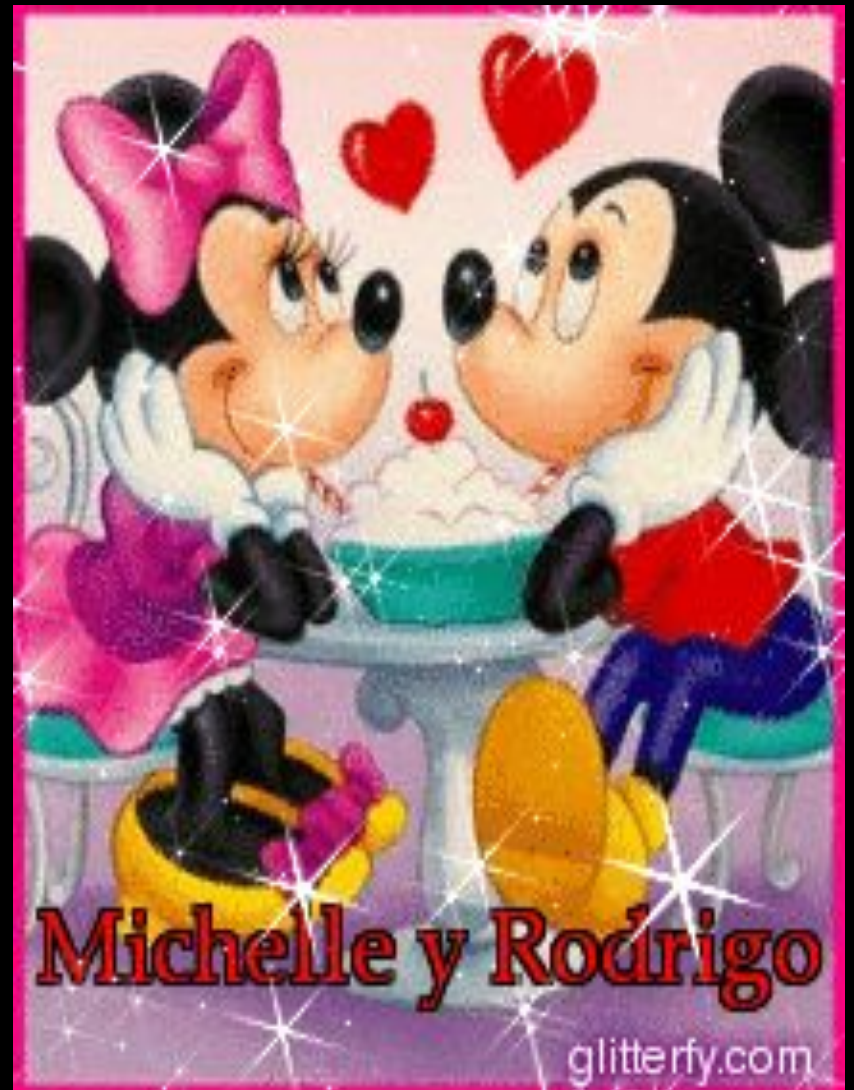


*Walt disney presents*



**All people in our world adore  
to watch cartoons,  
Especially cartoons from  
Walt Disney pictures .  
Children and adults like  
different heroes, funny  
stories and situations.  
Cartoons and films of WALT  
DISNEY always distinguish  
from other productions. so  
we want to tell you about  
THIS CORPORATION. What  
WE NEED TO KNOW IS  
WHO WAS THE FIRST  
FOUNDER OF IT AND  
WHAT THIS COMPANY  
REPRESENTS NOW.**





**The father of Mickey Mouse, founder of Disneyland and of the theme parks of Walt Disney World, was born in Chicago, Illinois, on December 5 of 1901. He found himself far away from the cities, being raised in a farm near Marceline, Missouri, and yet he soon got interested not in cows and crops but in the art of drawing. Actually, he sold his very first sketches to his farm neighbors when he was only seven years old.**



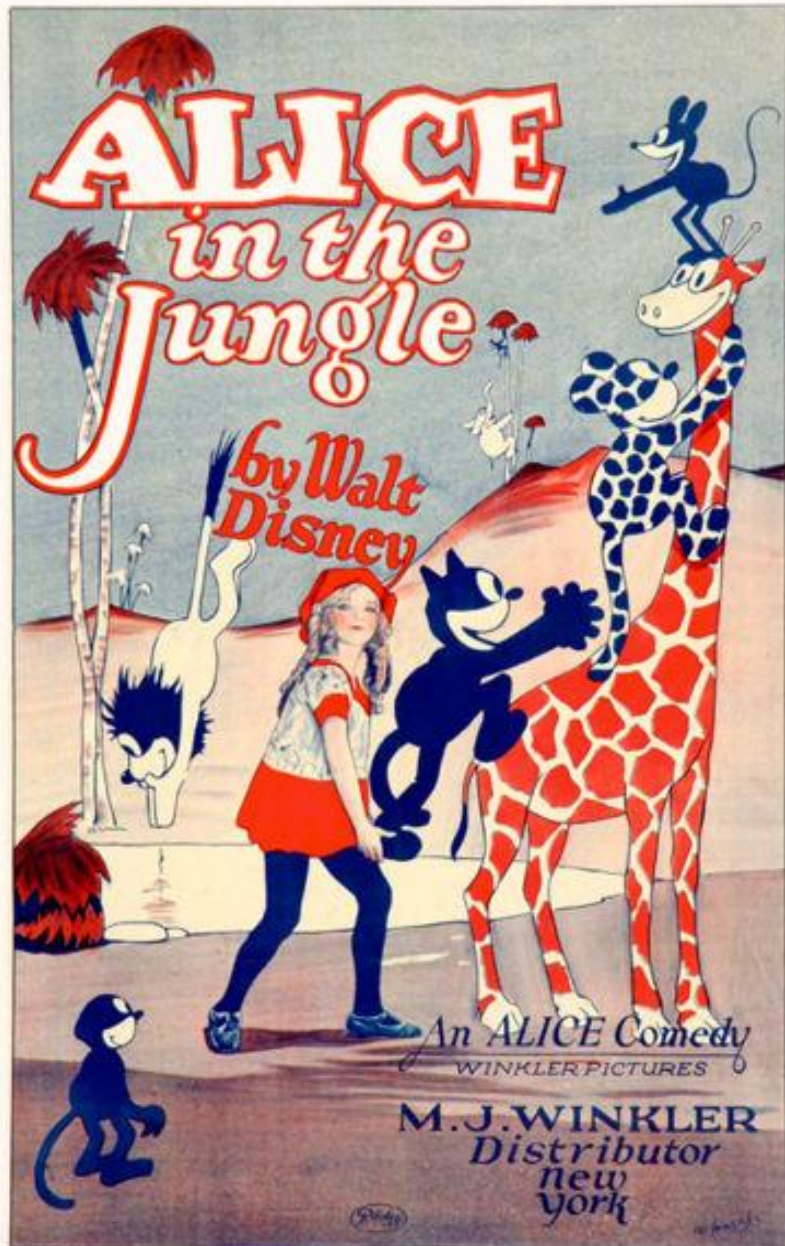
**Walt Disney Biography**  
During a 43-year Hollywood career that spanned the development of the motion picture medium as a modern American art, Walter Elias Disney was a pioneer, innovator, and the possessor of one of the most fertile imaginations the world has ever known.

Together with his brother, Disney pooled in money to set up his first Hollywood cartoon studio in his uncle's garage. Disney sent an unfinished print to New York distributor Margaret Winkler, who promptly wrote back to him. She was keen on a distribution deal

with Disney for more live-action/animated shorts based upon Alice's Wonderland.

The image shows the iconic Hollywood sign, a large white sculpture of the word "HOLLYWOOD" in all caps, mounted on a hillside. The hillside is covered in dry, yellowish-brown brush and some green trees. The sky is a clear, deep blue. In the foreground, there are large, out-of-focus green trees. The sign is the central focus of the image.

HOLLYWOOD



## Alice Comedies

A theatrical poster for the Alice Comedies short *Alice in the Jungle* (1925).

Virginia Davis (the live-action star of *Alice's Wonderland*) and her family were relocated at Disney's request from Kansas City to Hollywood, as were his family. This was the beginning of the Disney Brothers' Studio. It was located on Hyperion Avenue in the Silver Lake district, where the studio would remain until 1939. In 1925, Disney hired a young woman named Lillian Bounds to ink and paint celluloid. After a brief period of dating her, the two got married the same year.

The new series, *Alice Comedies*, was reasonably successful, and featured both Dawn O'Day and Margie Gay as Alice. Lois Hardwick also briefly assumed the role of Alice. By the time the series ended in 1927, the focus was more on the animated characters, in particular a cat named Julius who resembled Felix the Cat, rather than the live-action Alice.

## Mickey Mouse

After losing the rights to Oswald, Disney felt the need to develop a new character to replace him. He based the character on a mouse he had adopted as a pet while working in a Kansas City studio. Ub Iwerks reworked on the sketches made by Disney so that it was easier to animate it. However, Mickey's voice and personality was provided by Disney. As many of the old animators have commented, "Ub



Besides Oswald and Mickey, a similar mouse-character is seen in Alice Comedies which featured a mouse named Ike the Mouse, and the first Flip the Frog cartoon called Fiddlesticks, which showed a Mickey Mouse-look alike playing fiddle. The initial films were animated by Iwerks, his name was prominently featured on the title cards. The mouse was originally named "Mortimer", but later christened "Mickey Mouse" by Lillian Disney who thought that the name Mortimer did not fit. Mortimer later became the name of Mickey's rival for Minnie, who was taller than his renowned adversary and had a Brooklyn accent.



*Disney land is a wonderful world of Disney*



# Planning Disneyland



Disney drew sketches of his ideas for an amusement park where he envisioned his employees spending time with their children. He got his idea for a children's theme park after visiting Children's Fairyland in Oakland, California. This plan was originally meant for a plot located south of the Studio, across the street. The original ideas developed into a concept for a larger enterprise that was to become Disneyland.



**Disney spent five years of his life developing Disneyland and created a new subsidiary of his company, called WED Enterprises, to carry out the planning and production of the park. A small group of Disney studio employees joined the Disneyland development project as engineers and planners, and were dubbed Imagineers**



**In 1998 Disneyland was renamed Disneyland Park in order to distinguish it from the larger Disneyland Resort complex.**

**Disneyland is a theme park that is located at 1313 South Harbor Boulevard in Anaheim, California, USA. It opened on July 17, 1955. The park is owned and operated by The Walt Disney Company. Currently the park has been visited by more than 515 million guests since it opened to the public, including presidents, royalty, and other heads of state.**



**Disney World was to include a larger, more elaborate version of Disneyland which was to be called the Magic Kingdom. It would also feature a number of golf courses and resort hotels. The heart of Disney World, however, was to be the Experimental Prototype City (or Community) of Tomorrow, or EPCOT for short. EPCOT was designed to be an operational city where residents would live, work, and interact using advanced and experimental technology, while scientists would develop and test new technologies to improve human life and health.**



# WALT DISNEY WORLD

The Walt Disney Company is the global leader in creating and distributing high quality family entertainment. It is a diversified, worldwide media enterprise with businesses including Walt Disney Parks and Resorts, The Walt Disney Studios, Disney/ABC Television, Disney Consumer Products, Walt Disney Internet Group and Walt Disney International. Disney is focused on reinforcing and extending the global reach of its brands and strengthening, developing and leveraging creative franchises across all of Disney's businesses.

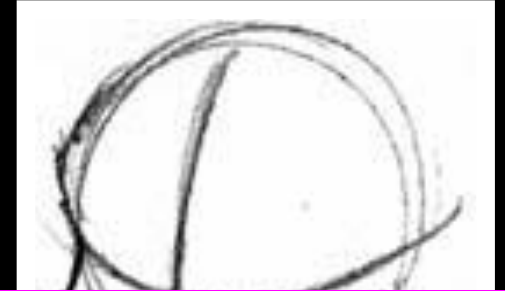


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прекрасный софт

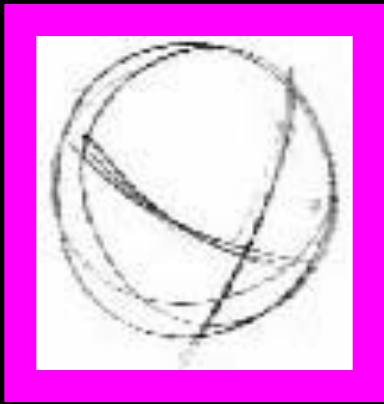
*How to*

*Draw*

# GENERAL TIPS



1. One of the very best things you can do to improve your drawing is to draw from life, which means actually drawing what you see in front of you. Whether it's your mom or a fork, the better you get at accurately drawing what you see, the easier it will be to transfer the image in your head to the paper in front of you. This is also really good if you aren't sure how to draw something from memory - say you needed to draw a light bulb but weren't sure exactly how all the little inside wires worked - find a light bulb and draw it, paying attention to what you don't know, and chances are next time you need to draw one, you'll have it there in that mental library. If not, try again.  
It just takes practice.





2. To take drawing from life further, draw people.

Lots of people. Draw your family, making sure to get facial features right. Take some paper (preferably in a sketchbook, it's easier) to a mall, park, or airport, or somewhere with lots of people, and draw them. If you feel insecure about this, find an inconspicuous corner and draw people who aren't facing you. But drawing people is the best way to learn to draw quickly and accurately (because they usually don't hold still for very long), and get an idea for the variations that set people apart from each other. This will also give you an idea of how cloth works in the way it folds over joints or the way a dress folds, which is important if you plan on drawing characters that aren't wearing skin-tight clothes or... nothing at all.



4. Develop your own personal style. Everyone has their own style of drawing, just like everyone has unique handwriting. Don't try to make your style exactly like another's just because it's cool.



It's great to be influenced by different styles, and learning how to draw them is great exercise, but you'll probably not be as good in a foreign style as your own.



**5. Check out some cartooning books to learn how to use action lines and make a good silhouette. I could discuss them here, but I couldn't do it half as well as most cartooning books. The library usually has several.**

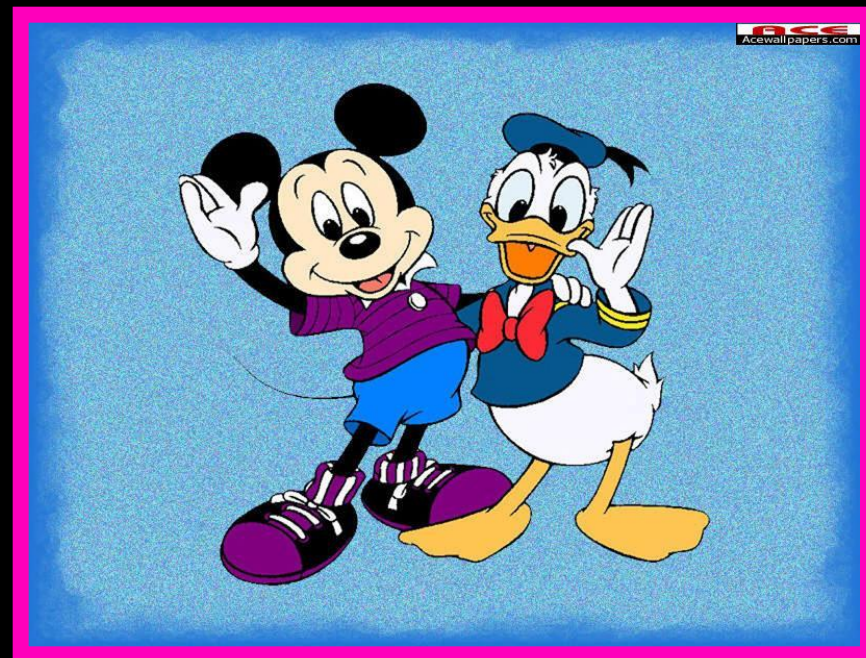


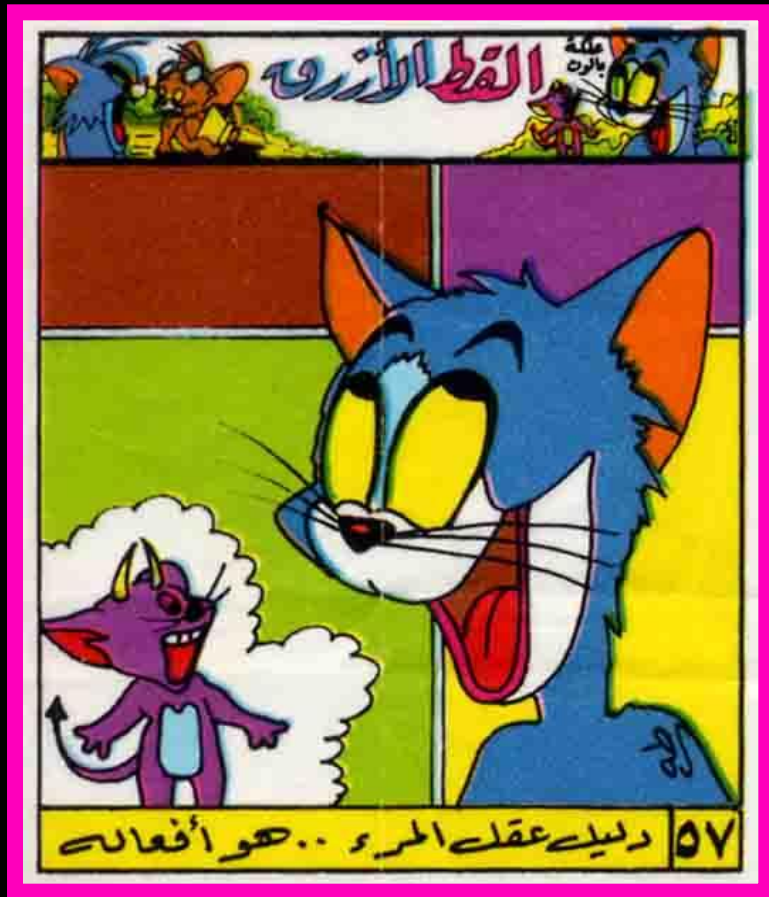
**6. Remember that all of this takes loads of practice. Scads of practice. Oodles of practice. The great artists didn't get that way by doodling while they were talking on the phone, they devoted their life to learning to draw just right.**

# Disney stars



# Mickey





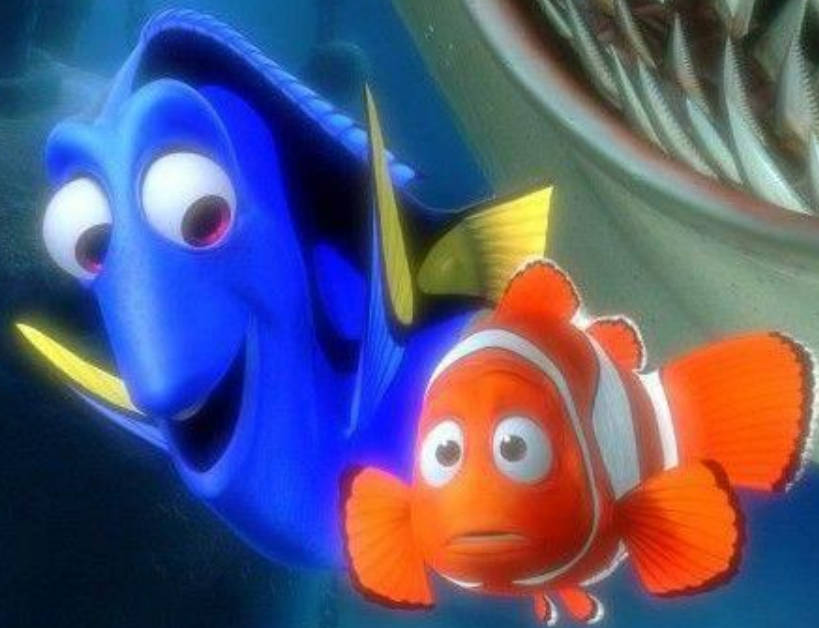
# Tom and Jerry

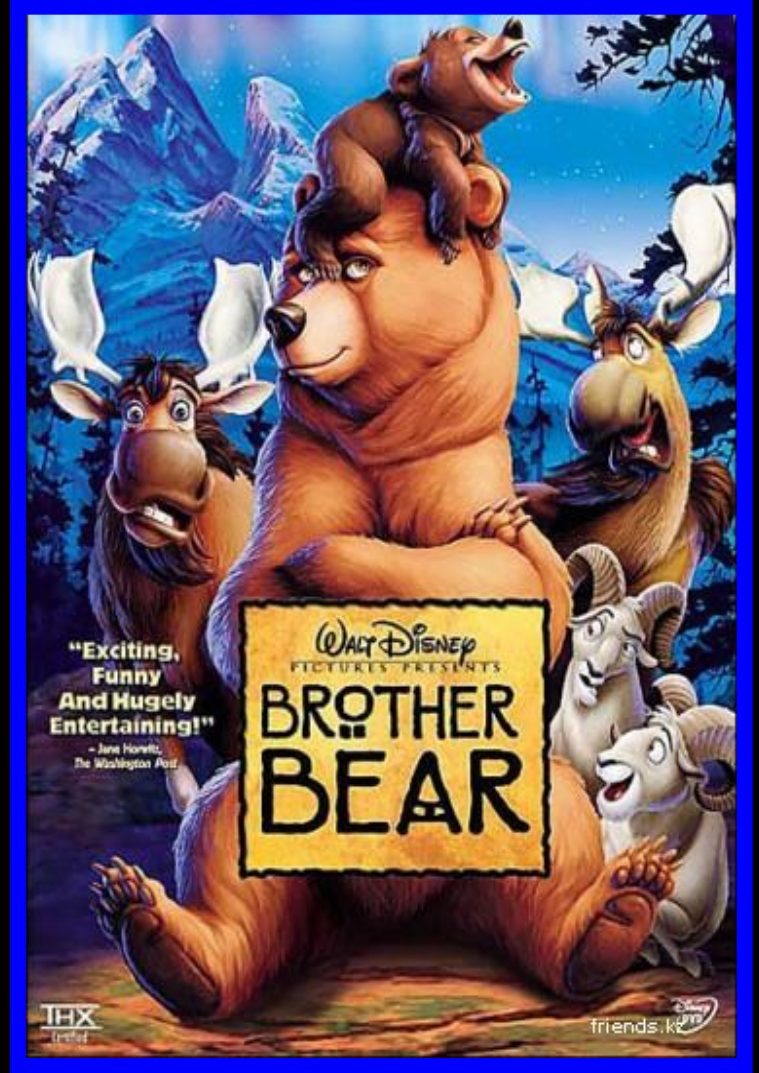
# Lady and the tramp





# Nemo





# Brother bear



# Princesses



# Our lovely ducks!



# Madagascar



## Disney Animation today

Traditional hand-drawn animation, with which Walt Disney started his company, no longer continues at the Walt Disney Feature Animation studio.

After a stream of financially unsuccessful traditionally-animated features in the late-1990s and early 2000s, the two satellite studios in Paris and Orlando were closed, and the main studio in Burbank was converted to a computer animation production facility.

In 2004, Disney released what was announced as their final "traditionally animated" feature film, *Home on the Range*. However, since the 2006 acquisition of Pixar and the resulting rise of John Lasseter to Chief Creative Officer, that position has changed, and the upcoming 2009 film *The Princess and the Frog* will mark Disney's return to traditional 2-D animation.





*Songwriter Robert B. Sherman said about the last time he saw Disney: " He was up in the third floor of the animation building after a run-through of The Happiest Millionaire. He usually held court in the hallway afterward for the people involved with the picture. And he started talking to them, telling them what he liked and what they should change, and then, when they were through, he turned to us and with a big smile, he said, 'Keep up the good work, boys!' And he walked to his office. It was the last we ever saw of him."*

# PERFORMED WORK:

Konkov  
a  
Ann  
&  
Skorik  
Dasha  
&  
Papyan  
Mariam