

= Pixar =

Pixar Animation Studios (Pixar) (/ ˈpɪksər /) , is an American computer animation film studio based in Emeryville , California . Pixar is a subsidiary of The Walt Disney Company . Luxo Jr . , a character from the short film of the same name , is the studio 's mascot .

Pixar began in 1979 as the Graphics Group , part of the Lucasfilm computer division , before its spin @-@ out as a corporation in 1986 , with funding by Apple Inc. co @-@ founder Steve Jobs , who became the majority shareholder . Disney purchased Pixar in 2006 at a valuation of \$ 7 @. @ 4 billion , a transaction that resulted in Jobs becoming Disney 's largest single shareholder at the time .

Pixar is best known for CGI @-@ animated feature films created with RenderMan , Pixar 's own implementation of the industry @-@ standard RenderMan image @-@ rendering application programming interface used to generate high @-@ quality images .

Pixar has produced 17 feature films , beginning with Toy Story (1995) , which was the first @-@ ever computer @-@ animated feature film , and its most recent being Finding Dory (2016) . All 17 films have debuted with CinemaScore ratings of at least " A ? , " indicating positive receptions with audiences . The studio has also produced several short films . As of June 2016 , its feature films have made over \$ 10 billion worldwide , with an average worldwide gross of \$ 593 million per film . Three of Pixar 's films ? Finding Nemo (2003) , Toy Story 3 (2010) , and Inside Out (2015) ? are among the 50 highest @-@ grossing films of all time , with Toy Story 3 being the third all @-@ time highest animated film with a gross of \$ 1 @. @ 063 billion , behind Walt Disney Animation Studios ' Frozen (2013) and Illumination Entertainment 's Minions (2015) , which grossed \$ 1 @. @ 276 billion and \$ 1 @. @ 159 billion respectively in their initial releases as of 2016 . Fourteen of Pixar 's films are among the 50 highest @-@ grossing animated films .

The studio has earned sixteen Academy Awards , seven Golden Globe Awards , and eleven Grammy Awards , among many other awards and acknowledgments . Most of Pixar 's films have been nominated for the Academy Award for Best Animated Feature , since its inauguration in 2001 , with eight winning ; this includes Finding Nemo , Toy Story 3 , and Inside Out , along with The Incredibles (2004) , Ratatouille (2007) , WALL @-@ E (2008) , Up (2009) , and Brave (2012) . Monsters , Inc . (2001) and Cars (2006) are the only two films that were nominated for the award without winning it , while Cars 2 (2011) , Monsters University (2013) , and The Good Dinosaur (2015) are the only three not to be nominated . Up and Toy Story 3 were also the second and third animated films to be nominated for the Academy Award for Best Picture , the first being Disney 's Beauty and the Beast (1991) .

On September 6 , 2009 , Pixar executives John Lasseter , Brad Bird , Pete Docter , Andrew Stanton , and Lee Unkrich were presented with the Golden Lion for Lifetime Achievement by the biennial Venice Film Festival . This award was presented by Lucasfilm founder , George Lucas .

= = History = =

= = = Early history = = =

Pixar got its start in 1974 when NYIT 's founder Alexander Schure , who was also the owner of a traditional animation studio , established the Computer Graphics Lab (CGL) , recruited computer scientists who shared his ambitions about creating the world 's first computer @-@ animated film . Ed Catmull and Malcolm Blanchard were the first to be hired , and were soon joined by Alvy Ray Smith and David DiFrancesco some months later , which were the four original members the Computer Graphics Lab . Schure kept pouring money into the computer graphics lab , an estimated \$ 15 million , giving the group everything they desired and drove NYIT into serious financial troubles . But they eventually realized they needed to work in a real movie studio in order to reach their goal , and when George Lucas approached them and offered them a job at his studio , six employees decided to move over to Lucasfilm . During the following months , they gradually resigned from CGL

, found temporary jobs for about a year to avoid making Schure suspicious , before they joined The Graphics Group at Lucasfilm .

The Graphics Group , which was one third of the Computer Division of Lucasfilm , was launched in 1979 with the hiring of Edwin Catmull from the New York Institute of Technology (NYIT) , where he was in charge of the Computer Graphics Lab . He was then reunited with Alvy Ray Smith , who also made the journey from NYIT to Lucasfilm , and was made director of The Graphics Group . At NYIT , the researchers pioneered many of the CG foundation techniques ? in particular the invention of the alpha channel (by Catmull and Smith) . Years later the CGL produced a few frames of an experimental film called The Works . After moving to Lucasfilm , the team worked on creating the precursor to RenderMan , called REYES (for " renders everything you ever saw ") ; and developed a number of critical technologies for CG ? including " particle effects " and various animation tools .

In 1982 , the team began working on special effects film sequences with Industrial Light & Magic . After years of research , and key milestones such as the Genesis Effect in Star Trek II : The Wrath of Khan and the Stained Glass Knight in Young Sherlock Holmes , the group , which then numbered 40 individuals , was spun out as a corporation in February 1986 by Catmull and Smith . Amongst the 38 remaining employees , there were also Malcolm Blanchard , David DiFrancesco , Ralph Guggenheim and Bill Reeves , who had been part of the team since the days of NYIT . Tom Duff , also a NYIT member , would later join Pixar after its formation . With Lucas ' 1983 divorce , which coincided with the sudden drop @-@ off in revenues from Star Wars licenses following the release of Return of the Jedi , they knew he would most likely sell the whole Graphics Group . Worried that the employees would be lost to them if that happened , which would prevent the creation of the first computer animated movie , they concluded that the best way to keep the team together was to turn the group into an independent company . But Moore 's Law also said that the first film was still some years away , and they needed to focus on a proper product while waiting for the computers to become powerful enough . Eventually , they decided they should be a hardware company in the meantime , with their Pixar Image Computer as the core product , a system primarily sold to government agencies and the scientific and medical community .

The newly independent company was headed by Edwin Catmull as President and Alvy Ray Smith as Executive Vice President . While looking for investors , Steve Jobs was interested , but Lucas found his offer too low . Yet he accepted it in the end after it turned out to be impossible to find other investors . Jobs , who had recently been fired from Apple Computer , paid \$ 5 million to George Lucas for technology rights and put them and \$ 5 million cash as capital into the company , and joined the board of directors as chairman .

One of the buyers of Pixar Image Computers was Walt Disney Studios , which was using it as part of their Computer Animation Production System (CAPS) project , using the machine and custom software written by Pixar to migrate the laborious ink and paint part of the 2D animation process to a more automated method . The Image Computer never sold well . In a bid to drive sales of the system , Pixar employee John Lasseter ? who had long been working on non @-@ for @-@ profit short demonstration animations , such as Luxo Jr . (1986) , to show off the device 's capabilities ? premiered his creations at SIGGRAPH , the computer graphics industry 's largest convention , to great fanfare .

Inadequate sales of Pixar 's computers threatened to put the company out of business as financial losses grew . Jobs invested more and more money in exchange for an increased stake in the company , reducing the proportion of management and employee ownership until eventually his total investment of \$ 50 million gave him control of the entire company . In 1989 , Lasseter 's growing animation department , originally composed of just four people (Lasseter , Bill Reeves , Eben Ostby , and Sam Leffler) , was turned into a division that produced computer @-@ animated commercials for outside companies . Early successes included campaigns for Tropicana , Listerine , and Life Savers . In April 1990 , Pixar sold its hardware division , including all proprietary hardware technology and imaging software , to Vicom Systems , and transferred 18 of Pixar 's approximately 100 employees . That same year , Pixar moved from San Rafael to Richmond , California . Pixar released some of its software tools on the open market for Macintosh and Windows systems . RenderMan was one of the leading 3D packages of the early 1990s , and Typestry was a special

@-@ purpose 3D text renderer that competed with Adobe AddDepth .

During this period Pixar continued its successful relationship with Walt Disney Feature Animation , a studio whose corporate parent would ultimately become its most important partner . As 1991 began , however , the layoff of 30 employees in the company 's computer hardware department ? including the company 's president , Chuck Kolstad , reduced the total number of employees to just 42 , essentially its original number . Yet Pixar made a historic \$ 26 million deal with Disney to produce three computer @-@ animated feature films , the first of which was Toy Story . By then the software programmers , who were doing RenderMan and IceMan , and Lasseter 's animation department , which made television commercials (and four Luxo Jr. shorts for Sesame Street the same year) , were all that remained of Pixar .

Despite the total income from these projects the company continued to lose money and Jobs , as chairman of the board and now the full owner , often considered selling it . Even as late as 1994 Jobs contemplated selling Pixar to another company , most notably Microsoft . Only after learning from New York critics that Toy Story would probably be a hit ? and confirming that Disney would distribute it for the 1995 Christmas season ? did he decide to give Pixar another chance . For the first time he also took an active leadership role in the company and made himself CEO . Toy Story went on to gross more than \$ 362 million worldwide and , when Pixar held its initial public offering on November 29 , 1995 , it exceeded Netscape 's as the biggest IPO of the year . In only its first half @-@ hour of trading Pixar stock shot from \$ 22 to \$ 45 , delaying trading because of un @-@ matched buy orders . Shares climbed to \$ 49 before closing the day at \$ 39 .

During the 1990s and 2000s , Pixar gradually developed the " Pixar Braintrust , " the studio 's primary creative development process , in which all directors , writers , and lead storyboard artists at the studio look at each other 's projects on a regular basis and give each other very candid " notes " (the industry term for constructive criticism) . The Braintrust operates under a philosophy of a " filmmaker @-@ driven studio , " in which creatives help each other move their films forward through a process somewhat like peer review , as opposed to the traditional Hollywood approach of an " executive @-@ driven studio " in which directors are micromanaged through " mandatory notes " from development executives ranking above the producers . According to Catmull , it evolved out of the working relationship between Lasseter , Stanton , Docter , Unkrich , and Joe Ranft on Toy Story .

As a result of the success of Toy Story , Pixar built a new studio at the Emeryville campus which was designed by PWP Landscape Architecture and opened in November 2000 .

= = = Disney subsidiary (2006 @-@ present) = = =

Pixar and Disney had disagreements after the production of Toy Story 2 (1999) . Originally intended as a straight @-@ to @-@ video release (and thus not part of Pixar 's three @-@ picture deal) , the film was eventually upgraded to a theatrical release during production . Pixar demanded that the film then be counted toward the three @-@ picture agreement , but Disney refused . Though profitable for both , Pixar later complained that the arrangement was not equitable . Pixar was responsible for creation and production , while Disney handled marketing and distribution . Profits and production costs were split 50 @-@ 50 , but Disney exclusively owned all story and sequel rights and also collected a 10- to 15 @-@ percent distribution fee . The lack of story and sequel rights was perhaps the most onerous aspect to Pixar and set the stage for a contentious relationship .

The two companies attempted to reach a new agreement for ten months before it fell through in January 2004 . The new deal would be only for distribution , as Pixar intended to control production and own the resulting film properties themselves . The company also wanted to finance their films on their own and collect 100 percent of the profits , paying Disney only the distribution fee . More importantly , as part of any distribution agreement with Disney , Pixar demanded control over films already in production under their old agreement , including The Incredibles (2004) and Cars (2006) . Disney considered these conditions unacceptable , but Pixar would not concede .

Disagreements between Steve Jobs and then @-@ Disney chairman and CEO Michael Eisner

made the negotiations more difficult than they otherwise might have been . They broke down completely in mid @-@ 2004 , with Disney forming Circle 7 Animation and Jobs declaring that Pixar was actively seeking partners other than Disney . Despite this announcement , Pixar did not enter negotiations with other distributors , although a Warner Bros. spokesperson told CNN , " We would love to be in business with Pixar . They are a great company . " After a lengthy hiatus , negotiations between the two companies resumed following the departure of Eisner from Disney in September 2005 . In preparation for potential fallout between Pixar and Disney , Jobs announced in late 2004 that Pixar would no longer release movies at the Disney @-@ dictated November time frame , but during the more lucrative early summer months . This would also allow Pixar to release DVDs for their major releases during the Christmas shopping season . An added benefit of delaying Cars from November 4 , 2005 , to June 9 , 2006 was to extend the time frame remaining on the Pixar @-@ Disney contract , to see how things would play out between the two companies .

Pending the Disney acquisition of Pixar , the two companies created a distribution deal for the intended 2007 release of Ratatouille , if the acquisition fell through , to ensure that this one film would still be released through Disney 's distribution channels . In contrast to the earlier Disney / Pixar deal , Ratatouille was to remain a Pixar property and Disney would have received only a distribution fee . The completion of Disney 's Pixar acquisition , however , nullified this distribution arrangement .

In 2006 , Disney ultimately agreed to buy Pixar for approximately \$ 7 @.@ 4 billion in an all @-@ stock deal . Following Pixar shareholder approval , the acquisition was completed May 5 , 2006 . The transaction catapulted Steve Jobs , who was the majority shareholder of Pixar with 50 @.@ 1 % , to Disney 's largest individual shareholder with 7 % and a new seat on its board of directors . Jobs ' new Disney holdings exceeded holdings belonging to ex @-@ CEO Michael Eisner , the previous top shareholder , who still held 1 @.@ 7 % ; and Disney Director Emeritus Roy E. Disney , who held almost 1 % of the corporation 's shares . Pixar shareholders received 2 @.@ 3 shares of Disney common stock for each share of Pixar common stock redeemed .

As part of the deal , John Lasseter , by then Executive Vice President , became Chief Creative Officer (reporting to President and CEO Robert Iger and consulting with Disney Director Roy E. Disney) of both Pixar and Walt Disney Animation Studios (including its division , DisneyToon Studios) , as well as the Principal Creative Adviser at Walt Disney Imagineering , which designs and builds the company 's theme parks . Catmull retained his position as President of Pixar , while also becoming President of Walt Disney Animation Studios , reporting to Bob Iger and Dick Cook , chairman of The Walt Disney Studios . Steve Jobs ' position as Pixar 's chairman and chief executive officer was also removed , and instead he took a place on the Disney board of directors .

After the deal closed in May 2006 , Lasseter revealed that Iger had realized Disney needed to buy Pixar while watching a parade at the opening of Hong Kong Disneyland in September 2005 . Iger noticed that of all the Disney characters in the parade , not one was a character that Disney had created within the last ten years , since all the newer ones had been created by Pixar . Upon returning to Burbank , Iger commissioned a financial analysis that confirmed that Disney had actually lost money on animation for the past decade , then presented that information to the board of directors at his first board meeting after being promoted from COO to CEO , and the board in turn authorized him to explore the possibility of a deal with Pixar . Lasseter and Catmull were wary when the topic of Disney buying Pixar first came up , but Jobs asked them to give Iger a chance (based on his own experience negotiating with Iger in summer 2005 for the rights to ABC shows for the fifth @-@ generation iPod Classic) , and in turn , Iger convinced them of the sincerity of his epiphany that Disney really needed to re @-@ focus on animation .

Lasseter and Catmull 's oversight of both the Disney and Pixar studios did not mean that the two studios were merging , however . In fact , additional conditions were laid out as part of the deal to ensure that Pixar remained a separate entity , a concern that analysts had expressed about the Disney deal . Some of those conditions were that Pixar HR policies would remain intact , including the lack of employment contracts . Also , the Pixar name was guaranteed to continue , and the studio would remain in its current Emeryville , California , location with the " Pixar " sign . Finally , branding of films made post @-@ merger would be " Disney ? Pixar " (beginning with Cars) .

Jim Morris , producer of WALL @-@ E (2008) , became general manager of Pixar . In this new position , Morris took charge of the day @-@ to @-@ day running of the studio facilities and products .

After a few years , Lasseter and Catmull were able to successfully transfer the basic principles of the Pixar Braintrust to Disney , although meetings of the Disney Story Trust are reportedly " more polite " than those of the Pixar Braintrust . Catmull later explained that after the merger , to maintain the studios ' separate identities and cultures (notwithstanding the fact of common ownership and common senior management) , he and Lasseter " drew a hard line " that each studio was solely responsible for its own projects and would not be allowed to borrow personnel from or lend tasks out to the other . That rule ensures that each studio maintains " local ownership " of projects and can be proud of its own work . Thus , for example , when Pixar had issues with Ratatouille and Disney Animation had issues with Bolt (2008) , " nobody bailed them out " and each studio was required " to solve the problem on its own " even when they knew there were personnel at the other studio who theoretically could have helped .

In November 2014 , Morris was promoted to president of Pixar , while his counterpart at Disney Animation , general manager Andrew Millstein , was also promoted to president of that studio . Both will continue to report to Catmull , who retains the title of president of Walt Disney and Pixar Animation Studios .

= = = Expansion = = =

On April 20 , 2010 , Pixar Animation Studios opened Pixar Canada in the downtown area of Vancouver , British Columbia , Canada . The roughly 2 @,@ 000 square meters studio produced seven short films based on Toy Story and Cars characters . In October 2013 , the studio was closed down to refocus Pixar 's efforts at its main headquarters .

= = Headquarters (campus) = =

When Steve Jobs , chief executive officer of Apple Inc. and Pixar Animation Studios , and John Lasseter , then the executive vice president of Pixar , decided to move their studios from a leased space in Point Richmond , California , to larger quarters of their own , they chose a 20 @-@ acre site in Emeryville , California , formerly occupied by Del Monte Foods , Inc . The first of several buildings , a high @-@ tech structure designed by Bohlin Cywinski Jackson , has special foundations and generators to ensure continued film production , even through major earthquakes . The character of the building is intended to abstractly recall Emeryville 's industrial past . The two @-@ story steel @-@ and @-@ masonry building is a collaborative space with many pathways .

= = Feature films and shorts = =

= = = Traditions = = =

While some of Pixar 's first animators were former cel animators , including John Lasseter , they also came from computer animation or were fresh college graduates . A large number of animators that make up the animation department at Pixar were hired around the time Pixar released A Bug 's Life (1998) and Toy Story 2 (1999) . Although Toy Story was a successful film , it was Pixar 's only feature film at the time . The majority of the animation industry was (and still is) located in Los Angeles while Pixar is located 350 miles (560 km) north in the San Francisco Bay Area . Also , traditional hand @-@ drawn animation was still the dominant medium for feature animated films .

With the scarcity of Los Angeles @-@ based animators willing to move their families so far north , give up traditional animation , and try computer animation , Pixar 's new hires at this time either came directly from college or had worked outside feature animation . For those who had traditional animation skills , the Pixar animation software (Marionette) was designed so that traditional

animators would require a minimum amount of training before becoming productive .

In an interview with PBS talk show host Tavis Smiley , Lasseter said that Pixar 's films follow the same theme of self @-@ improvement as the company itself has : with the help of friends or family , a character ventures out into the real world and learns to appreciate his friends and family . At the core , Lasseter said , " it 's gotta be about the growth of the main character and how he changes . "

As of 2016 , every Pixar feature film produced for Disney has included a character voiced by John Ratzenberger , who had famously starred in the TV show Cheers . Pixar paid tribute to their " good luck charm " in the end credits of Cars (2006) by parodying scenes from three of their earlier films , replacing all of the characters with motor vehicles . After the third scene , Mack (his character in Cars) realizes that the same actor has been voicing characters in every film and angrily demands to know " What kind of a cut @-@ rate production is this ? "

Due to the traditions that have occurred within the film , such as anthropomorphic animals and easter egg crossovers between movies that have been spotted by fans , a blog post entitled The Pixar Theory was published in 2013 by Jon Negroni to make the belief that all of the characters within the Pixar universe were related .

= = = Sequels and prequels = = =

Toy Story 2 was originally commissioned by Disney as a 60 @-@ minute direct @-@ to @-@ video release . Expressing doubts about the strength of the material , John Lasseter convinced the Pixar team to start from scratch and make the sequel their third full @-@ length feature film .

Following the release of Toy Story 2 in 1999 , Pixar and Disney had a gentlemen 's agreement that Disney would not make any sequels without Pixar 's involvement , despite their own right to do so . After the two companies were unable to agree on a new deal , Disney announced in 2004 they would plan move forward on sequels with / without Pixar , and put Toy Story 3 into pre @-@ production at Disney 's new CGI division Circle 7 Animation . However , when Lasseter was placed in charge of all Disney and Pixar animation following the 2006 merger of the companies , he put all sequels on hold and Toy Story 3 was cancelled . In May 2006 , it was announced that Toy Story 3 was back in pre @-@ production with a new plot and under Pixar 's control . The film was released on June 18 , 2010 as Pixar 's eleventh feature film .

Shortly after announcing the resurrection of Toy Story 3 , Lasseter fueled speculation on further sequels by saying , " If we have a great story , we 'll do a sequel . " Cars 2 , Pixar 's first non @-@ Toy Story sequel , was officially announced in April 2008 and released on June 24 , 2011 as their twelfth . Monsters University , a prequel to Monsters , Inc . (2001) , was announced in April 2010 and initially set for release in November 2012 ; the release date was pushed to June 21 , 2013 , due to Pixar 's past success with summer releases , according to a Disney executive .

In June 2011 , Tom Hanks , who voiced Woody in the Toy Story series , implied that Toy Story 4 was " in the works , " although it had not yet been confirmed by the studio . In April 2013 , Finding Dory , a sequel to Finding Nemo , was announced for a June 17 , 2016 release . In March 2014 , The Incredibles 2 and Cars 3 were announced as films in development . In November 2014 , Toy Story 4 was confirmed to be in development with Lasseter serving as director . In an interview , Lasseter stated that " [a] lot of people in the industry view us doing sequels as being for the business of it , but for us it 's pure passion ... One of the things that was very important for me as an artist is to continue directing . When I direct , I get to work with the individual artists , with the animators . " In August 2015 , at the D23 Expo , Lasseter said that the film would focus on the romance between Woody and Bo Peep . Its story will be built on the fact that Bo Peep was absent in Toy Story 3 , with Woody and Buzz Lightyear trying to find her and bring her back .

= = = Adaptation to television = = =

Toy Story was the first Pixar film to be adapted onto television , with Buzz Lightyear of Star Command film and TV series . Cars became the second with the help of Cars Toons , a series of three @-@ to @-@ five @-@ minute short films running between regular Disney Channel shows

and featuring Mater (the tow truck voiced by comedian Larry the Cable Guy) . Between 2013 and 2014 , Pixar released its first two television specials , Toy Story of Terror ! and Toy Story That Time Forgot .

== Animation and live @-@ action ==

All Pixar films to date have been computer @-@ animated features , but WALL @-@ E so far has been the only Pixar film to not be completely animated , as it featured a small amount of live @-@ action footage . 1996 , the live @-@ action film by Brad Bird based on a screenplay and novel by James Dalessandro about the 1906 earthquake , was in development but has since been abandoned by Bird and Pixar . Bird has stated that he was " interested in moving into the live @-@ action realm with some projects " while " staying at Pixar [because] it 's a very comfortable environment for me to work in . "

The Toy Story Toons short , Hawaiian Vacation also includes the fish and shark as live @-@ action .

Jim Morris , general manager of Pixar , produced Disney 's John Carter (2012) , which Pixar 's Andrew Stanton co @-@ wrote and directed .

Pixar assisted in the story development of Disney 's The Jungle Book (2016) , as well as providing suggestions for the film 's end credits sequence .

== Upcoming projects ==

Michael Wallis , the voice of Sheriff from the Cars franchise and a Route 66 consultant for the first two films , said in an August 2013 interview that Pixar would make a third film in the series , which will go back to Route 66 and will also include Route 99 ; a release date of June 16 , 2017 was announced later .

In April 2012 , Pixar announced their intention to create a film centered on the Mexican holiday Día de los Muertos which is to be directed by Lee Unkrich . In 2015 , the film 's title was announced as Coco , and a planned release in November 22 , 2017 .

In November 2014 , it was announced that John Lasseter will direct Toy Story 4 , scheduled for a June 15 , 2018 release .

A sequel to The Incredibles was announced in March 2014 , to be directed by Brad Bird , with a release date set for June 21 , 2019 .

== Exhibitions ==

Since December 2005 , Pixar has held exhibitions celebrating the art and artists of Pixar , over their first twenty years in animation .

== Pixar : 20 Years of Animation ==

Pixar celebrated its 20th anniversary in 2006 with the release of Pixar 's seventh feature film , Cars , and held two exhibitions , from April to June 2010 , at Science Centre Singapore , in Jurong East , Singapore , and the London Science Museum , London . It was their first time holding an exhibition in Singapore .

The exhibition highlights consist of work @-@ in @-@ progress sketches from various Pixar productions , clay sculptures of their characters , and an autostereoscopic short showcasing a 3D version of the exhibition pieces which is projected through four projectors . Another highlight is the Zoetrope , where visitors of the exhibition are shown figurines of Toy Story characters " animated " in real @-@ life through the zoetrope .

== Pixar : 25 Years of Animation ==

Pixar celebrated its 25th anniversary in 2011 with the release of its twelfth feature film , Cars 2 . Pixar had celebrated its 20th anniversary with the first Cars . The Pixar : 25 Years of Animation exhibition was held at the Oakland Museum of California from July 2010 until January 2011 . The exhibition tour debuts in Hong Kong , and was held at the Hong Kong Heritage Museum in Sha Tin , between March 27 and July 11 , 2011 . In 2013 the exhibition was held in the EXPO in Amsterdam , The Netherlands . On November 16 , 2013 , the exhibition moved to the Art Ludique museum in Paris , France , with a scheduled run until March 2 , 2014 . The exhibition moved to three Spanish cities later in 2014 and 2015 : Madrid (held in CaixaForum from March 21 until June 22) , Barcelona (held also in Caixaforum from February until May) and Zaragoza .

Pixar : 25 Years of Animation includes all of the artwork from Pixar : 20 Years of Animation , plus art from Ratatouille , WALL @-@ E , Up , and Toy Story 3 .

= = = The Science Behind Pixar = = =

The Science Behind Pixar is a travelling exhibition that first opened on June 28 , 2015 at the Museum of Science in Boston , Massachusetts . It was developed by the Museum of Science in collaboration with Pixar . The exhibit features forty interactive elements that explain the production pipeline at Pixar . They are divided into eight sections , each demonstrating a step in the filmmaking process : Modeling , Rigging , Surfaces , Sets & Cameras , Animation , Simulation , Lighting , and Rendering . Before visitors enter the exhibit , they watch a short video at an introductory theater .

The exhibition closed on January 10 , 2016 and moved to the Franklin Institute in Philadelphia , Pennsylvania , where it opened on March 12 and will close on September 5 . After that , it will move to the California Science Center in Los Angeles , California and be open from October 15 , 2016 through April 9 , 2017 . It will make another stop at the Science Museum of Minnesota in St. Paul , Minnesota from May 27 through September 4 , 2017 .

= = = Pixar : 30 Years of Animation = = =

It is currently unknown what a 30 @-@ year anniversary celebration of Pixar 's films and achievements would entail .