

Disneyana Classic Collectibles

While uncovering the institutional underpinnings of this transition, Clark also attributes it to changing American attitudes toward childhood itself, a cultural resistance to the intrinsic value of childhood expressed through sentimentality, condescension, and moralizing." "Clark's study of the critical disregard for children's books since the end of the nineteenth century - which draws on recent scholarship in gender, cultural, and literary studies - offers provocative new insights into the history of both children's literature and American literature in general, and forcefully argues that the books our children read and love demand greater respect."--Jacket.

Lists the current value of porcelains, prints, and other items

Orange Coast Magazine is the oldest continuously published lifestyle magazine in the region, bringing together Orange County's most affluent coastal communities through smart, fun, and timely editorial content, as well as compelling photographs and design. Each issue features an award-winning blend of celebrity and newsmaker profiles, service journalism, and authoritative articles on dining, fashion, home design, and travel. As Orange County's only paid subscription lifestyle magazine with circulation figures guaranteed by the Audit Bureau of Circulation, Orange Coast is the definitive guidebook into the county's luxe lifestyle.

Represents the diversity and productivity of American drama since 1900. The careers

of playwrights whose works achieved notable popularity as well as critical success are presented in some detail. Emphasis is placed on biography and a synthesis of the critical reception of authors' works.

In the first full-length study in English of Carlo Collodi's *The Adventures of Pinocchio*, the authors show how the checkered history of the puppet illuminates social change from the pre World War One era to the present. The authors argue that most Americans know a trivialized, diluted version of the tale, one such source is Disney's perennial classic. The authors also discover that when adults are introduced to the 'real' story, they often deem it as unsuitable for children. Placing the puppet in a variety of contexts, the authors chart the progression of this childhood tale that has frequently undergone dramatic revisions to suit America's idea of children's literature.

Every living American adult likely prized one childhood toy that featured the happy image of an animated cartoon or comic strip character. There is an ever-growing market for these collectibles, and stacks of books pose as pricing guides. Yet Tim Hollis is the first to examine the entire story of character licensing and merchandising from a historical view. *Toons in Toyland* focuses mainly on the post-World War II years, circa 1946-1980, when the last baby boomers were in high school. During those years, the mass merchandising of cartoon characters peaked. However, the concept of licensing cartoon characters for toys, trinkets, and other merchandise dates back to the very first newspaper comics character, the Yellow Kid, who debuted in 1896 and was soon

appearing on a variety of items. Eventually, cartoon producers and comic strip artists counted on merchandising as a major part of their revenue stream. It still plays a tremendous role in the success of the Walt Disney Company and many others today. Chapters examine storybooks (such as Little Golden Books), comic books, records, board games, jigsaw puzzles, optical toys (including View-Master and Kenner's Give-a-Show Projector), and holiday paraphernalia. Extending even beyond toys, food companies licensed characters galore—remember the Peanuts characters plugging bread and Dolly Madison snacks? And roadside attractions, amusement parks, campgrounds, and restaurants—think Yogi Bear and Jellystone Park Campgrounds—all bought a bit of cartoon magic to lure the green waves of tourists' dollars.

The first guide to Finding Antiques and Collectibles Online

DisneyanaClassic Collectibles 1928-1958Hyperion Books

Throughout its history, animation has been fundamentally shaped by its application to promotion and marketing, with animation playing a vital role in advertising history. In individual case study chapters this book addresses, among others, the role of promotion and advertising for anime, Disney, MTV, Lotte Reiniger, Pixar and George Pal, and highlights American, Indian, Japanese, and European examples. This collection reviews the history of famous animation studios and artists, and rediscovers overlooked ones. It situates animated advertising within the context of a diverse intermedial and multi-platform media environment, influenced by print, radio and digital practices, and expanding beyond cinema and television screens into the workplace, theme park, trade expo and urban environment. It reveals the part

that animation has played in shaping our consumption of particular brands and commodities, and assesses the ways in which animated advertising has both changed and been changed by the technologies and media that supported it, including digital production and distribution in the present day. Challenging the traditional privileging of art or entertainment over commercial animation, *Animation and Advertising* establishes a new and rich field of research, and raises many new questions concerning particular animation and media histories, and our methods for researching them.

Mickey Mouse, Betty Boop, Donald Duck, Bugs Bunny, Felix the Cat, and other beloved cartoon characters have entertained media audiences for almost a century, outliving the human stars who were once their contemporaries in studio-era Hollywood. In *Animated Personalities*, David McGowan asserts that iconic American theatrical short cartoon characters should be legitimately regarded as stars, equal to their live-action counterparts, not only because they have enjoyed long careers, but also because their star personas have been created and marketed in ways also used for cinematic celebrities. Drawing on detailed archival research, McGowan analyzes how Hollywood studios constructed and manipulated the star personas of the animated characters they owned. He shows how cartoon actors frequently kept pace with their human counterparts, granting “interviews,” allowing “candid” photographs, endorsing products, and generally behaving as actual actors did—for example, Donald Duck served his country during World War II, and Mickey Mouse was even embroiled in scandal. Challenging the notion that studios needed actors with physical bodies and real off-screen lives to create stars, McGowan demonstrates that media texts have successfully articulated an off-screen existence for animated characters. Following cartoon stars from silent

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movies to contemporary film and television, this groundbreaking book broadens the scope of star studies to include animation, concluding with provocative questions about the nature of stardom in an age of digitally enhanced filmmaking technologies.

A comprehensive and colorfully illustrated history of Disney collectibles, from 1928 to 1958, includes an informative text by an expert collector and offers a thorough look at the Christmas toys, lunch boxes, books, and other articles inspired by the Disney studios. Reprint.

An in-depth view of the way popular female stereotypes were reflected in—and were shaped by—the portrayal of women in Disney’s animated features. In *Good Girls and Wicked Witches*, Amy M. Davis re-examines the notion that Disney heroines are rewarded for passivity. Davis proceeds from the assumption that, in their representations of femininity, Disney films both reflected and helped shape the attitudes of the wider society, both at the time of their first release and subsequently. Analyzing the construction of (mainly human) female characters in the animated films of the Walt Disney Studio between 1937 and 2001, she attempts to establish the extent to which these characterizations were shaped by wider popular stereotypes. Davis argues that it is within the most constructed of all moving images of the female form—the heroine of the animated film—that the most telling aspects of Woman as the subject of Hollywood iconography and cultural ideas of American womanhood are to be found. “A fascinating compilation of essays in which [Davis] examined the way Disney has treated female characters throughout its history.” —PopMatters

The singular resource that contains contact information for more than 23,250 antiques and collectibles resources in nearly 3,200 specialty categories is better than ever. Includes listings for collector clubs, specialty periodicals, dealers, collectors, experts, buyers, appraisers, parts

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suppliers, reproduction sources, Internet resources, repair/restoration/conservation specialists, auction services, manufacturers/distributors of contemporary collectibles, and more!

Recounts the enduring products, innovative trends, and fun fads of the past ten decades. In 5 volumes.

More than 1,300 identifying photos and 10,000 values make this resource of current popular areas of collecting a must-have for every garage sale, antique store, or auction browser.

Brings to light the links between animation, avant-garde art and modernist criticism.

Since the 1930s the Walt Disney Company has produced characters, images, and stories which have captivated audiences around the world. How can we understand the appeal of Disney products? What is it about the Disney phenomenon that attracts so many children as well as adults? In this major new book, Janet Wasko examines the processes by which the Disney company - one of the largest media and entertainment corporations in the world - manufactures the fantasies which enthrall millions. She analyses the historical expansion of the Disney empire, examines the content of Disney's classic films, cartoons and TV programs and shows how they are produced, considering how some of the same techniques have been applied to the Disney theme parks. She also discusses the reception of Disney products by different kinds of audiences. By looking at the Disney phenomenon from a variety of perspectives, she provides a fresh and comprehensive account of one of the most significant media and cultural institutions of our time. This important book by a leading scholar of the entertainment industries will be of great interest to students in media and cultural studies and will appeal to a wide readership.

Catalin radios, chromium cocktail shakers, mixmasters, toasters, waffle irons, Fiestaware,

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Depression glass and other manufactured objects have exploded into the arena of high-end collectibles. Indeed, these increasingly sought-after artifacts from the Machine Age have become icons of an important era of American industrial design. This historic merger of art and industry was inspired, by the luxury goods displayed at the 1925 Paris Exposition, which coined the term "Art Deco." American industrial designers embraced the ornate, "modernistic" style promoted by the exposition and incorporated elements of the style into their designs for the most humble, utilitarian objects ranging from dime-store rouge pots to kitchen utensils, wallpaper to automobiles.

Illustrated with nearly five hundred photographs, an updated, authoritative price guide covers more than 425 categories of collectible items made after 1920--ubckydubg action figures, Pez dispensers, and Depression glass--listing forty thousand prices, discussing the latest market trends, and offering collecting tips. Original. 10,000 first printing.

For more than ten years Warman's Americana & Collectibles has served as the leader in documenting and valuing twentieth-century collectibles ...

Cut, opalescent, Steuben, Lalique & other choice glasswares of the 19th & 20th centuries. Includes bibliographical references and index.

An illustrated guide to collectibles, including collecting hints, histories, references, clubs and museums.

Shows and describes antique toy vehicles, games, nursery toys, windup toys, character toys, banks, metal toys, and books

Originating as a radio series in 1933, the Lone Ranger is a cross-media star who has appeared in comic strips, comic books, adult and juvenile novels, feature films and serials, clothing,

games, toys, home furnishings, and many other consumer products. In his prime, he rivaled Mickey Mouse as one of the most successfully licensed and merchandised children's properties in the United States, while in more recent decades, the Lone Ranger has struggled to resonate with consumers, leading to efforts to rebrand the property. The Lone Ranger's eighty-year history as a lifestyle brand thus offers a perfect case study of how the fields of licensing, merchandizing, and brand management have operated within shifting industrial and sociohistorical conditions that continue to redefine how the business of entertainment functions. Deciphering how iconic characters gain and retain their status as cultural commodities, *Selling the Silver Bullet* focuses on the work done by peripheral consumer product and licensing divisions in selectively extending the characters' reach and in cultivating investment in these characters among potential stakeholders. Tracing the Lone Ranger's decades-long career as intellectual property allows Avi Santo to analyze the mechanisms that drive contemporary character licensing and entertainment brand management practices, while at the same time situating the licensing field's development within particular sociohistorical and industrial contexts. He also offers a nuanced assessment of the ways that character licensing firms and consumer product divisions have responded to changing cultural and economic conditions over the past eighty years, which will alter perceptions about the creative and managerial authority these ancillary units wield.

An antiques price guide for more than 50,000 items, with detailed descriptions.

When it's time for a move to a retirement home, a smaller home, or there's a death in the family, how should you manage a lifetime of family heirlooms and cherished possessions? Should that old chest go to the rummage sale, or is it a rare antique? What about jewelry,

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coins, stamp collections, china, silver, glass, memorabilia, baseball cards and toys? Are they valuable? How can we tell? Who will buy them? What are they really worth? This book is your key to finding the value of everything from diamonds to Teddy Bears, as well as tips about estate planning and appraisals. Find out all about: *the hottest collectibles markets and why some items skyrocket in price *how experts spot a valuable antique *where to get information used by professionals *selling at auctions, estate sales, and on eBay

Thousands of entries and hundreds of photographs combine to provide a comprehensive reference to the world of Disney, providing coverage of the history of Disney, park attractions, television shows, songs, animated features and shorts, and films

The bible of the comic book industry is updated for 2002 with Web site information, tips about grading and caring for comics, and more than 1,500 black-and-white photos.

Provides descriptions and price listings for such American antiques as pottery, games, comic books, cookie cutters, children's toys, and beer bottles.

"The book collects biographies and portraits of influential actors, playwrights, composers, directors, designers, dancers, producers, managers, critics, choreographers, and technicians who made their mark on the American theater. It is the last component in a historical recovery project that includes the essay collections *Passing Performances* and *Staging Desire*, but with a significantly broader scope than its predecessors. Its broad coverage provides an extended glimpse into lives and careers that intersected, and into networks of affiliation that made theatrical history, and, by extension, social and cultural history. The biographies in *The Gay and Lesbian*

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Theatrical Legacy will engage readers interested in theater, gay and lesbian history, American Studies, and biography."--BOOK JACKET.

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