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The Art of the Good Dinosaur 2015-11-10 What if the asteroid that forever changed life on Earth missed the planet completely and dinosaurs never became extinct? The Good Dinosaur expands on that premise in a humorous and exciting original story about Arlo, a lively Apatosaurus with a big heart. Showcasing the stunning artwork from the film's creation—including sketches, storyboards, maquette sculpts, colorscripts, and much more—The Art of The Good Dinosaur offers the ultimate behind-the-scenes look at the research and design that went into the making of this innovative film. Copyright ©2015 Disney Enterprises, Inc. and Pixar. All rights reserved.

Walt Disney's Santa's Toy Shop Disney Book Group 2000-08-01 One Christmas Eve as Santa is making his deliveries, he finally gets a chance to play with all the toys in his sack.

Disney Pixar Adventure Coloring Parragon Books Ltd 2016-01-01 With over 200 pages, this jumbo book is packed with coloring fun! Bring Lightning McQueen to life on the racetrack, meet Arlo and Spot from The Good Dinosaur, go on an adventure with Woody, Buzz, and the gang, plus lots more! Color the pictures and complete the activities.

Paper Toy Making Margaret W. Campbell 2016-08-26 Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions, using the original text and artwork.

Soul Little Golden Book (Disney/Pixar Soul) Golden Books 2020-10-20 This Little Golden Book is based on Disney/Pixar's Soul--streaming on Disney+ December 25, 2020! Ever wonder where your passion, your dreams, and your interests come from? What is it that makes you . . . YOU? In 2020, Pixar Animation Studios takes you on a journey from the streets of New York City to the cosmic realms to discover the answers to life's most important questions. Disney/Pixar Soul is directed by two-time Academy Award® winner Pete Docter (Up, Inside Out) and produced by Academy Award® nominee Dana Murray (Lou short). This Little Golden Book retelling is perfect for girls and boys ages 2 to 5, as well as Disney Little Golden Book collectors of all ages!

Toy Story 4 Little Golden Book (Disney/Pixar Toy Story 4) Josh Crute 2019-05-07 This Little Golden Book retells the exciting story of Toy Story 4! Disney and Pixar's Toy Story 4 opens a new chapter in the lives of Woody, Buzz Lightyear, and the rest of the Toy Story gang. This Little Golden Book based on the movie is perfect for children ages 2-5, as well as Disney Little Golden Book collectors of all ages!

Disney Pixar Jennifer H. Keast 2017-01-20 Learn along with your friends from Disney Pixar! 12 sturdy board books come housed in a carrying case with a handle for take-along fun and easy storage. This library introduces young children to a variety of early learning concepts, including colors, words, and counting. Interacting with beloved characters from Toy Story, The Incredibles, Inside Out, and more will help spark a lifelong love of reading!

Disney Princess: Happy Tin 2020-12 Join all your Princess friends in this activity book, which is packed with amazing puzzles and games.

Badass Affirmations Becca Anderson 2018-05-15 Positive Affirmations for a Badass Fans of Rachel Hollis and Girl, Wash Your Face will love Becca Anderson's Badass Affirmations Even a badass needs daily affirmations: We all need reminders. You don't leap out of bed knowing you are amazing and about to have an incredible day. All of us have a lot of demands, pressures, to-do's and responsibilities. We find ourselves rushing around, working hard to please others. Often we find ourselves at the back of our own bus, having made everyone else happy but our own damn self. Then you go and beat yourself up about it. Let's stop that, shall we? The incredible art of self-affirmation: Positive living and affirmation queen Becca Anderson reminds you that you are pretty darn great. I had to learn to remind myself, but you know what? It feels pretty darn good. It is even kind of addictive in the best way. There are reasons we need esteem boosters. We pick up scars and get bumps and bruises in daily life. If you had a bad childhood, you have old "tapes" from poor parenting looping through your unconscious brain. "You'll never amount to anything. You're not good at sports. Your sister has a better singing voice than you, so we're sending her to music camp and you can stay behind and babysit." Even nice moms and dads perpetrate these parenting errors that leave marks on our souls. But, we can overcome with the right mix of badass affirmations. Every day and in every way, you can learn the art of self-affirmation. Self-affirmation adjustment: If you find yourself feeling overwhelmed and drained by life's busyness and demands, stop in your tracks and do an attitude adjustment, or more specifically a "gratitude adjustment." You have need for some "me TLC" and a dose of radical self-affirmation. In Badass Affirmations you will: • Learn the habit of affirming yourself daily • Experience a life filled with love, joy, fulfillment and satisfaction • Take control of your destiny • Strengthen your self-esteem

The Psychosocial Implications of Disney Movies Lauren Dundes 2019-07-11 In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views

about the good, the bad, and the best way forward. *Meet the Cars* Disney Book Group 2011-11-10 You might know all about Lightning, Sally, Finn, Holley, and Mater, but the world of Cars, Cars 2, and Cars Toons is full of other vehicles with their own stories.

The Pet Problem (Disney/Pixar Toy Story) Kristen L. Depken 2013-12-18 Buzz Lightyear and Sheriff Woody are jealous when Bonnie brings home a pet hamster. But when the hamster gets loose, Buzz and Woody realize they need to get the fuzzy creature back in its cage before Bonnie gets home. This all-new Little Golden Book starring the toys from Disney/Pixar Toy Story is sure to become an instant classic with boys and girls ages 2 to 5.

Typeset in the Future Dave Addey 2018-12-11 A designer's deep dive into seven science fiction films, filled with "gloriously esoteric nerdery [and] observations as witty as they are keen" (Wired). In *Typeset in the Future*, blogger and designer Dave Addey invites sci-fi movie fans on a journey through seven genre-defining classics, discovering how they create compelling visions of the future through typography and design. The book delves deep into 2001: A Space Odyssey, Star Trek: The Motion Picture, Alien, Blade Runner, Total Recall, WALL·E, and Moon, studying the design tricks and inspirations that make each film transcend mere celluloid and become a believable reality. These studies are illustrated by film stills, concept art, type specimens, and ephemera, plus original interviews with Mike Okuda (Star Trek), Paul Verhoeven (Total Recall), and Ralph Eggleston and Craig Foster (Pixar). *Typeset in the Future* is an obsessively geeky study of how classic sci-fi movies draw us in to their imagined worlds.

Disney Pixar, Wall-E Lou Weber 2008-01-01 8 extra-busy scenes. Lists of more challenges at the end of each book. Perfect entertainment on car and plane rides. Fun for kids to share together.

Dfa Pix Toy Story 4 Coloring and Activity Book with Paint and Crayons 2018-09-14

Creativity, Inc. Ed Catmull 2014-04-08 From a co-founder of Pixar Animation Studios—the Academy Award-winning studio behind *Coco*, *Inside Out*, and *Toy Story*—comes an incisive book about creativity in business and leadership for readers of Daniel Pink, Tom Peters, and Chip and Dan Heath. NEW YORK TIMES BESTSELLER | NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Huffington Post • Financial Times • Success • Inc. • Library Journal *Creativity, Inc.* is a manual for anyone who strives for originality and the first-ever, all-access trip into the nerve center of Pixar Animation—into the meetings, postmortems, and "Braintrust" sessions where some of the most successful films in history are made. It is, at heart, a book about creativity—but it is also, as Pixar co-founder and president Ed Catmull writes, "an expression of the ideas that I believe make the best in us possible." For nearly twenty years, Pixar has dominated the world of animation, producing such beloved films as the *Toy Story* trilogy, *Monsters, Inc.*, *Finding Nemo*, *The Incredibles*, *Up*, *WALL·E*, and *Inside Out*, which have gone on to set box-office records and garner thirty Academy Awards. The joyousness of the storytelling, the inventive plots, the emotional authenticity: In some ways, Pixar movies are an object lesson in what creativity really is. Here, in this book, Catmull reveals the ideals and techniques that have made Pixar so widely admired—and so profitable. As a young man, Ed Catmull had a dream: to make the first computer-animated movie. He nurtured that dream as a Ph.D. student at the University of Utah, where many computer science pioneers got their start, and then forged a partnership with George Lucas that led, indirectly, to his co-founding Pixar in 1986. Nine years later, *Toy Story* was released, changing animation forever. The essential ingredient in that movie's success—and in the thirteen movies that followed—was the unique environment that Catmull and his colleagues built at Pixar, based on leadership and

management philosophies that protect the creative process and defy convention, such as: • Give a good idea to a mediocre team, and they will screw it up. But give a mediocre idea to a great team, and they will either fix it or come up with something better. • If you don't strive to uncover what is unseen and understand its nature, you will be ill prepared to lead. • It's not the manager's job to prevent risks. It's the manager's job to make it safe for others to take them. • The cost of preventing errors is often far greater than the cost of fixing them. • A company's communication structure should not mirror its organizational structure.

Everybody should be able to talk to anybody.

Toy Story 3 Annie Auerbach 2010 When Andy grows up, he does not want his toys anymore, so they are sent to a daycare, where they meet other toys and there are lots of kids to play with them, but when things turn bad, they try to escape.

The Art of Lightyear Disney/Pixar 2022-05-17 This vibrant volume is an exclusive look behind the scenes of Disney and Pixar's original feature film *Lightyear*. The *Art of Lightyear* explores the exciting visuals of Disney and Pixar's newest original feature film. *Lightyear* is a sci-fi action-adventure and the definitive origin story of Buzz Lightyear (voice of Chris Evans)—the hero who inspired the toy. The film reveals how a young test pilot became the Space Ranger that we all know him to be today. With production designs, storyboards, colorscripts, exclusive commentary from the creative team, and much more, *The Art of Lightyear* will take readers behind the scenes of this new animated film, for aspiring artists, animators, and fans alike. EXCLUSIVE BEHIND-THE-SCENES: Fans will want to delve into and explore this new Pixar film through production art, stories, and making-of details exclusive to this book. PART OF THE FAN-FAVORITE SERIES: The collectible *Art of* series from Disney and Pixar are perfect for animation enthusiasts, filmmakers, students, and fans of Pixar alike. Add it to the shelf with other books like *The Art of Coco*, *The Art of Luca*, and *The Art of Pixar: The Complete Colorscripts from 25 Years of Feature Films (Revised and Expanded)*. Perfect for: animation fans; Pixar fans; Disney fans; students; aspiring animators and filmmakers Copyright © 2022 Disney Enterprises, Inc. and Pixar. All rights reserved.

The Hollywood Reporter 2008

The Idea of Nature in Disney Animation David Whitley 2016-03-03 In the second edition of *The Idea of Nature in Disney Animation*, David Whitley updates his 2008 book to reflect recent developments in Disney and Disney-Pixar animation such as the apocalyptic tale of earth's failed ecosystem, *WALL·E*. As Whitley has shown, and Disney's newest films continue to demonstrate, the messages animated films convey about the natural world are of crucial importance to their child viewers. Beginning with *Snow White*, Whitley examines a wide range of Disney's feature animations, in which images of wild nature are central to the narrative. He challenges the notion that the sentimentality of the Disney aesthetic, an oft-criticized aspect of such films as *Bambi*, *The Jungle Book*, *Pocahontas*, *Beauty and the Beast*, and *Finding Nemo*, necessarily prevents audiences from developing a critical awareness of contested environmental issues. On the contrary, even as the films communicate the central ideologies of the times in which they were produced, they also express the ambiguities and tensions that underlie these dominant values. In distinguishing among the effects produced by each film and revealing the diverse ways in which images of nature are mediated, Whitley urges us towards a more complex interpretation of the classic Disney canon and makes an important contribution to our understanding of the role popular art plays in shaping the emotions and ideas that are central to contemporary experience.

Cars 2: Fueled for Adventure Disney Book Group

2011-05-24 Join Lightning and Mater on a thrill-ride racing adventure that takes them across the globe. Based on the hit new film, *Cars 2*, and told through the eyes of British super-spy Finn McMissile!

Dfa Pix Toy Story 4 Peggable Coloring and Activity Book with Markers 2018-07-11

The Great Showdowns Scott Campbell 2012-10-30 Since the beginning of time, there has been struggle. The epic clash of being against being. Han vs the green fellow. Chief Brody vs the very large shark. John McClane vs broken glass, and many, many more... Scott Campbell's acclaimed Great Showdowns series, showing strangely good-natured confrontations between his favorite movie characters, finally gets the book collection fans have been demanding! Whether it's Ripley vs the Alien Queen or Spinal Tap vs an undersized model of Stonehenge, these memorable moments of melee deserve to be celebrated. Behold, *The Great Showdowns*.

D Frozen 2 Imagine Ink Magic Ink Coloring Book (Value) 2020-03-03

Creativity, Inc. Ed Catmull 2014-04-08 From a co-founder of Pixar Animation Studios—the Academy Award-winning studio behind *Coco*, *Inside Out*, and *Toy Story*—comes an incisive book about creativity in business and leadership for readers of Daniel Pink, Tom Peters, and Chip and Dan Heath. **NEW YORK TIMES BESTSELLER | NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Huffington Post • Financial Times • Success • Inc. • Library Journal** *Creativity, Inc.* is a manual for anyone who strives for originality and the first-ever, all-access trip into the nerve center of Pixar Animation—into the meetings, postmortems, and “Braintrust” sessions where some of the most successful films in history are made. It is, at heart, a book about creativity—but it is also, as Pixar co-founder and president Ed Catmull writes, “an expression of the ideas that I believe make the best in us possible.” For nearly twenty years, Pixar has dominated the world of animation, producing such beloved films as the *Toy Story* trilogy, *Monsters, Inc.*, *Finding Nemo*, *The Incredibles*, *Up*, *WALL-E*, and *Inside Out*, which have gone on to set box-office records and garner thirty Academy Awards. The joyousness of the storytelling, the inventive plots, the emotional authenticity: In some ways, Pixar movies are an object lesson in what creativity really is. Here, in this book, Catmull reveals the ideals and techniques that have made Pixar so widely admired—and so profitable. As a young man, Ed Catmull had a dream: to make the first computer-animated movie. He nurtured that dream as a Ph.D. student at the University of Utah, where many computer science pioneers got their start, and then forged a partnership with George Lucas that led, indirectly, to his co-founding Pixar in 1986. Nine years later, *Toy Story* was released, changing animation forever. The essential ingredient in that movie's success—and in the thirteen movies that followed—was the unique environment that Catmull and his colleagues built at Pixar, based on leadership and management philosophies that protect the creative process and defy convention, such as: • Give a good idea to a mediocre team, and they will screw it up. But give a mediocre idea to a great team, and they will either fix it or come up with something better. • If you don't strive to uncover what is unseen and understand its nature, you will be ill prepared to lead. • It's not the manager's job to prevent risks. It's the manager's job to make it safe for others to take them. • The cost of preventing errors is often far greater than the cost of fixing them. • A company's communication structure should not mirror its organizational structure. Everybody should be able to talk to anybody.

Disney/Pixar Toy Story 4 Magnetic Fun! 2019-05-21 Join Buzz, Woody, and friends on their next adventure, and become a part of the story with the included magnets and magnetic scenes! Play all day with your favorite toys—and some new friends—from *Toy Story 4* in this

interactive magnetic format. Re-create your favorite scenes from the newest *Toy Story* movie by placing the 12+ included character magnets right on the magnetic book pages while reading the story. Great for an on-the-go adventure, this magnetic *Toy Story 4* title will quickly become any *Toy Story* fan's favorite.

Cars 3: Lead the Way Ace Landers 2017-04-04 Read along with Disney! Follow along with word-for-word narration as Lightning McQueen discovers the wonders and importance of having a special somebody to help lead the way.

Toy Story Toyography 2018-05-09

Disney Ideas Book DK 2018-10-02 Bring your love of Disney to life with more than 100 amazing and creative projects and activities. Let your imagination run wild with Disney inspired arts and crafts, party games, puzzles, papercraft, and many more fun and practical activities. With clear, step-by-step instructions, *The Disney Ideas Book* guides you through each exciting activity from creating glowing BFG Dream Jars and performing a puppet show in a *Jungle Book* shoebox theater, to playing skittles with the Seven Dwarfs and growing grass hair on *Frozen Trolls*. Featuring family favorite characters from animation and live-action movies and TV, including *Frozen*, *Toy Story*, *Moana*, *Inside Out*, and *Cinderella*. The activities are suitable for kids and adults alike, whatever their level of ability. There are top tips on every page from expert crafters to help make your creations a success, as well as fun Disney facts to pore over. With the *Disney Ideas Book*, your family will never be bored again.

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Disney Pixar Ultimate Sticker Book, New Edition Dk Pub 2019-05-07 Contains more than 100 stickers. Take a trip into the magical world of Disney Pixar! The *Disney Pixar Ultimate Sticker Book* contains more than 100 colorful stickers and fun facts about your favorite Pixar characters and their exciting adventures. Read about Buzz Lightyear, Sully, Elastigirl, Joy, Hector, and more, and meet exciting new characters from Pixar's latest movie, *Toy Story 4*. The *Disney Pixar Ultimate Sticker Book* is a must-have for any young Disney Pixar fan.

Love at First Beep Apple Jordan 2008 *WALL-E*, a lonely robot, falls in love with EVE, who has come to Earth looking for plant life to take back to her planet, and after she sees how *WALL-E* cares for her, she falls in love with him too.

Pixarpedia Barbara Bazaldua 2010 A new edition of the best of Pixar...and beyond Pixar are the animation giants behind incredible movies including *Monsters Inc*, *Finding Nemo*, *Wall.E*, *Up* and now *Toy Story 3*. Go behind-the-scenes and find out all there is to know about this extraordinary company. Learn about the fascinating rise of Pixar, from their history and creative talent to the secrets behind their unique movie-making process. From Woody to Lightning McQueen, discover little-known facts and trivia about the characters from all their major and short films. Plus, pick up inside knowledge from 'which fishy character pops up in *Monsters Inc*' to 'why the number 1113 appears in all Pixar films'. Packed with timelines, fantastic pictures and movie-stills, this is an essential guide to the ultimate movie-making machine.

Bear with Me Bob Scott 2021-02-09 Molly has real-world problems; Bear has problems with the realworld! It can be tough being a tween. You want to do big things, change the world, and right some wrongs. But you also have to deal with math homework, getting enough sleep and the drama between your dad and pet bear. This is Molly's world. Being a tween is so much easier when your BFF is an 800 pound bear. Bear is no ordinary bear. He sheds like a normal bear, he snores like a normal bear, but he is afraid of absolutely everything. Plus, he is allergic to fur. His own. But with Molly holding his paw, he can muddle through.

The Path to Path-Traced Movies Per H. Christensen

2016-10-26 Path tracing is one of several techniques to render photorealistic images by simulating the physics of light propagation within a scene. The roots of path tracing are outside of computer graphics, in the Monte Carlo simulations developed for neutron transport. A great strength of path tracing is that it is conceptually, mathematically, and often-times algorithmically simple and elegant, yet it is very general. Until recently, however, brute-force path tracing techniques were simply too noisy and slow to be practical for movie production rendering. They therefore received little usage outside of academia, except perhaps to generate an occasional reference image to validate the correctness of other (faster but less general) rendering algorithms. The last ten years have seen a dramatic shift in this balance, and path tracing techniques are now widely used. This shift was partially fueled by steadily increasing computational power and memory, but also by significant improvements in sampling, rendering, and denoising techniques. The Path to Path-Traced Movies provides the reader with an overview of path tracing and highlights important milestones in its development that have led to it becoming the preferred movie rendering technique today. It identifies major hurdles that stood in the way of that transition, describing the technical milestones that pushed the field forward over the last couple of decades, and discusses the combination of circumstances that came together to propel the CG and VFX movie industry into a path-traced world. Since the journey is not yet complete, it also discusses on-going challenges and open questions that practitioners and researchers will need to address in the years to come.

Learn to Draw Your Favorite Disney/Pixar Characters

Walter Foster Jr. Creative Team 2018-10-02 Aspiring artists can now recreate the remarkable worlds and memorable characters of Disney•Pixar films using Learn to Draw Your Favorite Disney•Pixar Characters as their guide. Following simple instructions, artists-in-training learn to draw the entertaining personalities from Toy Story, Monsters Inc., Finding Nemo, The Incredibles, Cars, Up, Inside Out, Coco, and more. Each drawing lesson in Learn to Draw Your Favorite Disney•Pixar Characters begins with a basic shape, such as a circle or an oval. New steps build upon the last, eventually progressing to a finished piece of color artwork. Artists know exactly what to draw next because each new drawing step is shown in blue. Along the way, professional Disney artists share helpful tips and tricks for bringing the characters to life. With a range of fun and exciting characters in a variety of poses, young fans will enjoy learning to draw Woody, Buzz, Sulley and Mike, Nemo, Dory, Mr. Incredible, Elastigirl, Lightning McQueen, Mater, Joy and Sadness, and many more, just like the pros do!

The Pixar Theory Jon Negroni 2015-06-04 "Every Pixar movie is connected. I explain how and possibly why." These are the words that began the detailed essay now known as "The Pixar Theory," which came out way back in 2013. It collected over 10 million views on Jon's blog

alone, and was syndicated on BuzzFeed, Mashable, Huffpost, Entertainment Weekly, and more - generating over 100 million impressions and now translated into a dozen languages. Now, these thoughts and ideas first written by Jon Negroni have been fully realized inside this book, aptly named The Pixar Theory. In this book, you'll find an analysis of every single Pixar movie to date and how it tells a hidden story lurking behind these classic movies. You'll learn about how the toys of Toy Story secretly owe their existence to the events of The Incredibles. You'll learn about what truly happened to the civilization of cars from Cars before the events of WALL-E. And of course, you'll find out the possible truth for why "Boo" of Monsters Inc. is the most important Pixar character yet. Welcome to the Pixar Theory. Don't forget to fasten your imagination.

The Art of WALL-E Tim Hauser 2016-02-02 Pixar Animation Studios, the innovators behind Toy Story, Finding Nemo, and Ratatouille, created this genre-defying film with an intriguing and unorthodox question in mind: What if mankind had to leave Earth, and somebody forgot to turn off the last robot? WALL-E (Waste Allocation Load Lifter-Earth Class) is this last, soulful robot. When his lonely work is interrupted by the arrival of the sleek probe-droid EVE, a rollicking adventure across the galaxy ensues. The Art of WALL-E features the myriad pieces of concept art on which this fantastic, futuristic film was built, including storyboards, full-color pastels, digital and pencil sketches, character studies, color scripts, and more. Astute text-featuring quotes from the director, artists, animators, and production team-unearths the filmmakers' historical inspirations and recounts the creative process in intimate detail. This richly illustrated portal into the artistic spirit of Pixar reveals a studio confidently pushing the limits of animation.

BURN-E the Fix-It Bot (Disney/Pixar WALL-E) Katie Hammond 2014-02-26 WALL•E is back! And with a new friend! Disney•Pixar is delivering up their newest animated short on the WALL•E DVD. Centuries in the future and far off in outer space, meet an adorable little welding-bot. BURN•E's hilarious misadventures on the side of the Axiom spaceship are retold in this sweet and simple Step 1 reader that is sure to have young robot lovers on cloud nine.

Lots of Bots Kiki Thorpe 2008-05-13 Wall-e has just arrived in space and is searching for his friend, Eve. To his surprise, robots are everywhere. From paint-bots to crane-bots, each quietly does its job. But when Wall-e spots Eve, a boisterous chase begins, and suddenly everything goes haywire. This spirited take on the film Wall-e features lively verse and a fresh visual approach from a Pixar artist.

Mickey Mouse Clubhouse: Minnie's Valentine Sheila Sweeny Higginson 2014-01-21 Read along with Disney! Love is in the air at the Clubhouse, but Mickey has no idea what to get Minnie for Valentine's Day! So Minnie goes undercover, using a disguise to teach Mickey how to make a heartfelt Valentine's Day gift. Follow along with word-for-word narration as Mickey follows her clues!