

# Disneyland Inside Story

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**The Unauthorized Story of Walt Disney's Haunted Mansion** - Jeff Baham 2016-12-11  
WELCOME, FOOLISH READERS! Join your new Ghost Host, Jeff Baham, as he recounts the colorful, chilling history of the Haunted Mansion and pulls back the shroud on its darkest secrets in this definitive book about Disney's most ghoulish attraction. Packed with photos, never-

before-told stories, and comprehensive coverage of the mansion's haunted past and its chilling presence at Disneyland, Walt Disney World, and other Disney theme parks.

**Leaving Disneyland** - Alexander Parsons  
2014-07-01

In Alexander Parsons's Leaving Disneyland, Doc Kane is sixteen years into a twenty-year murder

sentence. Days away from a parole hearing, he means to get out and start a new life as a Square John--a law-abiding citizen. Within the predatory confines of Tyburn Penitentiary, however, he has debts to pay. To start, Doc has his duties as a "heavy" in the D.C. Blacks, a gang that has protected him. Then there is his new cellmate, a young dealer doing life without parole whose ignorance of the prison's code threatens them both. Finally, there are the guards: Sergeant Grippe, who is bent on "rehabilitating" Doc, and Raven, whose intentions are veiled but no less menacing. Beyond these dangers, Doc faces a deeper dilemma, one embodied by Dead Earl, a thumbless junkie and reminder of a past Doc would deny. The experience of sixteen years surviving in a violent prison has shaped Doc as profoundly as a river does its course. And if character is fate, Doc's chances for a life on the straight-and-narrow are slim unless he can reshape himself. This, he discovers, is the real struggle. If he's to have any hope for his future,

he must first confront his past.

**Animation** - Regina Dahmen-Ingenhoven  
2004-08-10

In amusement parks and theme parks the role of architecture in generating an emotional experience has long outgrown its mere functional and structural aspects. This trend is now pervading shopping malls, airports, museums, even banks, and is one which progressive architects will have to confront, as it becomes an increasingly important feature for investors and users in our pleasure-seeking society. With a wealth of international examples ranging from the prototype Disneyland (where Walt Disney's concepts of animation were congenially transformed into reality) to historical amusement parks and modern day theme parks, "Animation" investigates this global trend in contemporary architecture for the first time. Rich visual images and astute analytical texts reveal how animation architecture functions, the effects it can achieve and the uses it can be put

to.

**Walt's Disneyland** - Marcy Smothers

2021-11-16

A immersive guide to the attractions and landmarks Walt helped create in his original Magic Kingdom! Walt Disney's personal imprint remains firmly intact at Disneyland. Walt's Disneyland allows guests to walk around Disneyland identifying the attractions and landmarks Walt championed, touching what he touched, and seeing his original Magic Kingdom through his eyes. Walt's Disneyland is organized land by land, clockwise, beginning with Main Street, U.S.A. then on to Adventureland, Frontierland, New Orleans Square, Fantasyland, and Tomorrowland. A must-have to add to your Disney Parks collection!

**Continuities in Popular Culture** - Ray

Broadus Browne 1993

The humanities are the strongest dynamic that runs from the past into the future. Throughout history, except for the past one hundred fifty

years, the strongest element in the humanities has been the culture of the folk. Now it is the everyday culture of a democratic society—popular culture, a key to people's understanding themselves and their society. These sixteen essays by leading popular culture scholars demonstrate how elements in our everyday life flourished in the past, came to flower today, and will continue to shape us in the future.

**Walt Disney's Disneyland** - Chris Nichols 2018

Discover the story of Disneyland, Walt Disney's vision-ary theme park in Anaheim, California. This bountiful visual history includes stunning color photographs, con-cept drawings, as well as ephemera from the historical collections of the Walt Disney Company and the golden age of photojournalism, to trace the park's development and immersive world of magic and wonder, from Main Street, U.S.A. to Tomorrowland.

*Stories from a Theme Park Insider* - Robert Niles

2012-04

What time is the 3:00 parade? Why does a child need to be 40 inches tall to ride a roller coaster? What happens when the president of France gets lost inside Pirates of the Caribbean? A former employee, or "cast member," at Walt Disney World's Magic Kingdom answers these and other questions while sharing humorous stories about working inside the world's most popular theme park. "Stories from a Theme Park Insider" takes you inside the park's famous tunnels and backstage for a look at how theme parks really work, and the funny moments and embarrassments that can happen when your work is someone else's vacation.

Spaces that Tell Stories - Donna R. Braden

2019-07-12

This book is a unique and insightful resource for those planning to re-create a historic environment, other museum and history professionals, graduate students, and interested non-professionals. Detailed case studies appear

throughout, along with practical tips, checklists, and source lists.

**in the hands of a child** -

Mouse Tracks - Tim Hollis 2006

**Secret Stories of Disneyland** - Jim Korkis

2017-04-27

Disneyland has a lot to hide. Well, that sounds nefarious, so how about, Disneyland has a lot for you to discover. And I don't mean wait times and ride descriptions. I mean the deep, rich, hidden legacy of the park. Its \*real\* secrets.

**The Unofficial Disneyland 1955 Companion** -

Jim Korkis 2015-06-23

A Year in the Life of Disneyland. And what a year! In 1955, Walt Disney's dream of a theme park, the first of its kind in the world, came true. Disney historian Jim Korkis' entertaining tale of an American pop culture icon is power-packed with details, and the most thorough account of Disneyland's early days ever published.

*As Seen on TV* - Karal Ann Marling 1996-03-01  
From the painting-by-numbers fad to the public fascination with the First Lady's apparel to the television sensation of Elvis Presley to the sculptural refinement of the automobile, Marling explores what Americans saw and what they looked for in the 1950s with a gaze newly trained by TV.

**A Portrait of Walt Disney World** - Kevin Kern  
2021-09-28

This expansive, must-have coffee table book paints a robust portrait of the Walt Disney World Resort, across half a century, through diverse and vibrant voices and mostly unseen Disney theme park concept art and photographs. Walt Disney's vision for the Florida Project begins with Disneyland and the 1964-1965 New York World's Fair. After an imaginative and expansive design, a unique land acquisition process, and an innovative construction period, the Walt Disney World Resort celebrated its Grand Opening in October 1971. It featured a theme

park dubbed the Magic Kingdom and three recreational resorts: Disney's Contemporary Resort, Disney's Polynesian Village, and Disney's Fort Wilderness Resort & Campground. As Walt Disney World consistently grew and further evolved through the five decades that followed, certain themes reverberated: an appreciation for nostalgia, a joy for fantasy, a hunger for discovery, and an unending hope for a better tomorrow. Inspirational and memorable theme parks, water parks, sports arenas, recreational water sports, world-class golf courses, vast shopping villages, and a transportation network unlike any other in the world resulted in fun, festive, and familiar characters, traditions, spectacles, merchandise, and so much more. The resort has come to represent the pulse of American leisure and has served as a backdrop for life's milestones both big and small, public and private. *Walt Disney World: A Portrait of the First Half Century* serves as a treasure trove for vacationers, students of hospitality, artists, and

all Disney collectors. Searching for that perfect gift for the Disney theme park fan in your life? Explore more archival-quality books from Disney Editions: Holiday Magic at the Disney Parks The Disney Monorail: Imagineering a Highway in the Sky Walt Disney's Ultimate Inventor: The Genius of Ub Iwerks One Day at Disney: Meet the People Who Make the Magic Across the Globe Marc Davis in His Own Words: Imagineering the Disney Theme Parks Yesterday's Tomorrow: Disney's Magical Mid-Century Eat Like Walt: The Wonderful World of Disney Food Maps of the Disney Parks: Charting 60 Years from California to Shanghai The Haunted Mansion: Imagineering a Disney Classic Poster Art of the Disney Parks

*Disneyland* - Randy Bright 1987

Traces the development of Disneyland, and tells the story behind each ride and attraction at the theme park

[Buying Disney's World](#) - Aaron H. Goldberg  
2021-02-22

In November of 1965, after numerous months of speculation surrounding a mystery industry that had been purchasing large amounts of land in central Florida, Walt Disney finally put an end to the rumors. He announced to the public his grandiose plans for the thousands of acres he had secretly purchased. For the eighteen months prior to the announcement, Walt entrusted a small group of men to covertly make these purchases. Next, they were tasked with drafting a legislative act to submit to the state of Florida that would allow Disney to wield nearly absolute legal control over the property under a quasi-government municipality. Staying true to its storytelling roots, Disney wove a tale of mystery centered around a high-ranking CIA operative, who was rumored to have been, just a few short years before, the paymaster behind the Bay of Pigs Invasion in Cuba. This savvy and well-connected CIA agent became the de facto leader for the group of Disney executives and attorneys who orchestrated and executed a nearly perfect

plan to keep Disney's identity a secret from the public by utilizing aliases, shell corporations, and meandering travel itineraries, all in an effort to protect the company's identity during the land acquisition process. As told through the personal notes and files from the key figures involved in the project, *Buying Disney's World* details the story of how Walt Disney World came to be, like you've never heard before. From conception to construction and everything in between—including how a parcel of land within Disney's Fort Wilderness Resort was acquired during a high-stakes poker game—explore how the company most famous for creating Mickey Mouse acquired central Florida's swamps, orange groves, and cow pastures to build a Disney fiefdom and a Magic Kingdom.

[Disneyland and Culture](#) - Mark I. West  
2011-08-31

The success of Disneyland as the world's first permanent, commercially viable theme park sparked the creation of a number of other parks

throughout the world, from Florida to Japan, France, and Hong Kong. But the impact of Disneyland is not confined to the theme park arena. These essays explore a far-reaching ideology. Among the topics are Disney's role in the creation of children's architecture; Frontierland as an allegorical map of the American West; the "cultural invasion of France" in Disneyland Paris; the politics of nostalgia; and "hyperurbanity" in the town of Celebration, Florida. Instructors considering this book for use in a course may request an examination copy [here](#).

**Little Man of Disneyland (Disney Classic)** -  
RH Disney 2015-07-28

This imaginative Little Golden Book, originally published in 1955, tells the story of the creation of Disneyland and the little man who lives there. Boys and girls ages 2 to 5 will love joining Mickey Mouse and Donald Duck as they meet little Patrick Begorra. Great for Disney fans, theme park enthusiasts, and Little Golden Book

collectors of all ages!

### **Walt Disney and the Quest for Community -**

Steve Mannheim 2016-02-24

During the final months of his life, Walt Disney was consumed with the world-wide problems of cities. His development concept at the time of his death on December 15th, 1966 would be his team's conceptual response to the ills of the inner cities and the sprawl of the megalopolis: the Experimental Prototype Community of Tomorrow or, as it became known, EPCOT. This beautifully written, instantly engrossing volume focuses on the original concept of EPCOT, which was conceived by Disney as an experimental community of about 20,000 people on the Disney World property in central Florida. With its radial plan, 50-acre town center enclosed by a dome, themed international shopping area, greenbelt, high-density apartments, satellite communities, monorail and underground roads, the original EPCOT plan is reminiscent of post-war Stockholm and the British New Towns, as well

as today's transit-oriented development theory. Unfortunately, Disney himself did not live long enough to witness the realization of his model city. However, EPCOT's evolution into projects such as the EPCOT Center and the town of Celebration displays a remarkable commitment by the Disney organization to the original EPCOT philosophy, one which continues to have relevance in the fields of planning and development.

**The Disneyland Encyclopedia** - Chris Strodder  
2017-04-11

Completely updated and expanded with over 50 new entries and 300 new photos, The Disneyland Encyclopedia spans the entire history of the park, from its founding more than 50 years ago to the present day. This fascinating book features detailed explorations of 600 Disneyland topics, including lands, attractions, restaurants, stores, events, and significant people. Each of the main encyclopedia entries illuminates the history of a Disneyland landmark, revealing the

initial planning strategies for the park's iconic attractions and detailing how they evolved over the decades. Enriching this unique A-to-Z chronicle are profiles of the personalities who imagined and engineered the kingdom known as "The Happiest Place on Earth." Discover unbuilt concepts, including Liberty Street, Rock Candy Mountain, and Chinatown, and delight in fascinating trivia about long-lost Disneyland features, from the real rifles in the shooting gallery that was once located on Main Street to the jet-packed Rocket Man who flew above Tomorrowland. The new "Mouscellany" feature adds fun facts, hidden secrets, and odd trivia to the third edition. Overflowing with meticulously researched details and written in a spirited, accessible style, *The Disneyland Encyclopedia* is a comprehensive and entertaining exploration of the most-influential, most-renovated, and most-loved theme park in the world!

*The Disneyland Book of Lists* - Chris Strodder  
2015-03-23

The *Disneyland Book of Lists* offers a new way to explore six decades of Disneyland® history. Hundreds of fascinating lists cover the past and present and feature everything from the park's famous attractions, shops, restaurants, parades, and live shows to the creative artists, designers, characters, and performers who have made Disneyland® the world's most beloved theme park. Inside the pages of this fun- and fact-filled book you will find:

- 13 of Walt Disney's Disneyland® Favorites
- 32 Signs and Structures Reminding of Disneyland's® Past
- A Dozen Scary Moments on Disneyland® Attractions
- 47 Disneyland® Parades
- 18 Secrets in the Haunted Mansion
- 30 Jokes from the Jungle Cruise
- 25 Special Events You May Not Have Heard Of
- 15 Urban Legends
- 123 Celebrity Guests
- 26 Attractions and Exhibits with the Longest Names
- 11 Movies Based on Disneyland® Attractions
- A Dozen World Records Set at Disneyland®

In addition to lists created by author Chris Strodder (The

Disneyland® Encyclopedia), the book will include lists from celebrities, Disneyland® experts and historians, Disneyland® Imagineers and designers, and other current and former Disneyland® employees. People have been making lists since Biblical times (think Seven Wonders of the Ancient World, compiled 2,100 years ago), and to this day various top tens, hit parades, and bucket lists chronicle every aspect of our lives. But until now, no book has used lists to categorize all the diverse elements in Disneyland®. Fun, fascinating, factual, and sixty years in the making, *The Disneyland® Book of Lists* is the only Disneyland® book of its kind.  
*Walt Disney* - Neal Gabler 2007-10-09

The definitive portrait of one of the most important cultural figures in American history: Walt Disney. Walt Disney was a true visionary whose desire for escape, iron determination and obsessive perfectionism transformed animation from a novelty to an art form, first with Mickey Mouse and then with his feature films—most

notably Snow White, Fantasia, and Bambi. In his superb biography, Neal Gabler shows us how, over the course of two decades, Disney revolutionized the entertainment industry. In a way that was unprecedented and later widely imitated, he built a synergistic empire that combined film, television, theme parks, music, book publishing, and merchandise. Walt Disney is a revelation of both the work and the man—of both the remarkable accomplishment and the hidden life. Winner of the Los Angeles Times Book Prize for Biography USA Today Biography of the Year

**101 Things You Never Knew about Disneyland** - Kevin Yee 2005

This book was created to be accessible for every level of Disney fan. Newcomers to Disneyana will be bowled over by the volume of detail, the rich layers of self-reference inside Disneyland, and the abundance of insider tributes at the Park. Readers accustomed to such stories about Disneyland will find a useful resources that not

only catalogs such occurrences in one spot, but goes far beyond the usual, and brings a wealth of new stories and anecdotes to the table.

*Disney's Land* - Richard Snow 2020-12-01

A propulsive and “entertaining” (The Wall Street Journal) history chronicling the conception and creation of the iconic Disneyland theme park, as told like never before by popular historian Richard Snow. One day in the early 1950s, Walt Disney stood looking over 240 acres of farmland in Anaheim, California, and imagined building a park where people “could live among Mickey Mouse and Snow White in a world still powered by steam and fire for a day or a week or (if the visitor is slightly mad) forever.” Despite his wealth and fame, exactly no one wanted Disney to build such a park. Not his brother Roy, who ran the company’s finances; not the bankers; and not his wife, Lillian. Amusement parks at that time, such as Coney Island, were a generally despised business, sagging and sordid remnants of bygone days. Disney was told that

he would only be heading toward financial ruin. But Walt persevered, initially financing the park against his own life insurance policy and later with sponsorship from ABC and the sale of thousands and thousands of Davy Crockett coonskin caps. Disney assembled a talented team of engineers, architects, artists, animators, landscapers, and even a retired admiral to transform his ideas into a soaring yet soothing wonderland of a park. The catch was that they had only a year and a day in which to build it. On July 17, 1955, Disneyland opened its gates...and the first day was a disaster. Disney was nearly suicidal with grief that he had failed on a grand scale. But the curious masses kept coming, and the rest is entertainment history. Eight hundred million visitors have flocked to the park since then. In *Disney’s Land*, “Snow brings a historian’s eye and a child’s delight, not to mention superb writing, to the telling of this fascinating narrative” (Ken Burns) that “will entertain Disneyphiles and readers of popular

American history” (Publishers Weekly).

**The Magic Kingdom** - Steven Watts

2013-05-09

The Magic Kingdom sheds new light on the cultural icon of "Uncle Walt." Watts digs deeply into Disney's private life, investigating his roles as husband, father, and brother and providing fresh insight into his peculiar psyche—his genuine folksiness and warmth, his domineering treatment of colleagues and friends, his deepest prejudices and passions. Full of colorful sketches of daily life at the Disney Studio and tales about the creation of Disneyland and Disney World, *The Magic Kingdom* offers a definitive view of one of the most influential Americans of the twentieth century.

**The Cute and the Cool** - Gary S. Cross 2004

The cute child - spunky, yet dependent, naughty but nice - is largely a 20th-century invention. In this book, Gary Cross examines how that look emerged in American popular culture and how the cute turned into the cool, seemingly its

opposite, in stories and games.

**Inventing Disneyland** - Alastair Dallas 2018-12

"Meet the cadre of six men who imagined and described the specifics of Walt Disney's vision for a new kind of family entertainment park—the men of WED Enterprises, who began the process of inventing Disneyland. Enter the bustling 'Disneyland Plans Room' at Walt Disney's custom-designed studio. Disney drew upon the talents of tinkerers and hobbyists, artists, writers, engineers, architects, builders, and—especially—Hollywood art directors to realize his dream. See the site transformed from moonscape to wonderland and struggle along with the park's management as they rush headlong toward an opening day that seems impossible to achieve. Based on years of original research and interviews, this is the true but unauthorized story—complete with vintage photos—of just what it took to invent the happiest place on earth and make Walt Disney's dream come true"--Back cover.

Disneyland-- the Beginning - Carlene Thie 2003  
Vintage Disneyland Photography Collectors  
Book.

**From Hollywood to Disneyland** - Robert  
Neuman 2022-10-31

From its beginnings, Disneyland was destined to be something entirely different from the standard mid-century amusement park. To sell his dream park to investors and the public, Walt Disney recruited Hollywood art directors and sketch artists to design the grounds around the mythic settings and high-minded ideals commonly expressed on the silver screen. This book focuses on the initial planning of Disneyland and its first year of operation, a time when Walt personally oversaw every detail of the park's development. Divided into chapters by park zone, it reveals how the five sectors were constructed using illusionistic tricks of stage design. Reaching beyond structure and design, chapters also explore how the sectors--Main Street, U.S.A., Frontierland, Tomorrowland,

Adventureland and Fantasyland--represented themes found in Disney stories, familiar movie genres and American culture at large.

*Golden State, Golden Youth* - Kirse Granat May  
2010-03-15

Seen as a land of sunshine and opportunity, the Golden State was a mecca for the post-World War II generation, and dreams of the California good life came to dominate the imagination of many Americans in the 1950s and 1960s. Nowhere was this more evident than in the explosion of California youth images in popular culture. Disneyland, television shows such as *The Mickey Mouse Club*, *Gidget* and other beach movies, the music of the Beach Boys--all these broadcast nationwide a lifestyle of carefree, wholesome fun supposedly enjoyed by white, middle-class, suburban young people in California. Tracing the rise of the California teen as a national icon, Kirse May shows how idealized images of a suburban youth culture soothed the nation's postwar nerves while

denying racial and urban realities. Unsettling challenges to this mass-mediated picture began to arise in the mid-1960s, however, with the Free Speech Movement's campus revolt in Berkeley and race riots in Watts. In his 1966 campaign for the governorship of California, Ronald Reagan transformed the backlash against the "dangerous" youths who fueled these actions into political triumph. As May notes, Reagan's victory presaged a rising conservatism across the nation.

**The Disneyland Story** - Sam Gennawey  
2018-09-28

From the publisher of *The Unofficial Guide to Disneyland* comes *The Disneyland Story: The Unofficial Guide to the Evolution of Walt Disney's Dream*, the story of how Walt Disney's greatest creation was conceived, nurtured, and how it grew into a source of joy and inspiration for generations of visitors. Despite his successors' battles with the whims of history and their own doubts and egos, Walt's vision

maintained momentum, thrived, and taught future generations how to do it Walt Disney's way.

*Project Future* - Chad Denver Emerson 2010  
The Walt Disney World Resort near Orlando, Florida is one of the world's most famous vacation destinations. This iconic resort is now located in what once was thousands of acres of swamp and marshland. Through spy-like moves and innovative strategies, Walt Disney and his cadre of creative leaders turned this massive swamp land into today's Disney World. This book shares the amazing behind the scenes story of how Disney's Florida resort, code-named Project Future, rose from the marshes of Central Florida to become one of the world's most popular theme park resorts.

*Popular New Orleans* - Florian Freitag  
2020-10-02

New Orleans is unique - which is precisely why there are many Crescent Cities all over the world: for almost 150 years, writers, artists,

cultural brokers, and entrepreneurs have drawn on and simultaneously contributed to New Orleans's fame and popularity by recreating the city in popular media from literature, photographs, and plays to movies, television shows, and theme parks. Addressing students and fans of the city and of popular culture, *Popular New Orleans* examines three pivotal moments in the history of New Orleans in popular media: the creation of the popular image of the Crescent City during the late nineteenth century in the local-color writings published in *Scribner's Monthly/Century Magazine*; the translation of this image into three-dimensional immersive spaces during the twentieth century in Disney's theme parks and resorts in California, Florida, and Japan; and the radical transformation of this image following Hurricane Katrina in public performances such as Mardi Gras parades and operas. Covering visions of the Crescent City from George W. Cable's *Old Creole Days* stories (1873-1876) to Disneyland's

"New Orleans Square" (1966) to Rosalyn Story's opera *Wading Home* (2015), *Popular New Orleans* traces how popular images of New Orleans have changed from exceptional to exemplary.

**Disneyland the Nickel Tour** - Bruce Gordon  
1995-07-01

**Once Upon an American Dream** - Andrew Lainsbury 2000

Branded a "cultural Chernobyl" and the "tragic kingdom," the Euro Disney Resort has been on its own thrill ride since opening in 1992. The much publicized version of the Magic Kingdom gave Europeans alcohol-free "mocktails," surly employees, even colors too muted for the Disney image. Facing financial disaster, was it any wonder that Disney execs found themselves wishing upon a star for answers? After so many knee-jerk criticisms of Euro Disney, this book combines firsthand experience and research to shed new light on claims that the park is nothing

more than a form of American cultural imperialism. Andrew Lainsbury, a former Euro Disney employee who knows what the park meant to its visitors, goes beyond media bites and academic scorn to examine Europe's love/hate relationship with Euro Disneyland and some of the undiscussed issues surrounding it. *Once Upon an American Dream* is a story of global capitalism on a grand scale. Lainsbury has plumbed company archives and interviewed key players to give readers the real view from Le Chateau de la Belle au Bois Dormant (Sleeping Beauty's Castle). He cracks open the Euro Disney controversy to reveal the park not as a tragic experiment in exporting American culture but the result of European efforts to import a popular form of American entertainment. Lainsbury tells how the Walt Disney Company came to build a European park and locate it in France, how political negotiations affected its design and development, how it was promoted to continental audiences, and what caused its

widely publicized financial woes before being rescued by a real prince from Saudi Arabia. He reveals what it took to win back the hearts of skeptical Europeans—such as serving wine, selling flashy merchandise, and placating disgruntled workers. Finally, he looks into the magic mirror to speculate on the role of Euro Disney and the Walt Disney Company in the twenty-first century. Ultimately, Lainsbury shows that cultural imperialism is not an exclusively American phenomenon but a global corporate strategy—and that global corporatism, by needing to be responsive to consumers, is so complex that it may not be as monolithic as feared. *Once Upon an American Dream* is a fairy tale for our times, reminding us that, for all the critical huffing and puffing, the creation and marketing of pleasure is what Euro Disneyland is all about.

*The Animated Man* - Michael Barrier 2008-04-07  
A detailed portrait of one of the twentieth century's most important and influential creative

minds describes Walt Disney's odyssey from midwestern farm boy, to pioneering animator, to large-scale entrepreneur, reflecting on his sometimes conflicting roles as creative visionary and dynamic businessman.

### **The Hidden Secrets & Stories of Disneyland**

- Mike Fox 2016-08-01

Discover the fun and magical secrets the Disney Imagineers have hidden throughout Disneyland! Over 200 fascinating secrets & stories, complete with 160 high-quality photos. Features many stories and photos never-before-published in any Disney-related books, articles or web sites! --

"It's flying off the shelf." - Walt Disney

Hometown Museum

### **Walt Disney's Railroad Story -**

### **Three Years in Wonderland -** Todd James

Pierce 2016-03-10

While the success of Disneyland is largely credited to Walt and Roy Disney, there was a third, mostly forgotten dynamo instrumental to

the development of the park--fast-talking Texan C. V. Wood. Three Years in Wonderland presents the never-before-told, full story of "the happiest place on earth." Using information from over one hundred unpublished interviews, Todd James Pierce lays down the arc of Disneyland's development from an idea to a paragon of entertainment. In the early 1950s, the Disney brothers hired Wood and his team to develop a feasibility study for an amusement park Walt wanted to build in southern California. "Woody" quickly became a central figure. In 1954, Roy Disney hired him as Disneyland's first official employee, its first general manager, and appointed him vice president of Disneyland, Inc., where his authority was exceeded only by Walt. A brilliant project manager, Wood was also a con man of sorts. Previously, he had forged his university diploma. A smooth-talker drawn to Hollywood, the first general manager of Disneyland valued money over art. As relations soured between Wood and the Disney brothers,

Wood found creative ways to increase his income, leveraging his position for personal fame. Eventually, tensions at the Disney park reached a boiling point, with Walt demanding he be fired. In compelling detail, *Three Years in Wonderland* lays out the struggles and rewards of building the world's first cinematic theme park and convincing the American public that a \$17 million amusement park was the ideal place for a family vacation. The early experience of Walt Disney, Roy Disney, and C. V. Wood is one of the most captivating untold stories in the history of Hollywood. Pierce interviewed dozens of individuals who enjoyed long careers at the Walt Disney Company as well as dozens of individuals who—like C. V. Wood—helped develop the park but then left the company for good once the park was finished. Through much research and many interviews, *Three Years in Wonderland* offers readers a rare opportunity to stand shoulder-to-shoulder with the men and women who built the best-known theme park in

the world.

**Lead Like Walt** - Pat Williams 2019-09-10

Whether you are building a small business from the ground up or managing a multinational company, you can learn the 7 key traits for leadership success from one of the greatest business innovators and creative thinkers of the 20th century: Walt Disney. Whether you know him as the first to produce cartoons in Technicolor, the mastermind behind the theme park Disneyland, or the founder of the largest entertainment conglomerate, Walt's story of creativity, perseverance in spite of obstacles, and achieving goals resonates and inspires as much today as it ever has. Author Pat Williams began studying the life and leadership example of Walt Disney as he struggled to build an NBA franchise, the Orlando Magic. Since he was trying to accomplish a goal similar to so many of Walt's—starting with nothing and building a dream from the ground up—he realized that Walt could teach him what he needed to know.

And indeed he did. Through Walt Disney's leadership example, Pat found 7 key leadership traits that all great leaders must possess: Vision, Communication, People Skills, Character, Competence, Boldness, and A Serving Heart. Through never-before-heard Walt stories and pragmatic principles for exceeding business

goals, you'll learn how to build those skills and implement them to be effective in any leadership arena. As you discover the life of this great leader, you'll realize that no goal is too great and no dream too daring for anyone who leads like Walt.