Artist, People, Color, Ideas, Bird, Pirate, Cartoon, Cities, Feelings, Thinking,
Optimism, Skeletons, Children, Two, Eye, Walt, Names, Fundamentals,
Affection, Technology

The show is being changed right now, by the way. Jeff Burke is doing it for the Magic Kingdom. And I think it will be better, with new birds, master of ceremonies, etc.

~John Hench

The park achieved a kind of reality. Like these virtual reality games the children are playing with. I told them we were doing this 40 years ago! Disneyland is virtual reality.

~John Hench

Mickey is one of the prime examples: Mickey has never been suspected of being an American export. It was deja vu. They gave him a local name and he's been accepted everywhere he goes.

~John Hench

I did what we call dry for wet effects, some of the miniatures work and two animation sequences.

~John Hench

What happen to the pirates we are supposed to see? Then we go down the chutes, and it's where the pirates were. But they're all gone. There is nothing but skeletons down here!

~John Hench

Walt's idea was that - as soon as the people who were dining got through their main course. They were supposed to all be seated, served at the same time, when they got into the dessert.

~John Hench

The boundaries of design are the same as the problem of perception.

~John Hench

I always admired Walt's optimism. He seemed to know the direction he was going to. When I was at the studio, I remember he kept driving all

of us back down to a more fundamental level all the time.

~John Hench

Big cities are chaotic. And chaos for humans - who have experience from their ancestors - is the last step before conflict. So, in the park, every kind of visual contradiction has been eliminated.

~John Hench

Even in China. Children there, next to the Great Wall, who had never seen Mickey Mouse responded. So the studio did have that skill to communicate with images.

~John Hench

Walt had a marvelous intuition. And because he understood people very well, liked them and had great respect for people, there was nothing cynical about Walt.

~John Hench

There were no jewelry hidden. Walt wanted this atmosphere: They were supposed to live here, they've been outside somewhere, but they could come back at any minute and catch us.

~John Hench

Color is a very critical thing. I've found that architects don't like colors. Engineers too. And so somebody has to stand in. Because this is the finish of it. It is the emotional part of a structure.

~John Hench

We don't have too much ritual in our life anymore. And these life symbols which people rely on to keep their feeling of well being, that life is not too bad after all are required more and more.

~John Hench

We've achieved this feeling, for instance, with the colors. The colors in

the park are harmonious with each other, not like in big cities where they don't.

~John Hench

Nobody now is going from department to another department. Only Walt did that. I was very fond of him, really.

~John Hench

We were trained from cartoons. Everything who was on the screen was chosen. Anything who was not there was deliberately not there.

~John Hench

Now people don't know what it was in the Paris version, they put the skeleton at the end, not at the beginning. At least they've learn something!

~John Hench

I helped develop Disney's) special effects department at that time, which helped very much when we worked on "20000 Leagues under the Sea"

~John Hench

This music that was supposed to only come from tapes like in any restaurant. Something would happened. One bird will start to do a little jazz thing, and another bird will start to answer.

~John Hench

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