

WALT DISNEY ARCHIVES presents

Capturing Life, Creating Character

THE ART OF LIVE-ACTION REFERENCE

EXHIBITION SIZE
2500 – 5000 sq ft

TOPICS
Disney History, Photography,
Animation, Filmmaking

PARTICIPATION LENGTH
3 – 6 months

VENUES
Art, General, History,
Pop Culture,
Specialty Museums

WALT DISNEY ARCHIVES



CAPTURING LIFE, CREATING CHARACTER

The Art of Live-Action Reference

The exhibition explores character animation through rarely seen photographs of live performers and their animated counterparts—celebrating both the actors' performances and the animators' artistry in bringing characters to life.

Rare Photographs | Original Artifacts
Interactives | Photo Ops | Video & Projections

WALT DISNEY ARCHIVES



GALLERIES

The exhibition is structured around key themes that highlight the essential role of live-action reference in animation:

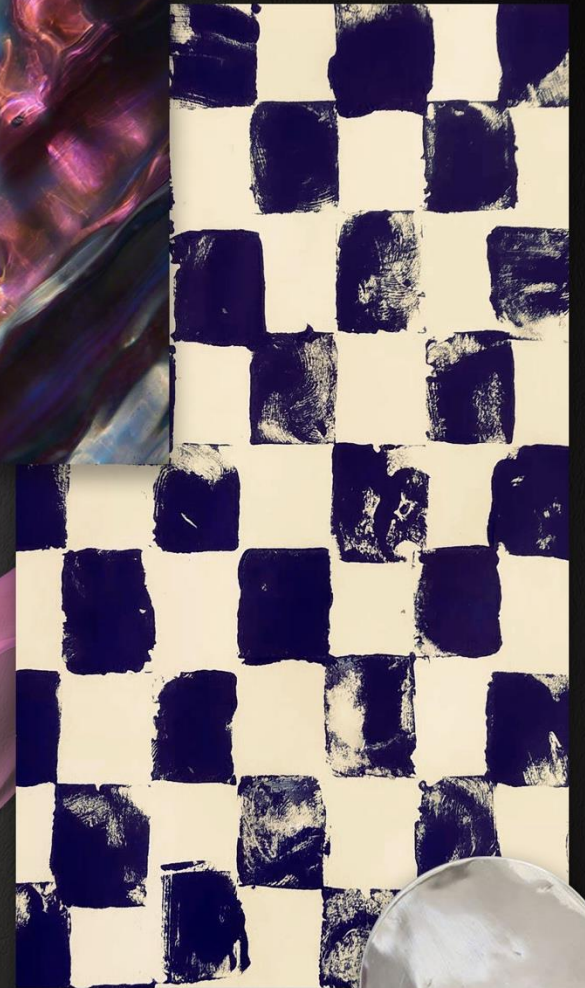
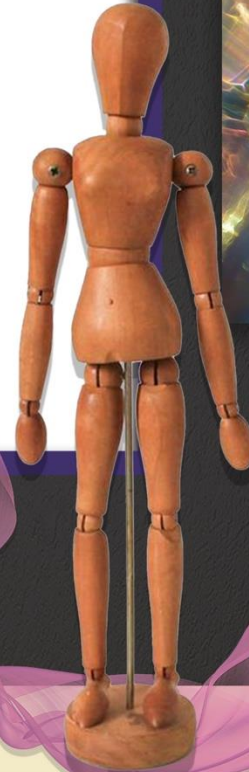


COSTUMES | MOVEMENT | ANIMALS | SETTING THE SCENE | ANIMATION

This collection of photographs and original artifacts display how these elements work together to add depth, personality, and realism to Disney's animated stories.

MOOD BOARD

TRES CHIC



FLOOR PLAN



1. PROLOGUE
2. COSTUME GALLERY
3. MOVEMENT GALLERY
4. PROPS & SET DESIGN GALLERY
5. ANIMATION GALLERY

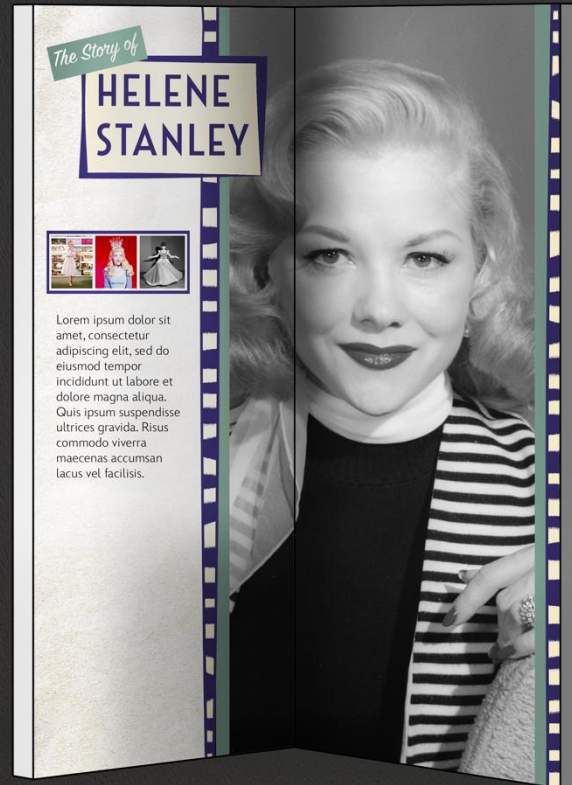
MODULAR WALLS



Title Walls

- Create a modular element for the exhibition to function in various venues. These can stand alone or come off host walls to delineate space in a creative yet branded fashion.

MODULAR WALLS



Kisoks

- Designed to be free-standing or modular they feature an inner panel that serves as a story spotlight, while the outer panels create environmental moments that help set the tone for each gallery.

INTERACTIVES

The exhibition offers interactive, hands-on activities that enhance guests' understanding of the gallery themes and highlight the importance of utilizing live-action reference in creating believable animated characters.



Rotoscoping



Figure Drawings



Fabric and Movement

CONCEPT ONLY, DESIGN IN DEVELOPMENT

DISPLAY CASES

To enrich the visitor experience, artifacts are seamlessly integrated into the exhibition in themed display cases, creating a deeper understanding and engagement with history.

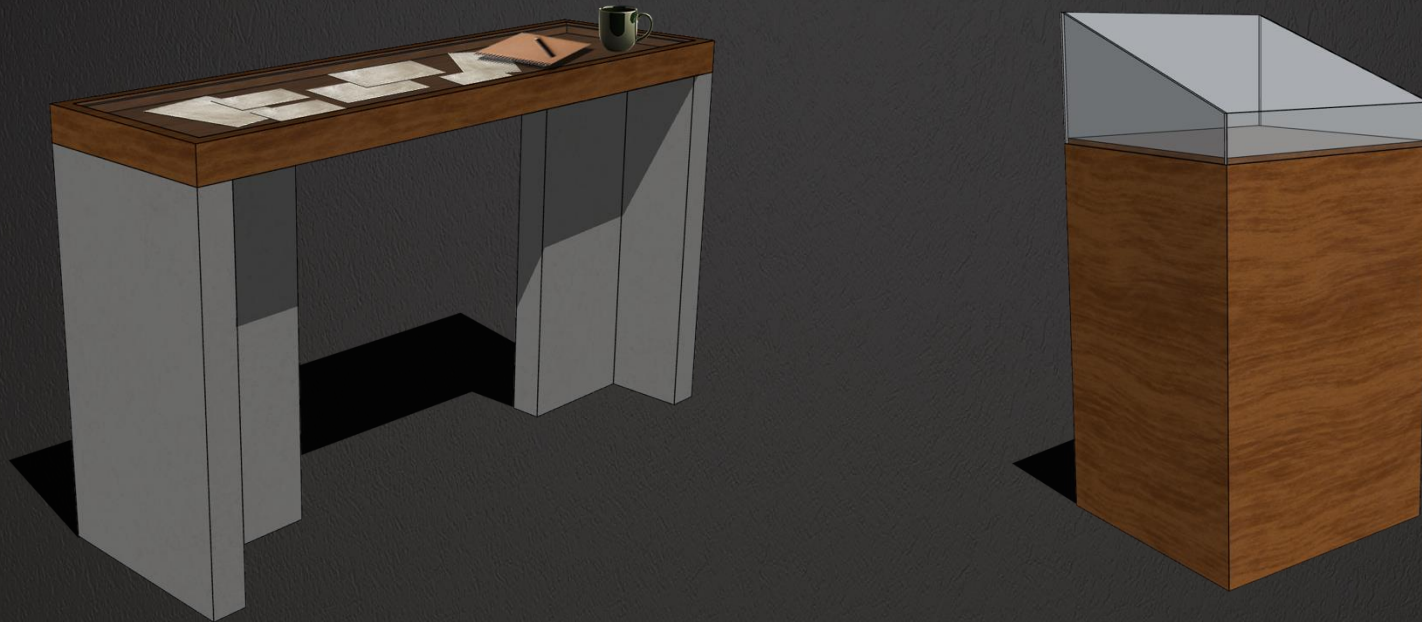
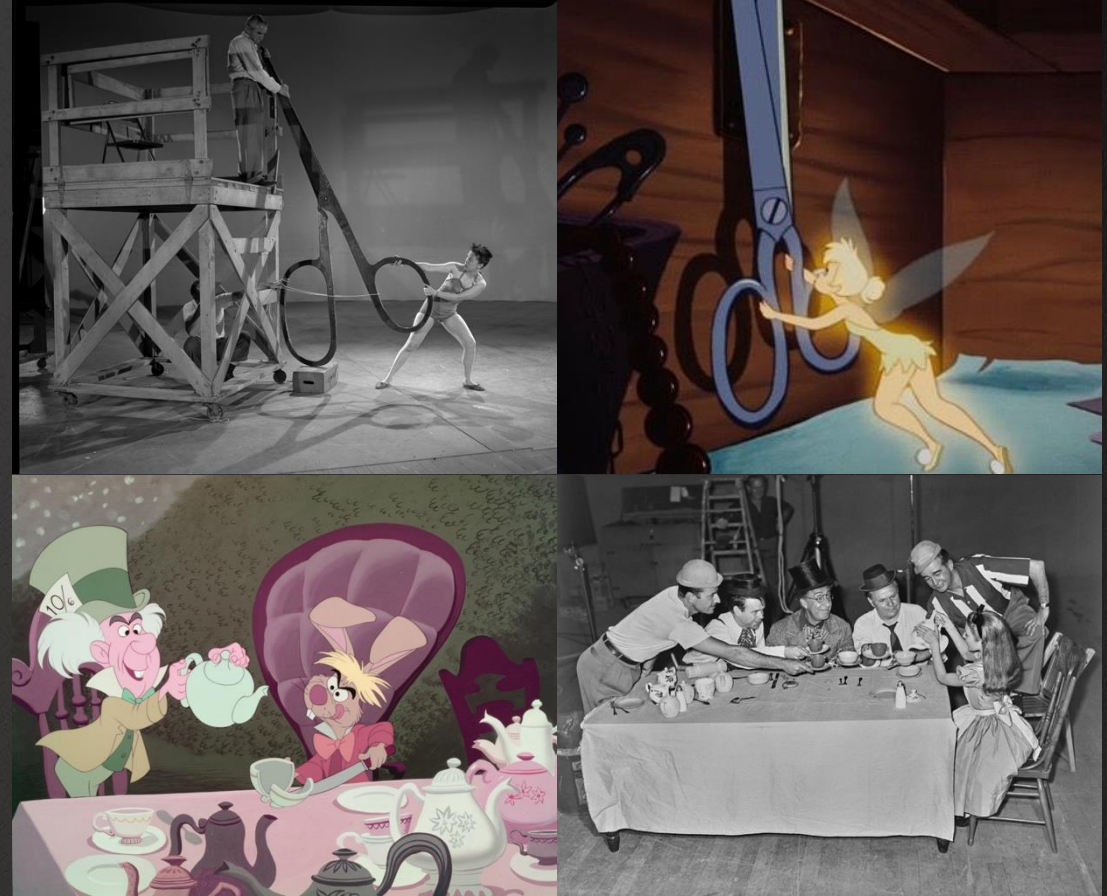


PHOTO OPPORTUNITIES

Custom-designed photo experiences invite visitors to step into select photographs, transporting them onto a soundstage where they assume the role of live-action reference performer.



MEDIA

A prologue video sets the stage, introducing guests to the concept of live-action reference, while additional media throughout the exhibition helps bring the story to life.



INTRO GALLERY



The story of live-action reference begins with the animator. To create believable characters, animators draw from live performance. At the heart of the exhibit's introduction is an animator's desk, showcasing the animator's toolkit, including model sheets, models, original artifacts and documentation.

COSTUME GALLERY

Fabric moves in distinctive ways, shaping how it responds to motion, making costuming essential to live-action reference. Photography in this gallery captures these subtle movements, bringing authenticity to animated materials on screen.

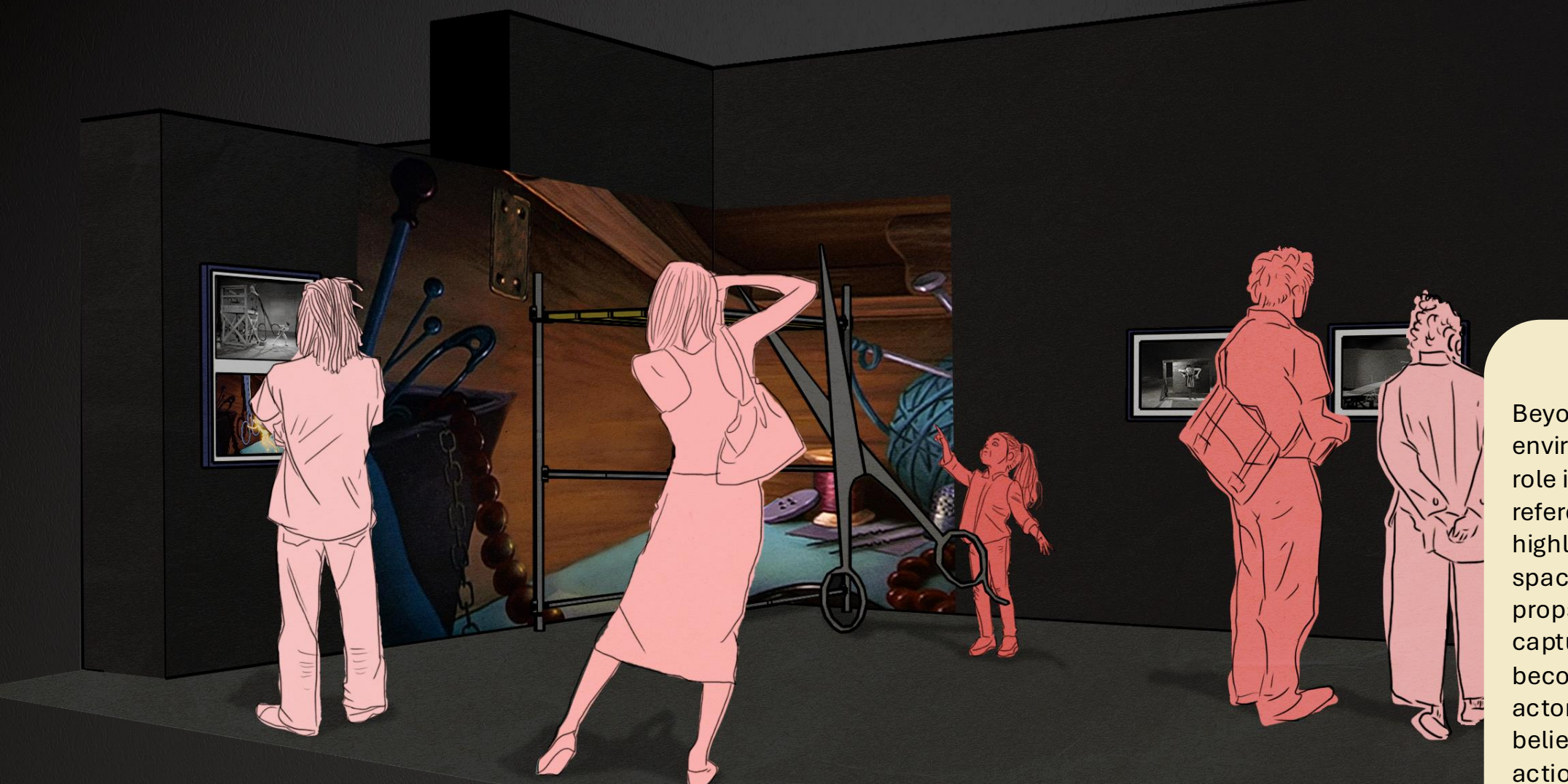


MOVEMENT GALLERY



This gallery explores variations in motion across subjects, from humans to animals, and across actions like walking, jumping, and dancing, using interactives, media, and graphic elements.

PROPS & SET DESIGN GALLERY



Beyond performance, environment plays a key role in live-action reference. This gallery highlights how built spaces and handled props shape movement, capturing how objects become extensions of the actor and contribute to believable animated action.

FINAL ANIMATION

From capture to analysis, the elements of live-action reference come together in the final animation. This gallery reflects on the full process, using interactive experiences and film highlights to explore these themes.



WALT DISNEY ARCHIVES

MATTHEW ADAMS

Manager, Exhibitions

+1(689)323.1065

matthew.b.adams@disney.com

