DISNEY ANIMATION: THE ILLUSION OF LIFE
CREATING A CHARACTER (THREE COMBINED)
Adult/Mixed

OPENING:	***INSTRUCTIONS/NOTES***:
	Room BGM UP
	Attract Screen ACTIVE (BELOW)

Mic UP

Room BGM OUT

Welcome

Hello, and welcome! My name is, [NAME], and today we're going behind the scenes into the world of Disney animation.

You certainly know that, for more than eight decades Disney has represented the pinnacle in the art of animation.

House Lights Down as Host activates FIFTY FEATURES VIDEO (BELOW)

Disney Animation holds a special place in everyone's hearts, and has created dozens and dozens of memorable and beloved characters. Everyone has unique and personal memories that are evoked by each Disney film, and favorite characters from Disney Animation.

Let's spend a couple of minutes and see how many of these fifty movies you can remember, and the great characters you have met in watching them…

Fifty features (end image)

*House Lights UP, Host Reveals
PROGRAM TITLE CARD (BELOW)*

Program Set-Up

Host: Did you see a lot of familiar friends? You probably saw a lot of characters you know. Creating great characters is one of the key elements that makes Disney Animation <u>believable</u>.

One of the reasons we believe in the Disney characters so deeply is because the men and women who create them do. They focus not only on story, behavior, and personality traits to make us care about the characters; they are incredible artists who bring sophisticated design ideas to how the characters look.

Host Activates Segment Title (BELOW)

Program Set-Up

Our first impression of a character is a visual one, so the way a character <u>looks</u> inspires our first attention and reaction to them. Today, we're going to look at how a few of the all-time favorite characters are constructed on paper to help create "The Illusion of Life."

"Creating a Character" is the first step.

*House Lights DOWN as Host activates
CREATING A CHARACTER
TEACHING VIDEO (BELOW)*

Video Intro

We are so fortunate to have immediate access to the magic of Disney, so it's a pleasure for me to take us straight to The Walt Disney Studios to get a first-hand account of the origins of the characters we'll be drawing here today.

END CREATING A CHARACTER TEACHING VIDEO (BELOW)

House Lights UP as Host activates ACTIVITY HOLD SCREEN (BELOW)

Activity Warm-Up

Now that you have seen how important Creating a Character is in the creation of Disney animation, one of the best things we can do is try it out ourselves.

Two warm-ups will start us out, though. First is a mental one: you don't have to worry about being an artist. We are going to be doing some drawing, but it is purely so you can enjoy and better understand "The Illusion of Life."

No one is going to judge your work or grade your paper, so feel free to experiment, make mistakes, erase, or start over. The whole point is your own enrichment.

Our second warm up is physical. Let's relax and loosen up. Wiggle your fingers, loosen your wrists, and get comfortable with the idea of holding your pencils. Get relaxed and enjoy the idea of doing some drawing.

Supplies:

Character Reference Sheets

Character Worksheets

Pencils

Flip Chart and Easel

Crayons

MICKEY Activity

Step 1

Mickey is an appealing character because he is composed of circles. Let's start with our circle, we'll add some centering guide lines to help position Mickey's features.

Step 2

Next, let's add Mickey's eyes and nose. His eyes rest on the edge of one center line. Add a little curve right below his eyes. This indicates the top of Mickey's muzzle. A larger oval below that is his nose.

Step 3

Now let's add a smile. Follow the curve of the circle, and balance that with the same curve as his nose. See how his chin extends just below the circle of his head?

Step 4

Now draw two large ovals on top of the circle for Mickey's ears. It may take some practice to put the ovals in the right place, and to make them proportionate to the rest of the head. Now add curved lines to form the area around his cheeks and eyes. This is called "the mask."

Step 5

Once you have all of these elements in place, go over and touch up your lines and erase any guidelines you can. Then you can darken the ears, nose, and mask to finish up the look of your drawing.

Work with and supervise the individual participants until exercise is complete or time is up.
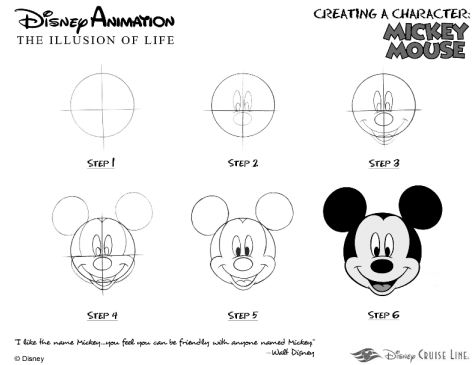
DONALD Activity

Step 1

Let's start with our circle, we'll add some centering guide lines to help position Donald's features.

Step 2

Next, let's add Donald's eyes and the top of his bill. His eyes rest on the edge of one center line. Add the curved lines for his bill below his eyes.

Step 3

Now let's add Donald's eyebrows, and feather tufts on the top of his head. See how the brows make his eyes come alive? Now add the lower bill, below the circle of his head, his cheeks connect the lower bill to his eyeline. Add a little triangle for the tongue.

Step 4

Next, add Donald's cap on top of the circle. It may take some practice to put it in the right place, and to make it proportionate to the rest of the head. The hatband and ribbon are the same width.

Step 5

Once you have all of these elements in place, go over and touch up your lines, and erase any guidelines you can.

Work with and supervise the individual participants until exercise is complete or time is up.
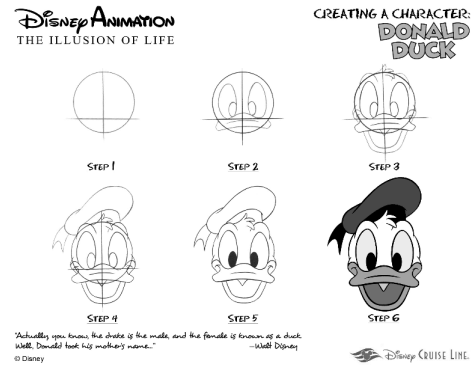
GOOFY Activity

Step 1

Let's start with our circle, we'll add some cross lines to help position Goofy's features.

Step 2

Next, let's add a squashed oval beneath the circle for Goofy's nose. Then we can create his muzzle by surrounding that oval and connecting it back to the circle. Then his teeth can go on the muzzle bottom, and his mouth from there.

Step 3

Now let's add Goofy's eyes and eyebrows, and add his big eyes between the center line and the top of the circle. Add his tongue and character lines like his smile, nose wrinkle, and tongue.
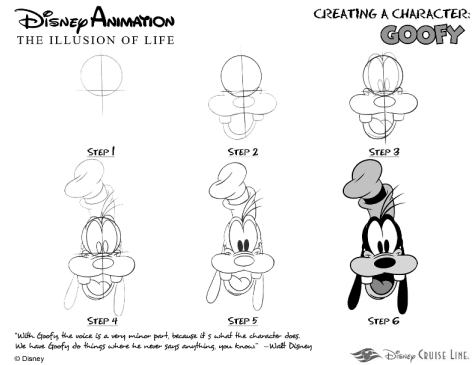
Step 4

Next, add Goofy's hat on top of the circle. It may take some practice to put it in the right place, and to make it proportionate to the rest of the head. Add his ears, they're like simple big teardrops.

Step 5

Once you have all of these elements in place, go over and touch up your lines, and erase any guidelines you can.

Work with and supervise the individual participants until exercise is complete or time is up.

DISNEP ANIMATION
THE ILLUSION OF LIFE

CREATING A CHARACTER:
GOOFY

STEP 1   STEP 2   STEP 3

STEP 4   STEP 5   STEP 6

"With Goofy the voice is a very minor part, because it's what the character does. We have Goofy do things where he never says anything, you know." —Walt Disney
© Disney

Disnep CRUISE LINE.

Wrap-Up

Now that you've created a Character on your own, I think you'll have a greater appreciation not only of how Disney animation works, but how <u>much</u> work goes into just the physical action of making drawings move. Let's wrap up by taking a look at why we love our favorite Disney cartoon stars!
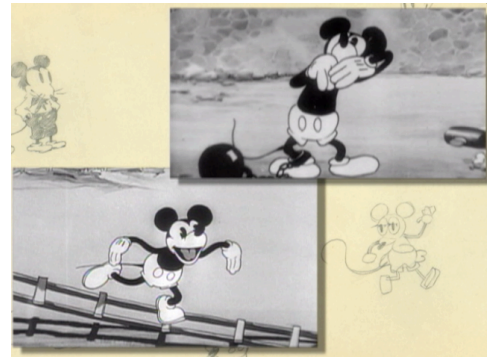
House Lights DOWN as Host activates CREATING A CHARACTER SIZZLE VIDEO (BELOW)

END CREATING A CHARACTER SIZZLE VIDEO (BELOW)

House Lights UP as Host activates END ROOM SCREEN (BELOW)

Wrap-Up

Thanks for joining us today in our exploration of **Disney Animation: The Illusion of Life**. Be sure to take your worksheets with you, and continue to enjoy the magic of Disney Animation, by watching and enjoying—and learning and participating!

PROGRAM END

NOTES

*NOTE: **Disney Animation: The Illusion of Life** (1981) is an acclaimed book by two of Disney's Nine Old Men, Ollie Johnston and Frank Thomas. It is widely considered to be one of the best books ever published on the topic of character animation. The philosophy of the Disney animators is expressed in the so-called 12 basic principles of animation. The book gives many glimpses into the workings of the animation masters at Disney during the Golden Age of animation. It is a frequently used reference among professional animators.*

END