

Disney FILES

MAGAZINE



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As I present this edition of *Disney Files Magazine*, I'm reminded of a church sermon I heard as a high school kid in Southern Oregon. (Stay with me on this one.)

In the interest of detailed storytelling, I should mention that this was no ordinary church. Staged in a beautifully landscaped outdoor amphitheater, this was the Hollywood Bowl of churches. And Pastor John was no ordinary pastor. Sporting a reddish beard and an outfit more suited to a boat dock than a house of worship, this guy was part Jim Henson, part Tommy Bahama and just a dash of Chuck Norris.

He had a remarkable ability to reach young people, referencing pop culture, recalling childhood stories and weaving analogies that were as colorful as his un-tucked shirts. I learned more about communication from that man than I have from even my best professors and mentors.

My favorite of his analogies involved magazines. (Go figure.) While I may not recall the details of the lesson (something about narcissism), I do remember the analogy (and that my hair looked great). I also recall learning later that he had "borrowed" the analogy from a stand-up comedian.

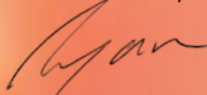
Anyway, he explained (and I'm paraphrasing), "The early days of periodicals in this country were dominated by publications with names like *Time* and *Life*, which gave way in the mid '70s to the more narrowly titled *People*. Readers were apparently no longer interested in *all* life, just that of humans. Years later, even humanity proved too broad a topic, and readers embraced a magazine called *Us*. We were no longer fascinated by *all* people; just *us*. And soon after, *Self* magazine hit newsstands. I expect we'll someday see a publication containing only a mirror."

I bring this up not just to recall a time when my hair was dramatically thicker and free of gray, but to introduce an edition of your magazine that harkens back to those earlier days of American journalism. The theme of this issue, you see, is life.

From the magnificent creatures of the Wild Africa Trek (pages 3-4) to the majestic trees of New Fantasyland's Enchanted Forest (pages 7-8) to projects breathing new life into Disney destinations (pages 17-22) to a film about a dog who gets a "new leash on life" (page 23), the stories ahead may inspire you to climb a rock, crank up a little Elton John or hoist a young animal above your head (or some combination of the three).

However it moves you, here's to living the good life!

Welcome home,



Ryan March
Disney Files Editor

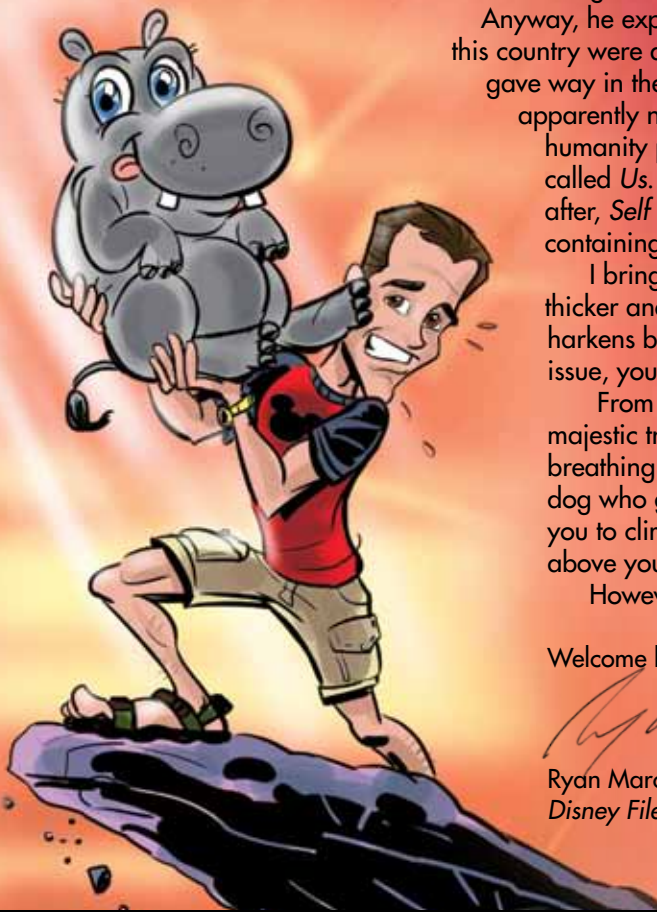


Illustration of Ryan by Keelan Parham

Cover mosaic comprised of Member family photos

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Please recycle this publication



Fostering community

By Claire Bilby, Senior Vice President and General Manager, Disney Vacation Club

My column in the summer edition of *Disney Files Magazine* explored the amazing power of connection, sharing two touching Member letters as examples. While those stories illustrated remarkable connections between Members and our Cast, I've found the connections between Members and other Members to be equally remarkable.

My first exposure to this unique sense of community among Members came aboard the spectacular Disney Dream ship last September during the 2011 Member Cruise, just weeks after I joined the Disney Vacation Club Cast family. As I made my way through the terminal building at Port Canaveral on my way to the ship, I felt as if I'd stepped into a high school class reunion. Everywhere I turned, Members were shouting excitedly to other Members. Joyful screams seemed to explode like fireworks. Perfect strangers whose paths had crossed on previous Member voyages now exchanged hugs as old friends coming together to relive fond memories and, more importantly, to create new ones.

I watched in admiration as that incredible dynamic continued throughout the cruise. An astounding number of Members I met aboard the ship eagerly introduced me to fellow Members with whom they'd bonded either on Member Cruises or during other Disney vacations. In my 25 years with Disney, I'd never observed quite that level of camaraderie among the families we so proudly serve. The difference between Guests and Members became clearer to me than ever before.

So as I met with our Member Cruise planning team after the voyage to review results from on-board surveys, answers to one multiple-choice question came as no surprise. Asked why they book the Member Cruise, a majority of Members selected "the opportunity to sail with other Members."

It was with that sense of community and connection in mind that we made the unprecedented decision to create two Member Cruise voyages, giving more Members than ever an opportunity to connect at sea. While these upcoming voyages (Sept. 16-20, 2012, and Jan. 10-13, 2013) will deliver a fantastic array of shows, experiences and in-room gifts, we present those offerings while being fully – and proudly – aware that they'll play a supporting role in these events. When Members gather, camaraderie grabs the spotlight.

That's been a guiding principle for our team as we work to create even more opportunities for Members to connect. From an upcoming series of Adventures by Disney Member trips (detailed in your summer magazine and on DVCMember.com) to our re-imagined "Welcome Home Wednesdays" at the Walt Disney World Resort (page 11) to new gatherings for families staying at Disney's Animal Kingdom Lodge (page 9), we're committed to dreaming up new ways for Members to maintain magical relationships with other Members – both within their own families and with other families.

It's what makes Disney Vacation Club a true community, and it's a critical part of our mission to "connect Members to the places and people they love." I'm proud of where we've been, and I'm excited about where we're heading.



one on one

with wild africa trek guide chapin hardy



The world's greatest explorers venture off the "beaten path" (a term that would surely offend the People for the Ethical Treatment of Paths if such people existed), and Disney Vacation Club Members are no exception. At Disney's Animal Kingdom Theme Park, many Members are veering "off course" through the Wild Africa Trek, a premium experience that lets small groups of adventurers observe Kilimanjaro Safaris' wildlife from vantage points they may never have dreamed possible. *Disney Files Magazine* Editor Ryan March embarked on the trek before sitting down for a one-on-one conversation with Wild Africa Trek Guide Chapin Hardy. The Furman University graduate brings a unique perspective to her role, having studied abroad in South Africa.

Ryan: How would you describe the Wild Africa Trek to someone who isn't familiar with the experience?

Chapin: It's a three-hour tour that not only gets you surprisingly close to some amazing animals – probably as close as you'd ever want to be to some of the more imposing creatures – but also gives you more time to really appreciate them. It's an adventure for those who want to take their Disney's Animal Kingdom experience to another level. A Kilimanjaro Safaris driver doesn't have the luxury of pulling the vehicle over to sit and really observe animals' behavior. They can't let Guests stand and watch hippos from the edge of a cliff or walk across a suspension bridge over Nile crocodiles. We do all of those things and more. The trek is about getting closer and gaining a new perspective.

Ryan: Having now been on the trek, I know there's nothing quite like standing at the edge of those cliffs you mentioned. You definitely gain new appreciation, not only for the animals, but for the harnesses.

Chapin: It's always fun to see Guests react to that particular experience. There are several of those adrenaline moments on the trek, and they're part of what makes my job so much fun. Hearing people say, "I can't believe I just did that" after they cross over crocodile-infested waters never gets old. Those are some of the most fun moments we get to photograph for our Guests.

Ryan: I'm glad you mentioned the photos, because having your Guides double as photographers is a really nice service. That photo CD (included in the price of the trek) is great evidence for Guests whose friends back home may think these vacation stories are exaggerated.

Chapin: That's true. Some of these stories may be hard to believe without photographic proof.

Ryan: Speaking of stuff you have to see to believe, let's talk about the trek's exclusive savanna-overlook facility. That has to be one of the coolest Walt Disney World places I've ever visited.

Chapin: Me too! That's where we take a break from our rugged adventure to enjoy some downtime in the lap of luxury. The overlook building is an incredible place that gives you an almost 360-degree view of the savanna. It's absolutely breathtaking. And the food we serve there is delicious. It's catered by the Tusker House Restaurant, and it draws a lot of inspiration from African cuisine. When I was in South Africa, I loved eating a cured meat they called biltong, which was typically made out of an antelope species. The version we serve on the trek is made from beef and pork, but it really takes me back to that experience in South Africa. It's dynamite stuff. All of the snacks we serve bring back great memories for me of my time in Africa.





I just love that place. We always seem to get a cool breeze moving through there, and you never know what you're going to see. We've had rhinos walk right beneath the overlook, which is a spectacular sight.

Ryan: I think it's great that you still get so excited about things you experience just about every day.

Chapin: The animals keep it fresh, and so do the Guests. The opportunity to inspire people to care about something I care about so passionately is a huge honor, and it's something I don't take for granted ... We recently led a group that included a gentleman who had always dreamed of going to Africa. Sadly, he was diagnosed with cancer before he could make that dream come true. While he managed to fight through it, he was no longer physically or financially able to make that trip to Africa. So instead, his family brought him here to experience the trek. He approached me after the tour and said – and I'll never forget this – "Thank you for bringing Africa to me." Those are the kinds of moments that made me want to work for Disney in the first place, and we create them every day on the trek.




Learn more about the Wild Africa Trek online at www.disneyworld.com/trek, and call (407) WDW-TOUR (939-8687) to book your privately guided adventure. Note that separate Theme Park admission is required along with the tour fee, and that the experience is available only to Guests ages 8 or older.



Scan this black-and-white box with your smart phone's QR code scanner for a video sneak peek at the Wild Africa Trek with Walt Disney Imagineer Joe Rohde. If you don't have a smart phone, visit www.youtube.com/disneyparks and search for Wild Africa Trek Joe Rohde within the "search channel" box.





FANTASYLAND FASHION

Walt Disney World Resort: It's been said (probably by someone in fancy shoes) that, whatever you do, you should look good doing it.

Sharing that belief is Pam Flint at Walt Disney World Creative Costuming, who sat down with *Disney Files Magazine* to discuss a wide range of whimsical wardrobes designed to help Cast Members look and feel the part while bringing stories to life in the expanding Fantasyland area at the Magic Kingdom Park.

"We've spent the past two years on this great project," Pam told us. "This is the first time we've ever had a Magic Kingdom expansion of this scale, so it's been an exciting challenge. We had a lot to consider, from the stories being told to the needs of the operation to the comfort and safety of the Cast. It's been a great collaboration with Chris Beatty at Walt Disney Imagineering, and we couldn't be more thrilled with where we landed."

Storybook Circus, a colorful tribute to the golden age of big-top entertainment, was the first Fantasyland "neighborhood" to debut the new Cast couture this spring.

"Dumbo the Flying Elephant is arguably the main attraction at Storybook Circus, so we naturally gravitated toward ringmasters – the center of attention at any circus – as the inspiration for the attraction's Cast costumes," Pam explained. "We researched classic ringmaster costumes of the 1930s and 40s, and designer Lynne Ford came up with a variety of ringmaster-inspired concepts. Ultimately, we landed on a concept that blended the grandeur of a ringmaster costume – complete with tails – with a board-shorts look that would help keep the Cast comfortable. Florida weather has a lot to do with our design choices."

All of the new Fantasyland costumes address the local climate. The ringmaster costume's shorts, for example, utilize a lightweight fabric and feature a five-inch vent at the knee. Other comfort considerations include waistband sliders designed to allow the Cast to loosen the fit for more breathability on hot summer days or to accommodate a tucked-in turtleneck on cold winter days (knee socks and ringmaster coats also are available to the Cast as winter options). Adding to the costume's "cool" factor is a mesh underlayer extending between the shirt's shoulders, neck and waist – invisible to Guests but greatly appreciated by the Cast.

"We did individual fittings for each Cast Member, and they were very excited," Pam said. "It's a very Cast-friendly costume."

Of course, there's more to a circus than a ringmaster, and the team found plenty of inspiration for the neighborhood's other costumes.

"A gripper is a person who would help set up circus tents and assemble the rides, and that look provided the inspiration for our male Storybook Circus Merchandise Cast costumes," Pam said. "It's a really fun, mismatched look. There's even a hanky sewn into the back pocket. For female Cast Members in these areas, we drew inspiration from carnival barkers, the people who entice you to come over and play the ring toss and other midway games. It was important to us that Cast Members weren't all wearing the same costume. These three unique looks – coupled with the existing Fantasyland Outdoor Foods and Walt Disney World [Railroad] Conductor costumes – combine to create some great visual interest and add to the richness of the circus story."

Those same principles – visual storytelling, operational flexibility, Cast comfort and safety – guided



Storybook Circus Attractions

Attractions

Merchandise

Photographer

the team's development of costumes for the nearby Enchanted Forest, where Guests will venture through the woods and into the worlds of *Beauty and the Beast*, *The Little Mermaid* (both later this year) and *Snow White and the Seven Dwarfs* (2014), as well as new costumes for the Castle Courtyard (the Fantasyland area we know today, which will be separated from the new forest by a castle wall).

"We looked at the Cast Members in these areas as being from two communities – rustic forest dwellers and those who live in the more refined Castle Courtyard," Pam explained. "In developing these pieces, we drew inspiration from the 1400s, 1500s and 1600s, and we took operational issues into careful consideration. Cast Members may, for example, have to move from a forest location to a courtyard location within their shift, so costumes for those roles would have to make sense in both settings. That turned out to be a fun challenge."

The team approached the wooded area's Attractions Cast Members as the "keepers of the forest," citizens who call the land home and live to protect its natural beauty. These friendly forest dwellers, with their roughly stitched, woody wardrobes, make a living in a variety of ways, including "working the docks" at Prince Eric's castle (home to the Under the Sea ~ Journey of The Little Mermaid attraction), which is conveniently located at the forest's edge.

Merchandise Cast Members, on the other hand, commute to the forest from their Castle Courtyard homes to sell their wares to forest dwellers. As such, their costumes are more refined, featuring rich fabrics and elaborate details reflecting their royal roots.

The Merchandise Cast costume is therefore a natural fit in both the Castle Courtyard (their home) and in the forest (where they sometimes go to work). But what about those woody attraction wardrobes? Will those Cast Members be free to move to another attraction on the other side of the castle wall?

"Absolutely," Pam answered. "Many forest dwellers take jobs in town. It isn't uncommon, for example, for Cinderella to hire forest dwellers to help host her Guests in the courtyard. From delivering firewood to paying their taxes, the forest dwellers have a variety of reasons to leave the woods and head into town. Yes, even the forest dwellers have to pay taxes."

Bridging the courtyard to the forest is the Be Our Guest Restaurant, where the Beast's castle staff will sport a look that is decidedly upscale.

"There are no class differences in these particular costumes," Pam said.

Not far from the Be Our Guest Restaurant is Gaston's Tavern, where Cast costumes – like all details in this area – celebrate Gaston.

"The tavern's Cast will dress a lot like Gaston," Pam told us. "They'll look at home in the forest but with a little extra Gaston flair."

While it may be too soon to tell, *Disney Files* Magazine predicts that Fantasyland Cast Members will aspire to sport that flair and work for Gaston. For there's no man in town half as manly. Perfect, a pure paragon. You can ask any Tom, Dick or Stanley, and they'll tell you whose team they'd prefer to be on. (Sing away, friends!)



Storybook Circus Merchandise

Merchandise

Be Our Guest Restaurant

Fantasylandscaping

Walt Disney World Resort: In describing people whose preoccupation with details impedes their understanding of the “big picture,” one might say they “can’t see the forest for the trees.” Immune from such description are Walt Disney Imagineers, whose famed attention to detail is matched by an equal attention to the big picture, keeping both the forest and its trees in constant focus.

For some of the Imagineers behind the Fantasyland expansion project’s Enchanted Forest at the Magic Kingdom Park, the focus on forest and trees *literally* involves forest and trees. *Disney Files Magazine* visited with Walt Disney Imagineering Landscape Design Director Becky Bishop, who has spent more than 25 years telling colorful stories through Disney Parks’ greenest spaces.

“The big goal when we started this project from a landscape standpoint was not only to create a lush, green space, but also to dramatically change the grading of the land,” Becky said of a job site in one of America’s flattest

states. “We knew we’d need a lot of depth and texture and changes in elevation to really transport Guests from the Castle Courtyard to the Enchanted Forest.”

Those transporting details begin on the ground, where details ranging from carved hoof prints and wagon-wheel tracks to natural pebbles and aged flagstone are likely to be discovered first by kids. Even the forest floor’s “curbs” – carefully sculpted using a custom form-liner to create the convincing illusion of sloughing mud – reflect this painstaking attention to detail.

Adding to the new Fantasyland topography are collections of trees that really aren’t new. From majestic oaks that have grown for decades on the Walt Disney World tree farm to towering trees selected from nurseries – and even homes – across the country, each tree reflects the project’s emphasis on “mature specimens.”

“We’ve selected trees that have grown to at least 80 percent of their maximum size,” Becky explained. “That’s an important part of creating a place that’s designed to look as though it’s always been there, just beyond the castle wall. And, of course, Disney never goes for the trees everybody else wants. Straight and narrow trees are perfect for city streets, but not for us. I’m always looking for uniquely shaped trees in older nurseries or in someone’s backyard. I want curly and tangly and full of character so I have more to play with.”

Patti Faye Evergreens

3" SQ. x 8' S.S. GATE POST W/ CARVABLE EPOXY THEMED AS WOOD. POST FACADE TO MATCH TYP. GUARDRAIL PICKET

GATE LATCH (PLANTER SIDE)

2' 3'-0' 2'

Some of the forest's trees will be varieties not seen elsewhere in the Parks, including oaks that are part of the glauca family and look quite different from their Florida cousins.

"They're kind of a blue-gray, and they have small leaves with no serrated sides like typical Florida oaks have," Becky said. "When we brought them in, I can't tell you how many people asked, 'What are these?' They look great, and they add so much to the forest's look."

The oaks are located near the forest's *Beauty and the Beast*-inspired venues, an area that presented the landscaping team with some imposing challenges.

"The animators of that film took some creative license with the landscapes," Becky said. "When you watch the movie, you see trees with unnatural combinations, like maple leaves and oak bark. So it's about finding real species that deliver on that look and feel, while also being suited for growth in Central Florida."

The Be Our Guest Restaurant area, for example, is set in an environment filled in the film with animator-created evergreens inspired by European pines, which unlike Florida pines, have distinctively pointy tops. For this area, Becky and her team selected a variety of deodar cedar trees known as Patti Faye Evergreens, which are conical in shape and hearty enough to withstand the Florida heat.

"I also wanted you to feel like you're really going up in elevation as you approach the restaurant, and the shape of this tree closely mimics those found in higher elevations," Becky said.

A waterfall running off the mountain and into a river flowing through a deep ravine beneath the restaurant's entrance bridge further reinforces the change in elevation.

While The Seven Dwarfs Mine Train attraction (opening nearby in an area inspired by the animated classic *Snow White and the Seven Dwarfs*) will continue the European-forest theme, the presence of a coaster presents its own unique hurdles.

"We're looking at juniper and cedar species that do well in Florida and grow more vertically than horizontally, making it easier for the Horticulture team to keep branches a safe distance from the track," Becky explained. "And we're employing a few tricks on the attraction's mountain with some artificial grass and about 55 artificial trees in descending sizes to support the forced-perspective illusion. It's going to look very cool. We're also going to have a lot of fun with the trees in the attraction's queue, mimicking the changes in tree species of various elevations. In the foothills, you get your deciduous trees, then you elevate to find your oaks,

and then pines and then spruce. For our attraction, the spruce elevation will be our artificials. At the foothills, we're going with about 80 birch trees, each with 4-5 trunks. You'll really feel like you're in a thicket of forest. The oaks we'll plant up against the cottage will add another bit of visual interest, as we're selecting species that'll change colors in the fall."

Introducing another wrinkle to the Fantasyland "forestation" project is the Under the Sea ~ Journey of The Little Mermaid attraction, which presented a place-making challenge Becky summed up with the question, "How do we leave a forest and hit the beach?"

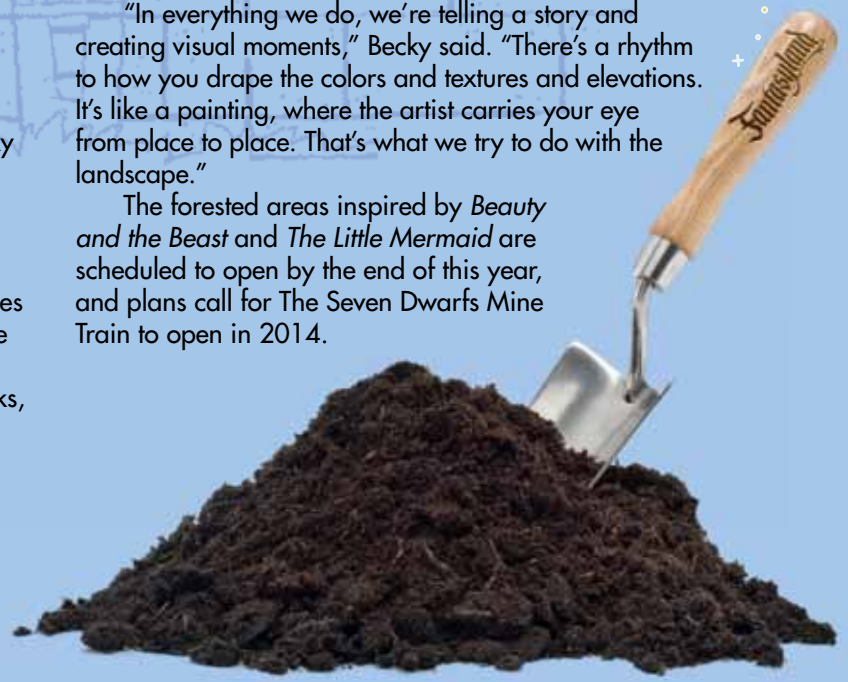
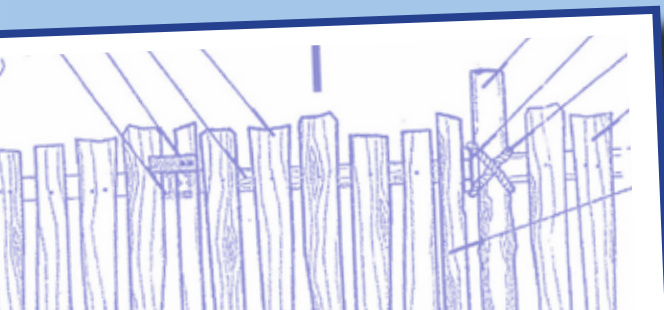
Solutions included everything from architectural details and rockwork designed to prevent the visual intrusion of one world into another, to a lowering of elevations as Guests travel "under the sea," preventing the area's palm trees from being on the same visual plane as the aforementioned Patti Faye Evergreens.

"The other challenge was selecting palms that are the appropriate scale for Eric's castle," Becky said. "So we ended up bringing a variety of heavier palms into the foreground, with thinner varieties in the background to create that depth of scale."

Further landscaping details in this area include "Chinese lantern" canopy trees that'll add splashes of red to the landscape when in bloom, sand in places typically occupied by mulch (even some walkways in this area will include a bit of sand in the pavement mix) and a special concrete sealer designed to make some areas of paved groundcover appear wet.

"In everything we do, we're telling a story and creating visual moments," Becky said. "There's a rhythm to how you drape the colors and textures and elevations. It's like a painting, where the artist carries your eye from place to place. That's what we try to do with the landscape."

The forested areas inspired by *Beauty and the Beast* and *The Little Mermaid* are scheduled to open by the end of this year, and plans call for The Seven Dwarfs Mine Train to open in 2014.



Sundown Mingle

Relax. Recharge. Reconnect.

Disney's Animal Kingdom Lodge: Earlier in this edition of *Disney Files Magazine* (page 2 to be exact), Disney Vacation Club Senior Vice President and General Manager Claire Bilby spoke of the magic that happens when Members gather, and she tipped her cap to a variety of ideas in the works to help families make social connections in our community.

One of those ideas recently came to life at Disney's Animal Kingdom Lodge, where Members and Guests are attending new Sundown Mingle gatherings at Jambo House during their stay at the Lodge. Typically scheduled twice a week and hosted by Disney Vacation Club Cast Members, these complimentary, early-evening soirees include hors d'oeuvres, drinks and even a parting gift.

"It's fitting that Jambo House – a place that shares its name with the Swahili word for 'welcome' – is the setting for these welcoming gatherings," Disney Vacation Club Marketing Manager John Charleston told *Disney Files Magazine*. "We hosted our first receptions this summer, and they were an instant hit. Some Members join us for a few minutes just to visit with their fellow Members or to get their questions answered by our Cast, and others relax with us for the entire hour, swapping vacation stories or sharing their insights with Guests. It's a great, casual atmosphere."

Due to limited capacity, the gatherings are available exclusively to Members and Guests staying at Disney's Animal Kingdom Lodge (either in Jambo House or Kidani Village), and advance reservations are required. Simply visit a Disney Vacation Club Information Center at Disney's Animal Kingdom Lodge during your stay at the Lodge to register for the next available reception. As an added convenience, complimentary transportation between Kidani Village and Jambo House is available to those attending the reception, and complimentary childcare is available during the event.

These social gatherings are just the latest Disney Vacation Club addition to Jambo House, where new Disney Vacation Club model villas recently debuted on the building's fifth floor.

"Disney's Animal Kingdom Lodge may be one of the most exotic places in our neighborhood, but we pride ourselves in making it feel like home," John said. "The new receptions are a fun part of that commitment to our Members, and they're enhancing many families' stays at the Lodge."





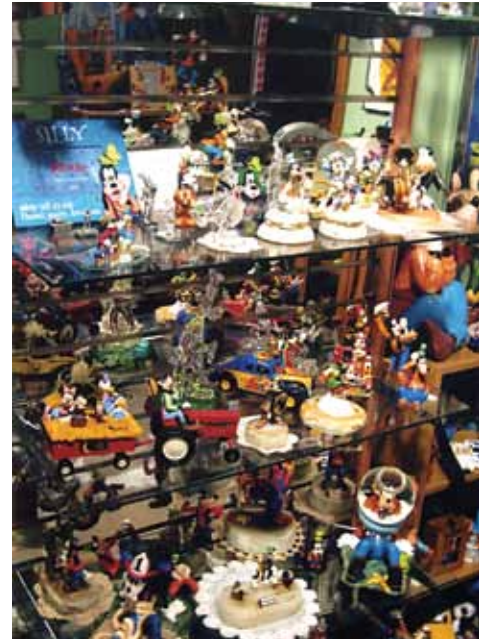
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WHERE MEMBERS LIVE

DISNEY FILES MAGAZINE
CELEBRATES MEMBERS WHO USE
DISNEY IN THEIR DECORATING

"I have been an avid Goofy collector for a long time. He makes me laugh when I am sad or had a bad day at work. All I have to do is go down to my Goofy room and look around at my collection, and then suddenly the bad day goes away and a smile comes over my face ... Every time I go to Disney, I try to get another Goofy ... It is hard to remember what I have and if what I see is a duplicate. My husband's Aunt, who is 86, also likes Goofy, and on special occasions, she is a recipient of any duplicate Goofys I have. At times, I get a bit Goofy, so I can relate to him."

- Nadine Mazienis of Tennessee, Member since 1997



Do you have a Disney home? Whether it's an expansive collection of Disney memorabilia or a more subtle space inspired by your favorite Disney destination, we'd like to see it. Send your photos (keeping copies for yourself as we won't return ours), along with a letter containing your "Member Since" year and describing your unique Disney style, to Disney Files Magazine, Disney Vacation Club, 1390 Celebration Blvd., Celebration, FL 34747. Remember to include a signed release form, available for download and printing online at www.dvcmember.com/releaseform. (One form will suffice if there are no people in your photos. If your family does appear in the shots - which we encourage - please include a form for each person pictured.)

Member Perks the icing on the cake

Come together

Members reuniting for new “Welcome Home Wednesdays” show

Walt Disney World Resort: Members are reuniting weekly for a new family-reunion-themed “Welcome Home Wednesdays” show at Disney’s BoardWalk Resort (most Wednesdays at Atlantic Dance Hall from 2-3 p.m.).

“Transforming our Member Update presentations into the more interactive ‘Welcome Home Wednesdays’ game show some years ago proved to be enormously successful,” said Carol Chukwu, one of the Disney Vacation Club Cast Members behind the event. “Members loved the opportunity to not just be part of the audience, but part of the show. So our goal with the event’s latest evolution is to engage as many Members as possible.”

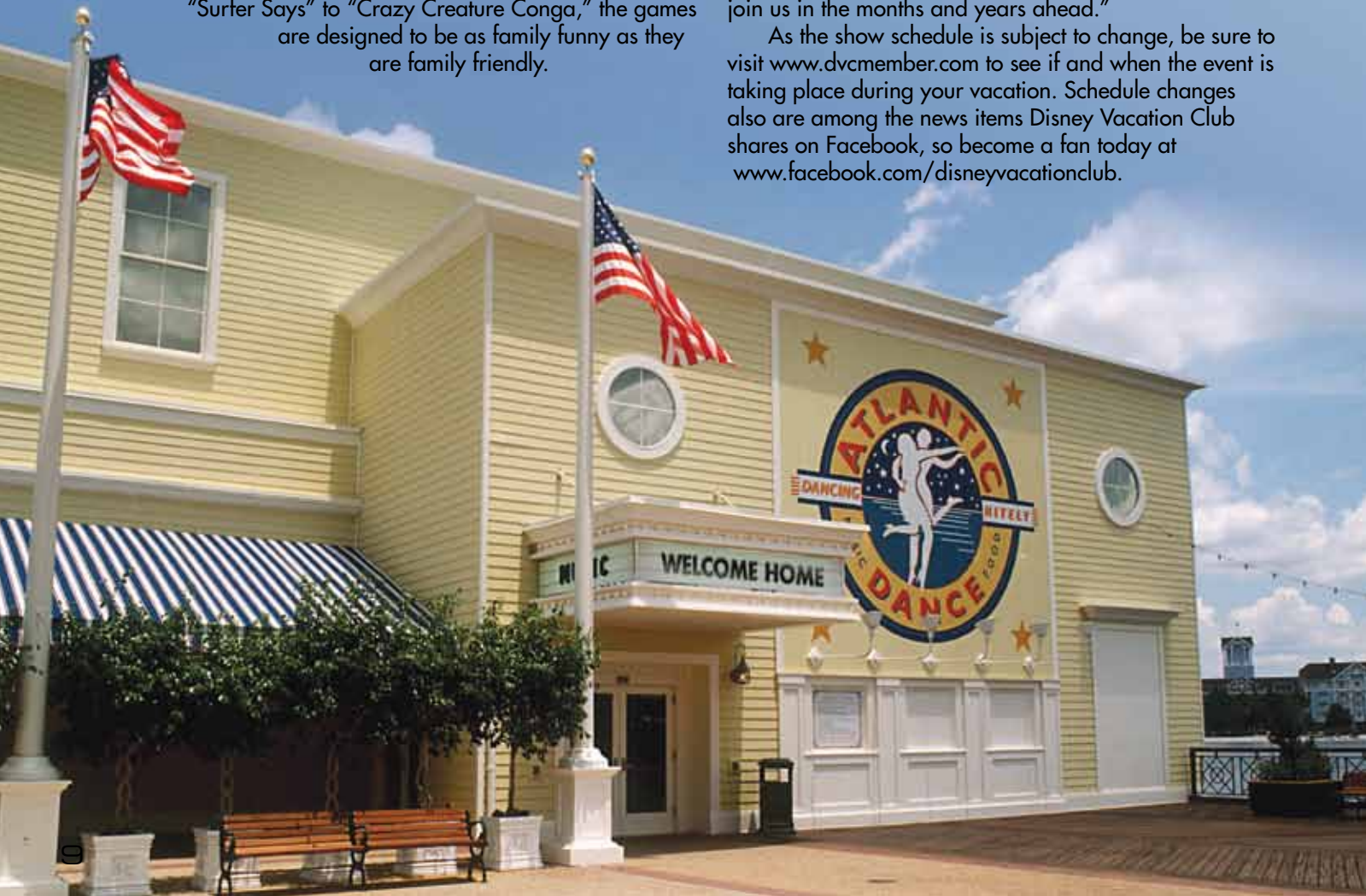
Hosted by two “long-lost relatives” (the quick-witted cousin you never knew you had and the bubbly niece you always wish you had) and staged in a backyard-picnic setting, the re-imagined show invites Member families to participate in a variety of home-spun games inspired by Disney Vacation Club Resorts and experiences. From “Surfer Says” to “Crazy Creature Conga,” the games are designed to be as family funny as they are family friendly.

“Each game calls for new contestants, allowing more Members than ever to be part of the show,” Carol explained. “And, since we’ve created more games than we could possibly play during a single show, we’re able to rotate games and keep the experience fresh week in and week out. When you add the always unpredictable mix of outcomes and participating personalities, you really never know what you may see.”

Along the way, the players and audience gain valuable Membership insights, enjoy refreshments and – perhaps most importantly – mingle with their Disney neighbors.

“Member events are all about the camaraderie,” Carol said. “No matter the theme or setting, the highlight of every Member event is that sense of community. It truly is like a family coming together, which made the family reunion concept a natural fit. We’ve been thrilled with the response so far, and we can’t wait for more families to join us in the months and years ahead.”

As the show schedule is subject to change, be sure to visit www.dvcmember.com to see if and when the event is taking place during your vacation. Schedule changes also are among the news items Disney Vacation Club shares on Facebook, so become a fan today at www.facebook.com/disneyvacationclub.



Did you know? Last Halloween, American adults spent \$1 billion costuming their kids, \$1.2 billion costuming themselves and \$310 million costuming their pets.

More dreams, less screams

Halloween parties offer Member discounts

Disneyland and Walt Disney World Resorts: Some revelers like to spend their Halloween time in very dark places – the kind where clowns don't go for laughs, chainsaws cut more than just trees and the guy in the hockey mask doesn't even know how to skate. Others take a decidedly softer approach, preferring to celebrate in a way that's more sweet than scary and doesn't prevent kids from getting to sleep. For those tamer trick-or-treaters, Disney Parks proudly present family-friendly Halloween parties so happy that even the ghosts are grinning.

Florida: This treasured tradition of "after-hours" autumn events began at the Walt Disney World Resort, where Mickey's Not-So-Scary Halloween Party at the Magic Kingdom Park welcomes Guests (many of whom wear costumes*) to the ultimate trick-or-treating experience. In addition to Park attractions and the aforementioned trick-or-treating, partiers enjoy Disney characters decked out in their Halloween best, Mickey's Boo-to-You Halloween Parade (featuring a spook-tacular ride by the Headless Horseman) and the Happy HalloWishes fireworks spectacular (in which "Disney Villains go trick-or-treating in the sky").

This year's parties are scheduled to take place on Sept. 11, 14, 18, 21, 25, 28 and 30; Oct. 4, 5, 8, 11, 12, 14, 16, 18, 21, 23, 25, 26, 28, 30 and 31; and Nov. 2. Disney Vacation Club Members may call Member Services to purchase advance tickets for

themselves and as many as five Guests at a discount for select nights. Members also may visit DVCMember.com for details about purchasing tickets online. Discounted prices for parties taking place on Sept. 11, 14, 18, 21, 25 and 28 are \$52.95 plus tax for partiers ages 10 or older, and \$47.95 plus tax for kids ages 3-9; while prices for Sept. 30, and Oct. 4, 8, 11, 14, 16, 18, 21, 23 and 25 are \$54.95 plus tax for partiers ages 10 or older, and \$49.95 plus tax for kids ages 3-9.

California: The popularity of a similar trick-or-treating event in the Golden State – Mickey's Halloween Party at Disneyland Park – has prompted its expansion from 10 nights last year to 11 this year, allowing even more families to take part in the festivities. This year's parties are scheduled to take place on Sept. 28, and Oct. 2, 5, 9, 12, 15, 19, 23, 26, 29 and 31. Disney Vacation Club Members may call (714) 781-4400 to purchase advance tickets for themselves and as many as seven Guests for parties taking place on Sept. 28 and Oct. 2, 5, 9, 15 and 23 for the discounted price of \$46 each (for any Guest age 4 or older).

While at the Disneyland party, don't forget to check out two classic attractions that take on new life (or afterlife) this time of year: Haunted Mansion Holiday and Space Mountain Ghost Galaxy!

Remember to have your Disney Vacation Club Member ID handy if you're picking up tickets to the party at a will call location.



*Please choose costumes that are not obstructive, offensive or violent, and note that Guests' eyes must be visible at all times. Event admission isn't included with regular Park admission, and event tickets are valid only during specific event dates and hours. Discounts cannot be combined with other offers.

picture this

Disney Vacation Club Members have a sharp eye for detail. Put that skill to the test by spotting the seven things we've altered in this photo of Disney's Animal Kingdom Villas' intricate curtain sheers.



original



altered

(1) the upper portion of the panel on the left has sprouted a new leaf, (2) Simba has grown longer hair atop his head, (3) Simba's left eye has lost its twinkle, (4) Simba's nose has darkened, (5) the right side of Simba's face has grown another whisker, (6) Simba's mouth has opened and (7) the overlap of sheers at the middle of the image has widened.



Saffron and Fennel Risotto

Even if you aren't sailing on the Member Cruise this fall (Sept. 16-20), you can enjoy a little Disney Dream cuisine with this recipe for the saffron and fennel risotto served in the ship's Enchanted Garden restaurant. While the restaurant serves this classic Italian dish with a pan-seared sea bass and sweet chili glaze, its culinary versatility presents endless pairing possibilities.

Serves: 4

Ingredients:

- | | |
|--|--|
| 1 head fennel | |
| 8 cups reduced-sodium chicken or vegetable stock | 1/2 to 3/4 cup freshly grated Parmesan cheese (or more to taste) |
| 1 large pinch saffron threads | 1/2 cup heavy cream |
| 2 tablespoons unsalted butter, divided | 1/2 cup mascarpone cheese |
| 2 shallots, peeled and finely diced | Coarse salt and freshly ground black pepper to taste |
| 2 cups Arborio rice | |

Steps:

1. Finely dice the fennel bulb until you have two tablespoons of diced fennel to use in step 3. Save any remaining fennel to use as you see fit in other dishes (properly refrigerated fennel can last as long as a week). Chop two tablespoons of the fennel's green fronds and set aside to use later as a garnish. (You may discard any remaining fronds.)
2. Bring your chicken or vegetable stock to a simmer in a large saucepan over medium-high heat. Then reduce the heat to medium-low and add the saffron. Keep this stock on the medium-low heat while you move on to step 3.
3. In a large sauté pan, heat 1 tablespoon of butter over high heat. Add shallots and diced fennel, and sauté for 1-2 minutes.
4. Add the rice to the sauté pan (the one with the butter, shallots and fennel), stirring to coat the rice in the butter. Cook until the rice turns milky white and opaque, and just begins to stick to the bottom of the pan.
5. Add the wine to the rice pan and stir for about 2 minutes until the wine is nearly absorbed. Now ladle about 1 cup of the simmering saffron stock into the rice. Cook for about 2 minutes, stirring often, until the stock is almost completely absorbed before ladling in another cup of stock. Continue this process, stirring gently, until the rice is creamy and cooked through.
6. Stir in the grated Parmesan, cream and mascarpone, and season to taste with salt and pepper.
7. Stir in the remaining tablespoon of butter to finish, and serve with a garnish of chopped fennel fronds.

This recipe has been converted from a larger quantity in the restaurant kitchens. The flavor profile may vary from the restaurant's version. All recipes are the property of Walt Disney Parks and Resorts U.S., Inc., and may not be reproduced without express permission.



neighborhood notes

new and newsworthy in our magical community



In honor of the Epcot International Food & Wine Festival, taking place from Sept. 28–Nov. 11, Disney Files Magazine has dedicated much of the space in this spread to news items involving food and restaurants. Visit www.disneyworld.com/foodandwine for the latest details about the festival, which will fill the Park with international marketplace kiosks featuring tasty tapas and refreshing beverages, cooking demonstrations and dining events (some of which require separate tickets and advance reservations, so check out the aforementioned website), mixology classes and wine tastings, live musical performances from popular hit-makers and more.

Aulani, Disney Vacation Club Villas, Ko Olina, Hawai'i:

Mama's Snack Stop is now open next to the Papalua Shave Ice location in the resort's Waikolohe Valley. The new quick-service eatery serves up a variety of on-the-go items, from familiar chicken tenders, hot dogs and fries to such island-inspired fare as Maui-style chips and macadamia pineapple cupcakes. Also new to the resort is an à la carte dinner menu at Makahiki, available to Guests as an alternative to the restaurant's expansive buffet. Finally, the resort's new Disney Vacation Club Family Meal program lets Members order family-style dinners through Private Dining for delivery to their villas. Each meal serves four and includes generous portions of an entrée, side dishes, salad and dessert. Larger families may increase their orders by portions of two. Look for details in your villa or call Private Dining from your villa phone during your next Aulani vacation.

Disney's Animal Kingdom Lodge: The Mara, the quick-service restaurant at Disney's Animal Kingdom Lodge, welcomes cultural representatives daily to share the meaning behind Adinkra African symbols. Used extensively in African art, architecture and rituals, these symbols are as evocative as they are decorative. Guests may then choose to have their faces painted with their favorite symbol. For more details about this and other activities taking place during your stay, contact the Front Desk or check the Guest-activities calendar you receive upon check-in.

Disney's BoardWalk Resort: One of the vacation kingdom's most decadent dining experiences tempts taste buds five nights a week just steps away from Disney's BoardWalk Villas. The Chef's Tasting Wine Dinner at

Flying Fish Café is drawing rave reviews from critics and foodies alike, serving a six-course gourmet meal to as many as 10 Guests seated around the restaurant's exhibition kitchen. A chef personally presents each course with insightful side orders of stories about the dishes' inspirations and origins. The experience is available Sunday through Thursday (seatings at 5:30 p.m. and 8:15 p.m.), and the cost of \$149 a person plus tax includes gratuity. For reservations, call Member Services or visit www.disneyworld.com/dining (look for the Flying Fish Café Chef's Tasting Wine Dinner in the site's Dining Events section).

Disney's Contemporary Resort: Look for a variety of Florida fall crops – from Orlando tangelos to grapefruit harvested along the Indian River – as featured items at The Wave...of American Flavors, just steps away from Bay Lake Tower at Disney's Contemporary Resort. These seasonal items join an ever-evolving menu that recently welcomed a new signature Grilled Top Sirloin Steak Salad. Located near the front desk on the ground floor of Disney's Contemporary Resort, the popular restaurant offers a 10 percent Disney Vacation Club Member discount.



Disney's Old Key West Resort: Be sure to ask about "Member Specials" at Olivia's Café at Disney's Old Key West Resort. From pot roast to salads to the restaurant's famous buttermilk fried chicken, these special dishes add to an eatery that already offers one of Disney's broadest menus, thanks to the now-all-day availability of its lunch and dinner dishes. Chargrilled steaks, prime rib, specialty burgers, shrimp and grits, conch fritters, a sustainable catch of the day and a rotation of soups are among the lunch and dinner highlights, while breakfast options include such standouts as banana bread French toast, eggs Benedict and a Conch Flats omelet featuring shrimp and avocado. Don't see what you're looking for on the menu? The chef may be able to prepare it anyway. Special requests are a tradition at this welcoming restaurant, where Member photos greet you at the door and old friends welcome you home.



Disney's Saratoga Springs Resort & Spa: Most Members at Disney's Saratoga Springs Resort & Spa have discovered that the Paddock Grill serves up burgers and fries, but did you know that the poolside eatery also offers such specialty items as a grilled chicken sandwich with herbed goat cheese and sundried tomato pesto, and a grilled fish sandwich with herb mayonnaise and citrus slaw? Add a variety of beverage options (both with and without alcohol), soft-serve ice cream and ice cream novelties, and you have all the makings of the perfect pool party.

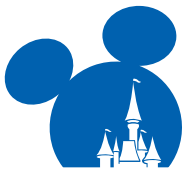
Disney's Vero Beach Resort: Disney's Vero Beach Resort is planning a Thanksgiving feast that'll make families think they've just sailed in on the Mayflower (assuming the Pilgrims had access to master chefs). Shutters will present a carving station, pasta station, chef-attended salad station, chilled seafood display, a dessert room and more during this all-you-care-to-eat Thanksgiving Day buffet on Nov. 22 from 11 a.m.-9 p.m. Space is limited, so call (772) 234-2180 for reservations.

Disney's Yacht & Beach Club Resorts: A variety of refurbishment projects are sprucing up Disney's Yacht & Beach Club Resorts, from Cape May Café (scheduled to have reopened by the time this magazine mails) to Yachtsman Steakhouse (scheduled for refurbishment Aug. 27-Sept. 14) to Hurricane Hannah's (scheduled for refurbishment Sept. 1-Dec. 17).

Member Services hours extended: To better meet Members' needs, Member Services has extended operating hours to 9 a.m.-7:30 p.m. Eastern on weekdays (previously 9 a.m.-5:30 p.m.), while maintaining its 9 a.m.-5:30 p.m. Eastern weekend hours.

Condo Meeting: The 2012 Disney Vacation Club Condominium Association Meeting is scheduled to take place on Dec. 13 at the Walt Disney World Resort. Plans call for this year's meeting to debut a new, condensed format, removing the entertainment elements that have elongated the meeting through the years and focusing instead on core Disney Vacation Club agenda items, allowing Members to get back to their Walt Disney World vacation as quickly as possible.

Pool hopping: Whenever you're using your Membership to stay at a Disney Vacation Club Resort at the Walt Disney World Resort or at Disney's Vero Beach Resort, you and any Guests staying with you are permitted to pool hop to other eligible pools if they're not at capacity. Due to expected high occupancy, pool hopping isn't available Aug. 31-Sept. 3, Nov. 19-25, and Dec. 16, 2012-Jan. 5, 2013. Pool hopping is never available at Bay Cove Pool at Bay Lake Tower at Disney's Contemporary Resort, the pools at Disney's Animal Kingdom Lodge, Stormalong Bay at Disney's Yacht & Beach Club Resorts, the pool at Disney's Beach Club Villas, the pools at Disney's Art of Animation Resort or at the Disneyland Resort in California. Further block-out dates may be added based on capacity issues.



Disney destinations



FRESH FOR FLORIDA

The uniqueness of Ariel's Magic Kingdom attraction

Walt Disney World Resort: While this fall's highly anticipated opening of *Under the Sea ~ Journey of The Little Mermaid* follows the successful launch of a similar attraction at Disney California Adventure Park, unique elements of the Florida version are designed to take you to "a whole new world." Wait, wrong movie. Let's try that again... Unique elements of the Florida version are designed to make you "part of that world." (That's better.)

"The magnitude of the Fantasyland expansion project gives us the luxury of more space to tell our story," Walt Disney Imagineering Creative Director Dave Minichiello told *Disney Files Magazine*. "Prince Eric's castle from the film dominates

our landscape of rocky beachside cliffs. You'll be immediately transported to that world before you even step into the grotto. I was just out on the construction site, and the castle's sculpted plaster is looking spectacular. It's really going to be a stunning icon."

Traveling beneath Eric's castle, Guests will notice that the naturalistic rockwork begins to morph into more human-influenced architecture.

"The further you travel in the queue, the more fanciful your surroundings become," Dave explained.

That progression reaches a peak – quite literally – in the final room Guests will enter before boarding their clamshell vehicles. The room's vaulted ceiling will display



Prince Eric's castle under construction



Queve cavern



Nautical detail

intricately painted frescos depicting fictitious tales of sea creatures. The last of those frescos will feature Ursula, the eel-befriending, scroll-wielding, poor-unfortunate-soul-squashing sea witch who famously lost her epic battle of ship vs. sternum on the silver screen.

Also unique to the Florida attraction is the sprawling mural that'll serve as the loading area's dramatic backdrop. Developed in partnership with Michael Peraza, who worked as the Academy Award-winning 1989 film's art director, the mural finds Ariel in the distance of a seascape scene in the "magic hour" of dusk, with magical sun rays giving clouds the subtle appearance of movement.

"We were thrilled to work with Michael on this piece," Dave said. "It's a breathtaking work of art that sets the perfect mood for our journey."

Asked to share unique details from within the attraction itself, Dave appeared to have signed his voice away to the aforementioned sea witch, unwilling to spill

the proverbial beans.

"We've indeed made a few modifications to staging within the attraction and have added a few surprises," he eventually acknowledged. "While I won't spoil those surprises here, I will give Disney Vacation Club Members a little hint about some visual details I think they'll enjoy. This show building sits on the former site of the classic 20,000 Leagues Under the Sea attraction, so we've hidden several fun little tributes throughout the building."

Dave also acknowledged that, as in the film, Ariel's journey will ultimately end with a realization of her dream to be "where the people are," and an all-new grotto adjacent to the attraction will allow the little mermaid herself to meet and greet all those people whose legs are required for jumping, dancing and strolling along down a (what's that word again?) street.

"We've had her over to check out the new grotto," Dave said. "She's very excited about it."

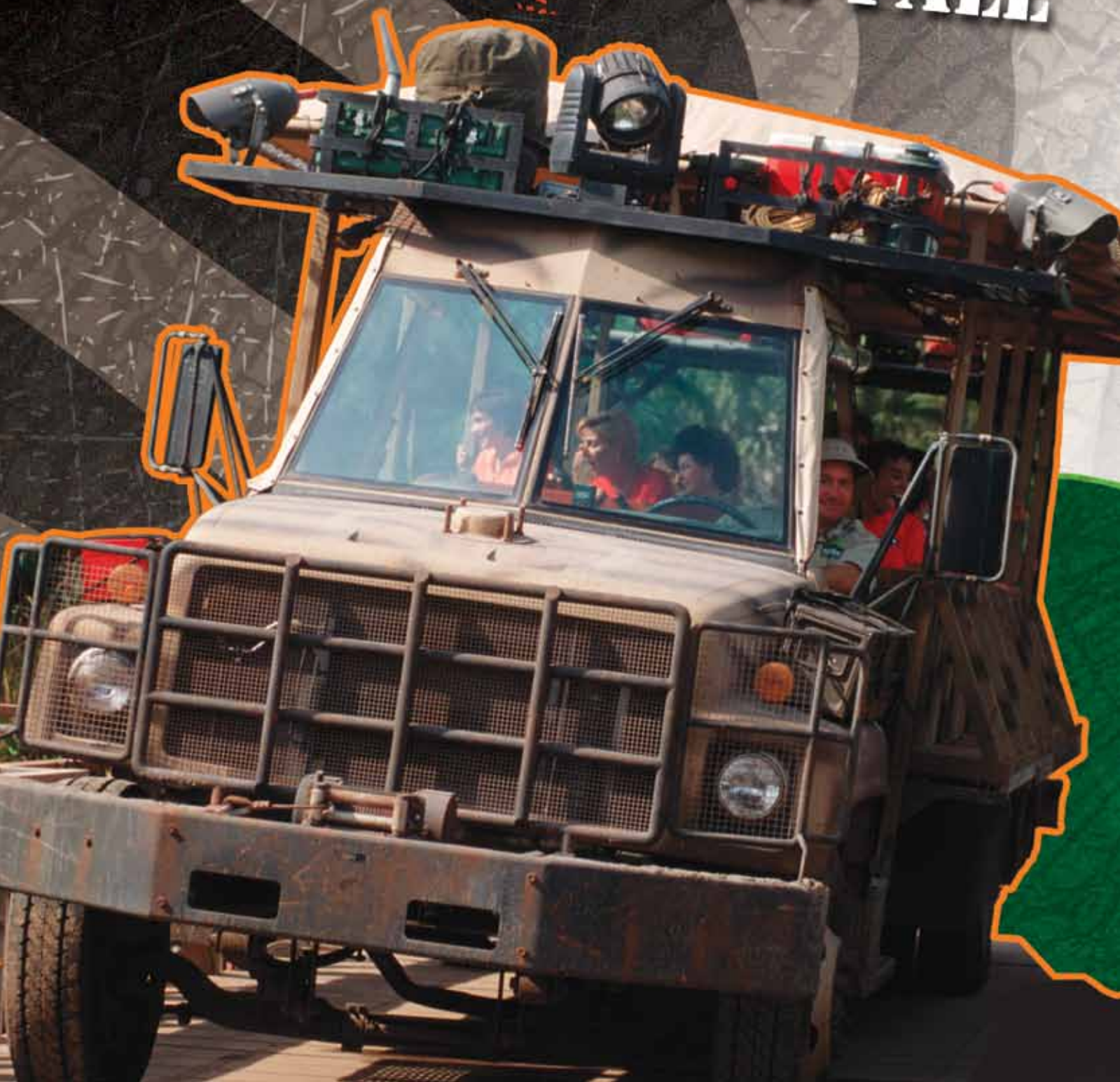


Scan this black-and-white box with your smart phone's QR code scanner to unlock a behind-the-scenes video of Walt Disney Imagineers creating the spectacular mural in the attraction's loading area. If you don't have a smart phone, visit www.disney.com/blog and search for Little Mermaid Imagineers Mural.



STRIPES

ARE IN THIS FALL



Zebras gaining ground at Kilimanjaro Safaris

Walt Disney World Resort: While Walt Disney Imagineers may be famous for their colorful imaginations, one of their latest creative projects is best represented in black and white (specifically black with white stripes or vice versa, depending on who you ask).

That project, first reported in the summer edition of *Disney Files Magazine*, is a new finale scene for the Kilimanjaro Safaris attraction at Disney's Animal Kingdom Theme Park that'll end poachers' pursuit of an imaginary elephant and create an expansive new home for real zebras.

"We're always looking for opportunities to introduce more animals to the Guest experience," Walt Disney Imagineering Art Director Joan Hartwig told *Disney Files Magazine*. "We're also always doing research, and Guest feedback told us that zebras are among the animals that Guests look for most out on the safari. The new finale scene is designed to help Guests get a much closer look at this beloved species."

Joan reported at press time that the new zebras are settling nicely into their new Disney's Animal Kingdom home as Imagineers work closely with Disney's Animals, Science and Environment experts to create a welcoming habitat for the striped stars. The attraction remains open during construction, and plans call for the new finale scene to debut later this fall.

"Zebras have a reputation for being a little ornery, so we anticipated the acclimation process being among the unique challenges of this project," Joan said. "But they're actually getting along remarkably well, both with the team and with each other." (Disney has that effect on people, so why not animals?)

While the new finale will no longer cast Guests in the role of poacher police, the anti-poaching message remains among the attraction's ecological messages.

"The concept of conservation and the spirit of a call to action for all of us in the world is still embedded as the central conflict in our story," Joan said. "We've always aimed to deliver the best safari experience a family can enjoy without actually traveling to Africa, and the new finale scene will further build on that mission."

The introduction of more living creatures to the attraction aims to further strengthen Guests' bond with the natural world.

"Rather than simply telling people how to behave, we work as Disney's Animal Kingdom storytellers to create emotional connections with the world and the animals in it," Joan continued. "The animals become ambassadors of conservation. To see them is to care about them. That's the authentic experience the attraction and the Park as a whole deliver so beautifully, and it's more powerful than any written plotline."

To help Members maintain their status as the smartest explorers on the savanna, *Disney Files Magazine* is pleased to present a few fun facts about zebras. (Though to be fair, one fact is less than factual. We trust you'll spot it.)

- The average plains zebra is smaller than other zebra species, with a thick body and shorter legs.
- Plains zebras tend to have very dark (often black) muzzles.
- A plains zebra's stripes run vertically on the front of its body and horizontally toward the back.
- The plains zebra is a highly social animal. (So do say hello.)
- Most plains zebras live in grasslands with few trees.
- Plains zebras never order condiments on their sandwiches.
- Zebras play an important role on the savanna, grazing

- on tall grasses and clearing the way for other animals that rely on the more-nutritional grasses below. Wildebeests are among those short-grass grazers, making the two species common friends.
- Scientists have a variety of theories about the purpose of zebra stripes. Some, for example, believe the stripes camouflage zebras in tall grasses, effectively protecting them from color-blind predators. Others believe the stripes simply impair predators' ability to judge the zebra's distance, size and running direction. Still others see personal identification as the primary purpose of the stripes, which are unique to each animal.



BUZZWORTHY

10 stories • 2 pages • 1 space ranger

D23 Presents

TREASURES

of the
Walt Disney
Archives

THE REAGAN LIBRARY

D23: More than 500 historic artifacts representing almost nine decades of Disney history are on display to the public through April 2013 as part of a new exhibit titled “D23 Presents Treasures of the Walt Disney Archives” at the Ronald Reagan Presidential Library & Museum in Simi Valley, Calif., about 60 minutes north of downtown Los Angeles and approximately two hours north of the Disneyland Resort. From film props and costumes to theme park models and artwork to personal items and furnishings owned by Walt Disney himself, the 12,000-square-foot exhibit showcases Disney’s rich entertainment legacy and celebrates the long personal friendship and professional collaboration between Walt Disney and Ronald Reagan. D23 Members save \$2 on adult admission. For exhibit hours and additional information, visit www.reaganlibrary.com or www.disney.com/D23.

Disney Parks: The new Starbucks coffee location in the Fiddler, Fifer and Practical Café at Disney California Adventure Park is the first of several unique Starbucks stores coming soon to the Disneyland and Walt Disney World Resorts. Inspired by Guest feedback, plans call for five additional Starbucks locations to open in the future (dates to be determined), including one inside Disneyland Park and one in each of the four Walt Disney World Theme Parks. In true Disney Parks fashion, each location will reflect the detailed theme of its environment.

Disneyland Resort: Disney Legend and celebrated costume designer Alice Davis recently received the high honor of a Main Street, U.S.A., window at Disneyland Park. Hired by Walt Disney himself, Alice lent her talents through the years to costumes on everything from live-reference models for animated films to Audio-Animatronics characters in iconic Disneyland attractions, including “it’s a small world” and Pirates of the Caribbean. All of us at Disney Vacation Club – particularly those of us who enjoyed the remarkable experience of sailing with Alice aboard a Member Cruise – congratulate this deserving honoree.

Disneyland Resort: Ariel’s Grotto at Disney California Adventure Park now welcomes Guests to Character Dining experiences featuring Disney Princesses during breakfast, lunch and dinner. Note that, while this location no longer offers “World of Color” dining packages, such packages remain available at a variety of other restaurants. To book Ariel’s Disney Princess Celebration at Ariel’s Grotto, call (714) 781-DINE (3463) or email your reservation request to dine@disneyland.com.

Disneyland Resort: The completion of the Disney California Adventure expansion project has allowed the Theme Park to once again present its popular Pixar Play Parade, which took a yearlong break during the construction process. Characters from such hit Disney-Pixar films as *Toy Story*, *Cars*, *Finding Nemo* and *Monsters, Inc.*, now engage Guests along an extended parade route that stretches from that ominous hotel in Hollywood Land to those Silly Symphony Swings at Paradise Pier. Be sure to look for Violet when you see *The Incredibles* unit, as she’s among the parade’s newest additions.



Walt Disney World Resort: Work continues throughout the expanding Fantasyland area at the Magic Kingdom Park, where Storybook Circus welcomed the Casey Jr. Splash

'n' Soak Station and the second half of the Dumbo the Flying Elephant attraction this summer. The next wave of milestones are scheduled to arrive in the Enchanted Forest neighborhood this holiday season, with targeted openings of the Under the Sea ~ Journey of The Little Mermaid attraction and the Enchanted Tales with Belle experience, as well as the Be Our Guest Restaurant, Gaston's Tavern and Ariel's Grotto. The Seven Dwarfs Mine Train is slated to join the Enchanted Forest in 2014.

Walt Disney World Resort: Chef Renzo Barcatta, who grew up in Cavalese, Italy, has prepared more than two-dozen food items (including cheeses, cured meats, sandwiches, pasta and sweets) to serve along with more than 200 Italian wines and beers at the new Tutto Gusto Wine Cellar, located adjacent to the newly refurbished Tutto Italia Ristorante in the Italy pavilion at Epcot. The intimate space features stone walls and floors, vaulted ceilings, a fireplace and seating for 96 Guests. Tutto Gusto is open from 11:30 a.m.-9 p.m. daily and is part of the Disney Dining Plan.

Walt Disney World Resort: While Mother Nature can spend tens of thousands of years creating a new volcano, Downtown Disney crews need only a few months to accomplish the feat. Towering over Rainforest Café at Downtown Disney Marketplace, the smoldering new peak (slated for completion this fall) is part of an eye-catching refurbishment project that also calls for the addition of a new "Lava Lounge" to the popular family restaurant. The bold enhancement effort is just the latest project to fuel the continuous evolution of the bustling marketplace, which re-opened its new-look Basin bath-and-beauty store earlier this year.

Shanghai Disney Resort: The Shanghai Shendi Group recently marked the completion of site formation work and officially handed over two key parcels of land for resort construction. Slated to open in late 2015, the new resort in China will feature a Shanghai Disneyland Theme Park, two themed resort hotels, recreational facilities, a lake, transportation hubs, and a large retail, dining and entertainment area.

Walt Disney World Resort: Our old friend the Orange Bird has returned home to the Magic Kingdom Park. Created through a promotional agreement with the Florida Citrus Commission, the silent bird shared his sweet thoughts through puffs of orange smoke and endeared himself to Walt Disney World Guests from 1971-1987.

The enthusiasm surrounding the bird's cameo appearances through Walt Disney World 40th-anniversary merchandise and events in 2011 prompted the character's Adventureland return earlier this year. Walt Disney Imagineers even retrieved the original Orange Bird figure from the Walt Disney Archives and returned it to the Sunshine Tree Terrace, which once again offers its famous citrus swirl frozen treats and novelty Orange Bird "sipper" cups.



Use your smart phone's QR code reader to scan this black-and-white box, which will link you to an episode of D23's online series "Armchair Archivist" exploring the history and return of the Orange Bird. If you don't have a smart phone, simply visit www.disney.com/d23, click on Armchair Archivist on the left side of the page and look for the episode titled "The Orange Bird."



Strong breed: *Frankenweenie* follows in the footsteps of Tim Burton's stop-motion animated films *Corpse Bride* and *The Nightmare Before Christmas*, both of which earned Academy Award nominations.

A new leash on life

Frankenweenie opening in U.S. theaters Oct. 5

About 30 years ago, a young Disney animator named Tim Burton dreamed of creating a full-length, stop-motion animated film about a boy and his dog. As budget constraints forced the budding filmmaker to direct the piece instead as a live-action short in 1984, those feature-length dreams were laid to rest. Now, like the story's leading dog, Burton's original intentions have risen from the dead.

Like the short that came before it, the new full-length, stop-motion, black-and-white 3D film tells the story of Victor, a well-intentioned young boy who harnesses the power of science to bring his departed dog, Sparky, back to life. Victor tries to hide his home-sewn creation, but when Sparky gets out, the results are monstrous.

A dedicated crew of artisans, animators, prop makers, puppet masters, designers and artists spent two years executing the painstaking stop-motion process, which involves repositioning and photographing puppets 24 times for every second of filmed action.

"There's a beauty to stop motion, and there is something in it that mirrors the Frankenstein story ... where you're taking an inanimate object and bringing it to life," said Burton, who directs the Disney film and also produces with Allison Abbate.

Also among the visionaries helping Burton bring his complete vision to the screen was screenwriter John August, who used Tim's original idea as source material, and Executive Producer Don Hahn, whose Disney resume includes such beloved animated classics as *Beauty and*

the Beast and *The Lion King*, and the recent Disney nature hit *Chimpanzee*. Hahn, who has spent his professional life in Burbank, Calif., didn't have to travel far from home to help gather scenic inspiration for the crew on set in London.

"The film's town of New Holland is absolutely inspired by Burbank," Hahn said. "We had to communicate to the set-builders in England what exactly Burbank was. It has a very unique look...the post-war suburban houses...the way the shrubs are trimmed...the long driveways with the garages next to the houses. We built these big reference books that we'd send to London so the artists could capture that Burbank style."

Even more closely associated with Disney than Burbank are the storytelling pillars of humor and emotion, two of the more surprising elements of *Frankenweenie*.

"I think people will come away thinking, 'Gosh, that was funnier than I expected and more emotional than I expected,'" Hahn said. "A lot of times, a dog is our first close relationship in life beyond our parents, and it's often one of the first losses we experience. That notion of undying love struck an emotional chord with all of us as we made the film. Those are deep human feelings to put into a movie ... What you see Tim bring to life so brilliantly in his films are characters that may be misshapen on the outside but have hearts of gold. That's true in this film as well, and it's an honor to help him bring them to life."



Wrecking crew

An inside look at *Wreck-It Ralph*

Sometimes, even villains dream of being heroes. It was with that spark of inspiration (and a shared love of video games) that director Rich Moore (*The Simpsons*) and producer Clark Spencer (*Bolt*) began creating Walt Disney Animation Studios' *Wreck-It Ralph*, a new comedy scheduled to open in U.S. theaters on Nov. 2.

Central to the film's story is Ralph (voiced by John C. Reilly of *Step Brothers*), the resident bad guy in a classic 8-bit video game. Nobody can wreck a building like Ralph, who has spent decades smashing the game's digital towers and paving the way for good guy Fix-It Felix (voiced by Jack McBrayer of *"30 Rock"*) to save the day.

Tired of seeing Felix grab the glory, Ralph embarks on a game-hopping journey across the arcade through generations of video games to prove he's got what it takes to be a hero. Among the characters he meets on his quest are the tough-as-nails Sergeant Calhoun (voiced by Jane Lynch of *"Glee"*) from the modern action game Hero's Duty to feisty misfit Vanellope von Schweetz (voiced by Sarah Silverman of *"The Sarah Silverman Program"*) from the candy-coated cart racing game Sugar Rush. Vanellope's world is threatened when Ralph accidentally unleashes a deadly enemy that threatens the entire arcade, challenging Ralph to save the day before it's "game over."

In discussing the production with *Disney Files Magazine*, Spencer and Moore revealed that, like most Disney films, this one called for extensive research.

"I guess you could say it's been a lifetime of research, with many quarters spent," Moore joked. "As for actual on-the-job research, we didn't get to go to China like the team from *Mulan* or Paris like the team from *Ratatouille*. We went down the road to arcades in the San Fernando Valley

and a video game warehouse in Glendale."

Before you feel *too* sorry for the *Wreck-It Ralph* crew, we should tell you that research also included pro-football field passes (to study how people move quickly in "armor" for the Hero's Duty sequences), and visits to a confectionery in Cologne, Germany and iconic buildings in Barcelona, Spain (to study candy and freeform architecture for the visual development of the Sugar Rush world).

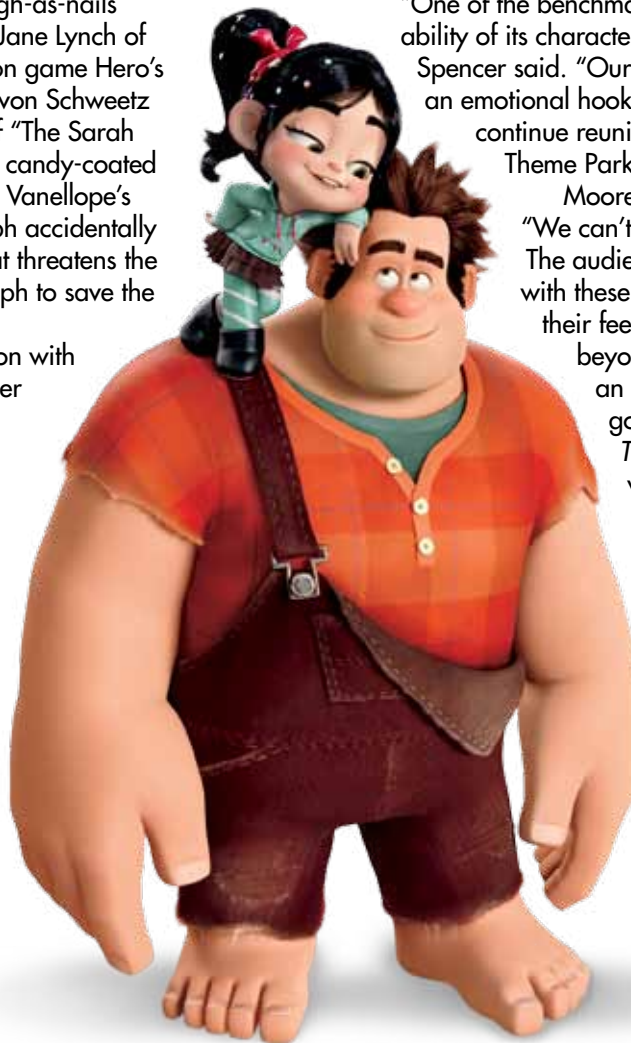
Of course, even the most striking visuals only begin to create believable worlds, which also require filmmakers to do everything from casting the right voice talent (Spencer and Moore noted this film's emphasis on comedic actors, reflecting a belief that it's often easier for comedic actors to tackle serious scenes than for dramatic actors to be funny) to delicately balancing the heart and humor of the script.

"One of the benchmarks of a great Disney film is the ability of its characters to live beyond the movie,"

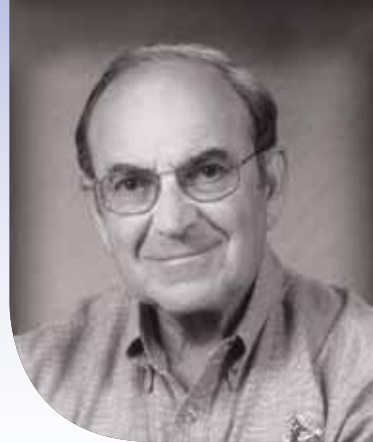
Spencer said. "Our most beloved characters have an emotional hook that makes audiences want to continue reuniting with them, whether it's in a Theme Park, in a book or on television."

Moore seconded the sentiment, saying, "We can't just tell jokes for 90 minutes. The audience needs to really connect with these characters and identify with their feelings. That's when a film goes beyond being a movie and becomes an experience ... My earliest movie-going experience as a kid was *The Jungle Book*. I remember it vividly, not just because it was entertaining, but because it was a great experience shared by my entire family. That's what we want to give back to families today."

Select theaters will present *Wreck-It Ralph* in Disney Digital 3D.



Disney Files Magazine is proud to share the perspectives of Disney Legend Marty Sklar, the longtime leader of Walt Disney Imagineering and the only Cast Member to have been part of every Disney Park opening on earth. Marty retired on July 17, 2009 – the 54th birthday of Disneyland Park. He now writes, makes speeches and does community volunteer work from his own two-person company in Southern California. You may contact Marty at marty@martysklarcreative.com. This edition of Marty's column is part two of a two-part celebration of the 30th anniversary of Epcot. Watch *Disney Files Magazine* for details about Marty's new book, slated for release next year by Disney Editions.



Celebrating 30 years of Epcot

PART 2

"The 21st Century Begins October 1, 1982!"

By Disney Legend Marty Sklar

In my first of this two-part story about the creation of Epcot, I identified four principal segments in its development: (1) deciding what to do, (2) creating the concept and convincing Disney management to fund it, (3) selling it to corporate and international sponsors and (4) building it. In this second article, I'll provide some of the background about selling the project to sponsors and reflect on some of the challenges of creating the Epcot Center that opened 30 years ago, on Oct. 1, 1982.

Although the size, scope and scale differed from the Epcot community Walt Disney originally envisioned, Walt's belief that "... a project like this is so vast in scope that no one company alone ..." can accomplish it – that it would take the support of many talents, organizations, corporations and nations to make it a reality – was just as true about Epcot the Disney Park. Once the opening day concept and scope had been approved and funded by Disney's Board of Directors, the Imagineers and our Disney Parks Cast began an enormous, around-the-world effort to obtain the support and participation needed from companies and countries.

We knew there would be questions about the influence of sponsors on pavilion subjects like energy and food. Nevertheless, we conceived our primary role at Imagineering as *storytellers* – communicators of *accurate information* in ways that made the subjects interesting, informative and, of course, fun whenever possible.

Obviously, we recognized that we were in competition for peoples' *time* with the Magic Kingdom Park, golf, lounging by the pools and all the other amenities of a Walt Disney World vacation. Many times during the development of our stories for Epcot

attractions, ride-throughs, theatre shows, films and "hands-on" experiences, I told the Imagineers we were creating "turn ons." We knew it was impossible to tell a complete picture in 20 or 30 minutes about energy or transportation ... or China and the American experience. Beyond the entertainment, we wanted our Epcot Guests to come away wanting to know more about each subject and country.

We wanted them "turned on" to the key subjects of the world they live in. A major challenge, of course, was the *credibility* of what we presented. Bluntly, our Guests had to know that our energy story was a balanced view, and not just Exxon's ... that although GE "brings good things to life," they are not alone in that quest.

The internal Advisory Boards we established accomplished those objectives. Composed of recognized authorities from industry, academia, government and the sciences, they played a key role in pointing us to where the leading-edge work was being done, and the talented men and women of science, industry and the university world who were doing it. And they told us when we were on the wrong track on several occasions, including a film for The Living Seas pavilion, for which they had us throw out several months of work when new discoveries changed knowledge of what could live at the ocean's deepest depths. We started over to make our story accurate and "leading edge."

This idea of an Advisory Board later became one of the most important creations enabling Disney's Animal Kingdom Theme Park. Roy E. Disney took a personal interest in the Disney's Animal Kingdom Advisory Board we formed, and it became a key to our knowledge of how to work in this complex realm of live animals. Their support was essential to gaining the trust and involvement of the Association of Zoos and Aquariums (AZA), the



From left, Card Walker, Ray Bradbury and John Hench

nonprofit organization that accredits zoos and aquariums and maintains rigorous standards for animal care and welfare.

Perhaps two communications we received when Epcot Center opened on Oct. 1, 1982 said it all. One, from CBS newsman Walter Cronkite, recognized Walt Disney's hand in the project. "This universality of Disney," Cronkite wrote, "carries on after his death and continues in projects he had put on the drawing board before he died ... It perpetuates that theme of his that we are indeed one people."

The second message came from the President of the United States, Ronald Reagan. In part, he wrote the following: "There is far more here than thrills and delights of amusement, for Epcot is truly a doorway to the Twenty-First Century and destined to become an integral part of the American experience."

Those of us who spent those eight years from the day in 1974 when Disney CEO E. Cardon (Card) Walker called me with the challenge, "What are we going to do about Epcot?", may still wonder how we accomplished our goal. As the construction management firm's CEO, John Tishman of Tishman Construction wrote in comparing it to another Tishman project: Epcot " ... was

actually a larger construction project than the (New York) World Trade Center had been in terms of the amount of area covered, the number of buildings – each one distinct – and the complexity of all the elements ... "

Responding to a question in 1981 from Card Walker about the project's schedule, Mr. Tishman said, "Oct. 1 has never been the problem. 1982 is the problem!" Yet 30 years ago this October, Card Walker's words were unveiled on the Epcot Dedication Plaque. Its final sentence shares all of our hopes and dreams for the project:

“*May Epcot Center entertain, inform and inspire and above all, may it instill a sense of belief and pride in man's ability to shape a world that offers hope to people everywhere.*”



“There is far more here than thrills and delights of amusement, for Epcot is truly a doorway to the Twenty-First Century and destined to become an integral part of the American experience.”

– Ronald Reagan

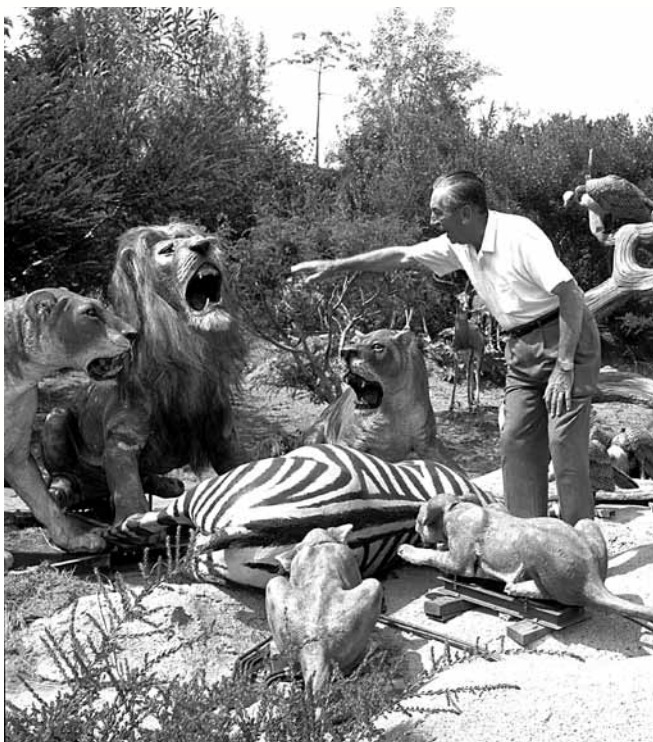


It's a Jungle Out There

"Turn around and wave goodbye to your friends back on the dock, because you may never see them again! But if you want to take pictures of the elephants in the bathing pool, go right ahead. They all have their trunks on!" Such is the timeless comedy delivered by your friendly neighborhood Jungle Cruise skipper.

As this edition of *Disney Files Magazine* sports a hippo on its cover, I figured I'd take this opportunity to dive into the colorful history of an attraction that has taught generations of Guests (albeit with tongue firmly planted in cheek) that the imposing creatures are only dangerous when they blow bubbles and wiggle their ears.

More than a half century after the Jungle Cruise debuted as the only Adventureland attraction on the opening day of Disneyland Park, many of its classic elements remain, from its "head salesman" whose business is "shrinking" to the iconic "backside" of water at legendary Schweitzer Falls (named, of course, after Dr. Albert Falls).



As Walt Disney formulated his ideas for his dream Park, he envisioned a river ride that would lead Guests through a variety of watery locales, including the Everglades. He even considered adding the giant rubber squid used on the set of the film *20,000 Leagues Under the Sea* (1954).

"But it was in bad condition, and the wires that pulled the tentacles would have been hard to hide," laughed Imagineer Harper Goff, who helped develop the eventual Jungle Cruise concept. "Walt and I had both seen the film *The African Queen* (1951), and the animals were never completely visible. They were partially hidden in the underbrush on shore or just under the water. So we began to think of hippos and other animals whose mechanics and tracks could be hidden and still have animated elements. We brought in Bob Matthey, who later created the shark for *Jaws*, to engineer the original animals."

Further inspiration came from Walt Disney's feature length *True-Life Adventures* documentary *The African Lion*, which began shooting in 1952. Hours spent in a Disney Studio screening room watching rough footage of lions, zebras, elephants, giraffes, rhinoceros and other creatures gave Walt visions of featuring actual animals at the Disneyland attraction.

Animal experts eventually convinced Walt that using real animals would be impractical, and decades would pass before actual African animals would roam a Disney Park (Disney's Animal Kingdom Theme Park in 1998).

With Disney's Audio-Animatronics art form still years from conception (the art form would debut with *The Enchanted Tiki Room* in 1963), Matthey (who in addition to creating the shark in *Jaws* created the aforementioned squid from *20,000 Leagues Under the Sea*) created what were called "electro-mechanicals," which were fiberglass figures controlled by cams, valves, cylinders and electric motors. It took three different sets of cams to operate the hippos so they could move forward and back, up and down, and open their mouths.

"Walt said he wanted mechanical animals that looked real, animals that wiggle their ears and open their mouths," recalled Matthey. "Animal skins of rubber or fabric soon cracked and split. We finally chose glass fiber for the animals. We jointed any moving parts much like a

suit of armor.”

One day, as Matthey struggled to get the alligators to work consistently, Walt stopped by and quipped, “I know those alligators work. I saw them on television.” Walt was referring to a February 1955 episode of his weekly television show that showed the mechanical reptiles operating perfectly.

Other animal challenges included a 900-pound mechanical elephant that had to be installed in pitch darkness after a night watchman unwittingly turned off all the work lights and a rhinoceros designed to charge the boats “horn first” but possessing a mechanical flaw that sometimes caused it to spin around and charge boats with its rear-end (just as scary).

“The major palm trees that went into Disneyland’s jungle came from the Santa Ana Freeway,” said Walt Disney Imagineer and landscape architect Bill Evans, referring to trees he rescued at that time from being bulldozed during the expansion of the freeway. “I’ve traveled a great deal to tropic regions around the world and jungles can be endlessly monotonous. So I created a ‘Hollywood’ jungle, the type an armchair traveler who has never been to the tropics might visualize.”

Some of the original walnut trees that had been uprooted from the groves that covered the Disneyland site were planted upside down so their roots stuck up in the air to help create a mangrove effect that might be found in a jungle.

“In the Adventureland jungle, a lot of those trees are native to tropical Africa, India and South America,” Bill recalled. “They are interspersed with things not truly tropical, but they have a tropical aspect: the palms, the tree ferns, the philodendrons. We pushed it all together. What we attempted to do in planting the jungle was to make it look as though we had nothing to do with it.”

The attraction was originally called “Jungle Rivers of the World,” and the first attraction poster reflected that name. The boats were named by Imagineer Bill Cottrell, Walt’s brother-in-law, using names like Congo Queen and Amazon Belle.

In 1962, the African Veldt and Elephant Bathing Pool areas were landscaped, but the animated animals had to wait until Imagineers were freed from their work on exhibits for the 1964 New York’s World Fair. So, in 1964, Guests finally saw new

Audio-Animatronics animals and scenes contributed by Imagineer Marc Davis.

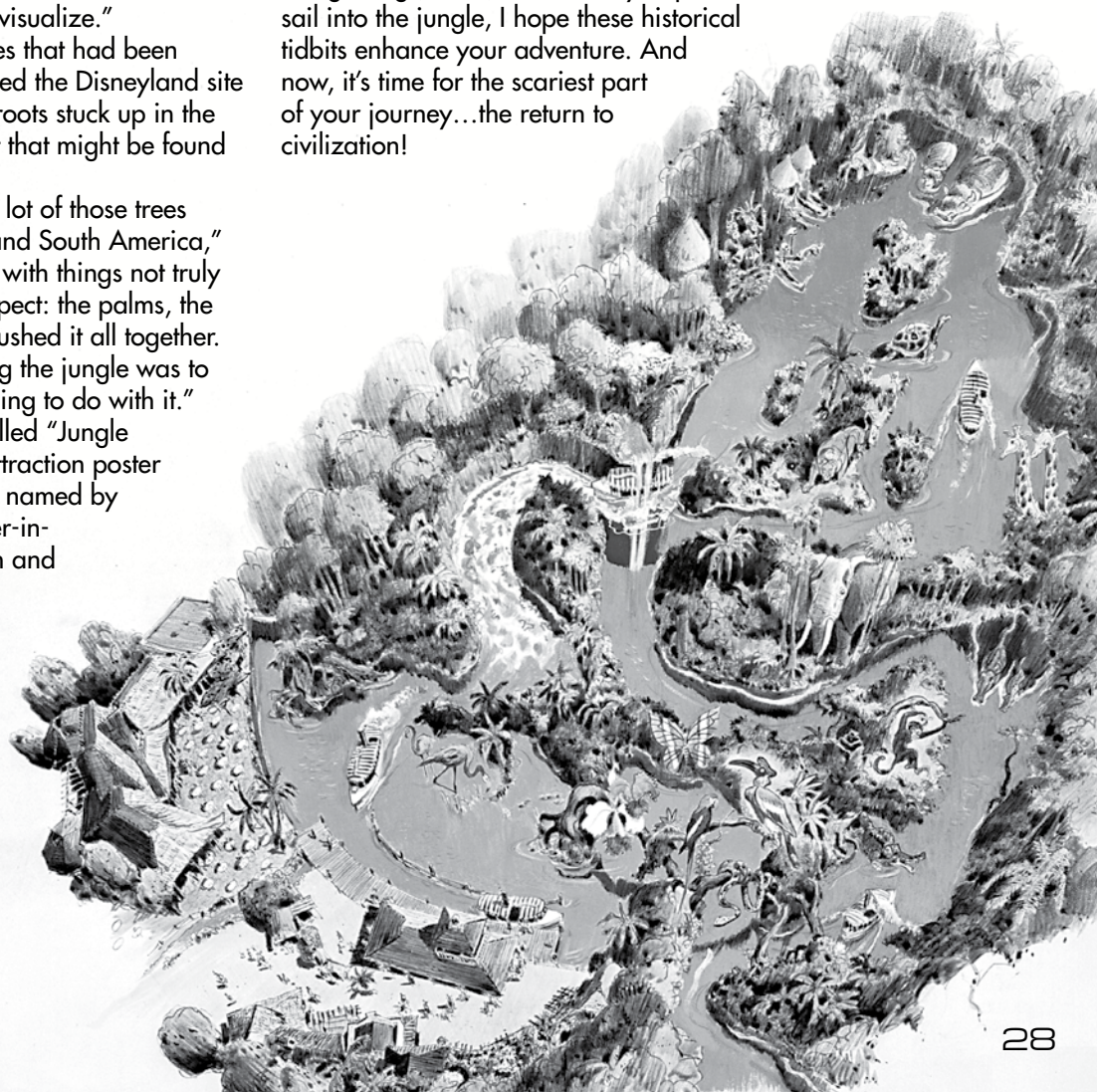
A major new scene, originally meant only to be glimpsed from the Disneyland Railroad circling the park, was the now-iconic rhino making a “point” with members of a lost safari group.

“Walt just loved that thing,” Marc recalled. “He said, ‘Marc, that’s too good to use just out there (on the perimeter). Let’s put it in the ride.’ So that’s how the whole area...the African Veldt...evolved.”

That sense of humor also influenced the attractions’ skippers, who originally delivered more straightforward, educational spiels. Inspired by their often funny surroundings, skippers began creating their own material, which eventually led to a new, officially funny script.

Another 31 animals moved into the jungle in 1976, including hornbills, cobras, a Bengal tiger and lions, as well as those famous gorillas who finally succeeded in getting their vehicle to “turn over.”

The attraction has since become a Disney Parks staple, opening in Florida (1971), Japan (1983) and Hong Kong (2005). Wherever you prefer to sail into the jungle, I hope these historical tidbits enhance your adventure. And now, it’s time for the scariest part of your journey...the return to civilization!



photofinish

1. Video footage of a young koala at a zoo in Edinburgh was the cutest thing we'd seen in ages...until we received this shot of Cinderella with charming little Brandon, part of the Hostler family of Maryland, Members since 2009.
2. Salvatore, part of the Pidala family of New York, Members since 2009, is ready to take on the day with a good friend in tow.
3. The Borer family of Washington, Members since 2009, catch up on some reading at Aulani, Disney Vacation Club Villas, Ko Olina, Hawai'i.
4. A well-read fish in St. Maarten joins Jacqueline Wagner of Pennsylvania, Member since 1993, as she checks to see if *Disney Files Magazine* is water proof. (It's not.)
5. Julia, part of the Gouldthorpe family of Florida, Members since 2005, appears practically perfect in every way.
6. Snow White tells Finn, part of the Murphy family of Illinois, Members since 1999, that he's adorable but in need of a haircut.
7. Finn obliges.
8. Dennis Pappas of Massachusetts, Members since 2006, enjoys a little reading in Australia (where we assume he was looking to find P. Sherman, 42 Wallaby Way, Sydney).

Send your photos (keeping copies for yourself as we won't return ours) to Disney Files Magazine, Disney Vacation Club, 1390 Celebration Blvd., Celebration, FL 34747. Remember to include your name, hometown and "Member Since" year, along with a signed release form for each person pictured. The form is available online at www.dvcmember.com/releaseform.

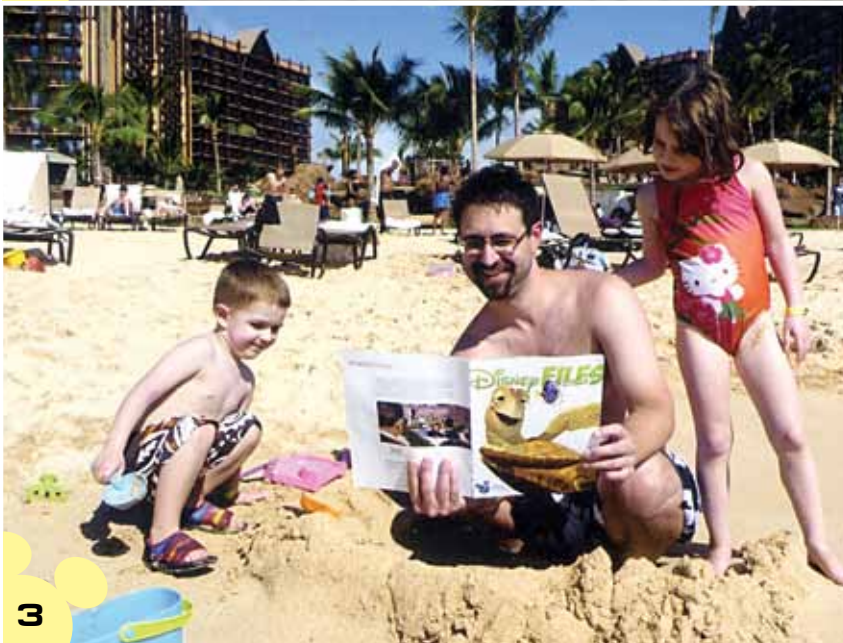
Better your chances of seeing your family in the magazine by capturing compelling, candid moments, which almost always beat posed photos. We do, however, enjoy when you pose with the magazine, particularly when you do so in exotic locations beyond the Disney Parks.



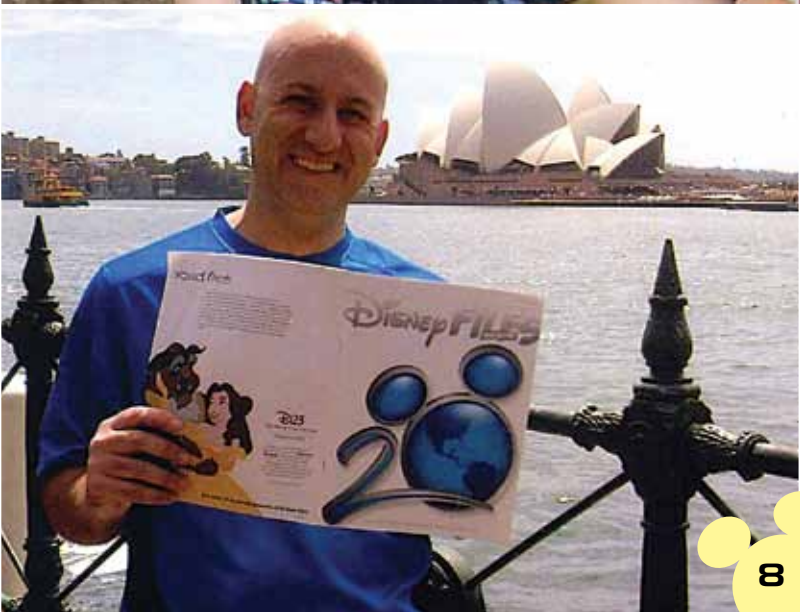
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Disney
PHOTOPASS+
ATTRACTIONS, DINING & MORE

Disney PhotoPass+ is a convenient new way for Guests to acquire all of their Disneyland and Walt Disney World Resort photos. Sold for \$199.95 plus tax at Disneyland and Walt Disney World Theme Parks, the package includes a Disney PhotoPass+ card and lanyard, a Disney Gallery CD containing more than 400 stock images, photos from select dining locations, and a code redeemable online for a CD containing all of your Disney's PhotoPass photos and select dining and attraction photos. Learn more before your trip by becoming a Disney's PhotoPass fan on Facebook at www.facebook.com/disneyphotopass.

back files

As our cover mosaic conveys only the intimidating qualities of hippos, *Disney Files* Magazine turned to our friends at D23 and the Walt Disney Archives for a softer representation of the creatures known to scientists as *Hippopotamus amphibius*. While our planet's third-largest land mammal may be among the most dangerous animals in Africa, they're also remarkably graceful dancers, as seen in Walt Disney's 1940 animated masterpiece *Fantasia*. Now before you send letters telling us that *Fantasia* is fiction and that you've never seen a real hippo dance well, ask yourself this. Have you ever seen one dance poorly?

D23

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