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Note generali	Includes index.
Nota di contenuto	Chapter 1: Dubbing Animated Films: A Complex Collaborative Process -- Chapter 2: Translating Language Varieties and Multilingualism in Audiovisual Texts: Research and Conversations with Dubbing Practitioners -- Chapter 3: Linguistic Variation in Animated Films from 2001 to 2017 -- Chapter 4: Americans, Brits, Aussies & Co.: Native Varieties of English in Italian Dubbing -- Chapter 5: Languages Other than English/Foreign Languages in Italian Dubbing: Preservation, Neutralisation, Reduction or Adaptation? -- Chapter 6: Non-native Varieties of English in Italian Dubbing: Does 'Foreign-accented English' Become 'Foreign-accented Italian'? -- Chapter 7: (Re)positioning Italianness in Animated Films: No Accent, Foreign Accent, Regional Italian, Dialect? -- Chapter 8: Conclusion.
Sommario/riassunto	This book investigates how language identities are created and represented in animated films, and how they are tackled by dubbing professionals in Italy. The author describes how language variation and varieties contribute to building the language identities of characters in several popular Anglo-American animated films, and analyses how these linguistic characterisations are transposed into Italian. Drawing on a corpus of 30 films produced by Disney, Pixar, Dreamworks, 20th

Century Fox and Sony, the book examines linguistic norms, conventions and stereotypes and highlights issues of creativity in translation. It is the first book in English entirely devoted to the translation of animated feature films, and it will be of interest to students and scholars of translation, linguistic variation, film and media. Vincenza Minutella is a researcher and Aggregate Professor in the Department of Foreign Languages and Literatures and Modern Cultures at the University of Turin, Italy. .
