



supplemental materials

DESIGNING A DISNEY STORY

LIBERAL ARTS

Designed For Students:
Grades 3rd-12th
Ages 8-18

Program Length:
3 hours

Park:
Disney California Adventure® Park
in California

HELLO EDUCATOR!

Disney Youth Education Series is pleased to be able to provide you with these supplemental materials to gauge your students' progress as they prepare for and complete their Disney Y.E.S. experience.

This information is designed to help you, the teacher or group leader, prepare your class or group for their Disney Youth Education Series experience. All of this information will be covered during the program. It can also serve as a tool after the experience to help your students recap what they've learned.

These tools are sure to get your students moving in the right direction and help ensure a learning experience that is relevant, inspiring, and thought-provoking!

We look forward to hosting you at the Disneyland® Resort where iconic settings, imagination, and storytelling come together to create a unique learning environment and life-long memories. See you soon!

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Vocabulary List

- **Persistence of vision** - The perceptual processes of the brain or the retina of the human eye retains an image for a brief moment
- **Thaumatrope** - A popular Victorian toy where a card with a picture on each side is attached to two pieces of string
- **Phenakistoscope** - An early animation device with a series of pictures similar to frames of an animated feature
- **Zoetrope** - An early animation device that produces an illusion of action from a rapid succession of static pictures
- **Kineograph** - A flip book
- **Animation** - A sequence of drawings that helps to create an illusion of movement
- **Hero** - The main character, which is considered good and encounters obstacle along their journey; the protagonist.
- **Villain** - The bad character or “heavies” of the story, who strives against the hero; the antagonist.
- **Companion** - A character that listens and travels with other characters
- **Fool** - The comic relief
- **Parent** - A character who acts like a father or mother figure.
- **Mentor** - A character that acts as the conscience and gives wise counsel to the hero

Animation Pipeline (Look-up the following)

- Story
- Musical Score
- Script
- Storyboard
- Voices
- Layout and Background
- Effects Animation
- Character Animation
- Clean-up
- Computer Animated Production System (CAPS)
- Sound Effects

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Create Your Own Story

Use the following characters to begin your own animated feature: Hero, Villain, Companion, Fool, Parent, or Mentor. REMEMBER, these characters can have a combination of characteristics.

- First, brainstorm.
- Second, draw or write out a brief description of your story.
- Third, break up your story into chapters. Fourth, begin the storyboard process.
- Finally, begin to create a series of drawings which illustrate every chapter.
- Remember there is no wrong answer and your drawing does not have to be perfect!

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BONUS!

Take the idea a step further by using the Animation Pipeline.

For example: Describe the type of music you would use for a spooky scene or what type of special effects would you add to an exciting scene!

- Here's a brief biography of Walt Disney, an important California figure, who has drastically impacted and influenced the animation process and the Disneyland® Resort:
- Walt Disney dared to dream bigger than anyone else could have imagined. His dreams and his desire to impact the future led him to build the Disneyland Resort and Walt Disney World Resort in Florida where millions of people have been able to share in his dream.
- Walt's ancestors emigrated from Ireland to the United States after failing at farming in Canada. Walt's father moved all over the United States before settling down in Chicago, IL where Walter Elias Disney was born on December 5, 1901.
- In 1906, Walt's family moved to Marceline, MO where Walt developed his love for trains. The Disney family only stayed in Marceline for four years then moved again to Kansas City. Finally, Walt decided to migrate to California where he would continue to pursue his animation, movie, and theme park dreams.
- In 1934, Walt began his first animated feature length film, Snow White and the Seven Dwarfs. Walt put all of his hopes, dreams, and money into this film and the future of the Walt Disney studios rested on this film. Fortunately it became the most successful motion picture of 1938 and allowed Walt to build a new business site in Burbank where The Walt Disney Company corporate offices are still located.
- Walt began drawing his plans for a theme park in 1949. He said that he wanted this place to look like nothing else in the world and that it should be surrounded by a train. In 1955, Walt's theme park dreams came true when he opened the gates of Disneyland.
- Over 50 years of Disneyland magic now fill the history books and we owe everything to the man that started it all, the one who dared to follow his dreams: Walt Disney.