

Snow White and the Seven Dwarfs: The Creation of a Classic is organized by The Walt Disney Family Museum®. Major support is provided by Wells Fargo. Media sponsors: San Francisco Chronicle, SFGate.com, and ABC7/KGO-TV.

Exhibition design: IQ Magic.

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**SNOW WHITE**  
and  
the  
**SEVEN DWARFS**  
THE CREATION OF A CLASSIC

NOV 15, 2012 – APR 14, 2013

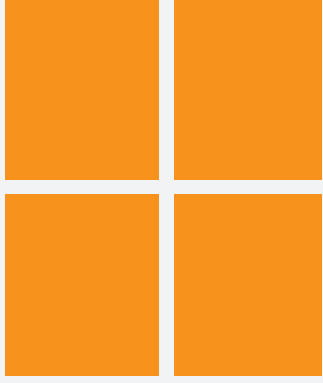
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104 Montgomery Street | The Presidio of San Francisco | San Francisco, CA 94129

## CONCEPT ART

### SCHOOL EXPERIENCE

SNOW WHITE AND THE SEVEN DWARFS: THE CREATION OF A CLASSIC



## THE ANIMATION PROCESS

Walt Disney believed that story was the most crucial component of an animated film. The Story Department was central to the Walt Disney Studios during the creation of *Snow White and the Seven Dwarfs*. Walt himself was a great storyteller and knew what elements are needed to make a good story. He devoted much of his time to developing the stories for his films and understood how to make them more engaging for audiences.

Although the Story Department was central to the creation of *Snow White and Dwarfs*, it takes more than one department to create an animated film. Every department at The Walt Disney Studios contributed to the production and visual storytelling of *Snow White and the Seven Dwarfs*.

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1 CONCEPT ART



2 CHARACTER



3 ANIMATION



4 LAYOUT/  
BACKGROUND  
DRAWING



5 INK & PAINT

# 1 CONCEPT ART WORKSHEET

Concept art determines the look and the feel of a location in a film. Concept art establishes the color palette and shape preferences that generate the mood of the film's settings. It is the job of a concept artist to visually represent the setting of the film.

When you think about *Snow White and the Seven Dwarfs*, what setting comes to mind?

What feeling, sensation, or tone comes to mind when you think of that setting?

FIND THESE EXAMPLES OF CONCEPT ART IN THE EXHIBITION, AND ANSWER THE FOLLOWING QUESTIONS.

**1** Location: Purple Room, Upstairs / Title: Mirror Faces / Artist: Ferdinand Horvath

How do these different mirror faces change the personality of the character of the Magic Mirror?

Based on the different versions of the Magic Mirror, how do you think the artists wanted the audience to feel about this character?

**2** Location: Green Room, Upstairs / Title: Snow White Picks Up Flowers at the Stream / Artist: Disney Studio Artist

The wall text says that some early concepts depicted Snow White in a delicate, illustrative manner. What do you think "illustrative" means in this context? How does the concept art illustrate delicacy?

**3** Location: Blue Room, Upstairs / Title: Snow White Surrounded / Artist: Gustaf Tenggren

To heighten the suspense of the forest sequence, Gustaf Tenggren uses a striking visual symbol. How are the branches and logs represented in the artwork? What do they remind you of? How does this affect the mood of the scene?

**4** Location: Red Room, Upstairs / Title: Queen with Panther / Artist: Disney Studio Artist

During production, several different types of animals were considered as pets for the Evil Queen. This concept drawing depicts the Evil Queen with a panther. How would having a panther in the movie change the character of the Queen? What is the reason given for changing the pet for the Queen?

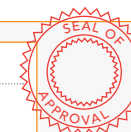
**5** Location: Purple Room, Upstairs / Title: Witch in Rowboat / Artist: Samuel Armstrong

One of the strengths of the Walt Disney Studios was their ability to portray mood in their films. What things do you see in this piece of concept art show the scary mood of the film that the artists wanted to show? What do they add to the film to heighten these moods?

Now that you've looked at all these pieces, why do you think concept art is important to the creation of an animated film?

## STORY BOARD

Setting \_\_\_\_\_  
Characters \_\_\_\_\_  
Dialog \_\_\_\_\_



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## CHARACTER

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5 INK & PAINT

During the production of the *Silly Symphonies* series, artists at the Walt Disney Studios developed “personality animation,” or the technique of establishing the personality of a character through how he or she moves and reacts. This practice became especially important for the production of *Snow White and the Seven Dwarfs* to distinguish the personalities of the Seven Dwarfs. Though the Dwarfs shared similar physical features and clothing, each one was given a unique style of movement and set of facial expressions to reinforce their different characters.

Character model sheets show the physical and expressive characteristics of an animated character. They are used as a reference by the animators to make sure that a character looks the same throughout an entire movie. This is especially important when multiple animators are charged with bringing the same character to life.

Character model sheets often show a character in a range of poses, with different expressions, and from varying angles. Sometimes a character model sheet will include multiple characters to show their heights and weights relative to one another.

FIND THESE EXAMPLES OF CONCEPT ART IN THE EXHIBITION, AND ANSWER THE FOLLOWING QUESTIONS.

**1** Location: Purple Room, Upstairs / Title: Prince Facial Poses / Artist: Disney Studio Artist

Before *Snow White and the Seven Dwarfs*, the Disney Studio had not animated many human figures. Disney animators had a hard time drawing the Prince and so they cut many of his scenes. How do you think these facial poses helped the animators with the drawing of the Prince?

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**2** Location: Blue Room, Upstairs / Title: Snow White Washing Steps / Artist: Disney Studio Artist

The caption reads that there were two animators in charge of animating Snow White: Ham Luske and Grim Natwick. What differences do you see in how these two animators drew Snow White?

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**3** Location: Yellow Room, Downstairs / Title: Color Model Sheets of Dwarfs / Artist: Disney Studio Artist

**4** Location: Yellow Room, Downstairs / Title: Size Comparison Chart Model Sheet / Artist: Disney Studio Artist

Part of the job of the Character Model Department was to make guides for the animators showing size, shape, and shading of the different characters. With so many people working on a film, it's important to keep all those things consistent. How are the size comparison sheets and the color model sheets useful tools for the animators? How does the visual consistency of the characters contribute to the overall story of the film?

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**5** Location: Blue Room, Back Corner Downstairs / Title: Dwarfs seated at the table / Artist: Disney Studio Artist

Listed here are some of the names of the Dwarfs the animators thought of, but didn't use in the film. Choose one of these characters and write a brief sentence describing how this character might act. What might they look like? Use your imagination.

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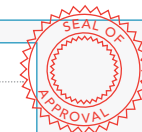
In your own words, why is character development important to the creation of an animated film?

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STORY BOARD

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Setting .....  
 Characters .....  
 Dialog .....



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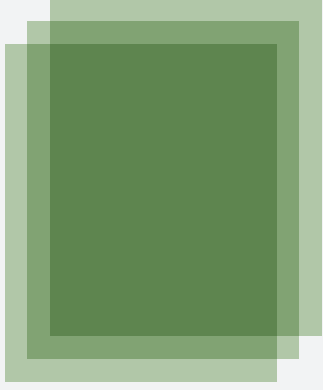
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# ANIMATION

SCHOOL EXPERIENCE

SNOW WHITE AND THE SEVEN DWARFS: THE CREATION OF A CLASSIC



## THE ANIMATION PROCESS

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1 CONCEPT ART



2 CHARACTER



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Animators give characters life by drawing them in a sequence of poses. When the drawings are photographed and played back, the sequence provides the illusion of lifelike movement. Animators must not only be skilled artists, but must also be very consistent, painstakingly precise, and have the ability to exaggerate realistic movement to fit the fantastical worlds inhabited by animated characters.

For example, a cartoon character’s expression of sadness would likely share similar features to a human’s expression of the same emotion: his eyebrows would droop, his mouth would frown, and his forehead would crease. However, a cartoon character’s face might also be exaggerated past what is possible within the range of human expressions: the droop of his frown might extend below his jaw line, and his sorrowful eyes might well up with an impossible flood of tears.

**FIND THESE EXAMPLES OF CONCEPT ART IN THE EXHIBITION, AND ANSWER THE FOLLOWING QUESTIONS.**

**1 Location: Blue Room, Upstairs / Title: Live Action Reference / Artist: Marjorie Belcher**

Beginning with the production of *Snow White and the Seven Dwarfs*, the Disney studio often used what are known as “live-action references,” or live actors who modeled actions for animators to observe and use as a reference for realistic movement. The actress who performed the live-action reference work for the character of Snow White was named Marjorie Belcher. Her movements were filmed, traced, and used as a reference for animators charged with bringing Snow White to life. How is this useful for animation?

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**2 Location: Blue Room, Upstairs / Title: Snow White Washing the Steps / Artist: Jack Campbell and Eric Larson**

This piece is called a clean-up drawing. An animator’s first drawing of movement is called a “ruff” animation drawing; when the lines get cleaned up, it becomes a clean-up drawing. Before *Snow White and the Seven Dwarfs*, the animators had only animated a human female one other time. Can you find which short cartoon that was?

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**3 Location: Green Room, Upstairs / Title: Frightened Snow White / Artist: Ham Luske**

Hamilton Luske was chosen to animate the close-ups of Snow White because he was able to convey emotion in his animation. Why is Snow White’s emotion so important in the scene this clean-up animation comes from? How would the scene have been changed if her emotion was happy instead of scared?

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**4 Location: Green Room, Upstairs / Title: Snow White recoils in Fear / Artist: Disney Studio Artist**

This caption describes Walt Disney’s interest in training his animators. He wanted his animators to be the best they could be, so he hired a man named Don Graham from Chouinard Art School to teach different aspects of animation. What are some of these? Find answers in the text on the panel.

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**5 Location: Yellow Room, Downstairs / Title: Flipbook-Snow White Picking Up Clothes / Artist: Disney Studio Artist**

A flipbook is an easy way to see how animation works. An animator draws each of the animation drawings by changing the movement of the character just a little bit and then flipping the pages to see how the character moves. Flip the pages. Can you see the motion? On the panel next to the flipbook, it tells you how many drawings an animator needs to draw for one second of animation. Can you find the number?

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How does animation contribute to how the audience sees a story on the screen?

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**STORY BOARD**

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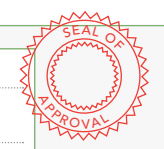
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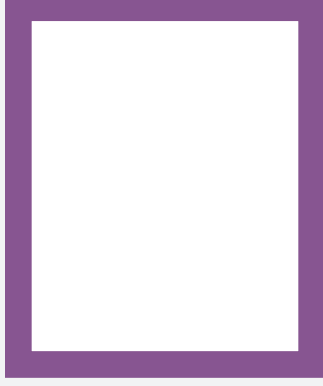
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SCHOOL EXPERIENCE  
SNOW WHITE AND THE SEVEN DWARFS: THE CREATION OF A CLASSIC

LAYOUT



THE ANIMATION PROCESS

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# 4 LAYOUT WORKSHEET

Layouts are like the sets for animated films. They establish the physical worlds inhabited by the animated characters. They give an animated film dimension by determining how rooms and physical spaces will be seen from the perspective of the viewer, similar to the cinematographer on the set of a live-action film. Backgrounds are created by artists who prepare the layouts for production by adding color and lighting, creating the appropriate moods for particular animated sequences.

FIND THESE EXAMPLES OF CONCEPT ART IN THE EXHIBITION, AND ANSWER THE FOLLOWING QUESTIONS.

**1** Location: Blue Room, Upstairs / Title: Castle Gardens / Artist: Disney Studio Artist

The job of the background painter is to create the setting for the characters in an animated film. In 1937, the Disney studios developed the Multiplane Camera to help create realistic depth in animation. What does depth mean?

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The Multiplane Camera helps create realistic depth in the film by filming the foreground, the middle ground, and the background of a drawing on three different levels or planes. Because the planes were able to move independently of one another, operators could produce realistic depth in which the camera zoomed into the action of the scene while the background remained stationary. Therefore, the background painter had to paint the background in up to seven layers on the multiplane camera.

**2** Location: Yellow Room, Downstairs / Title: Cottage Exterior. Clean-up Layout & Background Painting / Artist: Disney Studio Artist

Here is a really good example of the differences between a layout drawing and a background painting. List the similarities and differences that you find.

Similarities:

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Differences:

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**3** Location: Red Room, Downstairs / Title: Evil Queen Descends Staircase / Artist: Disney Studio Artist

Here you will find three different background paintings of the Evil Queen's staircase. How did the camera operator make it seem that these three backgrounds were actually one continual scene?

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**4** Location: Red Room, Downstairs / Title: Queen Enters the Lab / Artist: Disney Studio Artist

Find the background painting of the Evil Queen entering the lab. What is different about this piece? Why did the painter keep the painting like this?

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What is the difference between layout drawing and background painting? Why are both of these things important to the overall story of the film?

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STORY BOARD

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