vines swayed in an almost surreal fashion. In addition to the inventive use of movement, the units' color schemes also magically transformed from day to night as the good fairies cast their spells. During the daytime segments, the lights shone bright, with vibrant pinks, yellows, and greens illuminating the parade route as the stained-glass-like wings of the performers, dressed as butterflies and dragonflies, gleamed like marquees. A sweeping swell of "Once Upon a Dream" turned the gardens of light into a dusky wonderland, all muted purples, blues, and lush greens.

As the fairies and their charges fluttered away, a fleet of fishes led the way for "The Fantasy of The Little Mermaid's Ocean." Close behind, Ursula the Sea Witch towered over the crowd on illuminated tentacles as a standalone unit. She spouted taunts and one-liners with varying degrees of

good-naturedness as she glared down on her audience before being chased away by the melody of "Part of Your World" and a familiar voice floating above the crowd. Behind the bow of a ship, the little mermaid herself – her tail constructed entirely of lights – marveled to an animatronic Flounder about all of the surrounding humans. Of course, a rather flustered Sebastian wasn't far behind to remind Ariel of the benefits of life "Under the Sea" as he led the next float in a rousing rendition of the beloved song. King Triton brought up the rear in his seahorse-drawn chariot, making way for the penultimate unit: "The Imagination of Fantasia."

With a foundation like *Fantasia*, it should come as no surprise that this contained some of the parade's most memorable and technically impressive units. The first float featured Ali Gator lifting a twirling Hyacinth Hippo from the film's "Dance of the Hours" segment. For a short time, Hyacinth appeared separately on the float as a costumed character due to a malfunction with her permanent, built-in likeness. They were followed by Mme. Upanova and her iconic dancing ostriches from the same section of the film, who kicked and bowed on either side of a brightly illuminated Bacchus above them on a pedestal. A winged chariot followed before reaching the unit's piece de resistance.

At first sight, the next float might have appeared to be only a mountain, its outline drawn in individual red lights – perhaps a volcano, as it suddenly spewed smoke straight into the air above. But each night Guests were amazed as the volcano's walls unfurled to the terrifying sight of Chernabog from *Fantasia's* "Night on Bald Mountain" sequence. The behemoth leered over crowds with such a large wingspan that the fully unfolded unit could often not appear at certain points in the route due to its size.

However, the darkness lent by Chernabog's reign lasted only a few moments, as the Three Little Pigs headed up the parade's stunning finale, filled with an impressive cavalcade of Disney personalities from Alice to Mary Poppins to Jiminy Cricket. Guests looked on as their favorite characters rode, skipped, and danced past on a pirate ship, in a pumpkin carriage, and alongside a stunning spinning carousel. The most notable aspect of the finale was the way the lights changed from color to all white, which created a beautiful and incredibly memorable effect. This lighting change was arranged in a "cascade" pattern so each float changed after the previous one had. The final moment of the parade, after the remainder of the classic "Fab Five" (Minnie, Donald, Daisy, and Pluto) passed by, was a little Audio-Animatronic figure of the parade's emcee waving goodnight.

Though We Say Goodnight

SpectroMagic departed the Magic Kingdom a second time in 2010 to make way for the Walt Disney World's Summer Nightstastic! celebration. Summer Nightstastic! saw the arrival of new effects for the Twilight Zone Tower of Terror, the revival of Captain EO at Epcot's Imagination Pavilion, the Summer Nightstastic Fireworks Spectacular, and, most importantly, the return of the Main Street Electrical Parade. This would be the second time the Electrical Parade took over for SpectroMagic, though no notice was given that Spectro's final showing on June 5th, 2010 would be its last.

Rumors circulated that SpectroMagic would return when Summer Nightstastic came to a close, but those were silenced when an extended engagement was granted to the Electrical Parade in Walt Disney World. A few years later, murmurs arose again on online message boards that the parade might be brought back in 2012, but those rumors came and went just as before. No one knew if or when this beloved parade might return. That is, until June of 2013.

Early in the summer of 2013, the sad news was shared online that a fan had witnessed the destruction of several SpectroMagic floats in a backstage area of Walt Disney World. The post described an eyewitness account of "a forklift being used to crush the rubble down into the [trailer-style] dumpsters," noting that the only remaining unit seemed to be the Chernabog float from the *Fantasia* section, which the post's author speculated to be momentarily saved until it could be salvaged for valuable parts. However, there had been no official word from Disney, which allowed many to hold onto the hope that the report was false.

Eventually, it was confirmed by an unnamed Disney spokesperson that the parade was, indeed, permanently retired. The Main Street Electrical Parade continues to run nightly at the Magic Kingdom, and Disney has recently continued their tradition of innovative and wonder-filled nighttime showings with Disneyland's new Paint the Night parade. However, SpectroMagic's legacy lives on in the Magic Kingdom's Festival of Fantasy parade – the old audio Animatronic figures of Flounder and Sebastian can be seen daily on that parade's Little Mermaid float.

Though it may be gone, fans will always hold a special place in their hearts for "the splendor, the spectacle, the sparkling sensation" that was SpectroMagic.

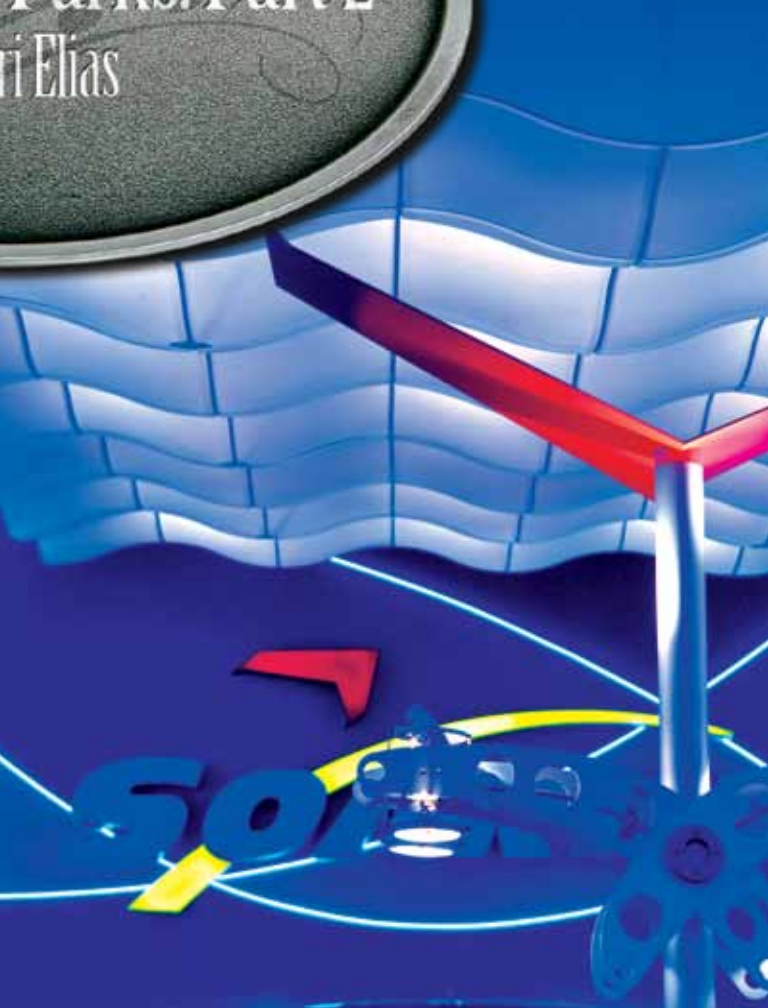
*"Though we say goodbye
We cast a spell that won't be broken
Let this night forever
Live in our dreams!"*







Music in the Parks: Part 2
by Lori Elias





Music is an essential component of the multi-sensory experience enjoyed by Guests throughout the parks of Walt Disney World. The “unbelievable sights, indescribable feelings” of a day in a Disney park are enriched through the delicious aromas emanating from the parks’ eateries, the delectable offerings those establishments provide, and of course the enchanting music that can be heard everywhere one might venture in the Most Magical Place on Earth.

An indication of the importance of music in the Walt Disney World parks is that it is the only amusement and theme park franchise to mass-market recordings of their music. A number of “music in the parks” compact discs have been available to Guests throughout the years. The Music of Disneyland, Walt Disney World and Epcot Center, released in 1988, included now fondly-remembered tunes such as “Kitchen Kabaret,” “It’s Fun to be Free,” and “Magic Journeys.” The Official Album, added to gift shop shelves in 2000 and once again featuring music from both coasts, added new favorites such as “IllumiNations” from Epcot, the finale from *Fantastic!*, and “Fantasy in the Sky,” the music from the nightly fireworks show at Disneyland. The recording was updated three years later with *Where Magic Lives*, followed by a “new and improved” version with the same name in 2006. *Four Parks, One World* was released in 2008, and the most recent recording, the Walt Disney World Official Album, became available in 2013 (along with a subsequent release of music from Disneyland). This isn’t even taking into account “specialty” recordings, such as the Walt Disney World Millennium Celebration; *Animal Kingdom: Music from Disney’s Animal Kingdom Park* and the soundtrack to the park’s *Festival of the Lion King*; *Epcot: Tapestry of Dreams* and that park’s *Candlelight Processional*, narrated by Phylicia Rashad; the *Wishes* and *Holiday Wishes* fireworks show held at the Magic Kingdom; and a myriad of other recordings allowing Guests to relive the musical memories of their vacation.

In spite of music being such a high priority throughout the resort, Disney manages to walk the fine line of having the music playing at a level at which it can be enjoyed, but

not so loud as to be intrusive, making conversation difficult. Music is a key component to the Walt Disney World experience, but not at the expense of other equally important factors. A day at a major league ballpark or certain stores at one’s local mall can demonstrate how difficult this can be to achieve!

In the July/August 2012 issue of *Celebrations*, we took Guests through some of the music found throughout the Walt Disney World parks. To refresh your memory (or in case you have misplaced your copy), we took a virtual sound-stroll through the four theme parks, outlining the soundtracks that accompany each Guest as they traversed through the various segments of each park.

Make Mine Music

As we further explore the music of the parks, you’ll find that the African shekere (gourd maraca), mbira (thumb piano), Asian dizi (Chinese flute), and gamelan (xylophone ensemble) can all be heard throughout the Animal Kingdom. The movie-inspired themes of Disney’s Hollywood Studios can make a Guest imagine that he or she is running through Middle Eastern tombs with Indiana Jones, galloping across the western prairies, sailing the high seas, or soaring through the skies, thanks to the glorious scores penned by John Williams (the *Indiana Jones* franchise), Elmer Bernstein (*The Magnificent Seven*), Erich Korngold (*Captain Blood*) and James Horner (*The Rocketeer*), respectively. The folk and popular songs of the eleven nations making up World Showcase at Epcot provide a musical journey around the globe. Guests can hear sounds as diverse as French accordions, Mexican mariachi, Canadian sea chanteys, the Moroccan shawm (oboe), and the Japanese koto (a plucked string instrument similar to a dulcimer).

Rivaling Epcot for the most complex soundtrack system is that of the Magic Kingdom, with each land having its own soundtrack. The entrance through the main gate is accompanied by a preview of songs heard throughout the park via its attractions, including Richard and Robert Sherman’s

"It's a Small World" and "The Enchanted Tiki Room," Frank Churchill's "Heigh Ho" from *Snow White and the Seven Dwarfs* and "When You Wish Upon a Star" from *Pinocchio*, Alan Menken and Howard Ashman's "Under the Sea" from *The Little Mermaid* and "Be Our Guest" from *Beauty and the Beast*, and George Bruns' "Yo Ho (A Pirate's Life for Me)." Guests meandering up Main Street U.S.A. are taken back to the days of yesteryear, with ragtime piano melodies and songs from "Americana" Broadway musicals such as Rodgers and Hammerstein's *Oklahoma!* and Meredith Willson's *The Music Man*. Adventureland brings to life the tropical sounds of Caribbean rhythms and Middle Eastern melodies. The banjo and harmonica take over in Frontierland, followed by colonial flute tunes and marches by John Philip Sousa in Liberty Square. The nostalgic tinkling calliope of Prince Charming's Regal Carrousel fills the air in Fantasyland, and electronic music adds to the futuristic ambiance of Tomorrowland.

The Overture

But the soundtrack of a day at Walt Disney World does not begin as soon as one enters the park: it actually begins before one sets foot on park pavement. In an opera or musical, the overture is the piece of music that sets the tone for the production. The emotional expression of the music indicates to the audience if the story is comic, dramatic, or tragic. It also typically presents a medley of selected songs from the show. For example, the overture to the Broadway production of Menken and Ashman's *The Little Mermaid*, which ran at the Lunt-Fontanne Theatre from 2008-2009, included excerpts from "Part of Your World," the Academy Award winner for Best Original Song, "Under the Sea," "Les Poissons," and "Kiss the Girl."

As the bus rounds the bend to make its final approach to the park entrance, the vehicle fills with the sounds of the music Guests will encounter once they cross the main gate. Perhaps it's the "Mickey Mouse March" as one sees the spires of Cinderella's Castle peeping over the trees. The quintessential song of its title character was written by Jimmie Dodd, the host of the classic *Mickey Mouse Club* television series, which aired from 1955 to 1959. (Though many Guests of a certain age may think of Dodd only in his role on the show, Dodd was a gifted composer and performer who studied at the prestigious Cincinnati Conservatory of Music.)

As Guests near Epcot, the quiet background music suddenly takes a more energetic turn, and the lively strains of "One Little Spark," the Sherman brothers' contribution to

the Journey Into Imagination with Figment attraction, fill the air. Traditional African singing welcomes Guests to the Animal Kingdom, and Guests arriving at Disney's Hollywood Studios may hear the familiar melody "Hooray for Hollywood," composed by Johnny Mercer and Richard A. Whiting for the 1937 feature *Hollywood Hotel*.

Melodic Queues

Along with the music heard throughout the parks, special attention is paid to music for those waiting in line for their favorite attractions. Queue music can provide the same service as music heard in a doctor's office or while on-hold on the telephone: it gives the listener something pleasantly distracting on which to focus rather than their own discomfort. (Although Walt Disney World is the Most Magical Place on Earth, it may not feel as such when standing in a long line on a hot summer day!) Hearing and even humming along to beautiful melodies can help make one's wait time more endurable, if not enjoyable. And like the "overture" of the bus entrance music, queue music helps to set the tone for the attraction, so that the Guests' anticipation can be an integral part of the entire experience.

For attractions based on films, queue music is already ready and waiting; for other attractions, careful creative thought is essential. A fan-favorite among Guests in regard to queue-music loops is that of Soarin' in Epcot's Land Pavilion. The Soarin' queue loop provides more than an hour of tracks from various films, both well-known and obscure, and while most of the pieces center around the theme of flying, others are there for their unmistakably adventurous sound, and, well, soaring melodic lines. It seems appropriate that a number of the selections heard in the loop came from the pen of Jerry Goldsmith, who composed the soundtrack to the attraction itself.

The loop begins with "Have a Nice Trip" from the 1985 film *Explorers*, starring Ethan Hawke and River Phoenix; other selections in the loop by Goldsmith, who also wrote the score to *Mulan*, are "Welcome Aboard, Sir," from *Air Force One* and "The Trees" from *Medicine Man*.

Prolific film composer James Horner, who sadly passed away in July 2015, also has a strong showing in the Soarin' queue loop, with music from *Apollo 13*, including "The Launch" and "Re-Entry and Splashdown"; "Flying Away" from *An American Tail*; tracks from *A Beautiful Mind* and Disney's *The Rocketeer*; and the end credits from the magnificent score to *Field of Dreams*.

Over at Disney's Hollywood Studios, the queue music for the Twilight Zone Tower of Terror provides a dual purpose. Music from the Jazz Age aligns with the attraction's backstory: on Halloween night in 1939, five passengers riding in the elevator of the Hollywood Tower Hotel disappeared when lightning struck the building. Besides placing Guests in the appropriate time frame, the music selected is gloomy, mysterious, morose – music that, coupled with the dusty, cobwebbed darkly-lit queue scenes, lets Guests know that they are in for a frightening experience! Highlights of the Tower of Terror's queue music include "Inside (This Heart of Mine)" by Fats Waller, Duke Ellington's "Mood Indigo," "Jungle Drums" by Sidney Bechet (who gets a mention in "When I'm Human" from *The Princess and the Frog!*), Glenn Miller's "Sleepy Time Gal," and "We'll Meet Again," written by Ross Parker and Hughie Charles and performed by Vera Lynn.

Movies in the Parks

The Disney empire was built on its movies, and it would be remiss not to mention the films of Walt Disney World when talking about park music. Three of the parks' most popular films can be found in Epcot's World Showcase: Reflections of China, Impressions de France, and O' Canada. The score for Reflections of China was composed by Richard Bellis, who also wrote music for the Indiana Jones Stunt Spectacular, Star Tours, the Twilight Zone Tower of Terror and Epcot's Mexico

Pavilion. Bellis combined traditional Chinese instruments and melodies with a western orchestra and lush, sweeping harmonies to provide a cinematic soundtrack to the film depicting China's beautiful landscape and rich history. Impressions de France features music by prominent French composers, including Claude Debussy, Paul Dukas, Jacques Offenbach, Camille Saint-Saëns and Erik Satie, with original music by Disney Legend Buddy Baker, who also composed



music for Epcot's American Adventure and Universe of Energy, as well as "Grim Grinning Ghosts" for the Magic Kingdom's Haunted Mansion (along with collaborator XAtencio). Emmy-winning and Oscar-nominated composer Bruce Broughton penned the music for O' Canada, incorporating the style of English folksongs for the British-influenced western cities of Vancouver and Victoria, cowboy sounds of the western prairies, the accordion of Francophone Quebec, and the down-home fiddle of the eastern Maritime Provinces. (Broughton's work can also be heard in Spaceship Earth and Ellen's Energy Adventure at Epcot, as well as One Man's Dream at Disney's Hollywood Studios.)

How much fun would it be to live with one's own personal soundtrack, providing constant accompaniment to life's joys and sorrows? While obviously that cannot happen for one's entire lifetime, the magical music of the parks provides the perfect soundscape to a day at Walt Disney World.





Shopping Through the Ages: The Evolution of Disney Springs

by Rachel Comande

As you stroll down the curving path of the new Marketplace, you relax and savor the atmosphere. You've made so many wonderful memories here, and you're looking forward to making many more. After all, Disney Springs promises to be a whole new adventure. For many, Downtown Disney/Disney Springs is a vital part of any Walt Disney World vacation. From the World of Disney to Cirque du Soleil and Once Upon a Toy, it's a must do for any Disney fan. But it's taken a lot to get Downtown Disney to where it is today.

The Beginning: Lake Buena Vista Shopping Village

On March 22, 1975, Downtown Disney first opened under the name of the "Lake Buena Vista Shopping Village." The Lake Buena Vista Shopping Village was intended as a shopping area for the residents living on Walt Disney World property. It included a tobacco shop, pharmacy, wine cellar, and a pet store, along with small kiosks where you could watch people make various items, such as pottery, candles, and candy. Eventually though, a curious problem began to emerge with the Lake Buena Vista Shopping Village (which was renamed the Walt Disney World Village two years after it opened)...there was no need for vacationers to go there. Very seldom do you need a pharmacy or pet store when you're on vacation. This led to the transformation of the Walt Disney World Village in 1977 into a shopping destination for Guests visiting Walt Disney World. Little did Disney know that this shopping village wouldn't just be a destination; it would be an experience for generations of visitors. (You can read more about the early years of Downtown Disney in the January/February 2014 issue of Celebrations.)

The Evolution of Downtown Disney

Over the years, the Downtown Disney area would see the opening and closing of several venues and experiences, including Pleasure Island, DisneyQuest, and the Adventurer's Club. In 1989 (the year Pleasure Island opened), the name of the area was changed to the Disney Village Marketplace. By the mid-90s, it was clear that the Disney Village Marketplace had to expand due to the fact that Walt Disney World itself was growing rapidly. More people meant that more attractions needed to be built to satisfy Guests and to keep them on resort property. This resulted in Disney making a huge announcement on June 20, 1995. The Disney Village Marketplace and Pleasure Island were going to be combined into a larger area called Downtown Disney.

There were going to be three areas: The Marketplace, Pleasure Island, and the West Side. With Downtown Disney came the opening of several new entertainment experiences and iconic stores such as World of Disney and Once Upon a Toy.

To this day, the World of Disney is a dream come true for any Disney fan, with 15,000 square feet containing the largest collection of Disney merchandise in the world. This shopping experience opened on October 2, 1996 and has fascinated Guests ever since. With twelve rooms, each featuring different merchandise, you're sure to be able to find all

of your Disney needs (and some things you probably don't need too.) These rooms include: "The Enchanted Dining Room," featuring candy, housewares and gourmet foods; "The Villains Room," featuring watches, jewelry, clocks, and decorative gifts; and "The Rotunda," featuring merchandise from the four Walt Disney World theme parks. On April 5, 2006, the Bibbidi Bobbidi Boutique opened along with "The Princess Room" to celebrate the World of Disney's ten-year anniversary.

Another popular store that was added during the early Downtown Disney refurbishment was Once Upon a Toy. Once Upon a Toy is a toy/movie/game store. It opened in August of 2002 and has since been the go-to place to buy anything toy-related on Walt Disney World property. One of the most unique things you could find at Once Upon a Toy throughout the years was a Mr. Potato Head. Not just any Mr. Potato Head though. You were able to fill a box with unique accessories that were only available at Walt Disney World. Some of the more popular accessories were the Mickey Bar, the Autograph Book, and a teacup that your Mr. Potato Head could sit in.

One of the other memorable merchandise items to be found there was the My Little Pony station where you could fill a box with fun My Little Pony accessories such as princess dresses, hats, and even shoes. Sadly, the My Little Pony accessories are no longer sold at Walt Disney World.

Today, Once Upon a Toy boasts a large video game section and an even larger movie section selling almost every Disney movie ever made (except for the ones that are in the Disney vault, of course.) You can also expect to find a large selection of board games, including some with a Disney twist.

Other notable stores to arrive at Downtown Disney included Goofy's Candy Company (the perfect place to find all of the sweets you could ever want), Disney's Design-A-Tee Shop (a great shop that allows you to design your very own Disney t-shirt), and Tren-D (a quaint boutique for every Disney fashionista out there). Another popular experience is T-REX, which opened on October 17, 2008. This is a dinosaur-themed restaurant similar to the Rainforest Café, in which Animatronic animals come alive during a short event of some sort, such as a thunderstorm (at the Rainforest Café) or a meteor shower (at T-REX).

Pleasure Island itself closed on September 28, 2008, and with one last night to visit their favorite stores, restaurants, and clubs, Guests arrived at Pleasure Island in droves. Most



arrived early in the morning to make sure that they would get the chance to do everything they wanted to do. Many of the Guests in attendance were actually former Cast Members, who wanted to see the area one more time. After a long night, New Year's Eve was celebrated one last time and with that last fireworks display, nineteen years of Pleasure Island festivities came to an end, leaving behind many memories, along with many saddened Guests.

On March 14, 2013, an exciting announcement was made: Downtown Disney would again be expanded. This new area would be renamed Disney Springs, and it was announced as an "exciting multi-year transformation of Downtown Disney." Disney fans were both excited and curious because they had no idea what to expect, except for a general storyline and the names of the different areas that would comprise Disney Springs.

Disney Springs

In August of 2014, Disney Imagineering released details of the backstory for the new area. The concept of Disney Springs was inspired by the waterfront towns that had sprung up all over Florida in the 1800s. It seems that a natural spring was found in a little green field, and early settlers started building cabins around it. Over time, this little set-

tlement grew into a full-size town, and eventually became the entertainment and retail center that Guests enjoy today. Details referencing the town's origins will be evident throughout Disney Springs, creating a sense of time and place that will be seen in the architecture and costumes throughout the area.

Just a year after construction started, things began to open in preparation for the Disney Springs transformation. The food trucks were given a more permanent location in West Side beside Bongo's restaurant and a soon-to-be Starbucks. A bridge connecting Disney's Saratoga Springs resort and the Marketplace was constructed, along with a bridge connecting the Rainforest Café and the area right outside of T-REX and the LEGO Store to ease the flow of traffic. Two Starbucks locations were opened, as well as a new store called Market Place Co-Op featuring six mini-shops focusing on kids' clothes, technology, art, designer clothes, sports apparel, and lifestyle items.

The first restaurant to open for the expansion was the BOATHOUSE. This upscale eatery features upscale, waterfront dining, all in a spectacular nautically-themed setting. The different rooms include The Runabout, Twin Transoms, and The Lake House, as well as two private dining rooms: The Regatta and The Trophy Room. The BOATHOUSE also



offers Captain's guided tours featuring champagne toasts and chocolate-covered strawberries, all aboard The Venezia, a 40-foot wooden Italian Water Taxi. Guests will also find a display of 19 rare boats gathered from museums and private collectors from around the world. Guests can also take a Captain-guided tour in one of the BOATHOUSE's Amphicars, amphibious autos that launch from land and enter the water with a splash, before embarking on a 20-minute tour of the landmarks of Disney Springs. The BOATHOUSE is located next to Paradiso 37 and Ragland Road in the first neighborhood of Disney Springs to open: The Landing. The Landing opened in the former location of Pleasure Island.

When it opens, Disney Springs will double the number of shops and restaurants currently found at Downtown Disney. The diverse mix of shops will include:

- **Zara:** Fashionable and trendy men's, women's and children's clothing and accessories.
- **Tommy Bahama:** Island-inspired sportswear, denim, and swimwear for men and women.
- **Lilly Pulitzer:** Authentic American stylish resort wear and accessories.
- **UNIQLO:** Japanese casual apparel reflecting the company's values of simplicity, quality and longevity.

- **PANDORA:** The popular jewelry brand that features their distinctive charm bracelets, along with necklaces, rings and earrings, as well as a line of exclusive Disney-themed jewelry.
- **UGG:** Premium men's, women's and kid's footwear, lounge-wear, and outerwear, as well as home products, cold weather accessories and handbags.
- **L'Occitane en Provence:** Skincare and beauty products celebrating the culture and beauty of Provence, France.
- **Edward Beiner:** Original, fashionable, and innovative high performance eyewear.

Disney Springs will also offer up a mouth-watering variety of new dining venues, including:

- **The Edison:** An "Industrial Gothic"-style restaurant themed to a 1920s-era power plant, featuring exceptional classic American food, craft cocktails and live entertainment including cabaret and music.
- **Sprinkles:** The world's first cupcake bakery, serving up handcrafted cupcakes, slow-churned ice cream, and home-made cookies.
- **Blaze Fast-Fire'd Pizza:** A modern day "pizza joint" known for its custom-built artisanal pizzas, freshly made salads, blood orange lemonade, and s'more pies.



- **Tea Traders Café by Joffrey's:** Premium loose-leaf teas (hot, iced, blended) featuring custom blends, accessories, and packaged teas from all over the globe.
- **Morimoto Asia:** Flavors from across Asia and exhibition kitchens showcasing the continent's traditions, including street-food stalls, Peking duck carving, and dim sum.
- **STK Orlando:** A modern twist on the traditional American steakhouse featuring an innovative menu mixed with a high-energy atmosphere, complete with a sleek lounge with a DJ and rooftop dining.
- **Jock Lindsey's Hangar Bar:** (*picture above*) Filled with salvaged equipment, spare airplane parts, and mementos from Jock's travels, the 150-seat lounge will immerse guests in a world of globetrotting fun. Guests can enjoy clever cocktails, such as a Havito Mojito, Reggie's Revenge, and The Fountain of Youth, as well as small plates with a delicious twist.

Additional areas of Disney Springs will include the Marketplace and West Side. Disney Springs will open in stages and is expected to be completed some time in 2016. The construction will include an expansion of Buena Vista Drive into a ten-lane road (including a lane dedicated to buses) in order to accommodate more guests. Two new parking gar-

ages will be added (one opened in late 2014 and the other one is expected to open in mid-2016) and are expected to hold nearly 6,000 cars. These parking garages aren't your normal parking garages though; these have a little bit of extra pixie dust. At the entrances of the parking garages is a number display that shows you how many spots are available on each level. As if that weren't enough, there are also lights over each space; green to indicate if the space is available and red to indicate if the spot is occupied. This technology will make parking so much easier. Imagine – no more driving around trying to find an available spot! Just find the green light. And for those who don't want to drive, there is always complimentary transportation from each resort.

No matter how many refurbishments Disney Springs goes through, it will always hold a special place in the hearts of the Disney community. Ask anyone, and they will have lasting memories of this special Walt Disney World shopping and nighttime destination. As Disney Springs opens, we will all be looking forward to making new memories. It's impossible to describe all of what the new area has in store for us, but we know it will be great, and more importantly, magical to say the least.



Wandering the World

Offbeat
Adventures
and Unusual Discoveries
by Ray Harkness



When we last parted ways, we were taking in the subtle nuances and nods of Tony's Town Square Restaurant and its ties to *Lady and the Tramp*. Now that we are properly fueled and carb-loaded, it was time to get back to doing what we do best...wander the world.

As we made our way down Main Street U.S.A., we soaked in the ambiance of the idyllic representations of turn-of-the-century life. As we reached the hub, we needed to decide which way to go. The many spokes of the hub gave us a variety of choices. So, as it often happens for us, it came down to going where the wind blows, and today it blew us to the right, straight toward tomorrow...Tomorrowland that is.

I can't make a trip to Tomorrowland without parking myself in front of the Astro Orbiter and watching people spin around. Afterward, I make it a point to board the Tomorrowland Transit Authority PeopleMover. It must be the combination of the Florida heat and the cool and dark nature of this leisurely ride, but as I slowly wind my way through Tomorrowland my mind tends to drift off. As we passed by the model of Walt's original vision of the city of tomorrow, I thought about what it would be like to live in that world of the future. Walt's vision always intrigued me and I always felt that it was a totally executable plan. However, this is Tomorrowland, and the particular vision of the future that I was imagining was a place where life forms from all different planets and star systems would co-mingle in harmony.

Then my mind wandered off to think about resorts. I was thinking about the great Magic Kingdom resorts

and realized that the Grand Floridian seemed to fit within the theme of Main Street, the Polynesian Village captured the spirit of Adventureland, and the Contemporary meshed well with Tomorrowland. How cool would it be to stay in the hotel of the future? How cool would it be if that hotel of the future was actually in Tomorrowland itself? Where would you put it? Me, I'd have it somewhere near Space Mountain and have the coaster actually zoom through some part of the resort!



If Disneyland can have a hotel attached to a park, why can't Walt Disney World? Even better, it would be awesome if the PeopleMover went through the hotel and you could hop on it from your hotel and zoom out into the park with ease. Also, in my fantasy, this hotel would always be updated to showcase the latest in home comfort technology, like all that "smart home" stuff. It's a deluxe resort, so why not?

Apparently some guy named Tom Morrow is now getting paged and it brings me back to reality. Where are we going to go next? I think I'm feeling lucky, maybe I can beat my traveling

companion in a rousing game of Buzz Lightyear's Space Ranger Spin, or we can take a trip down memory lane at the Carousel of Progress. Sounds like this is one that needs to be solved by the flip of a coin.

Every now and again the road less travelled doesn't exist on the terrestrial plane, but instead is totally in our mind where the nature and extent of the path is totally up to our imaginations.

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

BY THE NUMB3RS

The Nightmare Before Christmas



20

Number of individual soundstages that were used for the filming of *The Nightmare Before Christmas*. At their peak, all of the soundstages were being used simultaneously.

109,440

Total number of frames shot for the movie, 24 for each second of screen time.

227

Total number of puppets created for the film.

355

Solution to the equation that Jack Skellington had worked out on his blackboard to figure out when Christmas occurred ($3\pi^2 \cdot 12$, eliminating the decimal portion of the answer). December 25th is actually the 359th day of the year, so Jack's equation was slightly off (which explains why it was crossed out). However, the 355th day of the year, December 21st, is the first day of winter, so perhaps Jack was on to something after all!

1

Number of weeks it took, on average, to shoot one minute of the movie. The entire film took three years to complete.

230

Total number of model sets constructed for the film. The sets were positioned near trap doors cut into the sound stage so that the animators could reach in and manipulate the puppets.

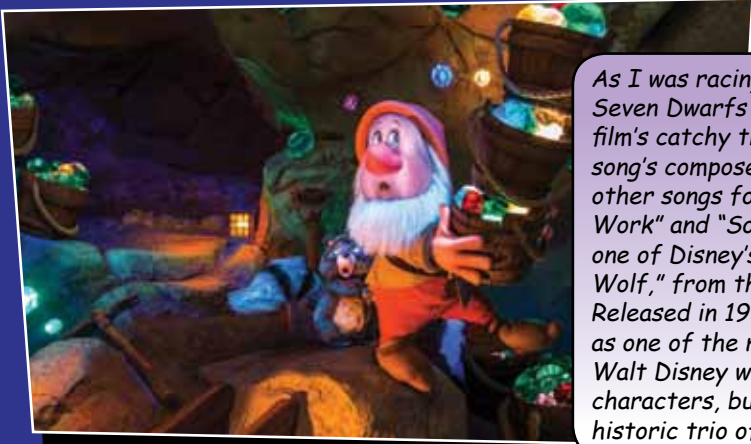
4

Total number of people in the sculpture department. That may not seem like many, but between them they had to construct 60 individual characters, with three or four duplicates each.

In Search Of...

The Three Little Pigs

By Tim Foster

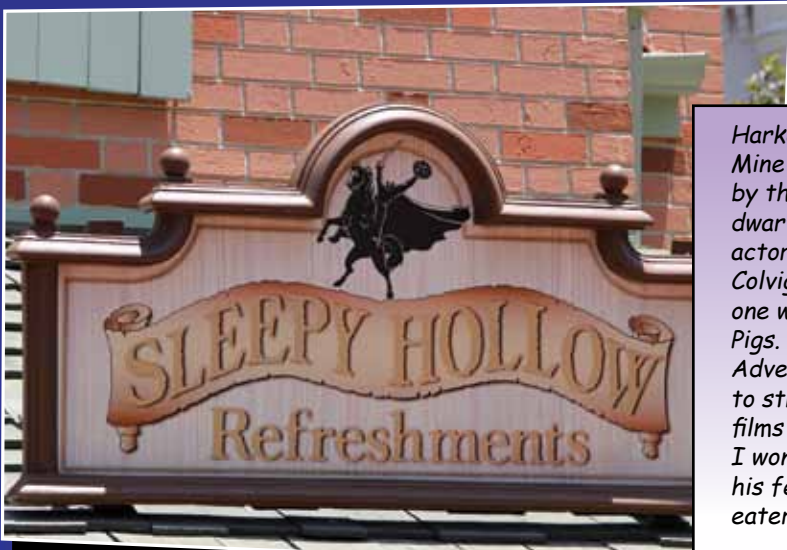


As I was racing through the jewel-encrusted mines aboard the Seven Dwarfs Mine Train, I found myself singing along to the film's catchy theme song, "Heigh-Ho." I later learned that the song's composer, Frank Churchill, had not only written several other songs for the historic film, including "Whistle While You Work" and "Some Day My Prince Will Come," but had written one of Disney's earliest hits, "Who's Afraid of the Big Bad Wolf," from the classic animated short *The Three Little Pigs*. Released in 1933, the classic short continues to be regarded as one of the most successful animated shorts ever made. Walt Disney would of course go on to create even more iconic characters, but I wondered if there might be a tribute to this historic trio of barnyard animals somewhere in the park.

I asked a nearby Cast Member if she could recall seeing a tribute to the Three Little Pigs nearby, but alas she informed me that she was new to the Magic Kingdom, having recently moved from California. She did recall that there was a coffee and sandwich shop at Buena Vista Street in Disney California Adventure called Fiddler, Fifer & Practical Café, in reference to the trio of pigs. However, the memorabilia found around the shop had more to do with Dottie, Dolly and Ethel, a 1920s-performing trio collectively known as The Silver Lake Sisters that was said to inspire Walt Disney to make a film about the three pigs.

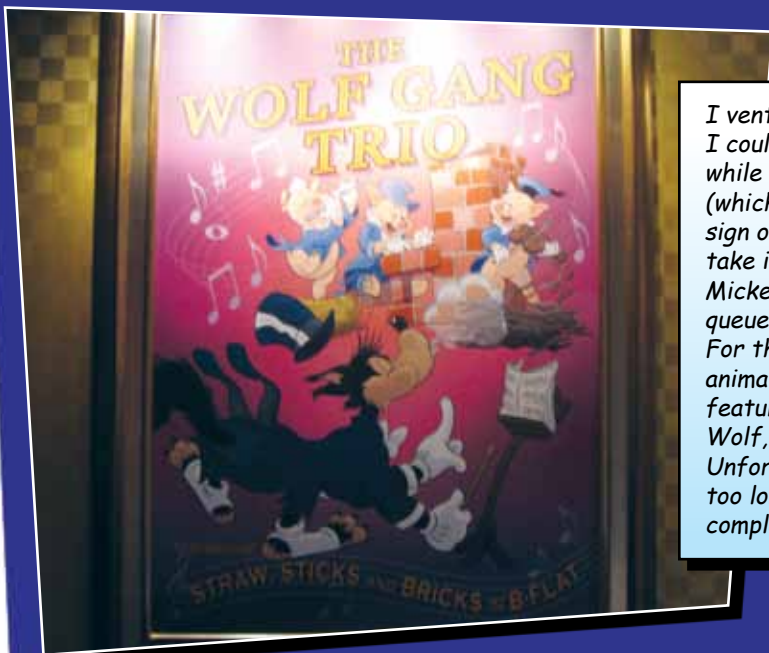


However, my Cast Member friend had another thought. She remembered that there was also an attraction in Disneyland called the Storybook Land Canal Boats, which includes a miniature recreation of the pigs' homes. The fanciful village also features the dwarf's cottage and mine from *Snow White and the Seven Dwarfs*, and Toad Hall from *The Adventures of Ichabod and Mr. Toad*. That last fact at first seemed insignificant, but would later prove to be fortuitous.



Harkening back to my adventures on the Seven Dwarfs Mine Train, I reflected upon the familiar tunes warbled by the dwarfs, and I suddenly recalled that two of dwarfs, Sleepy and Grumpy, were voiced by the same actor, Pinto Colvig. Why was that significant? Because Colvig also played the part of the Practical Pig, the one who built the house of bricks in *The Three Little Pigs*. He also provided Ichabod Crane's screams in *The Adventures of Ichabod and Mr. Toad*, and it seemed to stretch the limits of credibility that this trio of films should once again pop up together in my quest. I wondered if a tribute to the legendary actor and his fellow pigs could be found near the Sleepy Hollow eatery at Liberty Square.

It turns out that there was no tribute to the *Three Little Pigs* to be found there (discounting the ham and cheese waffle sandwich that you could purchase), but I then remembered that one of the composers for *The Adventures of Ichabod and Mr. Toad* was none other than Frank Churchill himself, composer of "Who's Afraid of the Big Bad Wolf?" It turned out that while he was working on the score for *Ichabod*, he was also working on the animated feature *Peter Pan*, and I wondered if the fanciful Fantasyland attraction would include a tribute the classic animated short.



I ventured over to *Peter Pan's Flight* to see if I could find a reference to the classic pigs, and while I did find a tribute to the *Little Mermaid* (which is a story for another time), there was no sign of the pigs anywhere. Dejected, I thought I'd take in some light-hearted entertainment over at *Mickey's PhilharMagic*. As I wandered through the queue, a smile suddenly broadened across my face. For there it was, the very tribute to the classic animated short that I had been seeking, a poster featuring the three little pigs and the *Big Bad Wolf*, collectively known as *The Wolf Gang Trio*. Unfortunately, I couldn't revel in my discovery for too long, as there was someone nearby who was complaining about a lost hat...



Keeping It In the Family: Disney Style

by Tim Foster

1. In *Toy Story*, what is Andy's sister's name?

- a. Molly
- b. Mary
- c. Bonnie
- d. Sally

2. In *Tangled*, who is Rapunzel's mother?

- a. Mother Gothel
- b. Princess Wilhelmina
- c. The Queen
- d. Her mother is unknown

3. What is the name of the future first family in space, according to the plaque at Mission: SPACE?

- a. The Lovell's
- b. The Armstrongs
- c. The Wilsons
- d. The Smiths

4. What is Mickey Mouse's sister's name?

- a. Marylou Mouse
- b. Amelia Fieldmouse
- c. Petunia Doormouse
- d. Maribeth Mouse

5. How many brothers and sisters did Walt Disney have?

- a. 1
- b. 2
- c. 3
- d. 4

6. Roy Edward Disney is well known for leading Disney through its animation renaissance in the early 1990s, which produced such classic films as *The Lion King* and *Aladdin*. What was Roy's relationship to Walt Disney?

- a. Nephew
- b. Son
- c. Son-in-law
- d. Grandson

7. What were Walt Disney's parents' names?

- a. Walter and Ellen
- b. Elias and Flora
- c. Orville and Edna
- d. Herbert and Lillian

8. What is the name of Goofy's son?

- a. Gilbert
- b. Jerry
- c. Chuck
- d. Max

9. How many family members (not including pets) are seen and heard throughout the performance of *Carousel of Progress*?

- a. 4
- b. 5
- c. 6
- d. 7

10. What are the names of Daisy Duck's nieces?

- a. April, May, and June
- b. Tulip, Rose, and Lilly
- c. Mary, Megan, and Michelle
- d. Ella, Bella, and Stella

11. In *Toy Story*, what is Sid's sister's name?

- a. Cindy
- b. Martha
- c. Hannah
- d. Annie

12. How many sisters does Ariel from *The Little Mermaid* have?

- a. 5
- b. 6
- c. 7
- d. 8

13. According to *Lilo and Stitch*, what is the Hawaiian word for "family"?

- a. Hoaloha
- b. 'Ohana
- c. Makua
- d. Hau'oli

14. What is the name of Simba's mother?

- a. Sarabi
- b. Nala
- c. Kiara
- d. Vitani

15. What is the name of Mike Wazowski's nephew, as seen in *Monsters, Inc. Laugh Floor*?

- a. Buddy
- b. Mark
- c. Marty
- d. Barry

Quiz Answers

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

ANSWERS

KIDS KORNER (pages 78-81)

WHO AM I?

1. Lightning McQueen
2. Sheriff Woody
3. Mike Wazowski
4. Scar
5. Anna
6. Rapunzel

STRIPES

1. The Enchanted Tiki Room/Pirates of the Caribbean
2. 'It's a small world'/Mad Tea Party
3. Splash Mountain/Big Thunder Mountain Railroad
4. Astro Orbiter/Tomorrowland Speedway
5. Rock 'n' Roller Coaster/Tower of Terror
6. Kali River Rapids/Expedition Everest

IT'S ALL ABOUT LOCATION!

1. Wreck-It Ralph
2. Frozen
3. Winnie the Pooh
4. Cars
5. Toy Story
6. Sleeping Beauty

7. Finding Nemo
8. The Lion King

BRAIN BUSTERS

The Dreamlights

FIND THE DIFFERENCE



1. There is an extra row of lights.
2. The hat is shorter.
3. The stripe is a different color.
4. The yellow dot is gone.
5. The mouth is bigger.
6. The nose is longer.
7. There is an extra light.
8. The shoulder has disappeared.
9. The Christmas tree is shorter.
10. There are extra Christmas lights.

FIND THE DIFFERENCE BONUS ANSWER
Santa Claus

WORD SCRAMBLE

1. HEADLESS HORSEMAN
2. CHRISTMAS TREES
3. SNOW ON MAIN STREET
4. PUMPKINS
5. STORYTELLERS
6. SANTA CLAUS
7. SLEIGH RIDES
8. BOO TO YOU PARADE

MYSTERY QUEST (pages 82-83)

TEST YOUR KNOWLEDGE

1. Winnie the Pooh, Tigger, and other members of the Hundred Acre Wood gang.
2. The Honeymoon Suite, the Yosemite Suite, and the Yellowstone Suite
3. Soon after the Wilderness Lodge opened, it was noted that water would sometimes blow onto Guest's balconies during particularly windy days, so a wind gauge was installed to monitor weather conditions and to adjust the geyser accordingly.
4. 60 feet
5. Buttons and Bells
6. 2.5 miles

SECRET SYMBOLS

1. Silver Creek Falls sign
2. Owl silhouette in one of the lobby lamps
3. Sign for Whispering Canyon Cafe
4. Bear and Cub in the Wilderness Lodge logo
5. Claw on the lobby totem pole

WHERE AM I?

1. Metal banding on the supporting timbers in the lobby
2. Candle chandelier in the lobby
3. Grate in front of the grand fireplace
4. Spring underneath the bridge by the elevators
5. Walkway down to the pool area
6. Hidden Mickey in the Territory Lounge
7. Mickey Mouse on the totem pole outside the Mercantile gift shop
8. Bison footprint in the walkway across from the Wilderness Lodge entrance

Kids Korner

Who Am I?

What Disney character was played by each of these actors?

1. Owen Wilson
2. Tom Hanks
3. Billy Crystal
4. Jeremy Irons
5. Kristen Bell
6. Mandy Moore

Stripes

Each of these images is actually made up of two different attractions, can you figure out what they are? (Hint, both attractions are in the same "land.")



It's All About Location!

Can you figure out which movies were home to these settings?



Brain Busters

What is the name of the holiday light spectacular that adorns Cinderella Castle every Christmas?

Find the Difference

Some of the wooden toy soldiers at Mickey's Very Merry Christmas Party have been partying a bit too much! Can you find the ten differences in the photos below?



BONUS

QUESTION

Who is the Grand Marshall of the parade at Mickey's Very Merry Christmas Party?

Word Scramble

See if you can unscramble these things you'd find at Walt Disney World during the holidays.

1. SLSHADEE SHAMRONE

□□□□□□□□ □□□□□□□□

3. WOSN NO IMAN TERSET

□□□□ □□ □□□□ □□□□□□

5. TRYSLOTLERES

□□□□□□□□□□□□

7. SHILEG DIRES

□□□□□□ □□□□□□

2. THASCRIMS SRETE

□□□□□□□□□□ □□□□□□

4. KUPSPINM

□□□□□□□□

6. NASAT SLACU

□□□□□□ □□□□□□

8. OBO OT UYO DRAPEA

□□□□ □□ □□□□ □□□□□□

Answers on page 77



Ask Meredith

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

Who is your favorite Star Wars character?

Star Wars has some awesome characters; from Han Solo and Boba Fett to Yoda and Darth Vader, and even Hera Syndulla in Star Wars Rebels. But my favorite has always been R2-D2. With his bells and whistles, you may not know exactly what he is saying, but you always know what he means!!!!

What Disney film would you like to see made into a live-action movie?

Aladdin, Treasure Planet, and Atlantis would all make fun adventure movies. Meet the Robinsons could have some awesome special effects. Winnie the Pooh or Oliver and Company might be fun for little kids... But I would be first in line to see Tangled as

a live action film...all that hair!!! Lanterns, romance...and Ruffians :)

What is your favorite music that you can hear in the parks?

I love the music from all over the parks. There is nothing like sitting in the shade and relaxing to Tomorrowland's soundtrack, or being inspired to be a hero when listening to the trumpets in Fantasmic! I bet you can't listen to the music in Soarin' without knowing exactly when the jets are going to pass by, or listen to "Big Blue World" without finding yourself humming it for the rest of the day. But my favorite park music is the soundtrack to IllumiNations - from the first drums and single firework to We Go On... I am mesmerized!! :)



MYSTERY QUEST

DISCOVER THE SECRETS OF WALT DISNEY WORLD



THE WILDERNESS LODGE



Test Your Knowledge of the Wilderness Lodge:

1. The Artist Point at The Wilderness Lodge used to host a character breakfast. What characters were on hand to meet and greet Guests?
2. What are the names of the suites at The Wilderness Lodge?
3. The Fire Rock Geyser has a wind gauge that can moderate the height of the water eruption. Why is this necessary?
4. How tall is the Christmas tree that's put on display at the Wilderness Lodge during the Christmas season?
5. What is the name of the game arcade at the Wilderness Lodge?
6. How long is the walking trail that runs through both the Wilderness Lodge and the Fort Wilderness Resort and Campground?

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...



Top 10 Things You Didn't Know About Madame Leota

1. The sinister face of Madame Leota is actually that of Disney Legend and Imagineer Leota (Toombs) Thomas (pictured below). The image of her face reciting the infamous incantation was projected onto a featureless head model. Before Toombs was chosen to be the face of Leota, Imagineer Harriet Burns was considered for the part. (Burns had previously crafted one of the first models for Sleeping Beauty Castle in Disneyland.)
2. Leota Toombs also lent her voice to "Little Leota," the tiny figure seen as you head out from the graveyard. Officially known as the Ghost Hostess, it's unknown whether or not she and Madame Leota are meant to be the same character, or even related. Small clues have surfaced that they are indeed the same character, such as the combining of the two personas for an event at Disneyland's 40th anniversary. Blueprints for the attraction label the figure "Little Leota," but this may be a reference to the fact that the character was played by Leota Toombs (in order to distinguish this character from the one in the séance room).
3. In 2005, Madame Leota's séance room in Disneyland received some new additions, among them a new spell-book, *Necronomicon: Book of the Dead*. The book is opened to page 1313, which contains the words to Leota's incantation. On the opposite page is a picture of the Grim Reaper holding a scythe. (The book has since been added to the Walt Disney World version of the attraction.)
4. That's not the only sinister thing in the séance room. There is actually a storage area under the room that is used to store props from other attractions. Unbeknownst to most Guests, there is actually a 15-foot drop between your Doom Buggy and Leota's table, complete with a rope net to protect errant creepy creeps from falling to the floor below!
5. The séance room isn't the only place you can find Madame Leota.



Look for a small hallway that connects the exit corridor to the parlor. The door is labeled "Servant's Quarters," and the room features a collection of valet bells, including one for Madame Leota's Boudoir.

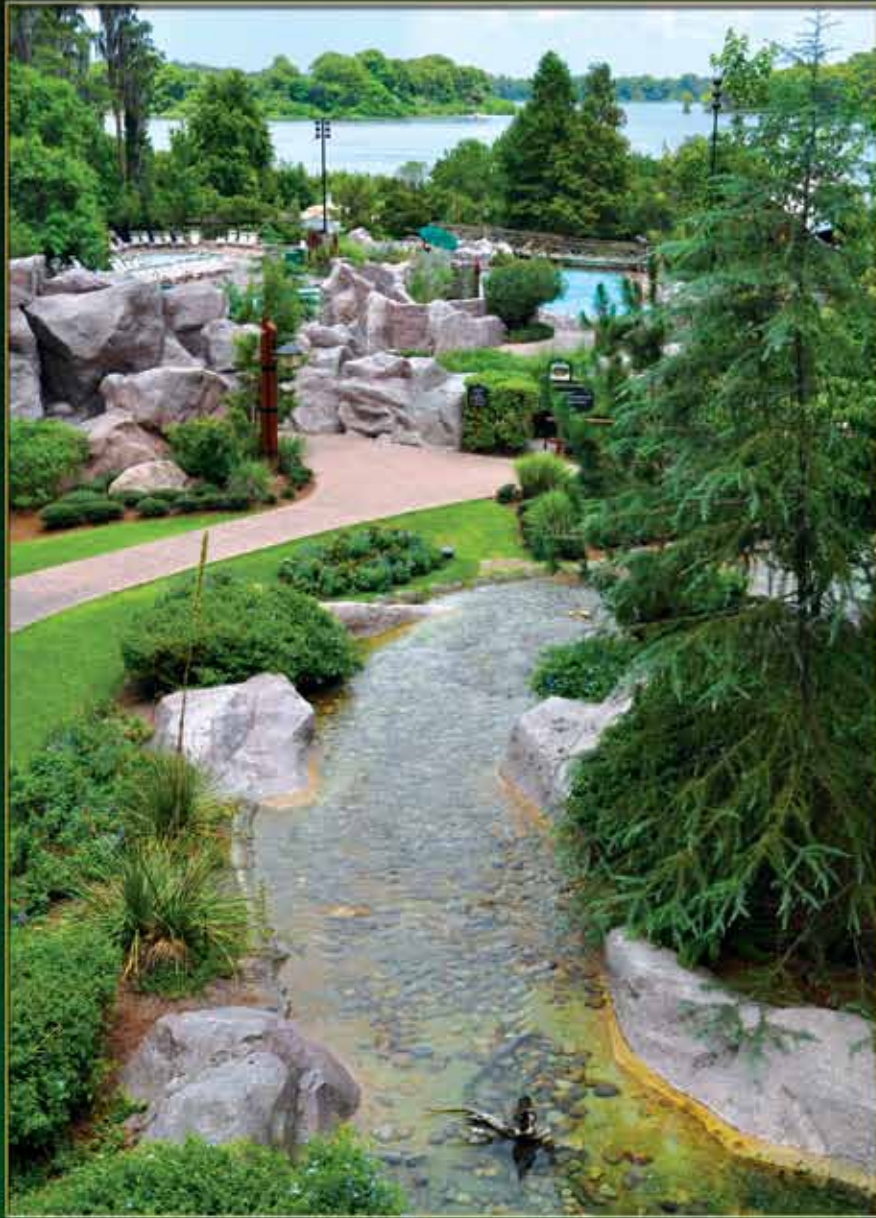
6. 2003 saw the release of the live-action film, *The Haunted Mansion*, which featured Jennifer Tilly as Madame Leota. Tilly should be familiar to Disney fans, as she also provided the voices of Mike Wazowski's girlfriend Celia Mae in *Monsters, Inc.*, and the happy-go-lucky cow Grace in *Home on the Range*.
7. Years ago, there used to be a souvenir cart outside the Haunted Mansion emblazoned with the words "Mme Leota, Psychic Medium, Seances, Crystal Gazing: Astrologist, Knows All · Sees All." The cart has been replaced by a new gift shop called Memento Mori (which roughly translates to "remember that you have to die"), taking up space in the former home of the Yankee Trader Gourmet Shop.
8. During the Haunted Mansion Holiday celebration at Disneyland, Leota was played by Toombs' daughter Kim Irvine. Irvine looks so much like her mother that, when *Tim Burton's The Nightmare Before Christmas* overlay was under construction, Irvine was asked to record the projection for Leota's spell. "Funny thing is," Irvine says, "they discovered that our [faces] are so similar they can just project her face on my head and they match up perfectly!"
9. Looking for more Leota? You can also find her in, believe it

or not, Star Tours: The Adventures Continue over in Disney's Hollywood Studios. Take a look at G2-9T's suitcase scanner as you wait in the queue – if you're lucky, you may see a bag containing Leota's crystal ball!

10. In addition, the enchantress has been featured in multiple video games, including *Epic Mickey*, the Haunted Mansion game for PlayStation 2, and in the Kinect game *Disneyland Adventures*. 🐾

Keepsake Image: "Evening in the Wilderness" Photo © Tim Foster





*"We can learn a lot
from Nature in action."
-Walt Disney*