

The Art Of Tangled

Chronicling the creation of the Disney animated feature film, an illustrated text traces the process of the making of "Pocahontas" through all aspects of production including concept art, storyboards, original musical score, and special effects

From the hit-makers at Pixar Animation Studios who brought us Buzz Lightyear, Nemo, and Mr. Incredible, now comes Remy, the furry star of Ratatouille. A lovable rat (yes, a rat!), Remy is driven by his passion for fine cuisine to become a chef—against all odds and with madcap adventures along the way—at the most famous restaurant in Paris. The Art of Ratatouille includes more than 200 of the artistic ingredients in this heartwarming film: storyboards, full-color pastels, digital and pencil sketches, character studies, maquettes, and more. In this exclusive movie tie-in book for adults, effusive quotes from the director, artists, animators, and production team reveal the genius at work inside the studio that changed cartoon heroes forever.

Inspired by a 2,000-year-old Chinese legend, Mulan is the first animated feature film to be primarily produced by Disney's studio in Orlando, Florida. This richly illustrated volume, The Art of Mulan, reveals the story behind the making of the film and includes more than 350 color and black-and-white illustrations, showcasing a variety of art produced by the many talented artists who worked on the film.

The Art of Tangled Chronicle Books

The Art of Soul presents the story behind this thrilling feature film from Pixar. This companion book features stunning artwork from the film's creation, along with character explorations, storyboards, color scripts, and much more from the creative team. • A comprehensive volume to accompany Pixar's feature film, Soul • Reveals the behind-the-scenes story of this unique film • Filled with exclusive interviews from the creative team behind it all The Art of Soul showcases concept art details that bring this epic story to life in a brand new way. • Part of the fan-favorite, collectible Art of series—books that explore production art and exclusive making-of details • A perfect gift for Pixar fans, animation and filmmaking students, film buffs, and more • Add it to the shelf with other books like The Art of Zootopia by Jessica Julius, The Art of Pixar: The Complete Color Scripts and Select Art from 25 Years of Animation by Amid Amidi. Copyright © 2020 Disney Enterprises, Inc. and Pixar. All rights reserved.

This vibrant volume is an exclusive look behind the scenes of Disney and Pixar's original feature film Luca. The Art of Luca explores the stunning visuals of the coming-of-age story, set in a beautiful seaside town on the Italian Riviera. Readers get a front-row view at never-before-seen development art, character sketches, storyboards, color scripts, and interviews with the creators. * Behind the scenes of the making of Disney and Pixar's Luca * Features colorful concept art and character explorations from the movie * Includes fascinating facts and details from the creative team In the animated film, Luca and his newfound best friend are sharing an unforgettable summer and a deeply-held secret: they are sea monsters from a world just below the water's surface. For aspiring artists, animators, and fans alike, The Art of Luca is part of the acclaimed ART OF series, inviting audiences behind the scenes of their favorite animated films. This book is perfect for: * Pixar fans and art buffs * Animators and students of animation * Fans of The Art of Pixar, The Art of Soul, The Art of Onward and The Art of Coco © 2021 Disney/Pixar. All rights reserved.

Over the past 25 years, Pixar's team of artists, writers, and directors have shaped the world of contemporary animation with their feature films and shorts. From classics such as Toy Story and A Bug's Life to recent masterpieces such as Up, Toy Story 3, and Cars 2, this comprehensive collection offers a behind-the-scenes tour of every Pixar film to date. Featuring a foreword by Chief Creative Officer John Lasseter, the complete color scripts for every film published in full for the first time as well as stunning visual development art, The Art of Pixar is a treasure trove of rare artwork and an essential addition to the library of animation fans and Pixar enthusiasts.

Fans of Castlevania will covet this opportunity to learn all there is to know about the development of the animated series with this beautiful, expertly designed, full color, hardcover art book featuring concept art and commentary from all four seasons of the hit animated series. Gothic adventure and horror abound in Netflix's Castlevania. Now explore the work behind the scenes of the popular show that was originally inspired by the classic video games! Hundreds of pieces of ultra-detailed artwork are contained in these pages, including stunning, never-before-seen illustrations of monsters, characters, and environments. Experience the labor of love expressed while adapting the design for Dracula's castle, and get a closer look at the intricacies of each prop's fastidiously created components!

The 12th installment in the New York Times best-selling series asks: What if Rapunzel's mother drank a potion from the wrong flower? Desperate to save the life of their queen and her unborn child, the good citizens of the kingdom comb the land for the all-healing Sundrop flower to cure her . . . but someone mistakenly picks the blossom of the Moondrop instead. This shimmering flower heals the queen and she delivers a healthy baby girl?with hair as silver and gray as the moon. But with her mysterious hair comes dangerous magical powers: the power to hurt, not heal. For the safety of the kingdom, Rapunzel is locked away in a tower and put under the care of the powerful goodwife, Mother Gothel. For eighteen years Rapunzel stays imprisoned in her tower, knowing she must protect everyone from her magical hair. When she finally decides to leave the only home she's ever known—to see the floating lights that appear on her birthday—she gets caught up in an unexpected adventure with two thieves: a would-be outlaw named Gina, and Flynn Rider, a rogue on the run. Before she can reach her happy ending, Rapunzel learns that there is far more to her story, and her magical hair, and her future than she ever knew. For more twisted adventures, try the other books in the A TWISTED TALE series: A Whole New World by Liz Braswell Once Upon a Dream by Liz Braswell As Old As Time by Liz Braswell Reflection by Elizabeth Lim Part of Your World by Liz Braswell Mirror, Mirror by Jen Calonita Conceal, Don't Feel by Jen Calonita Straight On Till Morning by Liz Braswell So This is Love by Elizabeth Lim Unbirthday by Liz Braswell Go the Distance by Jen Calonita (on sale 4/06/2021)

In the tradition of the smash hits Toy Story, A Bug's Life, Toy Story 2, Monsters, Inc., Finding Nemo, and The Incredibles comes the newest film from Pixar Animation Studios, Cars, the story of a race car who learns that it's not all about the fast lane. (In fact, life begins at the off-ramp.) Offering an insider's view into the artistic development of Cars, this gorgeously illustrated book celebrates the whimsical yet painstaking research that fueled Pixar's directors, production designers, and artists. Fascinating storyboards, full-color pastels, on-the-road snapshots, and hundreds of character sketches reveal the origins of Pixar's charming and clever automobile-based world. Gleaned from the team's trips to racetracks and down the famed Route 66, The Art of Cars is as colorful as its memorable story and characters, making this book—the only movie tie-in for adults—a spirited ride down the road of a masterful animated feature film. Cars is a Walt Disney Pictures presentation of a Pixar Animation Studios film. 2006 by Disney Enterprises, Inc./Pixar Animation Studios. All rights reserved.

A collection of works by different artists who have offered their interpretations of Alice and her topsy-turvy world

In Wreck-It Ralph, Disney's expert team of concept, visual development and story artists explore the hidden world of video games from classic 8-bit arcade games to the most modern and inventive offerings of the digital age. At the center of this hilarious and wildly original video-game-hopping adventure is Wreck-It Ralph, an arcade game bad guy who breaks all the rules when he sets off on a mission to prove he can be good. The Art of Wreck-It Ralph captures the fresh artistic vision of the film and the aesthetic journey of the filmmakers through interviews with the film's many artists, including a foreword by director Rich Moore and a preface by John Lasseter. Illustrated with character sketches, storyboards, visual development paintings, colorscripts, and more, this behind-the-scenes look at Disney's latest 3-D

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animated epic is a treat for video game and animation lovers alike.

The Art of Moana is the latest title in our exceptional series showcasing artwork from the creation of Walt Disney Animations' latest releases. Three thousand years ago, the greatest sailors in the world ventured across the Pacific, discovering the many islands of Oceania. But then, for a millennium, their voyages stopped—and no one today knows why. From Walt Disney Animation Studios, Moana is a CG-animated adventure about a spirited teenager who sails out on a daring mission to prove herself a master wayfinder and fulfill her ancestors' unfinished quest. During her journey, Moana meets the once-mighty demi-god Maui and together they traverse the open ocean on an action-packed adventure, encountering enormous fiery creatures and impossible odds. The stunning artwork in this behind-the-scenes book includes character designs, storyboards, colorscripts, and much more. Copyright ©2016 Disney Enterprises, Inc. All Rights Reserved

Walt Disney Animation Studios' Big Hero 6 is the story of Hiro Hamada, a brilliant robotics prodigy who must foil a criminal plot that threatens to destroy the fast-paced, high-tech city of San Fransokyo. This new title in our popular The Art of series, published to coincide with the movie's U.S. release, features concept art from the film's creation—including sketches, storyboards, maquette sculpts, colorscripts, and much more—illuminated by quotes and interviews with the film's creators. Fans will love the behind-the-scenes insights into Disney's newest action comedy adventure. Copyright ©2014 Disney Enterprises, Inc. All rights reserved.

A lighthearted twist on Rapunzel, the beloved fairy tale from the Brothers Grimm, Tangled brims with thrilling adventure, a distinctive cast of characters, a daring heroine, and, of course, seventy feet of golden hair. Featuring the stunning concept art behind the newest Disney masterpiece, The Art of Tangled also includes a preface by John Lasseter, a foreword by Directors Nathan Greno and Byron Howard, and interviews with the artists, animators, and production team—including Art Director David Goetz—that shed light on the history and artistry of this landmark film.

In Walt Disney Animation Studios upcoming film, Frozen, the fearless optimist Anna sets off on an epic journey—teaming up with rugged mountain man Kristoff—to find her sister Elsa, whose icy powers have trapped the kingdom of Arendelle in eternal winter. Encountering Everest-like conditions, Anna and Kristoff battle the elements in a race to save the kingdom. The Art of Frozen features concept art from the making of the film—including character studies and sculpts, color scripts, storyboards, and more—alongside interviews with the film's artists about the making of this comedy-adventure. © Disney

In Monsters, Inc. (2001), Pixar Animation Studios introduced audiences to the #1 scaring team, Mike and Sulley, and the monstrous world behind our bedroom closet doors. In this prequel to the much-loved classic, Mike and Sulley meet for the first time at Monsters University—where they are joined by a few familiar faces and a host of delightful new characters—as they seek to attain degrees in scaring. Author Karen Paik goes behind the scenes to interview the film's many artists for the ultimate inside look at the conception and production of this highly anticipated film. Featuring full-color concept art including character sculpts, color scripts, storyboards, and more, The Art of Monsters University fully explores the process of creating this new and expanded Monsters universe.

Pixar Animation Studios, the Academy Award-winning creators of Toy Story, Toy Story 2, A Bug's Life, and Monsters, Inc., are bringing a new animated movie, Finding Nemo, to the screen this summer. This visually stunning underwater adventure follows eventful and comic journeys of two fish—a father and his son Nemo—who become separated in the Great Barrier Reef. The underwater world for the film was conceptualized and developed by the creative team of artists, illustrators, and designers at Pixar, resulting in a lush landscape rich with detail. The Art of Finding Nemo celebrates their talent, featuring concept and character sketches, storyboards, and lighting studies in a huge spectrum of media, from five-second sketches to intricate color pastels. This behind-the-scenes odyssey invites the reader into the elaborate creative process of animation films through interviews with all the key players at Pixar. There will be children's books related to Finding Nemo, but no adult titles other than this definitive volume. Revealing, insightful, and awesomely creative, The Art of Finding Nemo will delight film-goers, artists, and animation fans alike.

A companion to the Dreamworks animation comedy adventure traces its creative evolution with concept art, character sketches, storyboards, and digital paintings as well as interviews with key animators.

Through never-before-seen development art, character sketches, storyboards, and color scripts, The Art of Frozen 2 gives fans a front-row view of the vast creative effort behind the epic sequel to Frozen. Filled with gorgeous four-color images and fascinating facts and details from the production team, it's the ultimate insider's look. • Art book from Disney's Frozen 2 • Features exclusive full-color concept art from the making of the film • A must for Disney Frozen fans Fans of Disney Frozen II The Magical Guide and Frozen II The Official Movie Special will love this book. This book is perfect for: • Frozen fans • Animators and students of animation • Disney art buffs ©2019 Disney Enterprises, Inc. All Rights Reserved.

A tale packed with adventure, The Book of Life celebrates the power of friendship and family, and the courage to follow your dreams. To determine whether the heart of humankind is pure and good, two godlike beings engage in an otherworldly wager during Mexico's annual Day of the Dead celebration. They tether two friends, Manolo and Joaquin, into vying for the heart of the beautiful and fiercely independent Maria, with comical and sometimes dangerous consequences. This volume is an inspirational behind-the-scenes look at the making of the animated feature film The Book of Life, from visionary producer Guillermo del Toro (Pan's Labyrinth) and director Jorge R. Gutierrez (El Tigre: The Adventures of Manny Rivera).

Grab your practice book, paint brushes, and discover the beautiful art of watercolor – no experience required! The ultimate beginner's guide, Watercolor Success in Four Steps will teach you how to perfectly paint 150 objects, from fruits and flowers to animals, household items, and more! Understand the basics of watercolor with tried-and-true techniques and create beautiful watercolor paintings in just four simple steps. Each project offers a sample selection of colors to get you started, followed by approachable, step-by-step painting instructions to complete each design. Once you've accomplished each project, you'll be equipped with all the skills and techniques you need to design and create your own watercolor works of art!

This colorful adaptation of a Hollywood favorite provides a behind-the-scenes look at how a classic literary icon is transformed into Disney's newest box office sensation. Full color.

The highly anticipated follow-up to Framed Ink from Marcos Mateu-Mestre, Framed Ink 2 provides insight into another compositional tool that Marcos uses every day to create his amazing artwork--the energy within the working frame. In each piece of art, regardless of its format, one must consider essential factors such as the push-pull, tension-relaxation, pressure-release, balance and imbalance that happen inside the working area to support our storytelling. All of these factors apply in any aspect ratio, whether it be horizontal, vertical or square, each a format to consider when working in the movie, gaming, animation and graphic novel industries, which in our day and age can be presented through a variety of outlets such as a movie theater, home theater, social media and a number of personal devices. Marcos encourages and educates us on how not to be limited by the format but to embrace and rise to the challenge of designing for each format. A perfect accompaniment to his prior releases Framed Ink, Framed Perspective Vol. 1 and Vol. 2 and Framed Drawing Techniques, this book will take a reader's knowledge base to the next level and allow them to build on their expertise as an effective visual storyteller.

This Fall, The Walt Disney Animation Studios returns to its timeless art form of hand-drawn animation. From the creative minds of directors John Musker and Ron Clements (The Little Mermaid and Aladdin) comes an American fairy tale and musical set in the heart of New Orleans during the Jazz Age. This unforgettable tale of love, enchantment, and discovery features Tiana, a young girl with big dreams who is working hard to achieve them amid the elegance and grandeur of the fabled French Quarter. The Art of The Princess and the Frog showcases the lush concept art of this sure-to-be-classic movie, including sketches, character designs, lighting studies and storyboards, alongside inspiring quotes from the directors, producers, artists and designers, including veteran hand drawn animators that brought you many of Disney's most classic and unforgettable characters.

From an adventurous balloon ride above the clouds to a monster-filled metropolis, Academy Award®-winning director Pete Docter ("Monsters, Inc.," "Up") has taken audiences to unique and imaginative places. In Disney•Pixar's original movie "Inside Out," he will take us to the most extraordinary location of all—inside the mind. Growing up can be a bumpy road, and it's no exception for Riley, who is uprooted from her Midwest life when her father starts a new job in San Francisco. Like all of us, Riley is guided by her emotions – Joy, Fear, Anger, Disgust, and Sadness. The emotions live in Headquarters, the control center inside Riley's mind, where they help advise her through everyday life. As Riley and her emotions struggle to adjust to a new life in San Francisco, turmoil ensues in Headquarters. Although Joy, Riley's main and most important emotion, tries to keep things positive, the emotions conflict on how best to navigate a new city, house and school. In this groundbreaking and illuminating film, Pixar Animation Studios examines the extraordinary depths of the mind and the powers of emotion and imagination. The Art of Inside Out provides an exclusive look into the artistic exploration that went into the making of this vibrant film. Featuring concept art—including sketches, collages, color scripts, and much more—and opening with a foreword by actress Amy Poehler and introduction by the film's writer and director Pete Docter, this is the ultimate behind-the-scenes experience of the making of this landmark film. Copyright ©2015 Disney Enterprises, Inc. and Pixar. All rights reserved.

Walt Disney once wisely said, "There is more treasure in books than in all pirates' loot on Treasure Island and at the bottom of the Spanish Main . . . and best of all, you can enjoy these riches every day of your life." No doubt Walt was referring to the intangible wealth of opportunities for learning and imagining inherent in the act of reading, but when one considers the vibrant art and gilded spines of the Disney Golden Books, Walt's pronouncement takes on a parallel meaning. For perhaps no other children's books are as cherished and collected-as though they were doubloons and jewels-than the Disney Golden Books. The history of these books began in 1933, when the president of Whitman Publishing wrote a letter to Walt Disney. Whitman had already published compilations of the "Dick Tracy" and "Little Orphan Annie" comic strips, and these Big Little Books had met with great success. The publisher proposed a similar collection of the "Mickey Mouse" comic strips, and offered a royalty of one-half percent per book. Walt agreed, and a new era in Disney publishing commenced. A remarkable lineup of talent, many of whom were Disney Studio artists- including Mary Blair, Alice and Martin Provensen, Gustaf Tenggren, Al Dempster, Retta Scott Worcester, and Bill Peet-created the illustrations for the early Disney Golden Books. The bold and incredibly detailed artwork was painstakingly executed in gouache and watercolor-media that required a steady hand and immense patience and precision. The resulting publications became favorite selections in the libraries of many children, among them, future generations of Disney and Pixar artists who were inspired to draw, dream, and later, create their own films and Golden Books. The Art of the Disney Golden Books celebrates a legacy that has now thrived for more than eighty years and continues to influence new generations of artists and filmmakers. Through interviews with contemporary animators who recall tracing the characters in their childhood Disney Golden Books, paintings by artists who influenced and inspired the Disney Golden Book illustrations, and a generous complement of Golden Book artwork-much of which was thought to have been lost until very recently-the rich tradition of the series is explored in this vibrant volume. From Peter Pan and Cinderella to Toy Story and Tangled, the Disney Golden Books are displayed in all their glory, evoking a poignant sense of wonder and nostalgia. For as long as parents and children partake in the ritual of reading together at bedtime, the Disney Golden Books will continue to be published, enjoyed, and treasured.

In the follow-up to the Oscar-nominated film Wreck-It Ralph, our hero leaves his arcade for the expansive universe of the Internet. Disney's artists have brought the world of the Inter-net (a world you may think you know) to life in an all-new, imaginative way. Through never-before-seen concept art, character sketches, storyboards, and colorscripts, along

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with interviews with the production team, *The Art of Ralph Breaks the Internet* reveals the artistic process behind Disney's highly anticipated sequel. Copyright ©2018 Disney Enterprises, Inc. All Rights Reserved

Pixar is proud to introduce the must-have companion to the vibrant new feature film *Coco*. The creation of *Coco*'s mesmerizing world is explored in detail through colorful artwork, energetic character sketches, intriguing storyboards, and spellbinding colorscripts. Featuring insights from the production team about the making of the film and production art that bursts off the page, *The Art of Coco* overflows with insights into the creative process behind Pixar's unique and engaging vision. Copyright ©2017 Disney Enterprises, Inc. and Pixar. All rights reserved.

Rapunzel has spent her life locked in a tower, but that's not her only secret. Her long, golden hair has magical powers--all 70 feet of it! When the kingdom's most-wanted bandit unexpectedly stumbles into Rapunzel's tower, the pair embark on a fantastic journey that will uncover more than they ever expected. This storybook includes beautiful, full color art in the style of the beloved film, *Tangled*.

What if the asteroid that forever changed life on Earth missed the planet completely and dinosaurs never became extinct? *The Good Dinosaur* expands on that premise in a humorous and exciting original story about Arlo, a lively Apatosaurus with a big heart. Showcasing the stunning artwork from the film's creation—including sketches, storyboards, maquette sculpts, colorscripts, and much more—*The Art of The Good Dinosaur* offers the ultimate behind-the-scenes look at the research and design that went into the making of this innovative film. Copyright ©2015 Disney Enterprises, Inc. and Pixar. All rights reserved.

Presents the art and animation of the motion picture, including character designs, settings, and storyboards.

Disney's newest animated feature, *Zootopia*, is a comedy-adventure starring Officer Judy Hopps, a rookie bunny cop who has to team up with fast-talking scam-artist fox Nick Wilde to crack her first case in the all-animal city of Zootopia. This lushly illustrated book offers a behind-the-scenes view of the elaborate artistry involved in creating the film. Copyright ©2016 Disney Enterprises, Inc. All rights reserved.

With its kind heroine who receives her just reward-and a dashing prince-with the help of her Fairy Godmother, "Cinderella" is one the most beloved fairy tales throughout the world. Although the most popular versions appeared in Charles Perrault's *Histoires ou contes du temps pass* ("Stories or Fables of Times Past") (1697) and the Grimms' "Fairy Tales" (1812), the story can be traced back to the story of Rhodopis, a Greek slave girl who marries the pharaoh of Egypt, which Strabo recorded in the first century B.C.E. In the late nineteenth century, British folklorist Marian Roalfe Cox catalogued 345 variations of the story. For more than two thousand years, children and adults have read and watched as Cinderella endured cruel mistreatment without complaining-and met her prince before the stroke of midnight. *A Wish Your Heart Makes* will trace the history of the fairy tale, emphasizing its strong ties to Walt Disney and his studio. Major artists who illustrated the story of Cinderella range from Aubrey Beardsley, Edward Burne-Jones, and Walter Crane, to Gustave Doré, Edmund Dulac, John B. Gruelle, and Arthur Rackham. The story has been adapted to the stage many times, including the operas *La Cenerentola* by Giacomo Rossini and *Cendrillon* by Jules Massenet, the ballet by Sergei Prokofiev, and musical adaptations by Rogers and Hammerstein and Stephen Sondheim. There have been scores of Cinderella films, beginning with a black and white short in 1907. But the most celebrated is Walt Disney's, one of his most beloved fairy tales-and the film that saved his studio, which had languished in the doldrums after the end of World War II. Years later, when a lunch guest asked Disney what his favorite piece of animation done at his studio, he replied, "I think it would be when Cinderella got her ball gown." The book will conclude with the making of the 2015 live-action film *Cinderella* directed by Kenneth Branagh, including interviews with Branagh, Cate Blanchett, Helena Bonham-Carter, Anthony Caron-Delion, Patrick Doyle, Dante Ferretti, Derek Jacobi, Lilly James, Aline Brosh McKenna, and Chris Weitz.

After *Toy Story*, *Ratatouille*, *WALL-E*, and other award-winning blockbusters, where else could Pixar Animation Studios go but *Up*? Their film is the heartwarming story of Carl Fredrickson (voiced by Ed Asner), a 78-year-old widower who feels that life has passed him by—until a twist of fate takes him on a journey across the globe. *The Art of Up* contains more than 250 pieces of concept art developed for the feature, including storyboards, full-color pastels, digital and pencil sketches, character studies, color scripts, and more. Quotes from the director, artists, animators, and production team reveal the sky-high creativity that elevated this whimsical film to new heights.

In Disney's *Planes* and *Planes: Fire and Rescue*, the big-hearted crop duster Dusty Crophopper is full of dreams. In the first film, he overcomes his fear of heights to win the Wings Around The Globe Rally. In the second, Dusty learns his damaged engine will keep him from racing, but he finds the true hero within himself working alongside firefighting aircraft on a courageous wildfire air attack team. *The Art of Planes* explores the beautiful concept art that went into the development of these two inspiring stories, including colorscripts, storyboards, character studies, sculpts, background art, and more. Insider insights from the films' artists and filmmakers, a preface by directors Bob Gannaway and Klay Hall, and a foreword by Chief Creative Officer John Lasseter offer an invaluable and fascinating glimpse into the creative thinking involved in the making of these companion films. Copyright ©2014 Disney Enterprises, Inc. All rights reserved.

Imagine if one sketchbook had been passed down through the decades from one Disney artist to the next, with each one making a contribution before leaving it in the talented hands of another. That idea was the inspiration for *The Art of Disney's Dragons*. The drawings contained within this volume represent the entire range of dragon-themed development art from animators, live-action studio artists, and Imagineers. Inside find playful pencil studies of Mushu; color concepts on Figment (who was green before he became purple!); bold pencil layouts on Maleficent, and the latest character explorations of Elliot from the new Spring/Summer 2016 live-action film *Pete's Dragon*. Tom Bancroft, often recognized in Disney circles as being lead animator on Mushu the dragon in *Mulan*, writes the book's introductory essay. Grab your paintbrush, it's time to get creative! Includes 8 amazing paints to complete fantastic pictures of Rapunzel exploring the forest, Maximus munching on some apples and lots more from Disney *Tangled* The Series!

Twelve-year-old Molly and her ten-year-old brother, Michael, have never liked their seven-year-old stepsister, Heather. Ever since their parents got married, she's made Molly and Michael's life miserable. Now their parents have moved them all to the country to live in a house that used to be a church, with a cemetery in the backyard. If that's not bad enough, Heather starts talking to a ghost named Helen and warning Molly and Michael that Helen is coming for them. Molly feels certain Heather is in some kind of danger, but every time she tries to help, Heather twists things around to get her into trouble. It seems as if things can't get any worse. But they do—when Helen comes.

Brave is Pixar's thirteenth feature film, but it marks two big firsts for the award-winning animation studio. It's Pixar's first feature film driven by a female lead and its first set in an ancient historical period. Against a backdrop of castles, forests, and highlands, *Brave* follows the fiery Merida as she clashes with the duty of her royal life and embarks on a journey through the rugged landscape of the dark ages of

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Scotland. At once epic and intimate, the latest Pixar masterpiece weaves a story of magic, danger, and adventure and the fierce bonds of family. Featuring behind-the-scenes interviews with the film's many artists and filmmakers, The Art of Brave showcases the gorgeous concept art that went into the making of this movie, including color scripts, storyboards, character studies, environment art, sculpts, and more. A Foreword by Brenda Chapman and Mark Andrews, the film's directors, and a preface by Chief Creative Officer John Lasseter shed light on the creation of this landmark film.

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