Record Nr. UNINA9910772083203321 Toy Story: How Pixar Reinvented the Animated Feature / / edited by **Titolo** Susan Smith, Noel Brown and Sam Summers Pubbl/distr/stampa New York: ,: Bloomsbury Academic, An imprint of Bloomsbury Publishing Inc., , 2018 **ISBN** 1-5013-2493-4 Descrizione fisica 1 online resource (vi, 248 pages) Animation: key films/filmmakers Collana Disciplina 791.43/75 Animated films - United States - History and criticism Soggetti Toy story films Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Nota di bibliografia Includes bibliographical references and index. Introduction -- Toy story, Pixar and contemporary Hollywood -- Toy Nota di contenuto story and the Hollywood family film -- The cowboy, the spaceman and the guru: character and convention in the screenwriting of Toy stor --New and inherited aesthetics: designing for the Toy story trilogy one film at a time -- Rough and smooth: the everyday textures of Toy story -- Toying with performance: Toy story, virtual puppetry and computer-animated film acting -- Toy stories through song: Pixar, Randy Newman and the sublimated film musical -- From shelf to screen: toys as a site of intertextuality -- Fear, guilt and the future of play in Toy story -- Mirrors and shadows: duality, illusion and the divided self in Toy story -- Woody, Buzz and the Koons corollary ... or why Toy story is art -- Story is king: understanding the Toy story franchise as an allegory for the studio narrative of Pixar animation --An interview with Steve Segal -- A guide to further research. Toy Story (John Lasseter, 1995), Pixar's first feature-length production Sommario/riassunto and Hollywood's first completely computer-generated animated film, is an international cultural phenomenon. This collection brings together a diverse range of scholars and practitioners who together explore the themes, compositional techniques, cultural significance and industry legacy of this landmark in contemporary cinema. Topics range from industrial concerns, such as the film's groundbreaking use of computer generated imagery and the establishment of Pixar as a major player in

the animation world, to examinations of its music, aesthetics, and the role of toys in both the film and its fandom. The Toy Story franchise as a whole is also considered, with chapters looking at its cross-generational appeal and the experience of growing up alongside the series. As the first substantial work on this landmark film, this book will serve as an authoritative introduction for scholars, students and fans alike.