

Hope, dreams...

Hope, dreams and terror





DON'T CHICKEN OUT,
WEAR THE HAT!



Start Here

Dead men tell
no tales



Here be Dragons





← Gate 3
Gate 2 →

ROY DISNEY ANIMAL KINGDOM LODGE





WALT DISNEY DRIVE

MICKEY AVE

ANIMATION

IN BETWEEN

MULTIPLANE

SPECIAL EFFECTS

INK & PAINT

LAYOUT DEPT



PRODUCTION OPERATIONS CENTER





ANIMATION

Walt Disney
Company

7NF-K699

6TGS887

5XWL086



WALT DISNEY
Company







CLASICS

ADD ON A
CHERRY PIE
FOR JUST
NINETY



Todd

HAVE YOU SEEN THIS WOLF?







Sofia
the First

A Princess



And I be their captain.



How do ye think I got this?





like a pirate's hook.





100 CAPT. Q: Of course it not be a hook!



102 CAPT.Q. This be much more practical.



Have ve ever tried



to eat with a



hook??





103 AMBER: i just thought a real pirate would have a

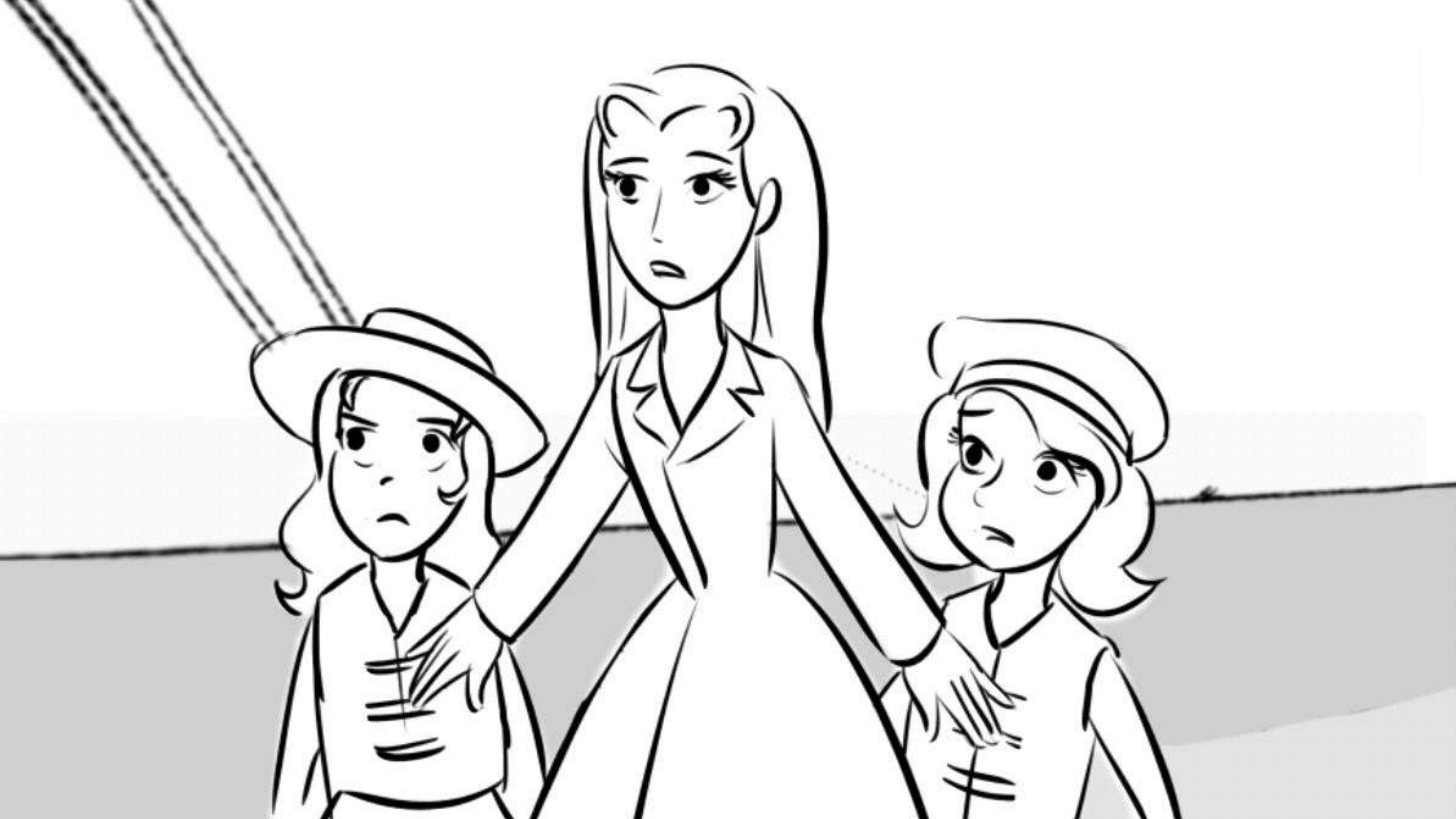


real hook.





104 C-PT 0-1 BE









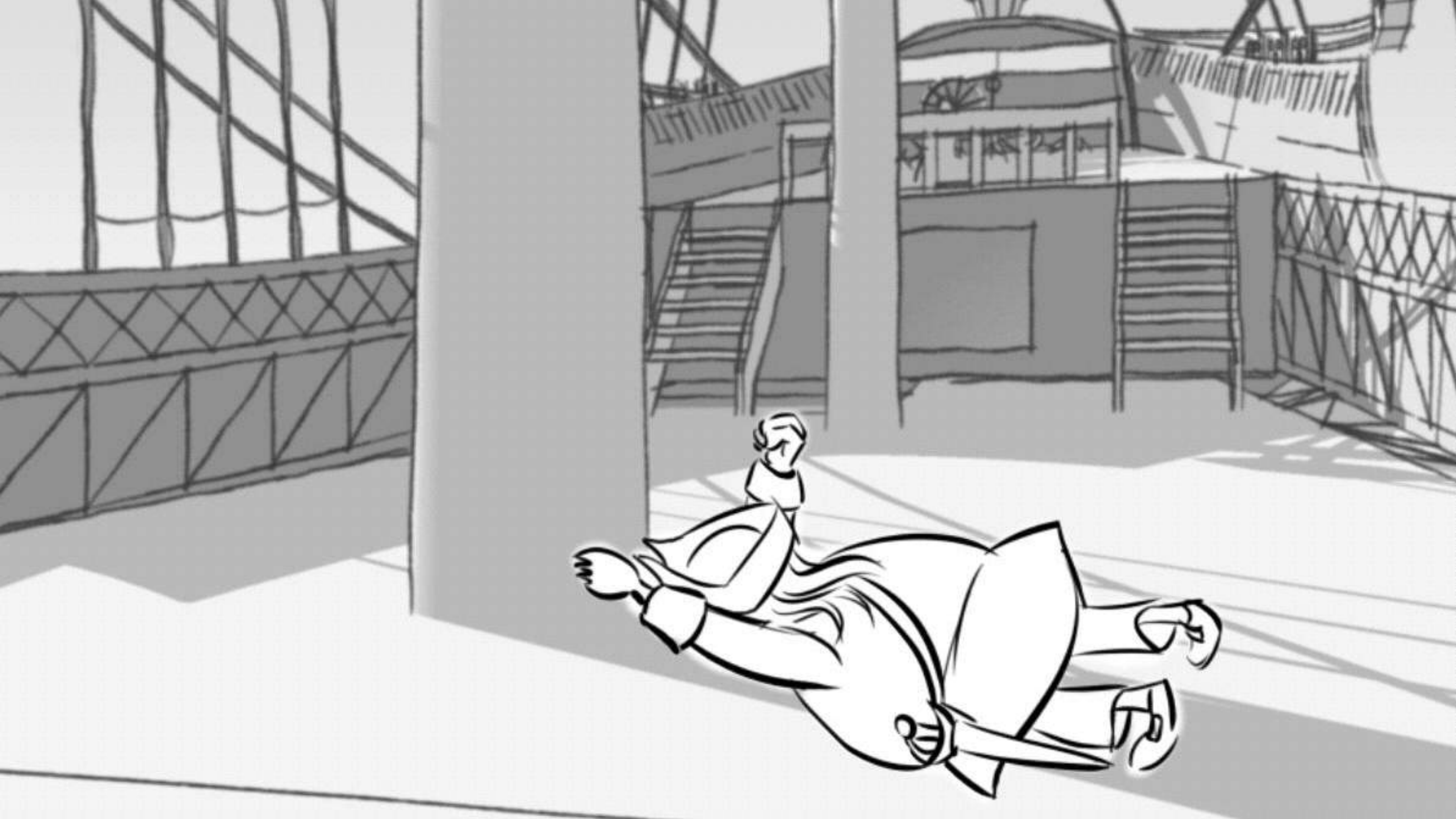












3rd Draft (11/6/13)

26.

The sprites scatter to avoid Miranda.

241 BENNGEE

Run!

Miranda slams the dome down on the floor.

242 MIRANDA

Ha. Got you!

Miranda lifts the dome - revealing the wee-sized Sofia!

243 MIRANDA (CONT'D)

Sofia?!

244 SOFIA

Mom!

Miranda scoops Sofia up and lifts her up so Sofia is standing on Miranda's palm, at eye level.

245 MIRANDA

What-- What happened to you?

246 SOFIA

I... I was cursed. Because I didn't listen to you and brought the wee sprites in the castle.

247 MIRANDA

Oh no, this is awful.

Mom!

Miranda scoops Sofia up and lifts her up so Sofia is standing on Miranda's palm, at eye level.

245 MIRANDA

What-- What happened to you?

246 SOFIA

I... I was cursed. Because I didn't listen to you and brought the wee sprites in the castle.

247 MIRANDA

Oh no, this is awful.

248 SOFIA

I'm sorry, Mom.

249 MIRANDA

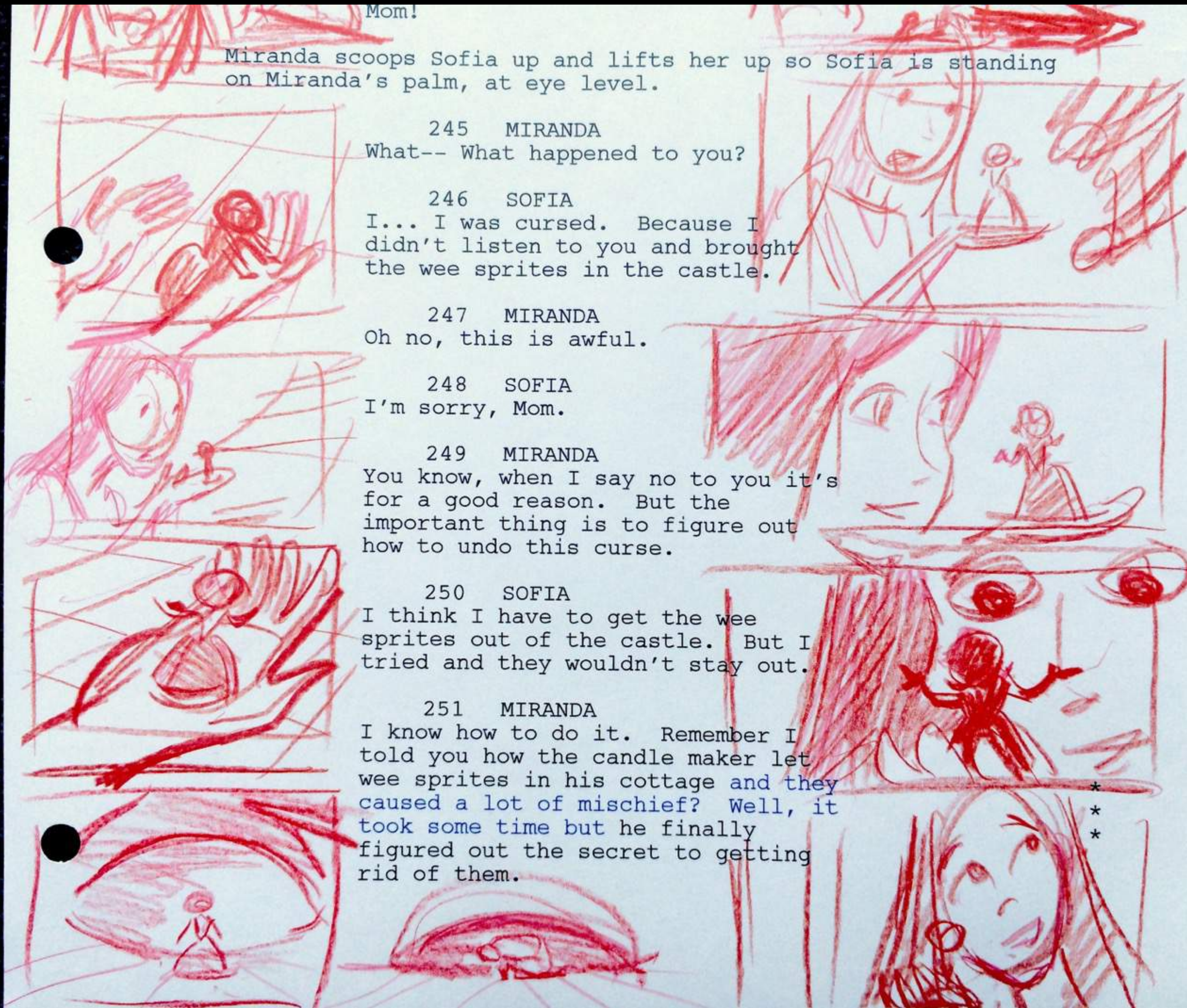
You know, when I say no to you it's for a good reason. But the important thing is to figure out how to undo this curse.

250 SOFIA

I think I have to get the wee sprites out of the castle. But I tried and they wouldn't stay out.

251 MIRANDA

I know how to do it. Remember I told you how the candle maker let wee sprites in his cottage and they caused a lot of mischief? Well, it took some time but he finally figured out the secret to getting rid of them.



252 SOFIA
What is it?

253 MIRANDA
To get them out of your home for good, you need to get the wee sprites to say [out loud] that they want to leave.

254 SOFIA
But how am I going to do that?

255 MIRANDA
First, we have to find them.

They hear an CRASH upstairs.

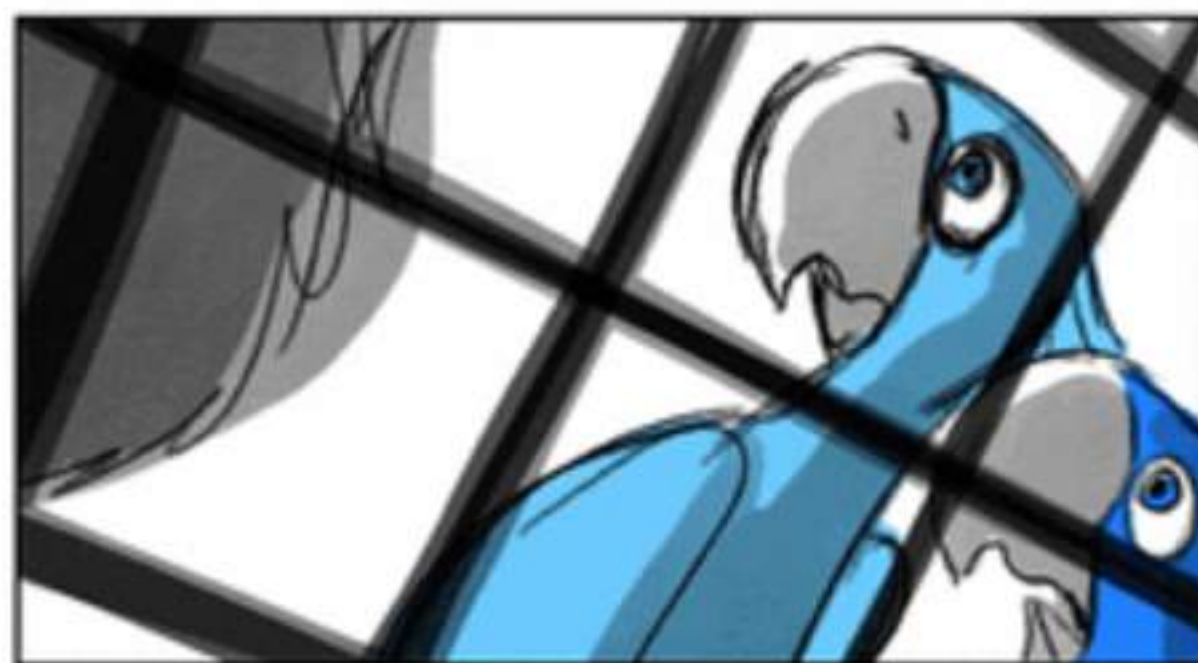
256 SOFIA
Just follow the sounds of things breaking.

Miranda scoops Sofia up runs up the stairs.

INT. CASTLE - BALLROOM - DAY

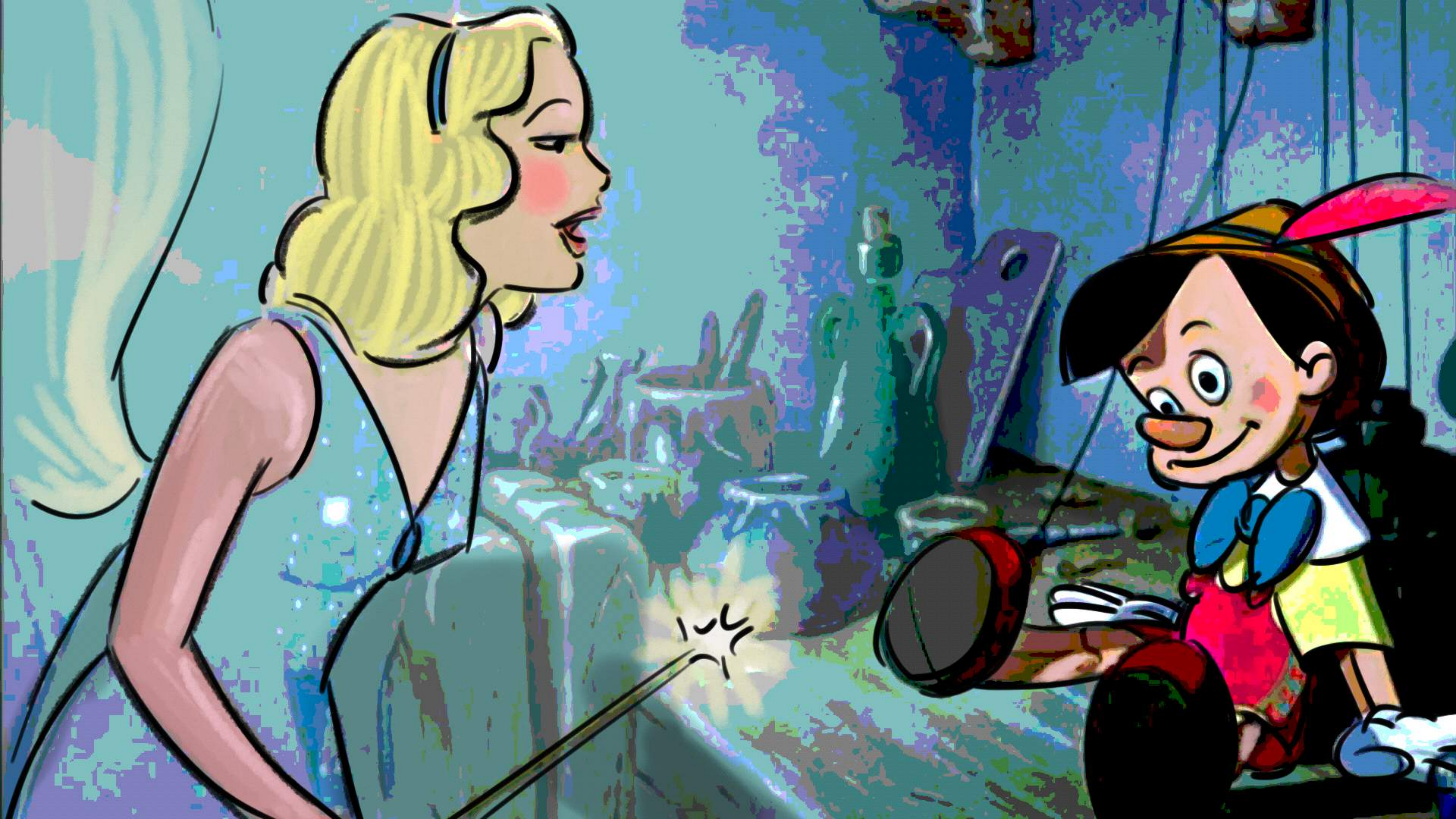
Miranda, holding Sofia, enters to find SERVANTS confused as the toys on the tables move on their own; jack-in-the-boxes SPRING open, teddy bears creep across the table, etc.

CLOSE ON THE TOYS - the wee sprites are hiding behind them, making them move. BOING SPRING etc.



Wish







Meanwhile

Meanwhile .

Meanwhile . .

Meanwhile ...

Hope

Hope + Fear







Happiest place
on earth

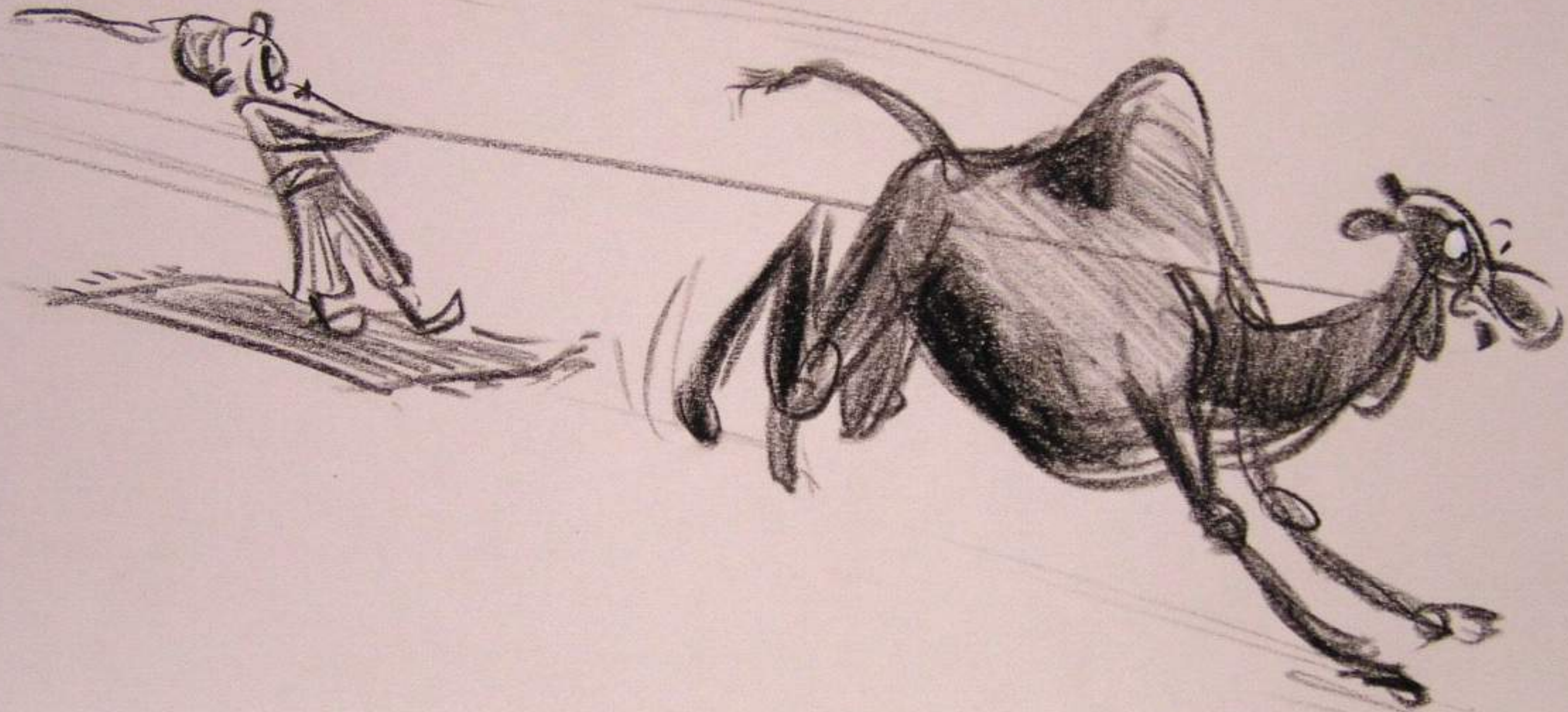




GENIES
ELVIS
IMPERSONATION





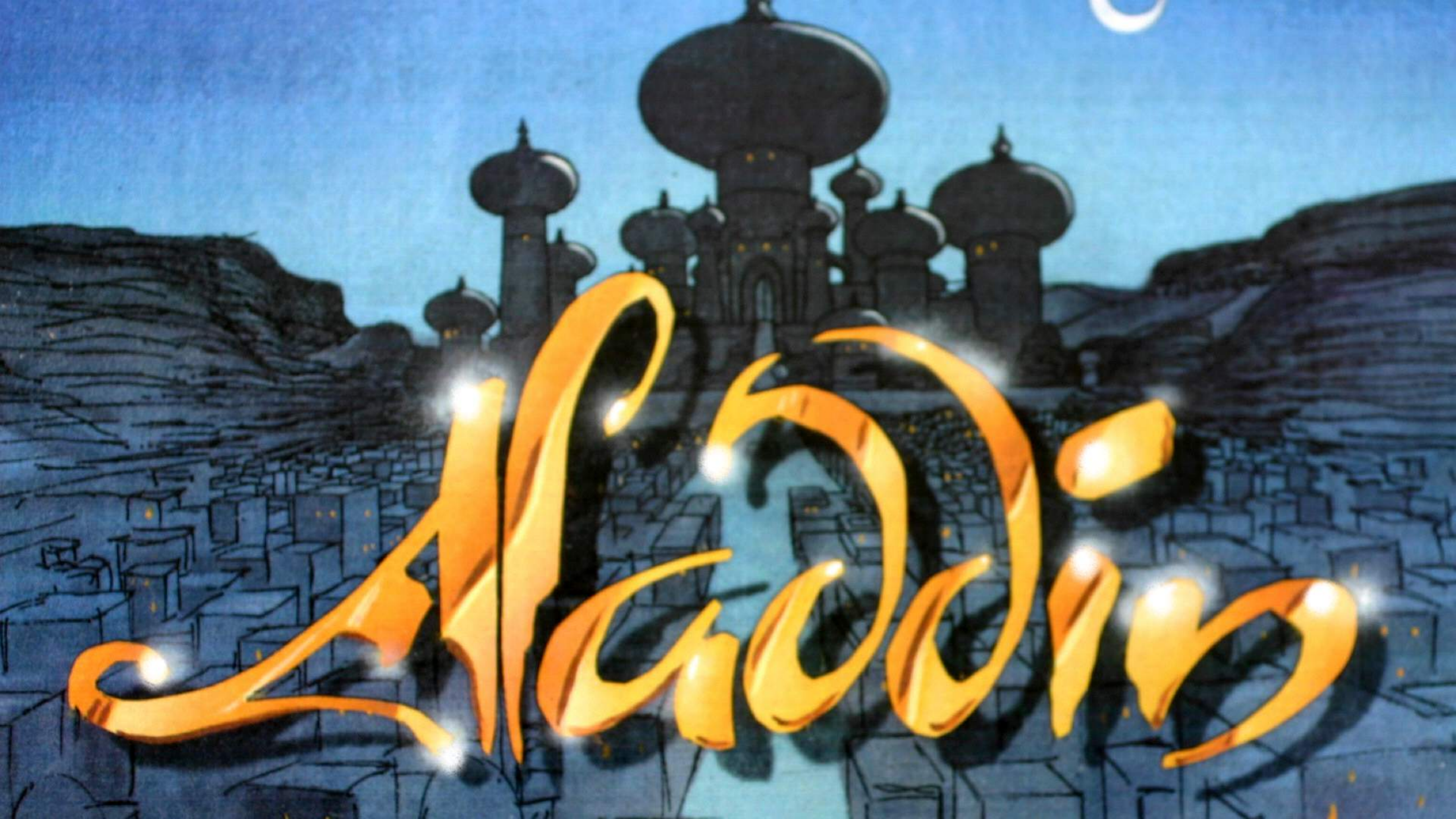








~~Happiest~~ place
on earth

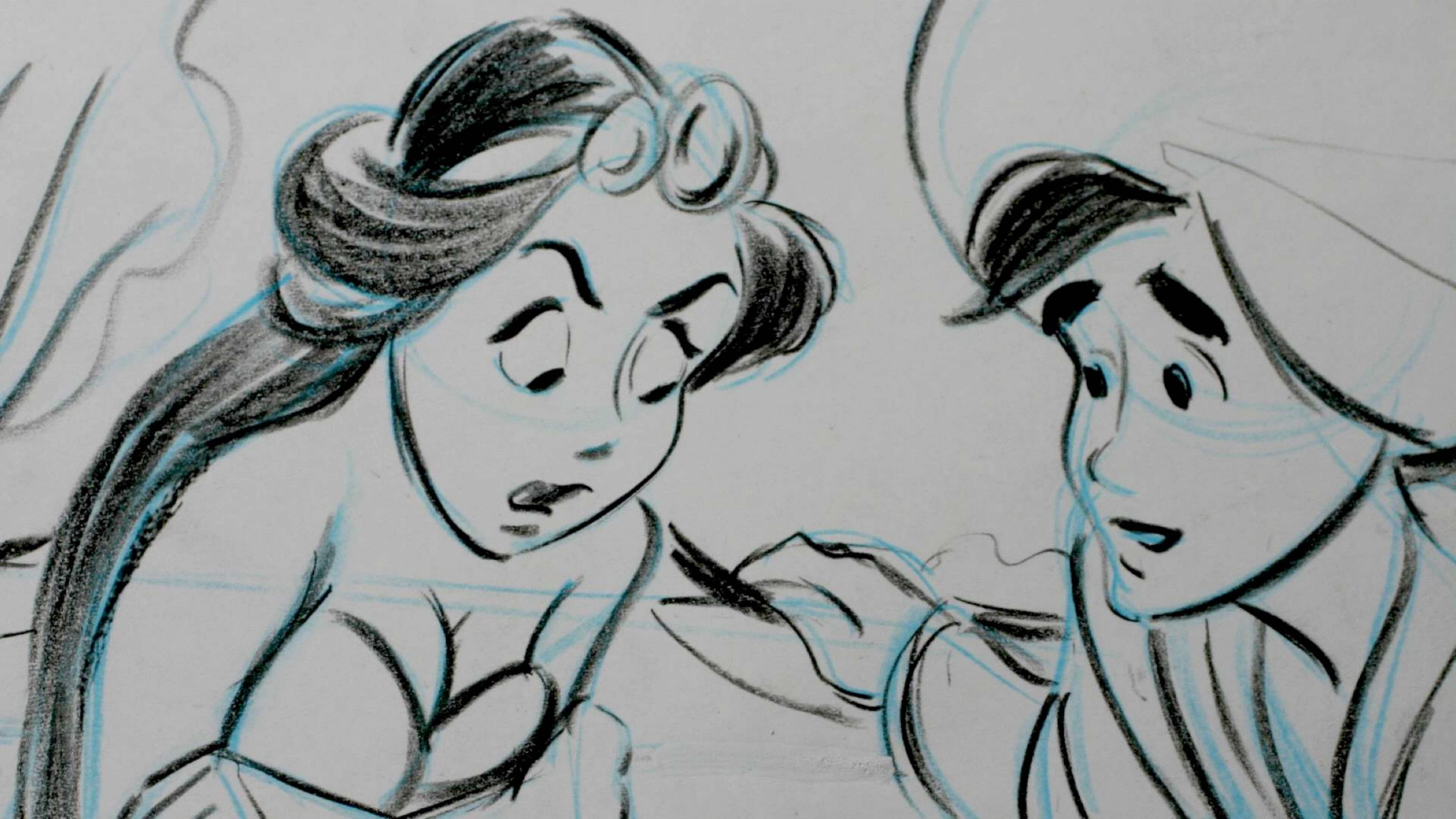


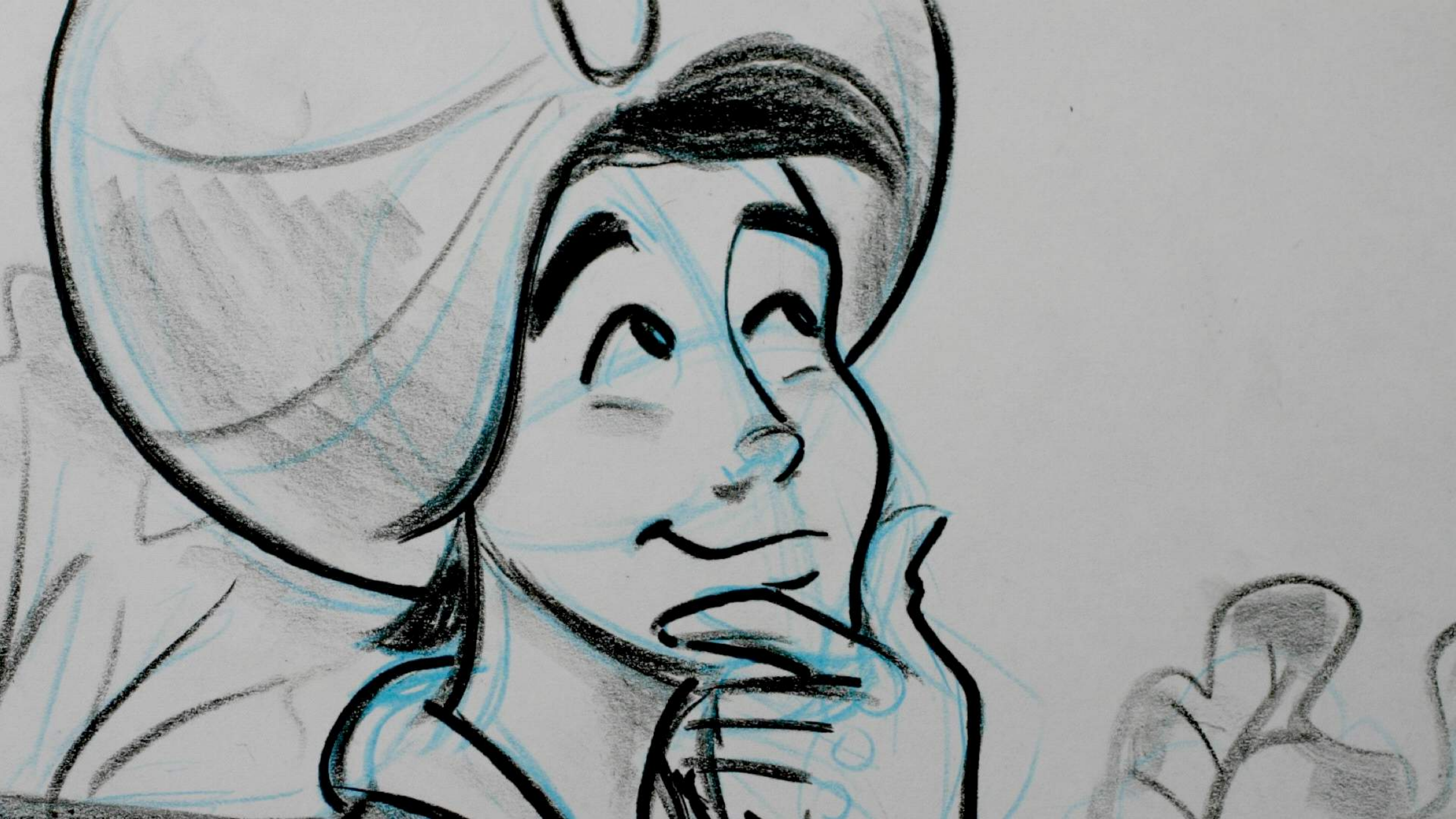


























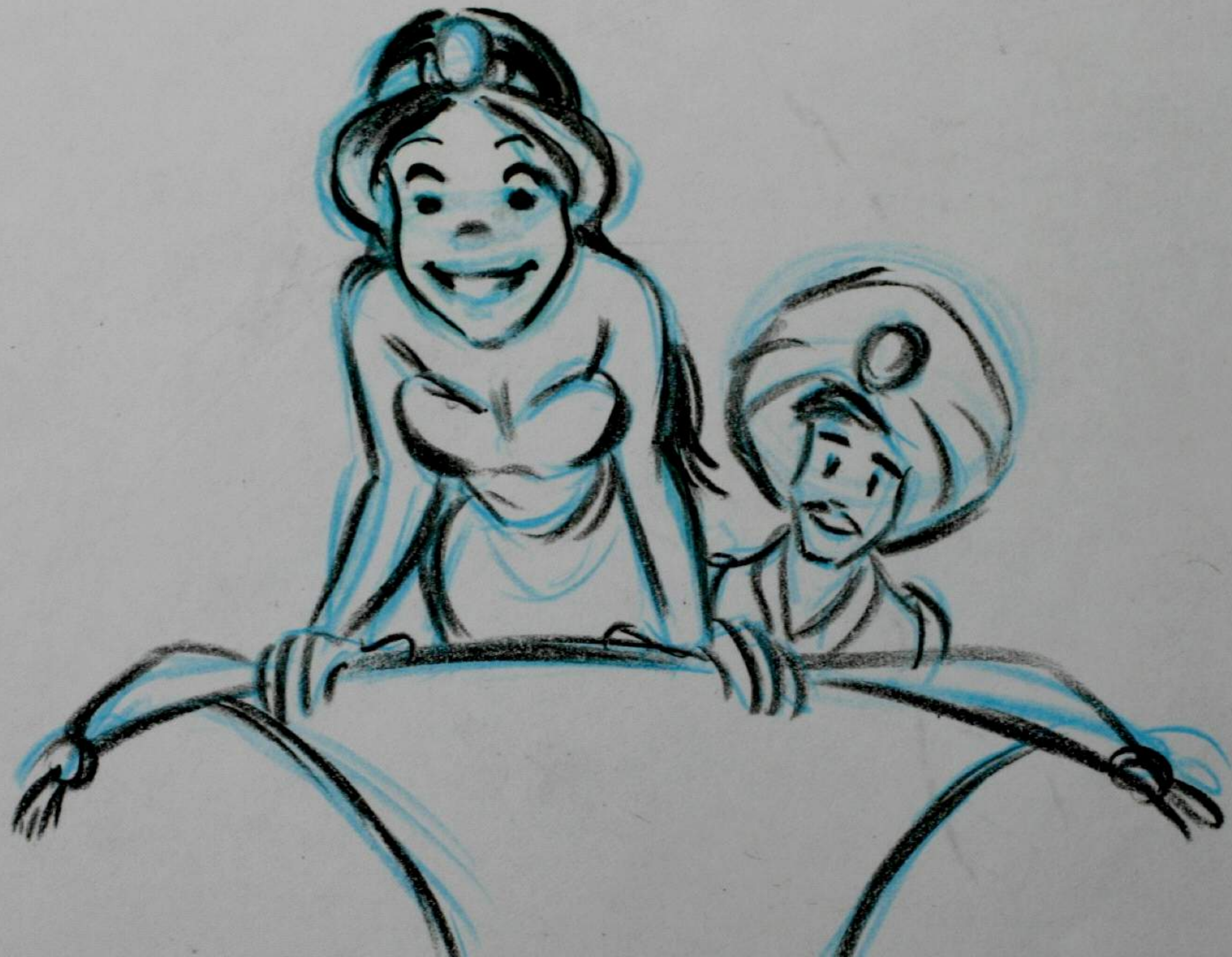


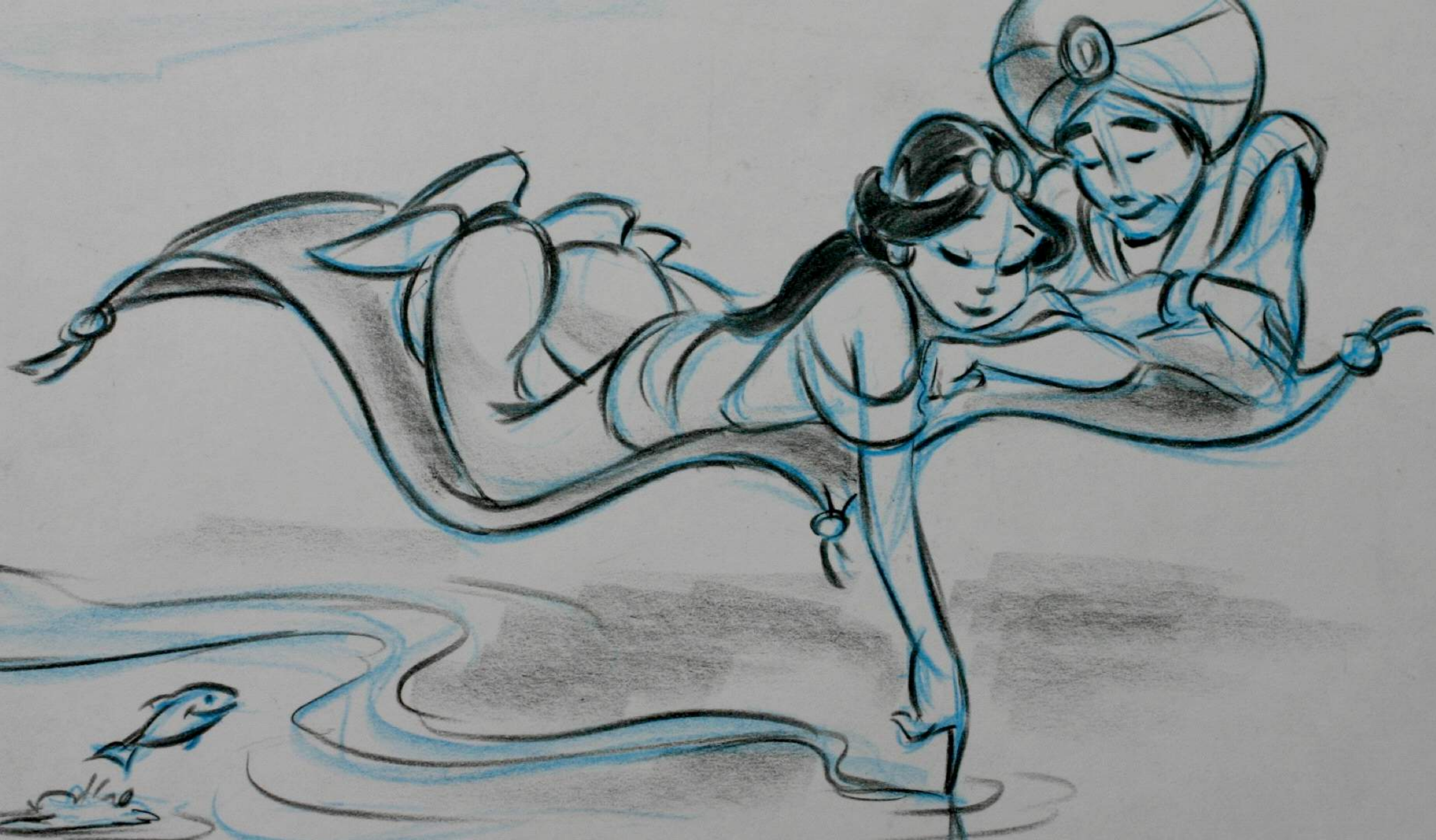






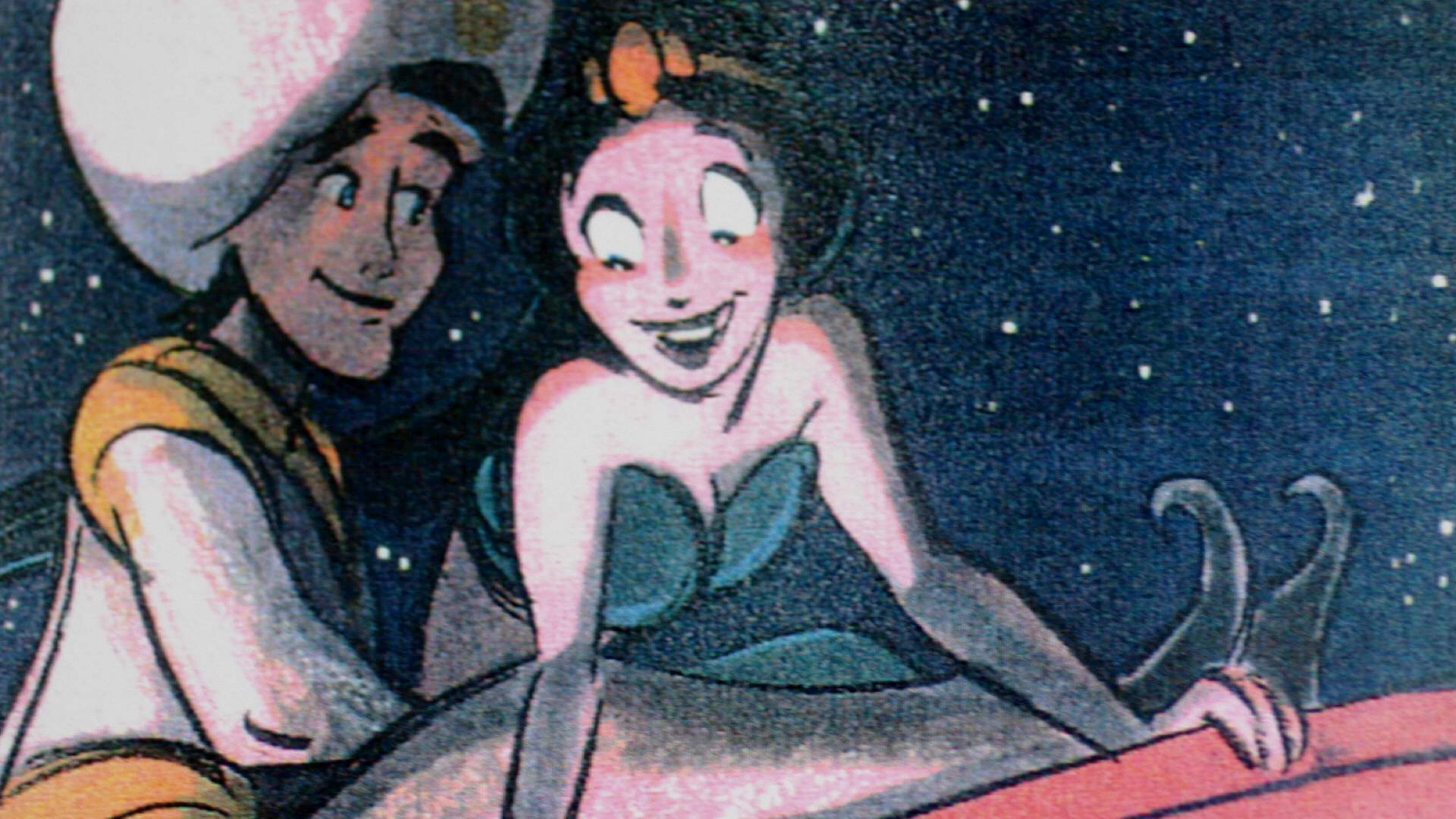






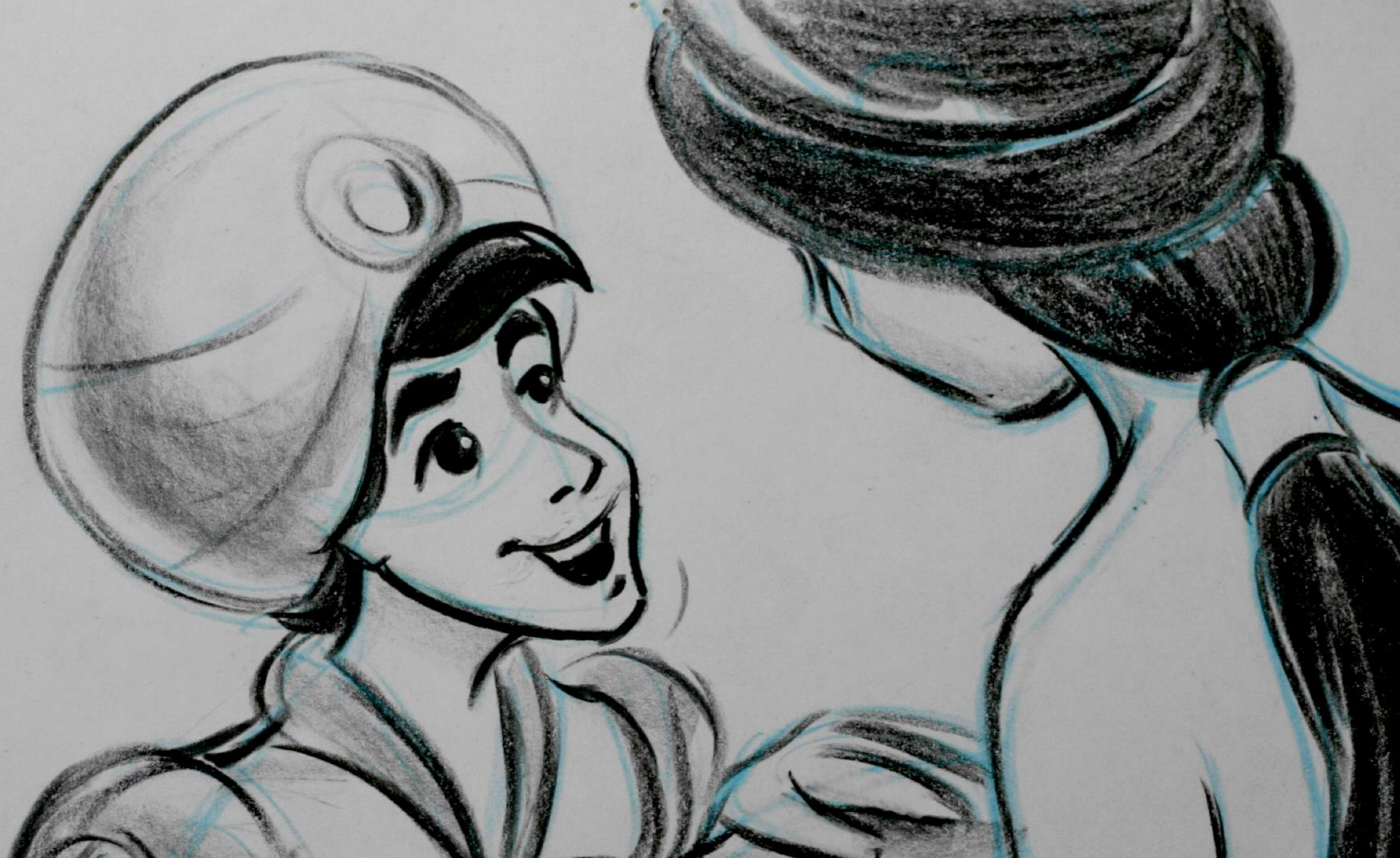


Visual development from Aladdin





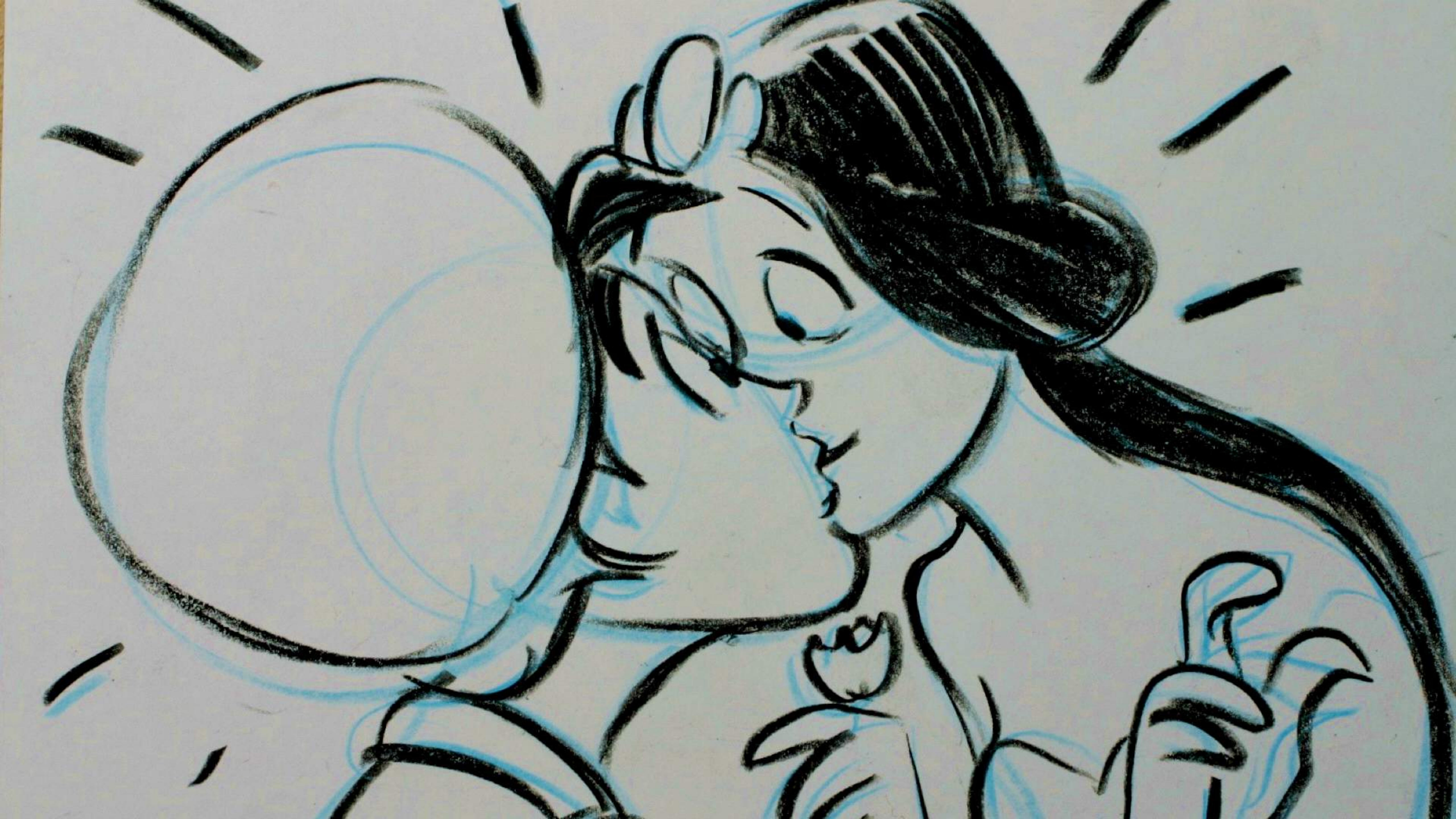




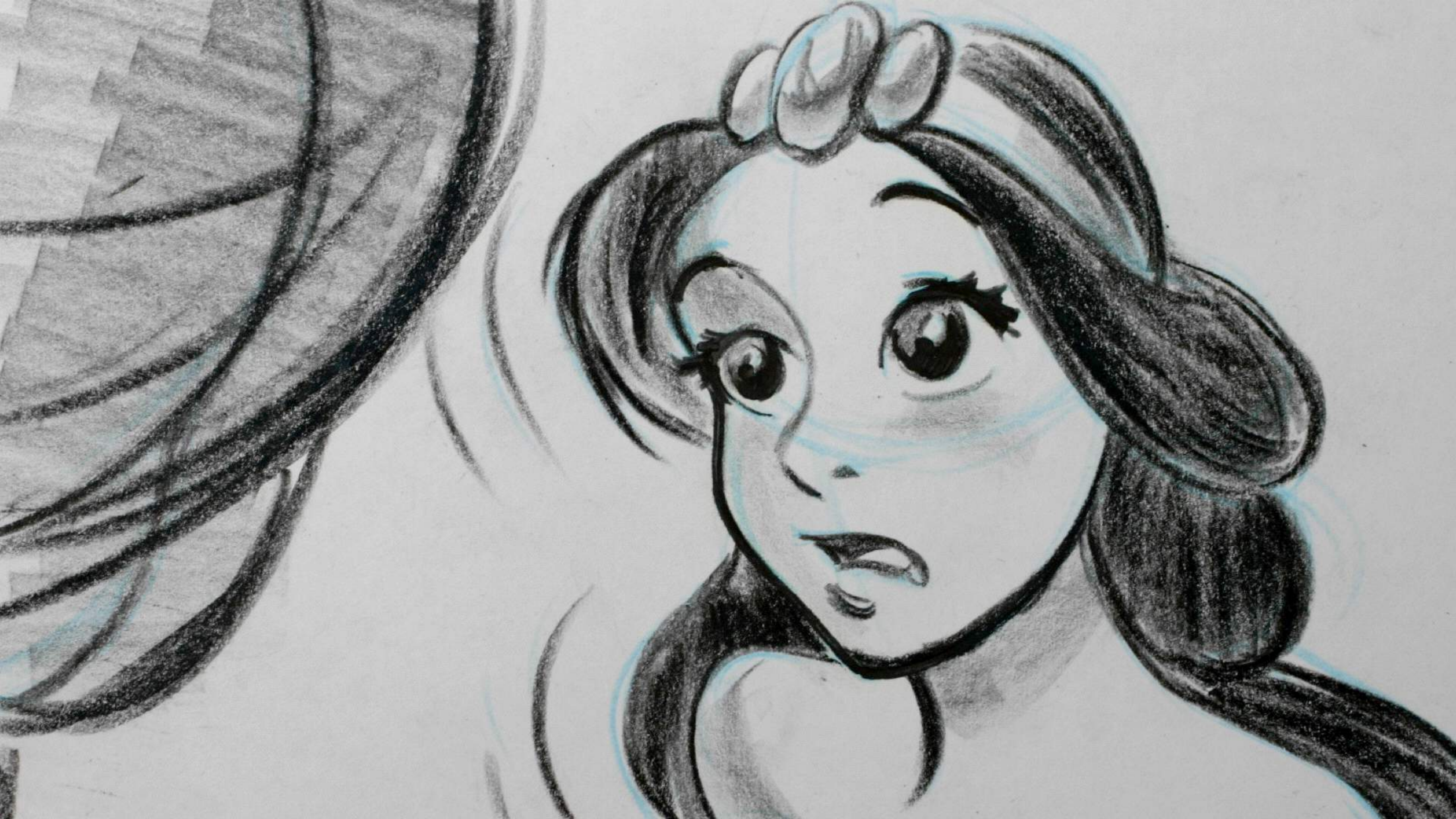


















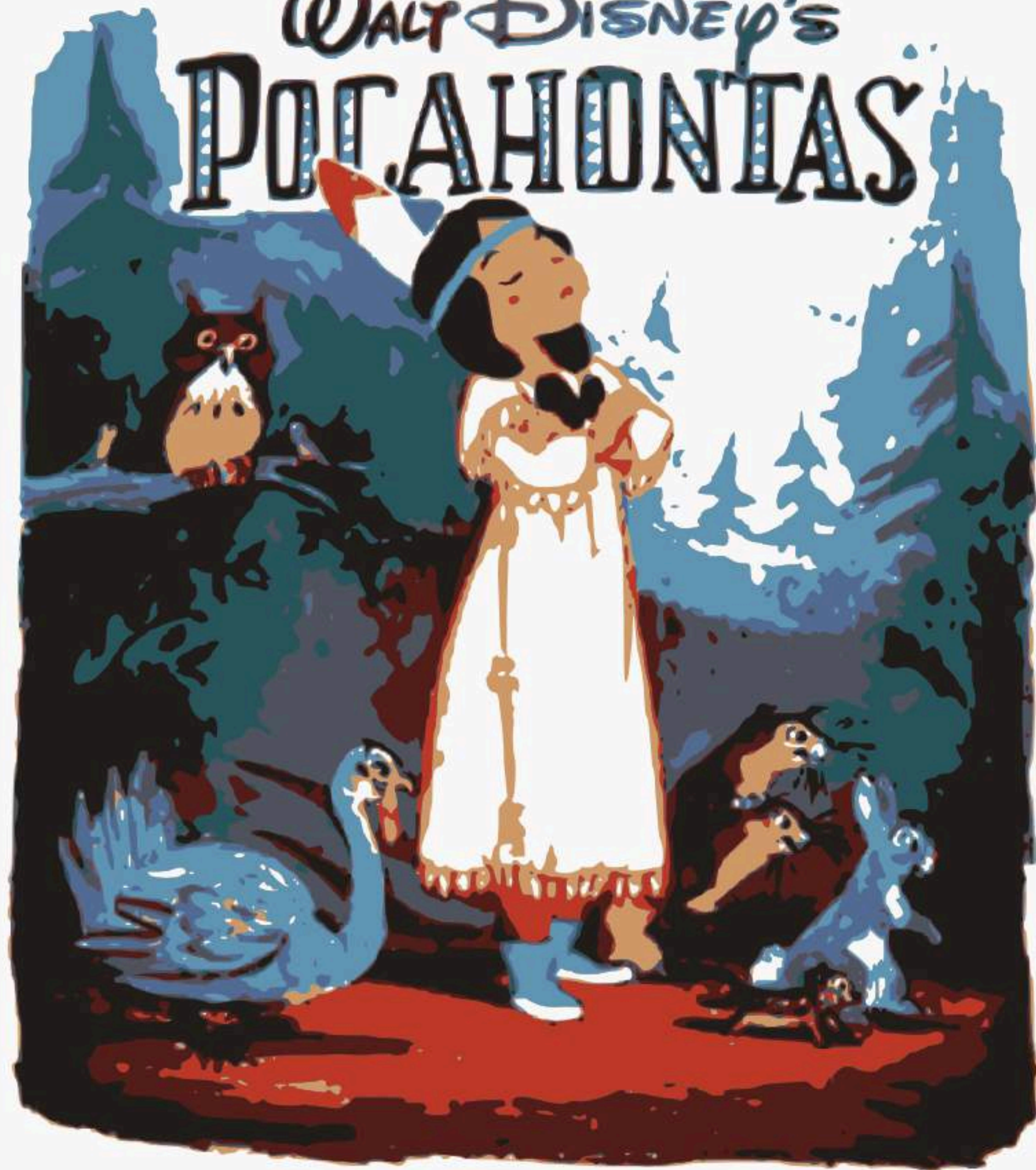




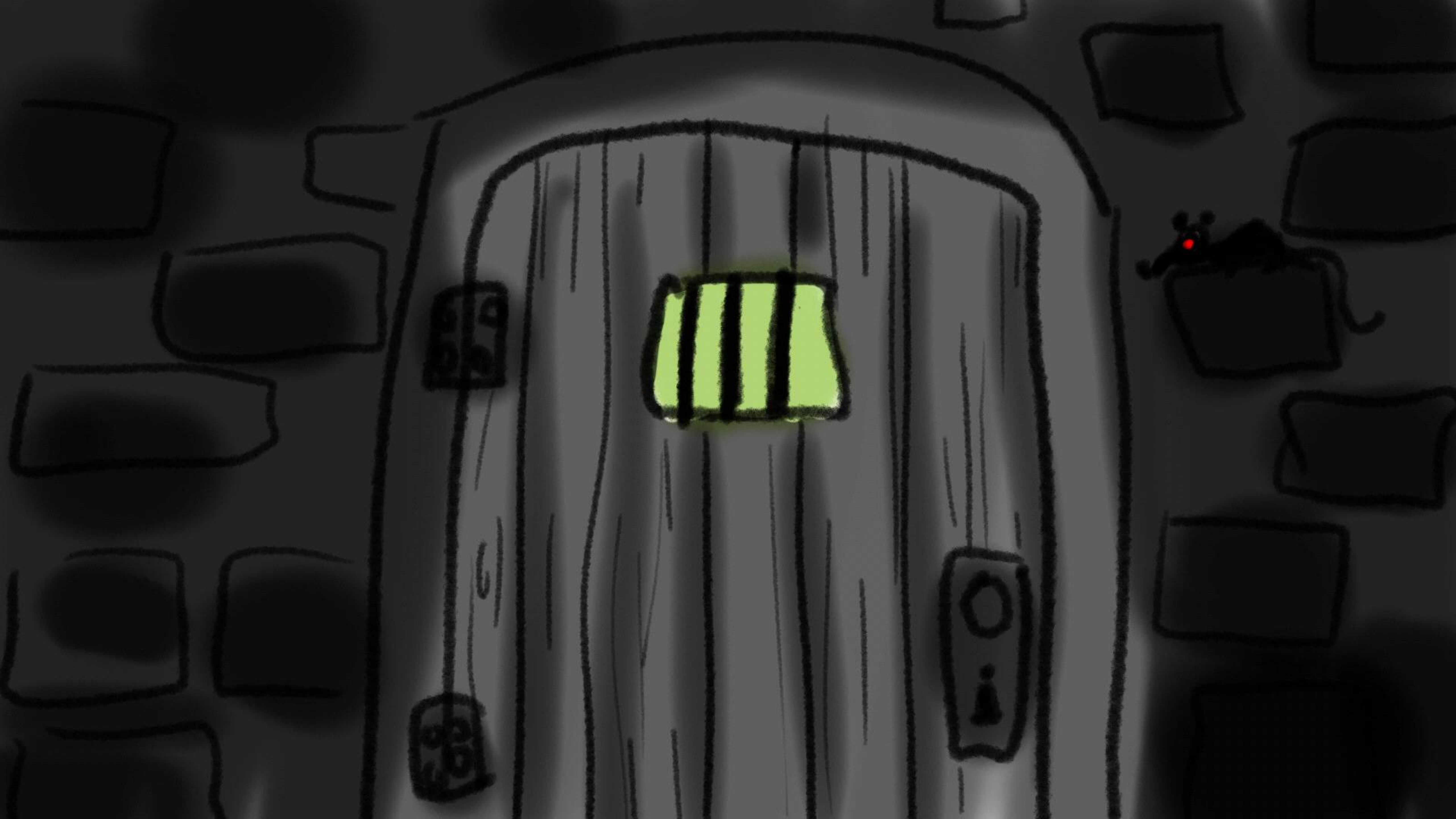




WALT DISNEY'S
POCAHONTAS









A dramatic, high-contrast photograph of a snowy mountain peak. The mountain's ridges are covered in thick white snow, and numerous long, thin icicles hang from the edges, catching the light. The sky above is dark and filled with heavy, swirling clouds, creating a sense of an approaching storm. The overall mood is cold and intense. The text "Emotionally cool." is overlaid in the center in a clean, white, sans-serif font.

Emotionally cool.







GOING BACK...



IS HIS BEST CHANCE



HE'LL DIE IF HE STAYS HERE.



THANK YOU, MY BROTHER



COME WITH ME?



I CAN'T.



THIS IS YOUR HOME. YOU'RE NEEDED HERE.



BUT YOU'LL ALWAYS BE ABLE TO FIND ME.



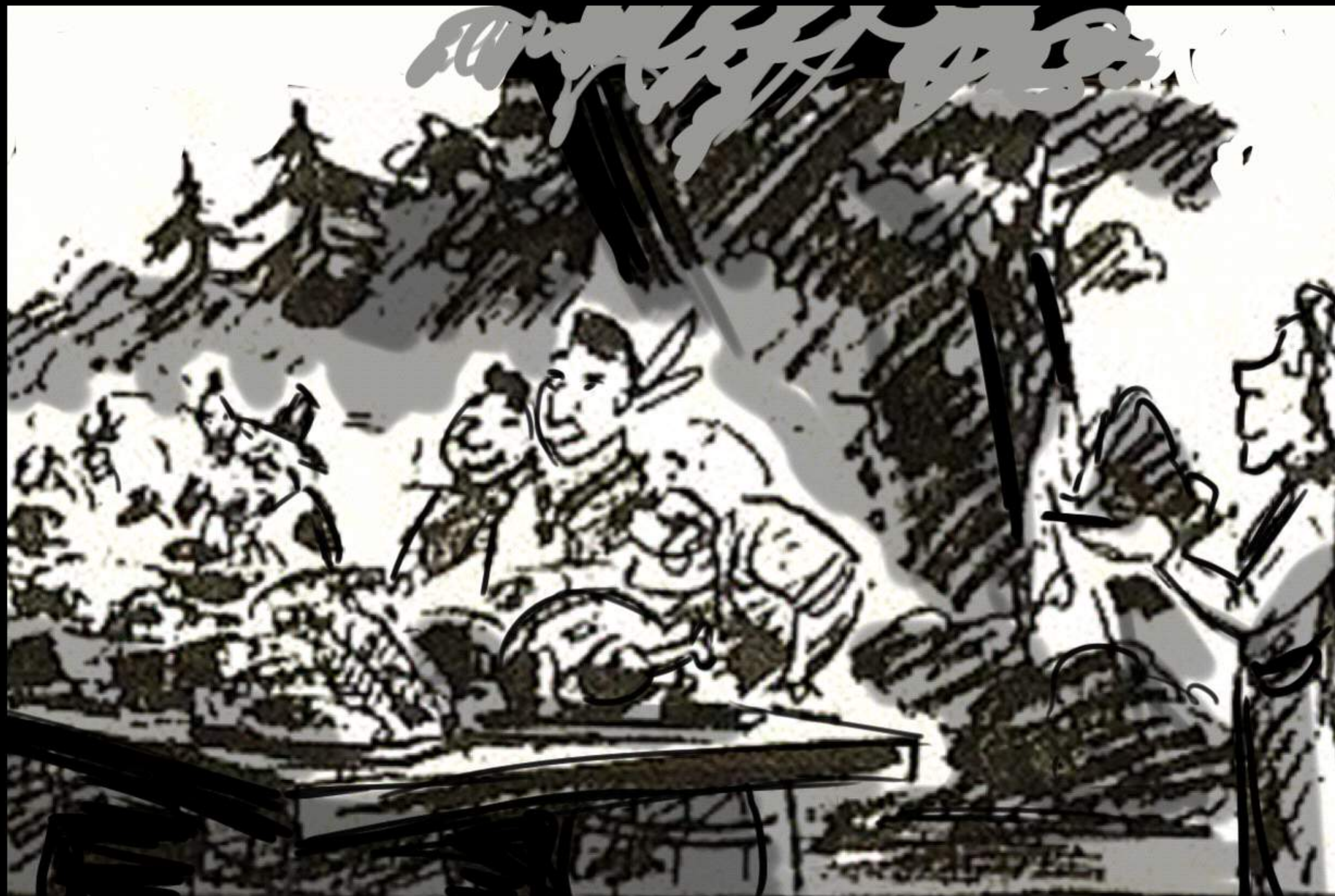






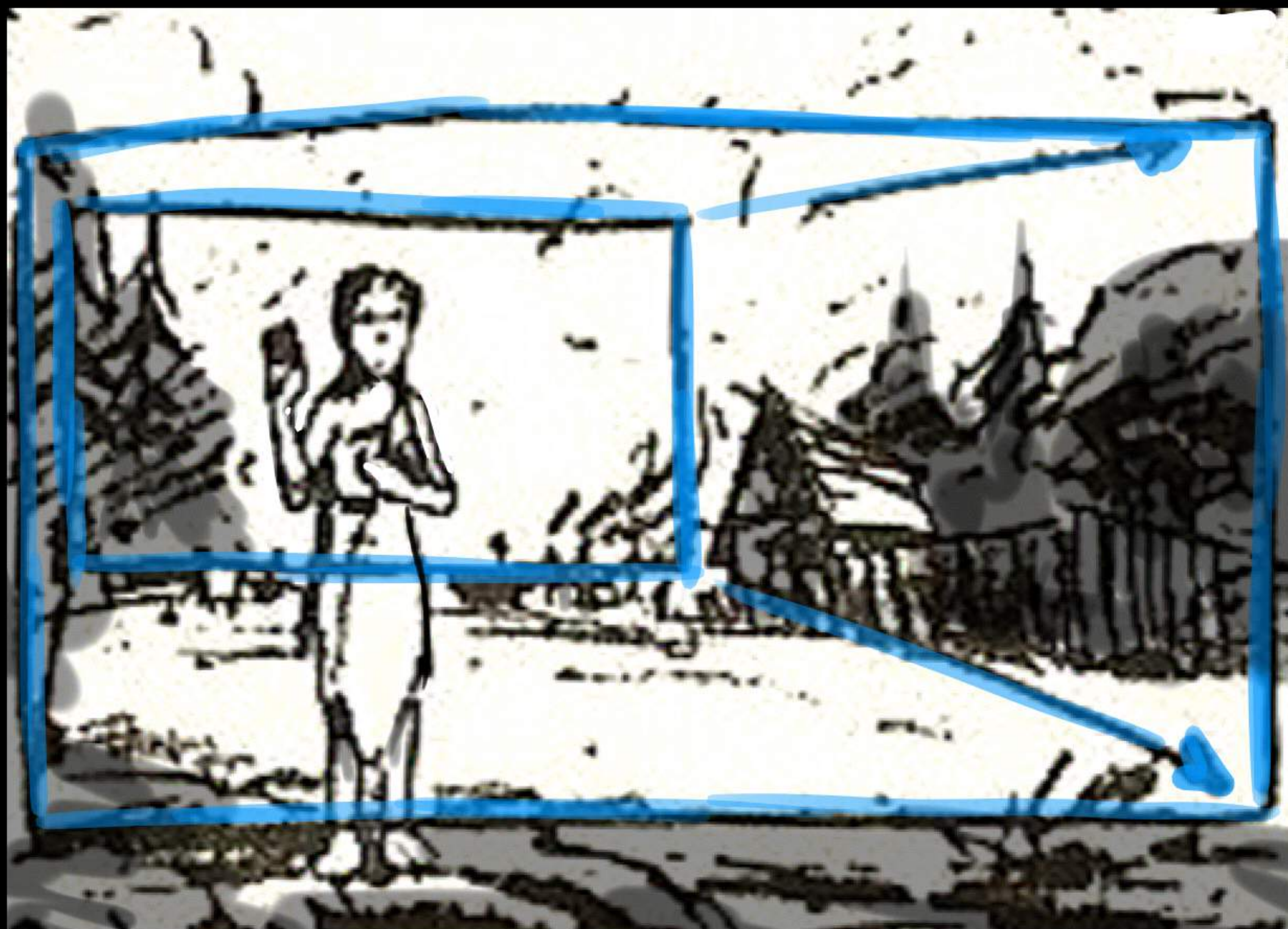
















Emotionally cool.

The challenge

Romeo & Juliet

Hamlet

Ghost













Pocahontas Farewell









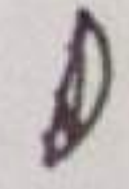








Handwritten text at the bottom of the page, possibly a signature or a series of connected characters.













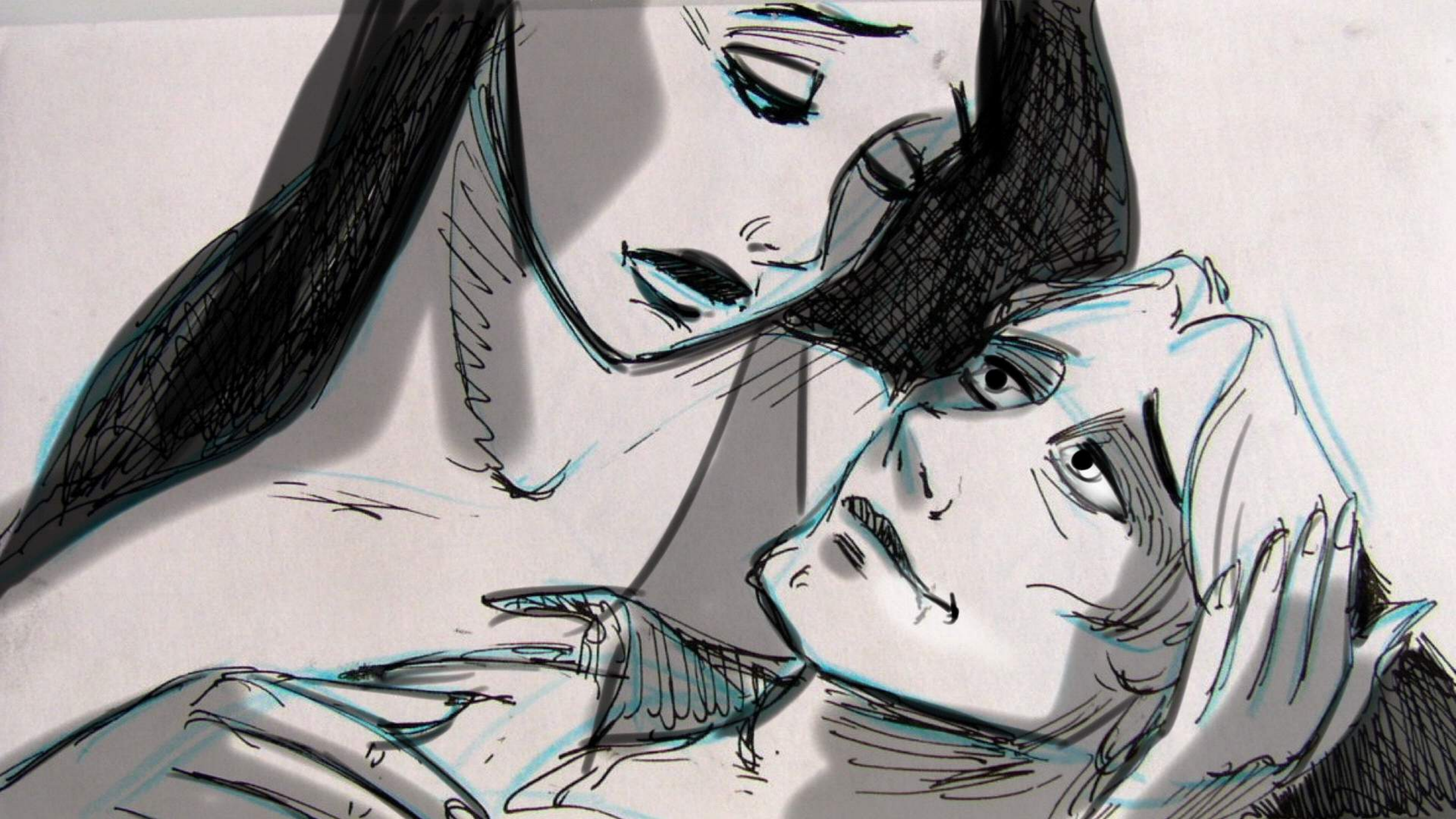
























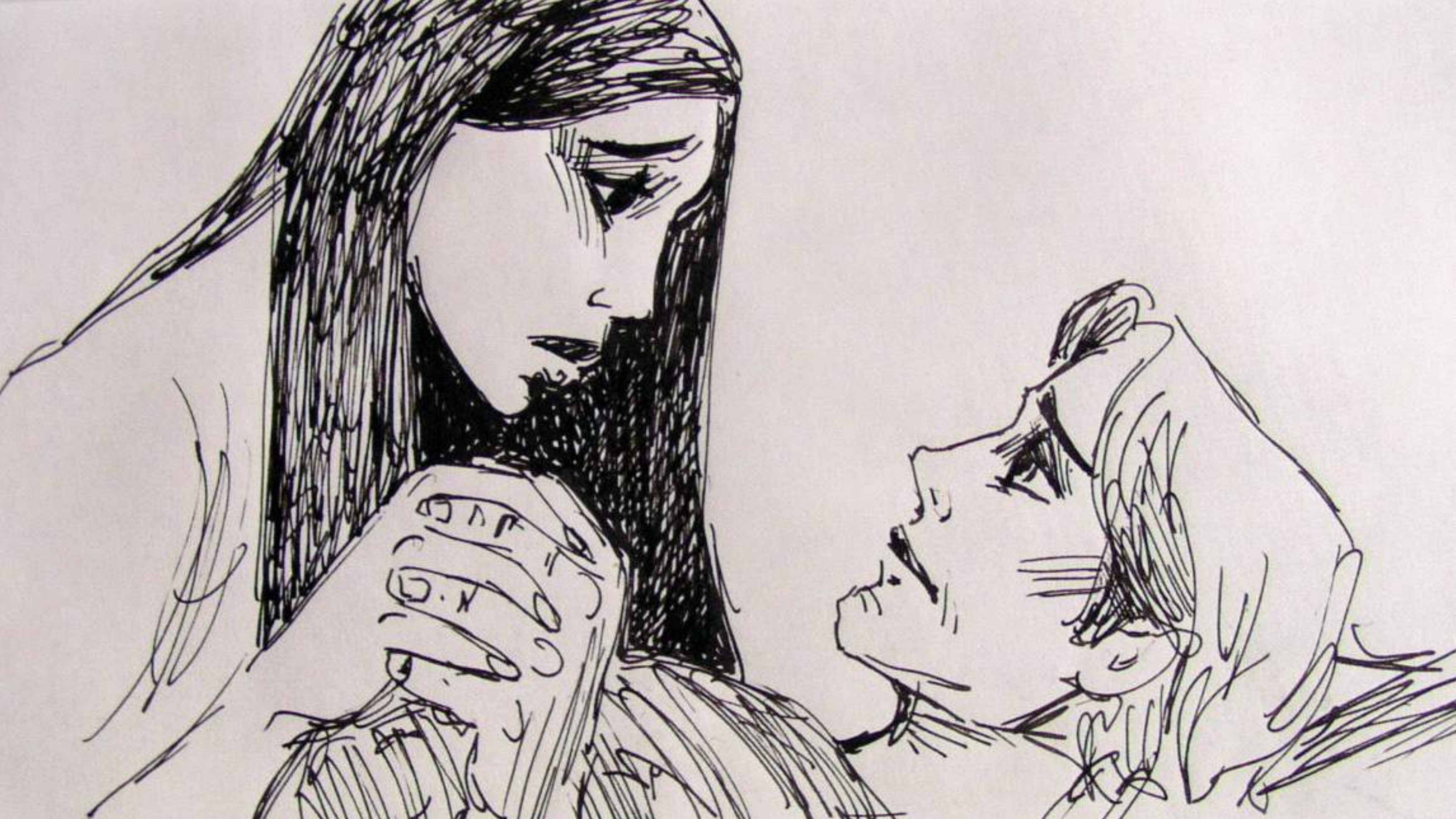




















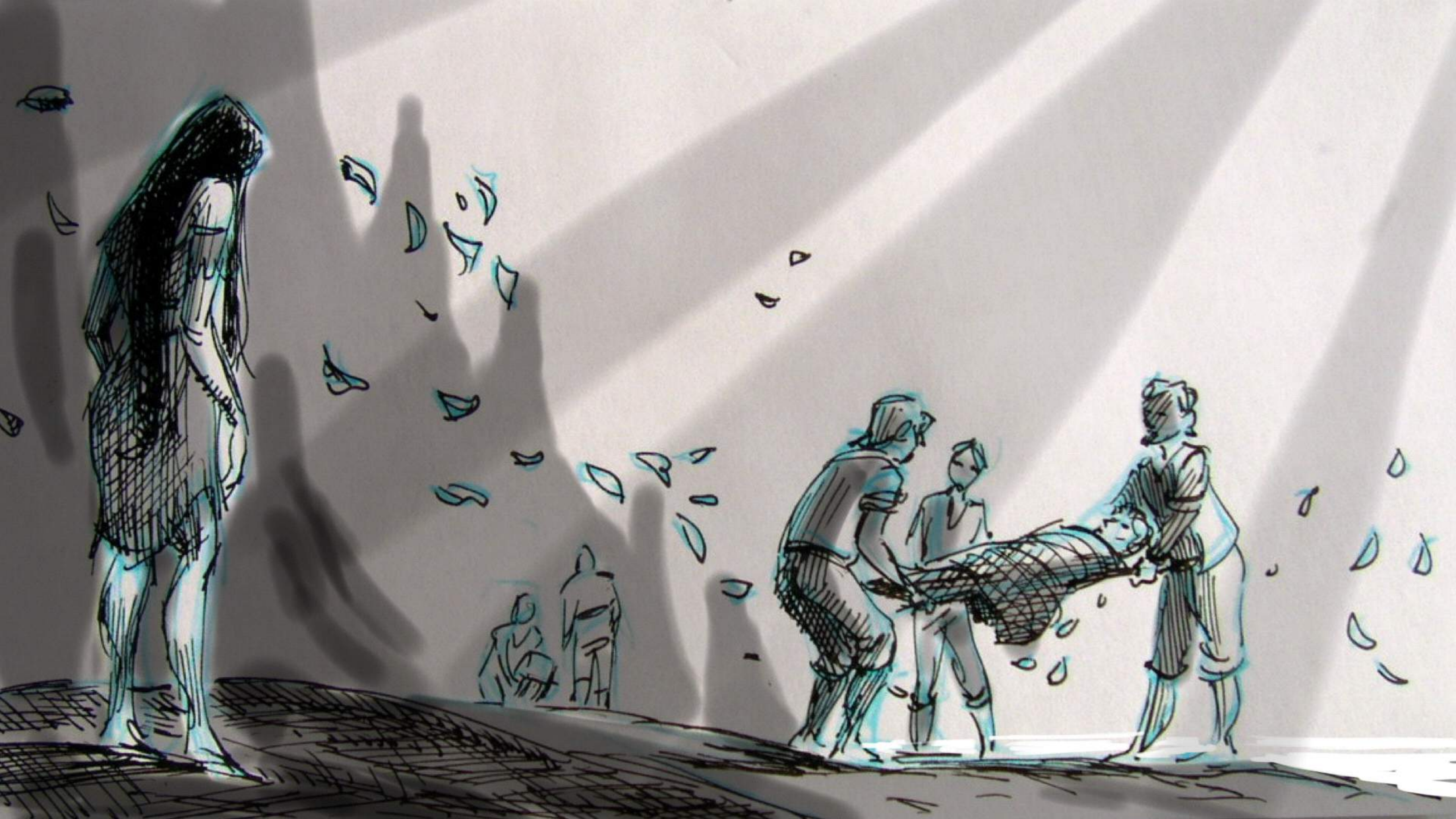






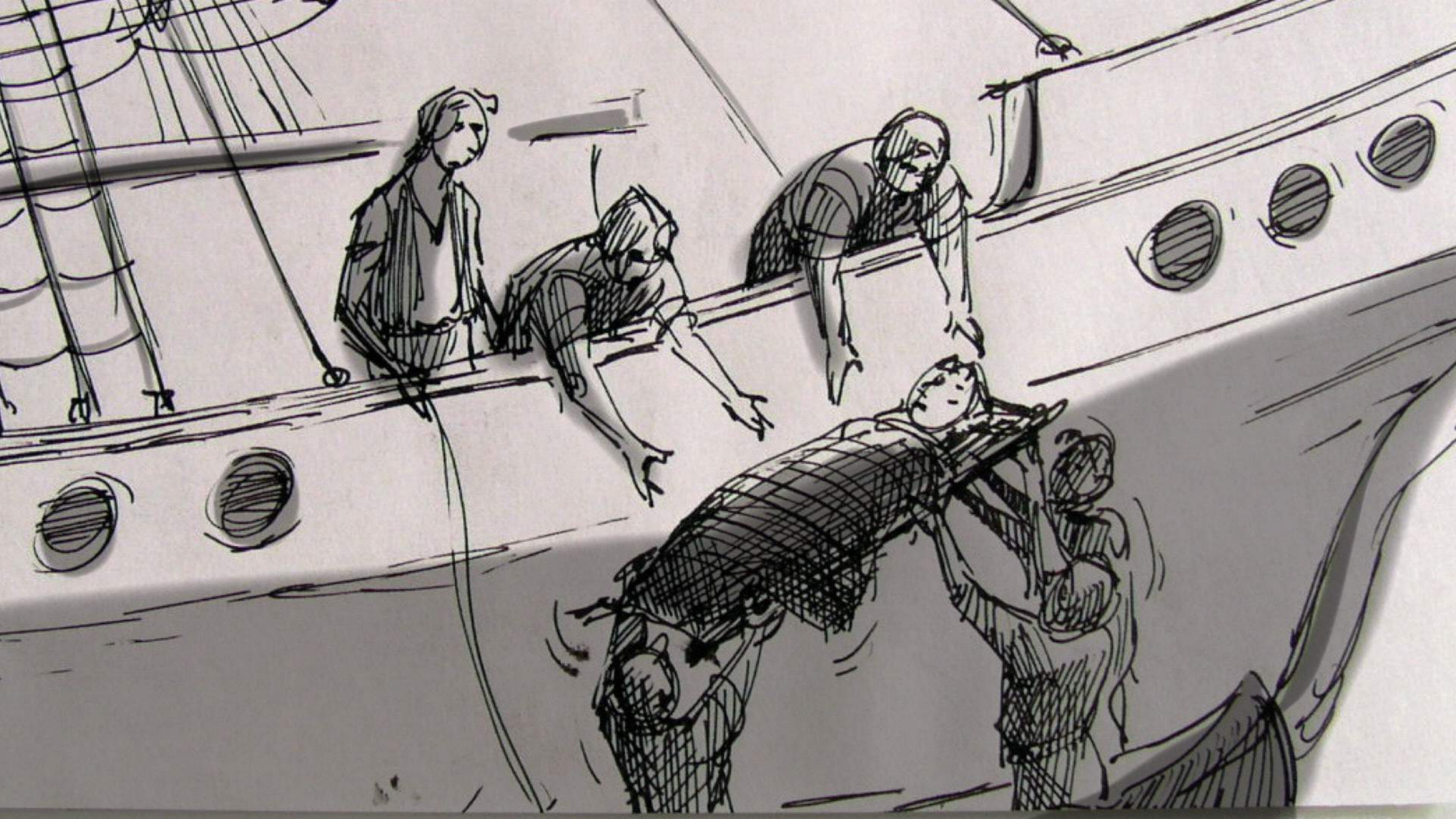




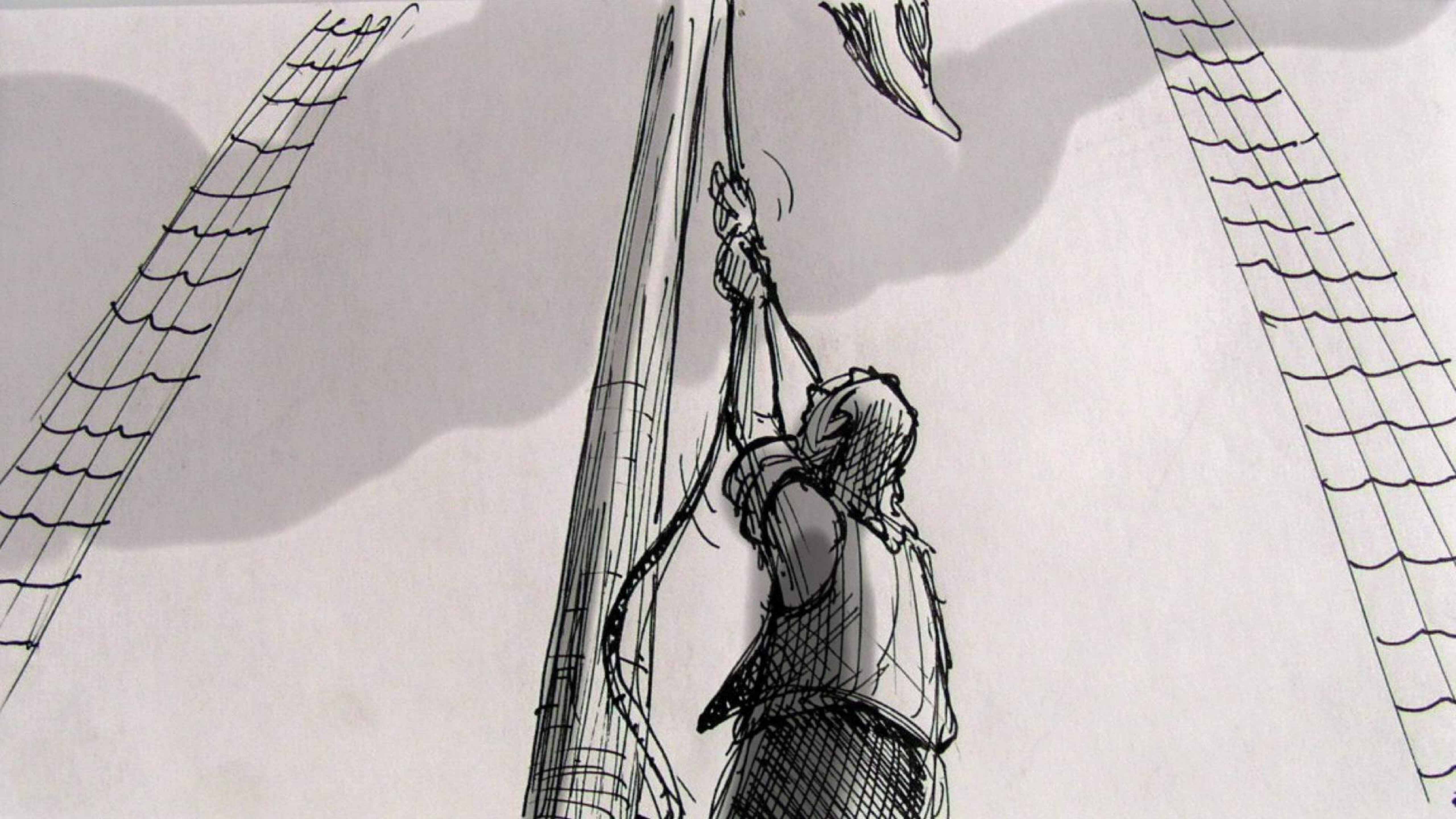


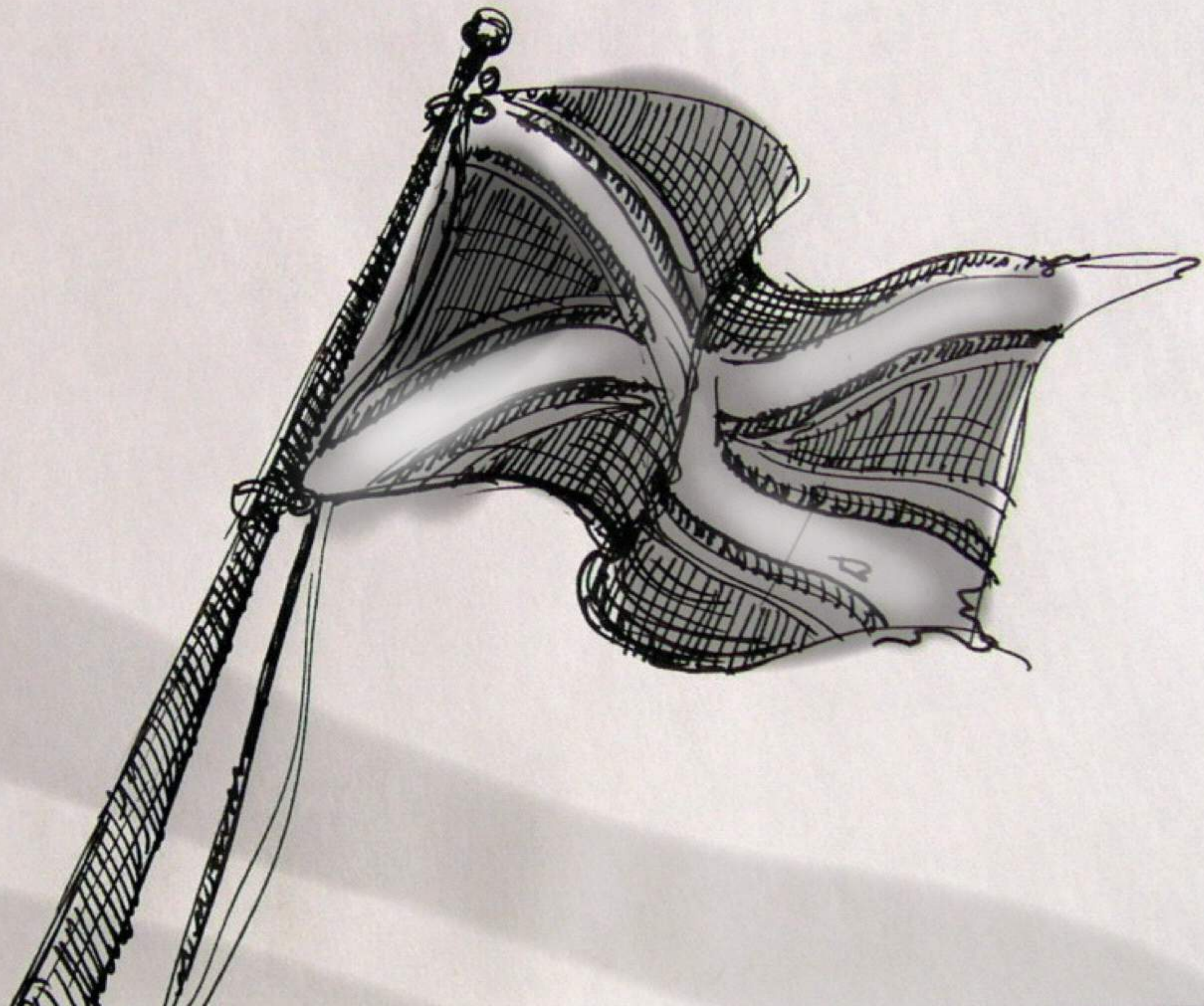
































30-65A







30-67.







30-7





30-7



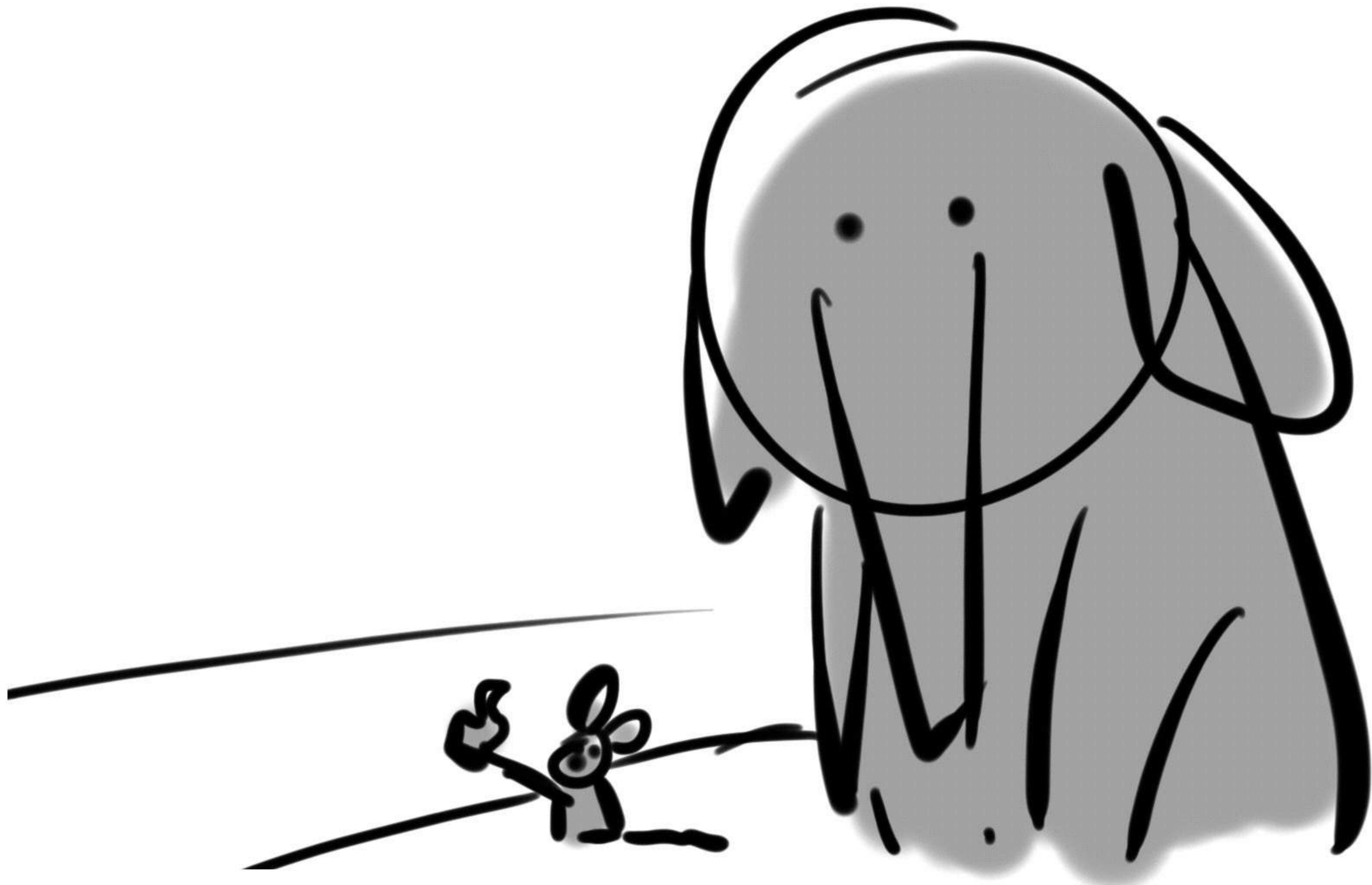
30-69.



The Secret...

3 Classic stories

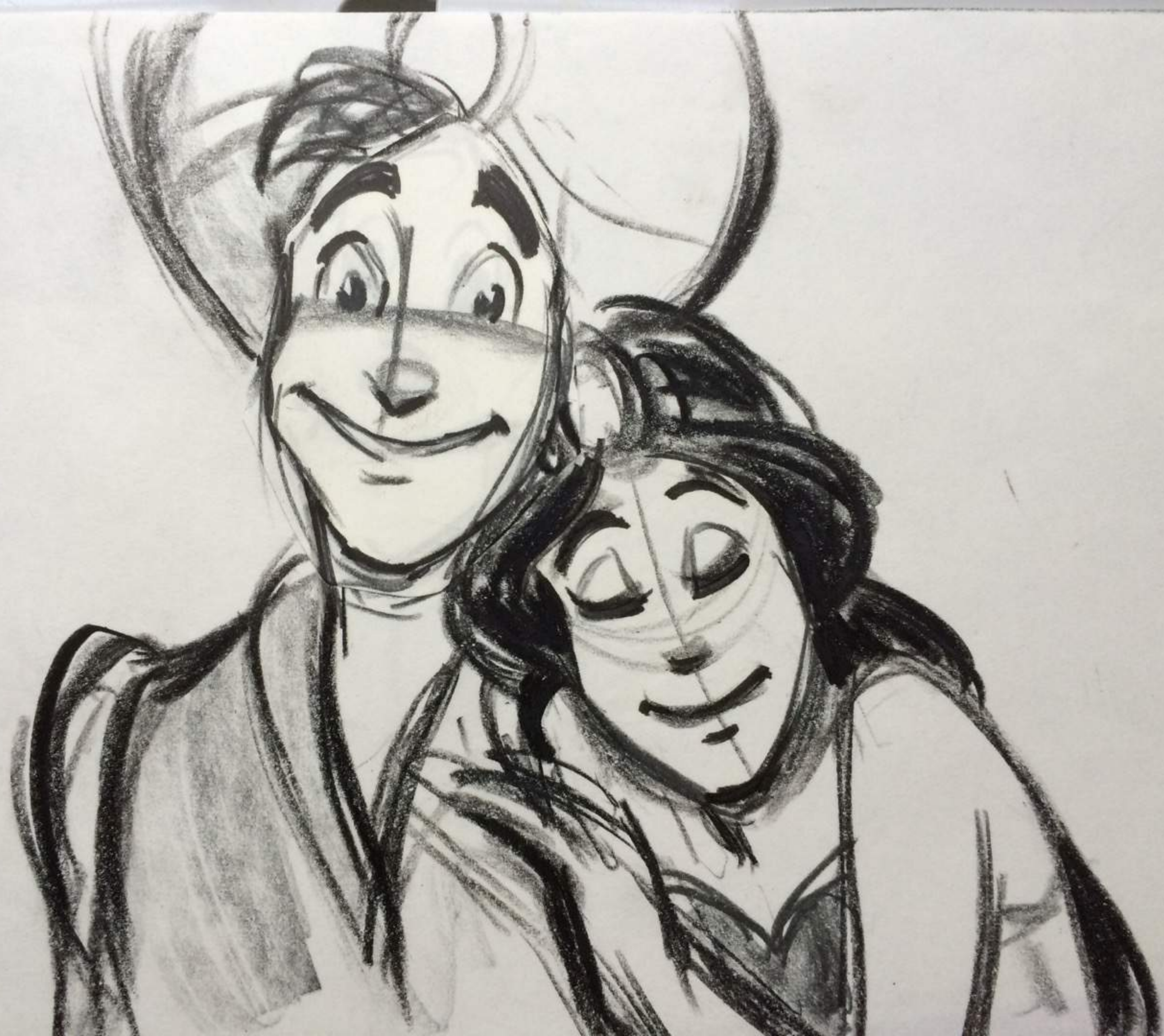




Boy meets girl
story

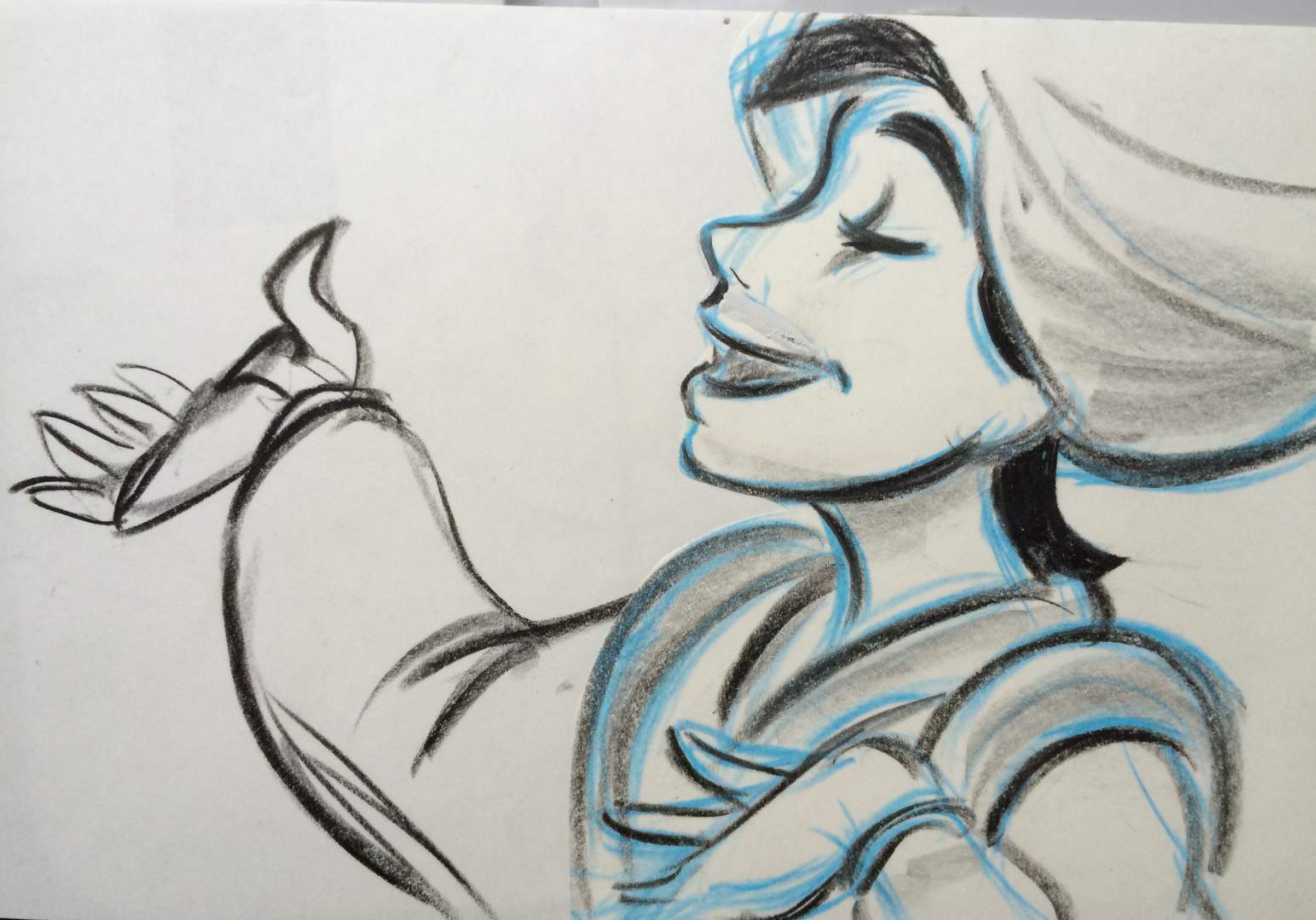


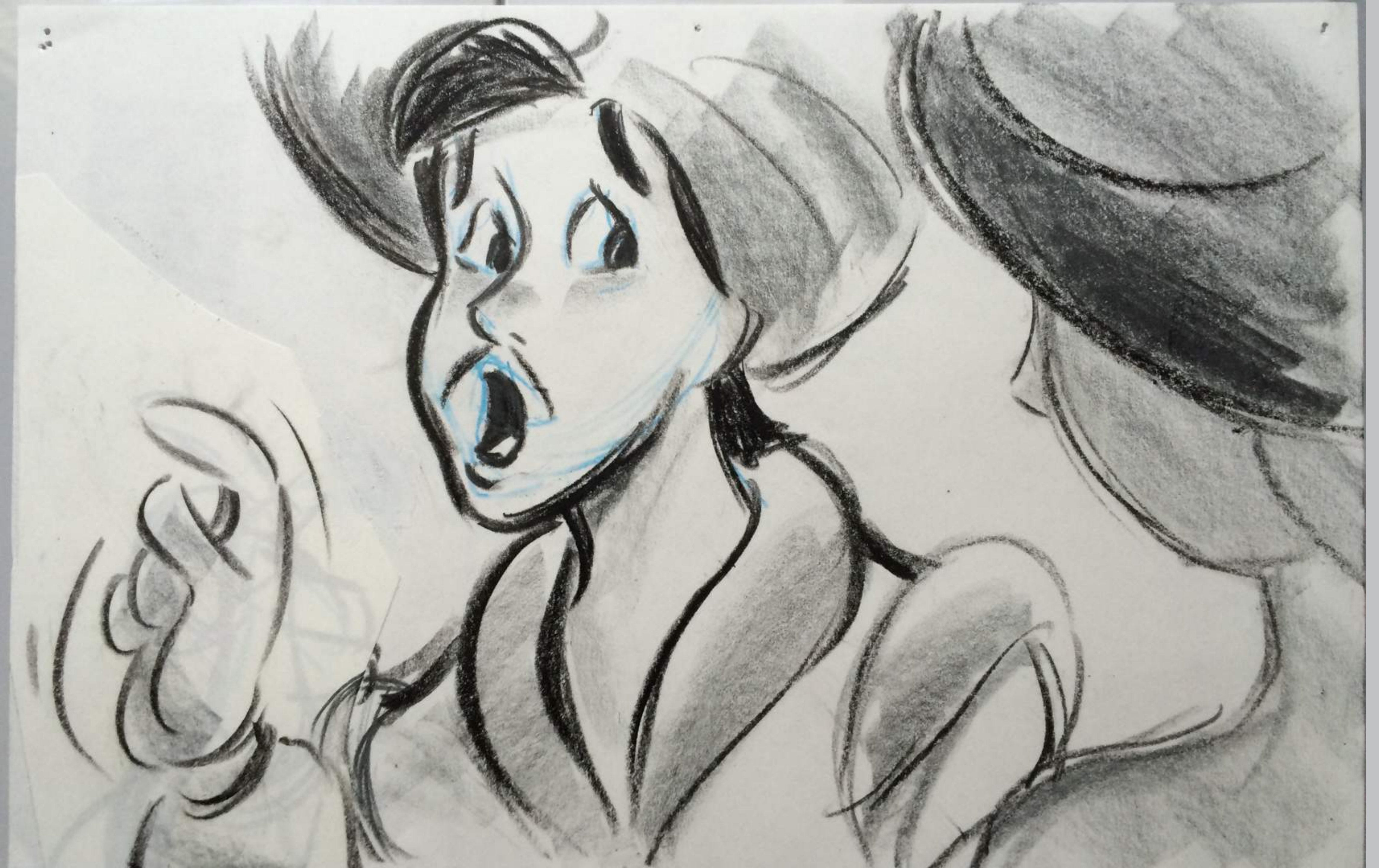




Why?











“Bee yourself

A black and white illustration. In the foreground, a person is shown from the chest up, in a meditative pose with their eyes closed and hands resting on their knees. Above their head is a multi-headed deity or spiritual figure with several faces and a pointed crown. The background is a textured, mottled grey.

What happens **When **We** **W**ish?**

WARNING:
Math coming up

4 W's

Wish

Wrong

Worst

Wonder

Wish- want

Wrong- trial & error

Worst- consequences

Wonder- learning

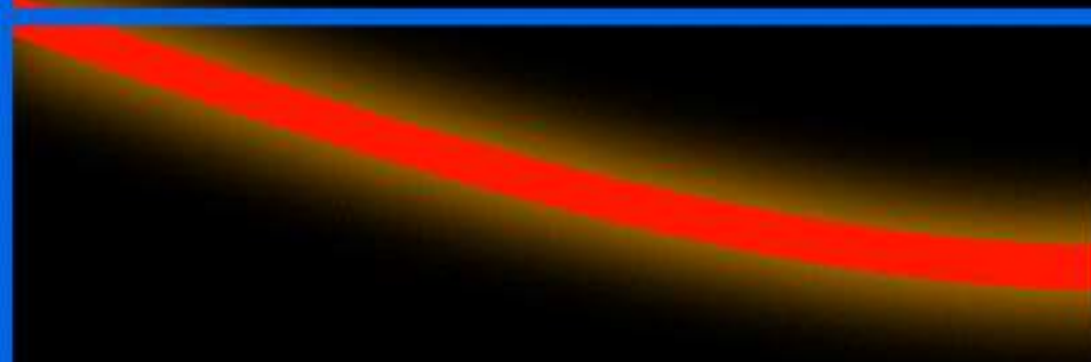
The stages of learning

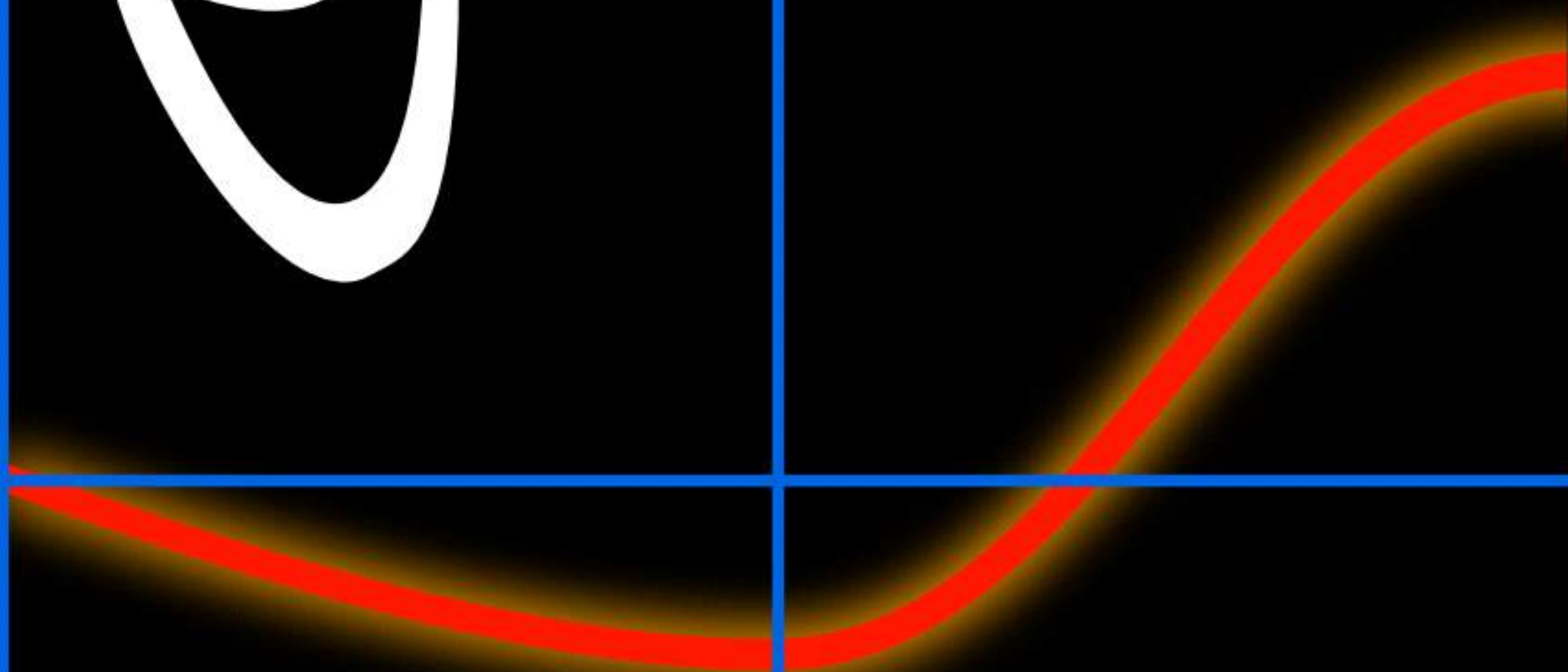


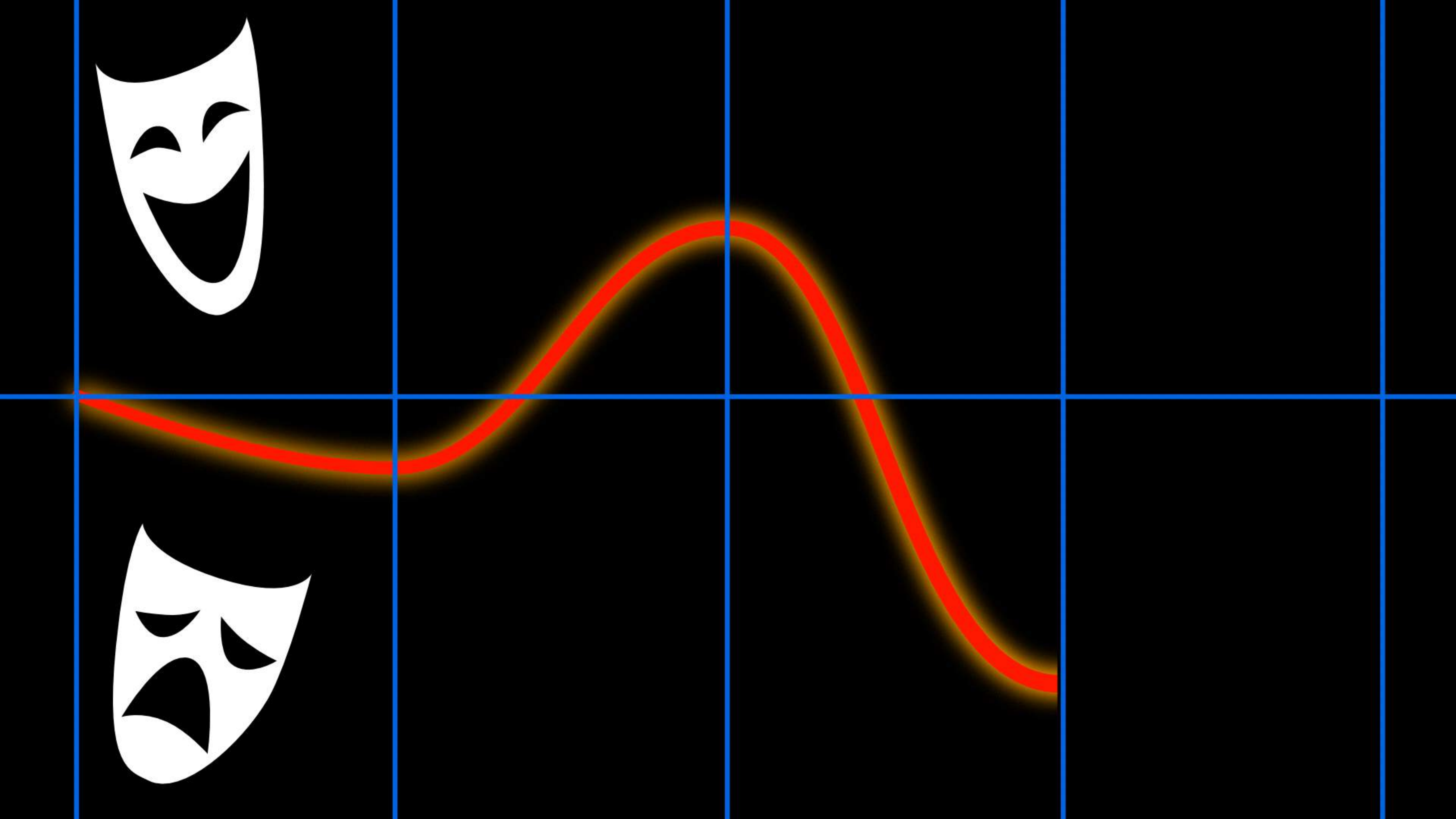




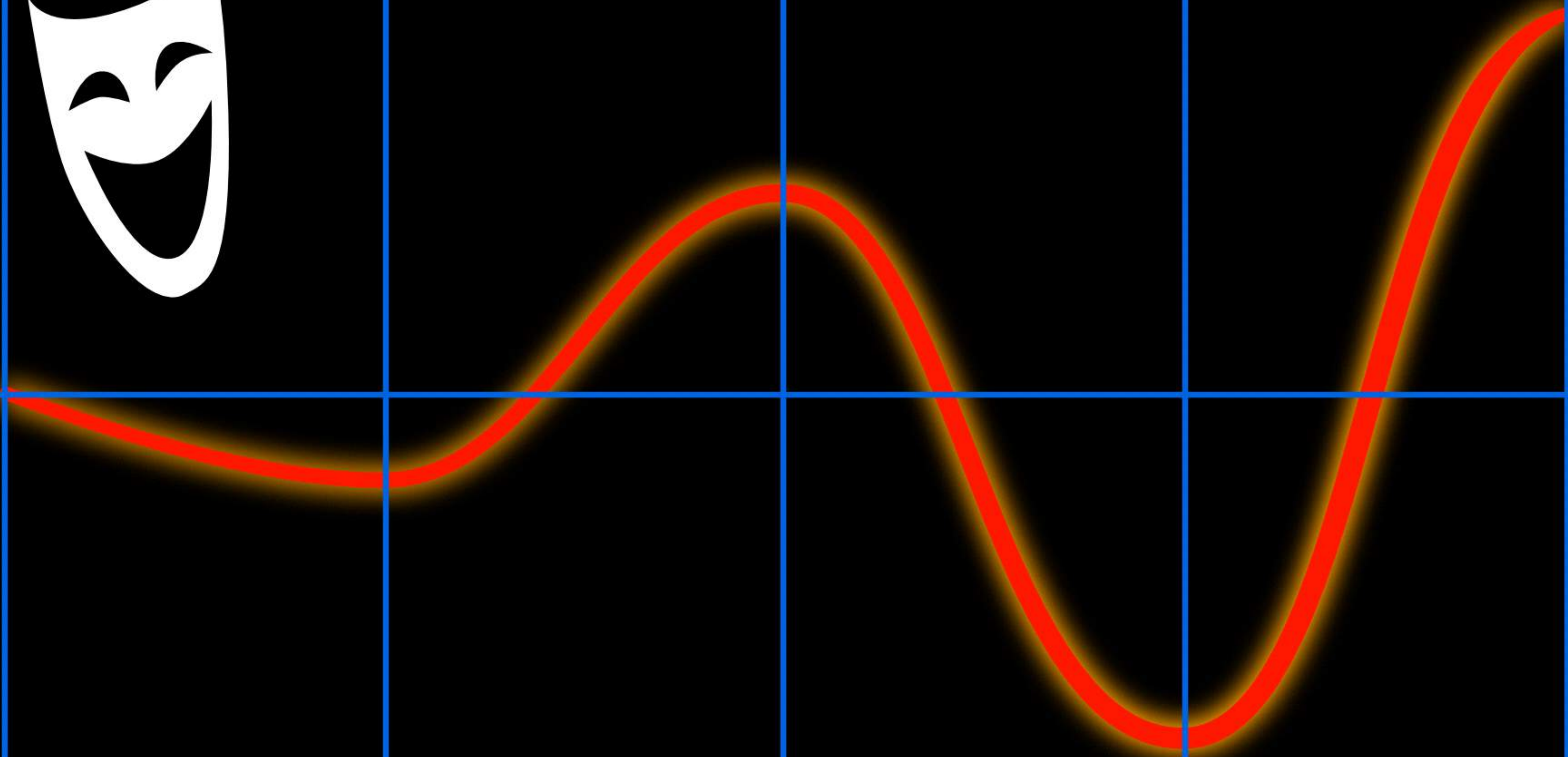
What happens When We Wish?

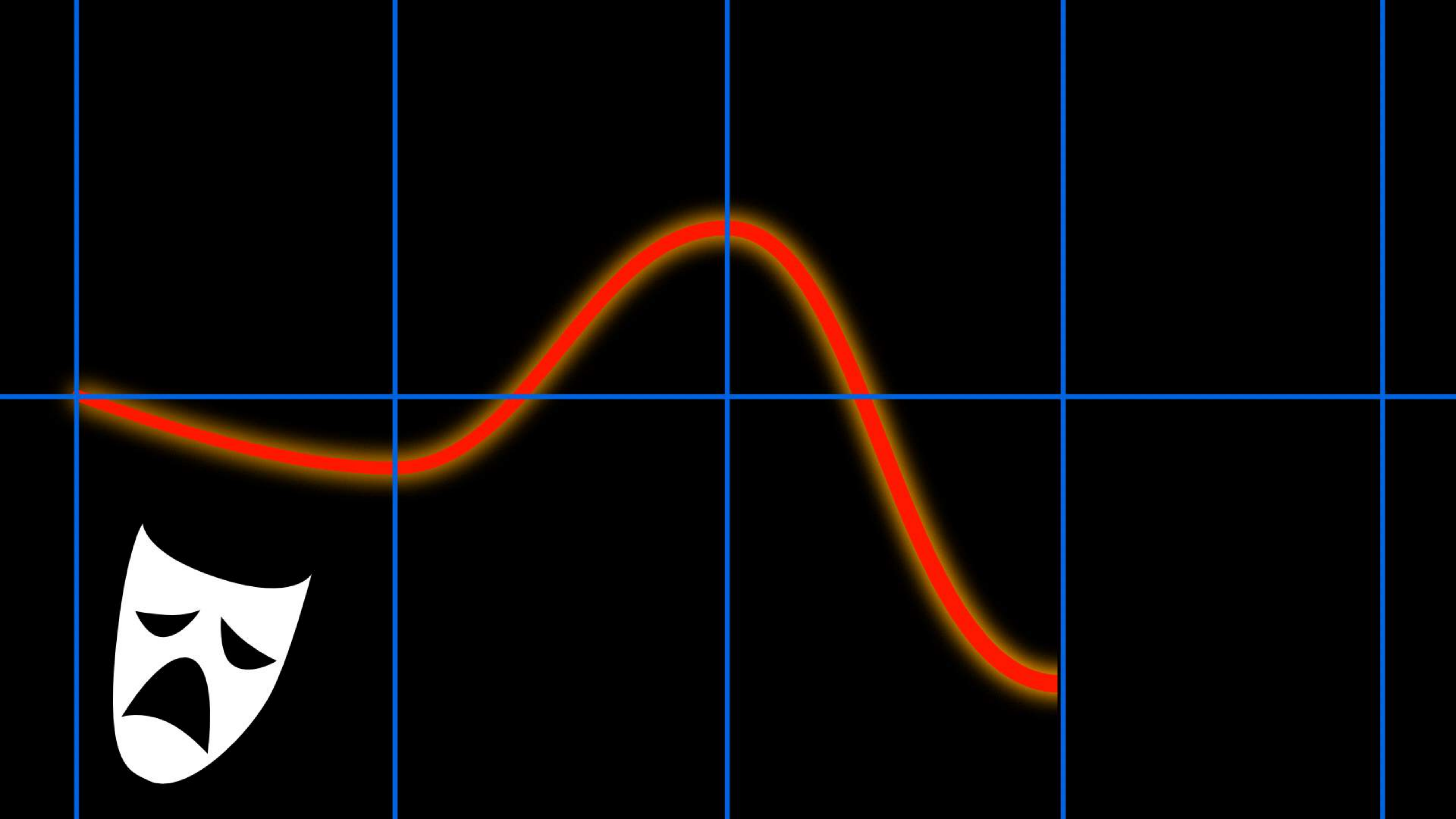














WISH

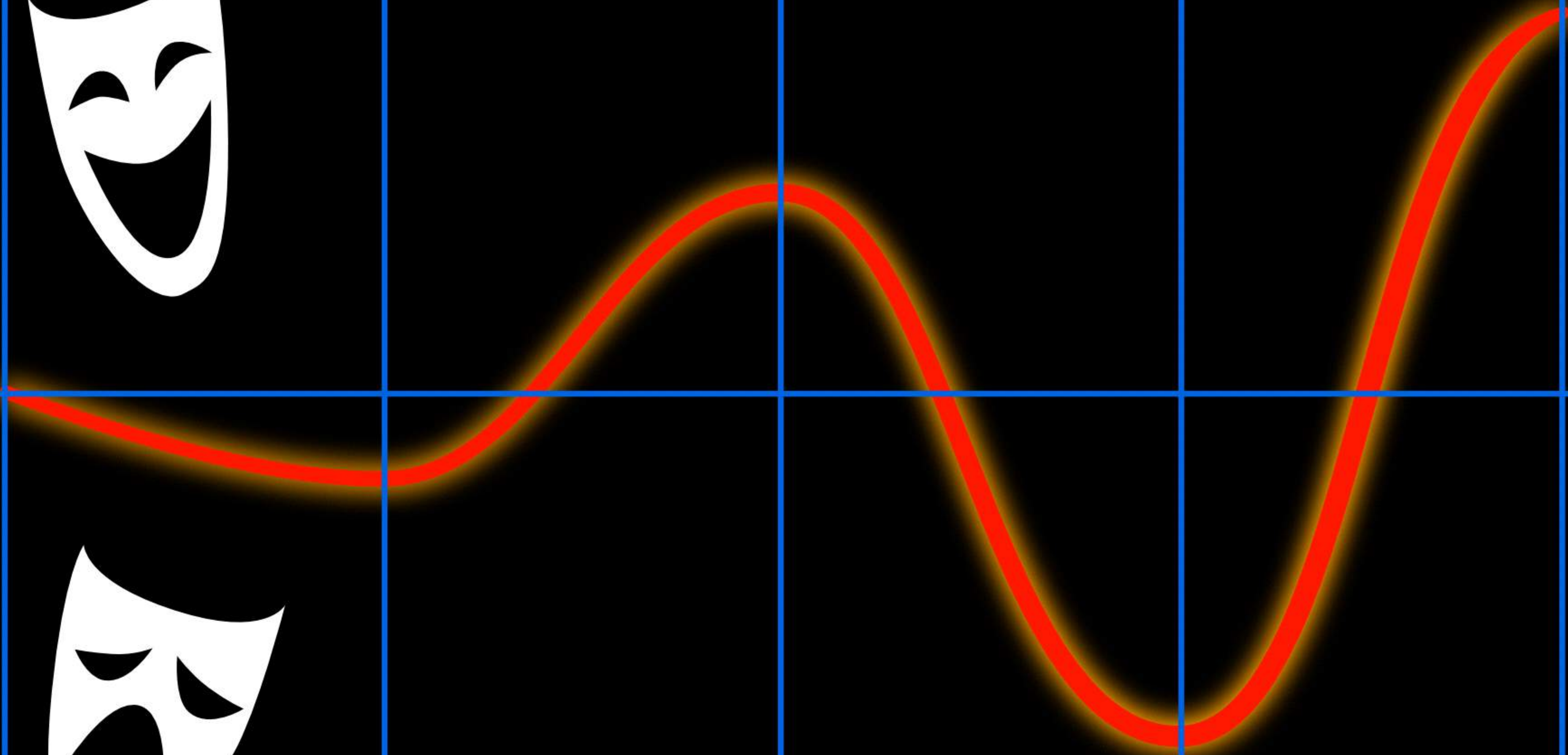
WRONG

WORST

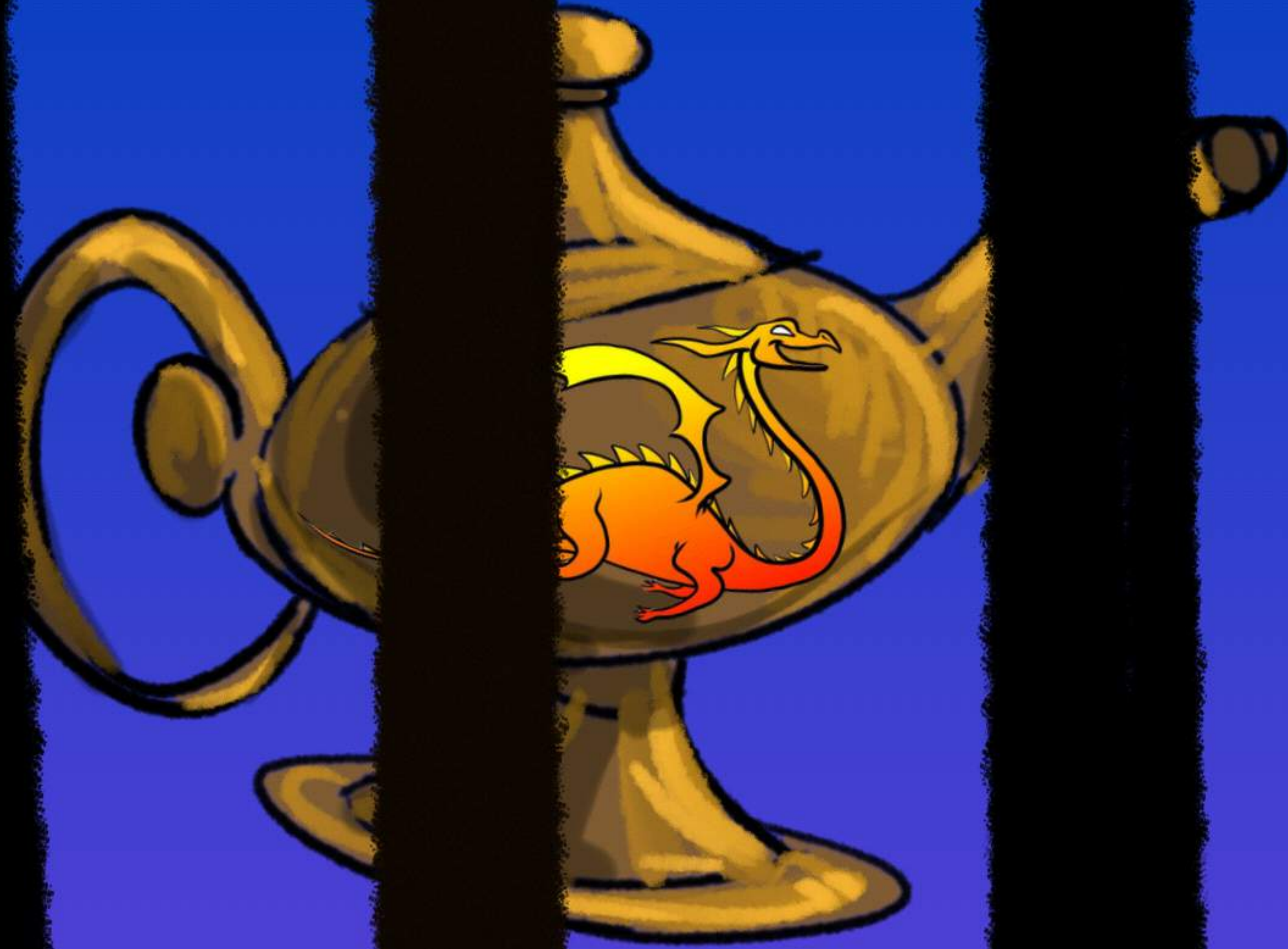
WONDER



The **W**ish goes
Wrong, the
Worst happens,
and leads to
Wonderment.









THE END



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Paramount Pictures, and Swarovski Entertainment

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