



Presents

GlenVIEWINGS: Tragedy & Triumph

Up

"Adventure is out there!" – Charles Muntz

**Director**

Pete Docter

Co-Director

Bob Peterson

Producer

Jonas Rivera

Executive Producers

John Lasseter

Andrew Stanton

Writers

Pete Docter

Bob Peterson

Tom McCarthy

Starring

Ed Asner

Christopher Plummer

Jordan Nagai

Music

Michael Giacchino

Studio

Pixar Animation Studios

Distributors

Walt Disney Pictures

Release date

May 29, 2009

Running time

96 minutes

Budget

\$175,000,000

Box Office gross

\$292,979,556

While *Up* was aimed at a children's audience, this vibrant animated action-adventure film amazed many adult viewers with its unique poignancy that spans the generations. Even hardened critics attending this year's Cannes Festival – at which *Up* made history by being the first animated film, as well as the first in 3-D, to open cinema's most prestigious film festival – were wowed by *Up*'s unexpected mix of peculiar whimsy and emotionally mature, heartbreaking tragedy. *Sight & Sound* critic Michael Atkinson went so far as to claim the film as "Hollywood's most life-embracing film about facing death, with the most wrenching 20-minute requiem suite in animation history."

What makes *Up* so remarkable is that these bittersweet themes emerge from a wild plot -- a cranky old man finds he has unwittingly taken on board a young stowaway while attempting to fly his balloon-propelled house to South America. Add to the mix a race of 'talking' dogs and a mysterious bird-like-creature named Kevin, and you are in the realm of bizarre fantasy. Yet the reason why *Up* struck such a chord with so many viewers is that it grounds these flights of imagination with an underlying focus on the universal questions of how to cope with loss, and of what it means to chase one's lifelong dreams. Ultimately, the film suggests that true adventures are often made in the heart, and that small pleasures and meaningful relationships are life's biggest triumphs.

The tenth digitally animated film from the innovative Pixar Studios (*Toy Story*, *WALL-E*), *Up* may well be the first to garner Pixar an Oscar nomination for Best Picture. There certainly have been few films this year that have matched it for visual beauty, consistent humor, and lyrical poignancy.

Did you know?

- *Up* is the only film to rank in both the top 10 best-reviewed films of 2009, where it is currently 6th, and highest-grossing films of the year, where it is placed 3rd.
- Carl Fredrickson's face and gruff, yet sweet, personality are based on Spencer Tracy and Walter Matthau.
- *Up*'s Paradise Falls are based on Venezuela's Angel Falls, which were the inspiration for Arthur Conan Doyle's *The Lost World*.



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"Hey, let's play a game. It's called "see who can be quiet the longest." – Carl Fredericksen

"Cool! My mom loves that game!" – Russell

Things to Explore

- What does *Up* have to tell us about the tragedies that can be inherent in realizing a lifelong dream?
- Is *Up* a film for adults, or for children? Does there have to be a distinction between the two?
- What do Carl and Russell teach each other? What does the film have to say about multi-generational relationships.
- How does Ellie continue to guide Carl throughout his quest?
- Why do you think the film is called *Up*?
- What is the symbolism of Carl being shaped and framed as a 'square' and Ellie and Russell as 'round' shapes. What shapes are Muntz and the film's 'bad' characters? Why do you think the animators chose to frame the characters in these ways.
- Why do you think Muntz has stayed in Paradise Falls for so long?
- What similarities are there between Carl and Muntz? How do they ultimately differ?
- Why do you think Russell's parents are so ambiguously discussed and presented?
- Do you think the film's final shot is meant to be taken literally? What is the meaning of it to you?

Themes

- The meaning of being adventurous
- Unrealized dreams and false quests
- Nostalgia
- The impact of the past on the present
- Grief
- Aging
- Acceptance of new things and new meanings



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"Sometimes, it's the boring stuff I remember the most." - Russell

Library Resources

1) *Up : The Insider's Guide*, Laura Gilbert

Containing hundreds of illustrations and film stills, plus a discussion of the film's cutting edge 3-D technology. Informative fun for all ages.

Copy	Material	Location
j791.4372 GIL	Book	Due: 12/8/2009

2) *Pixarpedia*, Barbara Bazaldua; et al.

An up-to-date encyclopedia of all things Pixar, this stunning book is aimed at a juvenile reader, but contains breathtaking images from the innovative film studio's 10 (and counting) feature films. A must for fans of digital animation.

Copy	Material	Location
On Order J790	On Order	Being cataloged

3) *The Pixar Touch : the making of a company*, David A. Price

An in-depth look at business history behind the blockbusters, charting Pixar's history from a struggling computer company making short promotional adverts, to becoming the billion-dollar-earning savior of Disney animation.

Copy	Material	Location
384.8 PRI	Book	Nonfiction

4) *Animation : the whole story*, Howard Beckerman

Written by a former professor at the School of Visual Arts in New York, this is both a comprehensive history of animation and a how-to guide filled with tips and techniques designed to inspire the next generation of artists.

Copy	Material	Location
DVD ROG	DVD, Fiction	Audio-Visual - Movies

5) *Pixar short films collection. Volume 1 [videorecording (DVD)]*

This DVD packages all of the celebrated Pixar shorts together for the first time, ranging from 1984-2006. Of the 13 films in the collection, 8 have received Oscar nominations, with 3 wins. Also features a short documentary and early films that were designed to test the limits of computer animation.

Copy	Material	Location
jDVD PIX	Juvenile DVD	Youth AV - Movies



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"My master made me this collar. He is a good and smart master and he made me this collar so that I may speak.... Squirrel!" - Dug

Online Resources

<http://adisney.go.com/disneyvideos/animatedfilms/up/>

As you would expect, the film's official website contains a plethora of advanced computer animation, some very entertaining interactive games, and many video clips and photos. An excellent resource for children who are fans of the film.

<http://www.imdb.com/title/tt1049413/>

The film's page at the Internet Movie Database, where it currently has an average rating of 8.5 out of 10 from over 68,928 users, and is currently ranked at #68 in the all time top 250.

http://news.cnet.com/8301-13772_3-10249396-52.html

A CNET article detailing the many technical advances made by Pixar in producing the films, and especially in the complex algorithms employed to realistically animate the 10,297 balloons pulling Carl's house or the threads on his clothes.

<http://utahpulse.com/multimedia/video-roundtable-discussion-with-brad-docter-director-pixars-up>

Video of a roundtable interview with Peter Docter, director of *Up*, in which he discusses the long process of creating the acclaimed film.

<http://articles.latimes.com/2009/jun/07/entertainment/ca-upmontage7>

A *Los Angeles Times* article that breaks down the creative process behind the stunning, wordless 4-minute montage of Carl and Ellie's marriage that critic Kenneth Turan called "a small gem that will stay with you for a lifetime."

<http://www.ocregister.com/news/pixar-128978-up-movie.html>

Detailing the inspiring true story of how Pixar Studios granted a 10 year-old girl dying of cancer her last wish - to see *Up* before she died.

<http://creativescreenwritingmagazine.blogspot.com/2009/10/pete-docter-bob-peterson-up-q.html>

Creative Screenwriting magazine's podcast interview *Up* creators Pete Docter and Bob Petersen. Full of fascinating insights and humor.

<http://www.youtube.com/watch?v=oxG15KOLwjU>

A video featurette with comments from many of those who worked on the groundbreaking film, including Pixar founder John Lasseter, *Up* director Pete Docter, and voice actors Ed Asner and Jordan Nagai.