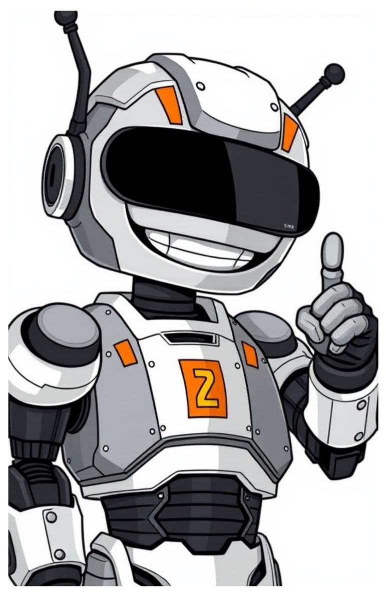
I'm not a robot



A Pixar computer at the Computer History Museum in Mountain View with the 1986–95 logo on it Pixar got its start in 1974, when New York Institute of Technology's (NYIT) founder, Alexander Schure, who was also the owner of a traditional animation studio, established the Computer Graphics Lab (CGL) and recruited computer scientists who shared his ambitions about creating the world's first computer-animated film.[citation needed] Edwin Catmull and Malcolm Blanchard were the first to be hired and were soon joined by Alvy Ray Smith and David DiFrancesco some months later, who were the four original members of the Computer Graphics Lab, located in a converted two-story garage acquired from the former Vanderbilt-Whitney estate.[11][12] Schure invested significant funds into the computer graphics lab, approximately $15 million, providing the resources the group needed but contributing to NYIT's financial difficulties.[13] Eventually, the group realized they needed to work in a real film studio to reach their goal. Francis Ford Coppola then invited Smith to his house for a three-day media conference, where Coppola and George Lucas shared their visions for the future of digital moviemaking.[14] When Lucas approached the group and offered them jobs at his studio, six employees moved to Lucasfilm. During the following months, they gradually resigned from CGL, found temporary jobs for about a year to avoid making Schure suspicious, and joined the Graphics Group at Lucasfilm.[15][16] The Graphics Group, which was one-third of the Computer Division of Lucasfilm, opened in 1979 with the hiring of Catmull from NYIT,[17] where he was in charge of the Computer Graphics Lab. He was then reunited with Smith, who also made the journey from NYIT to Lucasfilm, and was made the 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.[18] Over the next several years, the CGL would produce 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 several critical technologies for CG — including particle effects and various animation tools.[19] John Lasseter was hired to the Lucasfilm team for a week in late 1983 with the title "interface designer"; he animated the short film The Adventures of André & Wally B.[20] In the next few years, a designer suggested naming a new digital compositing computer the "Picture Maker". Smith suggested that the laser-based device have a catchier name, and came up with "Pixer", which after a meeting was changed to "Pixar".[21] According to Michael Rubin, the author of Droidmaker: George Lucas and the Digital Revolution, Smith and three other employees came up with the name during a restaurant visit in 1981, but when interviewing them he got four different versions about the origin of the name.[22] In 1982, the Pixar 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,[17] the group, which then numbered 40 individuals, was spun out as a corporation in February 1986 by Catmull and Smith. Among the 38 remaining employees were Malcolm Blanchard, David DiFrancesco, Ralph Guggenheim, and Bill Reeves, who had been part of the team since the days of NYIT. Tom Duff, also an NYIT member, would later join Pixar after its formation.[2] With Lucas's 1983 divorce, which coincided with the sudden dropoff 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 suggested that sufficient computing power for the first film was still some years away, and they needed to focus on a proper product until then. 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 governmental, scientific, and medical markets.[2][13][23] They also used SGI computers.[24] In 1983, Nolan Bushnell founded a new computer-guided animation studio called Kadabrascope as a subsidiary of his Chuck E. Cheese's Pizza Time Theatres company (PTT), which was founded in 1977. Only one major project was made out of the new studio, an animated Christmas special for NBC starring Chuck E. Cheese and other PTT mascots; known as "Chuck E. Cheese: The Christmas That Almost Wasn't". The animation movement would be made using tweening instead of traditional cel animation. After the video game crash of 1983, Bushnell started selling some subsidiaries of PTT to keep the business afloat. Sente Technologies (another division, was founded to have games distributed in PTT stores) was sold to Bally Games and Kadabrascope was sold to Lucasfilm. The Kadabrascope assets were combined with the Computer Division of Lucasfilm.[25] Coincidentally, one of Steve Jobs's first jobs was under Bushnell in 1973 as a technician at his other company Atari, which Bushnell sold to Warner Communications in 1976 to focus on PTT.[26] PTT would later go bankrupt in 1984 and be acquired by ShowBiz Pizza Place.[27] A Luxo Jr. figure display in Hong Kong In 1986, the newly independent Pixar was headed by President Edwin Catmull and Executive Vice President Alvy Ray Smith. Lucas's search for investors led to an offer from Steve Jobs, which Lucas initially found too low. He eventually accepted after determining it impossible to find other investors. At that point, Smith and Catmull had been declined by 35 venture capitalists and ten large corporations,[28] including a deal with General Motors which fell through three days before signing the contracts.[29] Jobs, who had been edged out of Apple in 1985,[2] was now founder and CEO of the new computer company NeXT. On February 3, 1986, he paid $5 million of his own money to George Lucas for technology rights and invested $5 million cash as capital into the company, joining the board of directors as chairman.[2] In 1985 while still at Lucasfilm, they had made a deal with the Japanese publisher Shogakukan to make a computer-animated movie called Monkey, based on the Monkey King. The project continued sometime after they became a separate company in 1986, but it became clear that the technology was not sufficiently advanced. The computers were not powerful enough and the budget would be too high. As a result, they focused on the computer hardware business for years until a computer-animated feature became feasible according to Moore's law.[31][32] At the time, Walt Disney Studios made the decision to develop more efficient ways of producing animation. They reached out to Graphics Group at Lucasfilm and to Digital Productions. Because of the Graphics Group's deeper understanding of animation, and Smith's experience with paint programs at NYIT, it convinced Disney they were the right choice. In May 1986 Pixar signed a contract with Disney, who eventually bought and used the Pixar Image Computer and custom software written by Pixar as part of its Computer Animation Production System (CAPS) project, to migrate the laborious ink and paint part of the 2D animation process to a more automated method.[33] The company's first feature film to be released using this new animation method was The Rescuers Down Under (1990).[34][35] In a bid to drive sales of the system and increase the company's capital, Jobs suggested releasing the product to the mainstream market. Pixar employee John Lasseter, who had long been working on not-for-profit short demonstration animations, such as Luxo Jr. (1986) to show off the device's capabilities, premiered his creations to great fanfare at SIGGRAPH, the computer graphics industry's largest convention.[36] However, the Image Computer had inadequate sales[36] which threatened to end the company as financial losses grew. Jobs increased investment in exchange for an increased stake, 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 which was 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.[1][37][38] 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. In the same year Pixar moved from San Rafael to Richmond, California.[39] Pixar released some of its software tools on the open market for Macintosh and Windows systems. RenderMan is one of the leading 3D packages of the early 1990s, and Typestry is a special-purpose 3D text renderer that competed with RayDream.[citation needed] During this period of time, 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[40]), reduced the total number of employees to just 42, approximately its original number.[41] On March 6, 1991, Steve Jobs bought the company from its employees and became the full owner. He contemplated folding it into NeXT, but the NeXT's co-founders refused.[29] A few months later Pixar made a historic $26 million deal with Disney to produce three computer-animated feature films, the first of which was Toy Story (1995), the product of the technological limitations that challenged CGI.[42] By then the software programmers working on 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.[43] Despite the income from these projects, the company still continued to lose money and Steve Jobs, as chairman of the board and now owner, often considered selling it. As late as 1994, Jobs contemplated selling Pixar to other companies such as Hallmark Cards, Microsoft co-founder Paul Allen, and Oracle CEO and co-founder Larry Ellison.[44] 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, he decided to give Pixar another chance.[45][46] Also for the first time, he took an active leadership role in the company and made himself CEO.[47] Toy Story grossed more than $373 million worldwide[48] and, when Pixar held its initial public offering on November 29, 1995, trading as "PIXR" on NASDAQ, it exceeded Netscape's as the biggest IPO of the year. In its first half-hour of trading, Pixar stock shot from $22 to $45, delaying trading because of unmatched buy orders. Shares climbed to US$49 and closed the day at $39.[49] The company continued to make the television commercials during the production of Toy Story, which came to an end on July 9, 1996, when Pixar announced they would shut down its television commercial unit, which counted 18 employees, to focus on longer projects and interactive entertainment.[50][51] During the 1990s and 2000s, Pixar gradually developed the "Pixar Braintrust", the studio's primary creative development process, in which all of its directors, writers, and lead storyboard artists regularly examine each other's projects and give very candid "notes", the industry term for constructive criticism.[52] 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 outranking the producers.[53][54] According to Catmull, it evolved out of the working relationship between Lasseter, Andrew Stanton, Pete Docter, Lee Unkrich, and Joe Ranft on Toy Story.[52] 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.[citation needed] Pixar and Disney had disagreements over the production of Toy Story 2. Originally intended as a direct-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.[55] 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 equally, but Disney exclusively owned all story, character, and sequel rights and also collected a 10%-15% distribution fee.[56] The two companies attempted to reach a new agreement for ten months and failed on January 26, 2001, July 26, 2002, April 22, 2003, January 16, 2004, July 22, 2004, and January 14, 2005. The proposed distribution deal meant Pixar would control production and own the resulting story, character, and sequel rights, while Disney would own the right of first refusal to distribute any sequels. Pixar also wanted to finance its own films and collect 100% profit, paying Disney the 10%-15% distribution fee.[57] In addition, as part of any distribution agreement with Disney, Pixar demanded control over films already in production under the old agreement, including The Incredibles (2004) and Cars (2006). Disney considered these conditions unacceptable, but Pixar would not concede.[citation needed] Disagreements between Steve Jobs and Disney chairman and CEO Michael Eisner caused the negotiations to cease in 2004, with Disney forming Circle Seven Animation and Jobs declaring that Pixar was actively seeking partners other than Disney.[58] Despite this announcement and several talks with Warner Bros., Sony Pictures, and 20th Century Fox, Pixar did not enter negotiations with other distributors,[59] although a Warner Bros. spokesperson told CNN, "We would love to be in business with Pixar. They are a great company."[57] 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 its 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.[59] Pending the Disney acquisition of Pixar, the two companies created a distribution deal for the intended 2007 release of Ratatouille, to ensure that if the acquisition failed, this one film would be released through Disney's distribution channels. In contrast to the earlier Pixar deal, Ratatouille was meant to remain a Pixar property and Disney would have received a distribution fee. The completion of Disney's Pixar acquisition, however, nullified this distribution arrangement.[60] After extended negotiations, Disney ultimately agreed on January 24, 2006, to buy Pixar for approximately $7.4 billion in an all-stock deal.[61] Following Pixar shareholder approval, the acquisition was completed on May 5, 2006. The transaction catapulted Jobs, who owned 49.65% of total share interest in Pixar, to Disney's largest individual shareholder with 7%, valued at $3.9 billion, and a new seat on its board of directors.[8][62] Jobs' new Disney holdings exceeded holdings belonging to 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.[63] As part of the deal, John Lasseter, by then Executive Vice President, became Chief Creative Officer (reporting directly to president and CEO Bob 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.[62] Catmull retained his position as President of Pixar, while also becoming President of Walt Disney Animation Studios, reporting to Iger and Dick Cook, chairman of the Walt Disney Studios. Jobs's position as Pixar's chairman and chief executive officer was abolished, and instead, he took a place on the Disney board of directors.[64] After the deal closed in May 2006, Lasseter revealed that Iger had felt that Disney needed to buy Pixar while watching a parade at the opening of Hong Kong Disneyland in September 2005.[65] Iger noticed that of all the Disney characters in the parade, none were characters that Disney had created within the last ten years since all the newer ones had been created by Pixar.[65] 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.[66] 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),[67] and in turn, Iger convinced them of the sincerity of his feeling that Disney needed to re-focus on animation.[65] John Lasseter and his wife Nancy appear with characters from Up at the 2009 Venice Film Festival. Lasseter and Catmull's oversight of both the Disney Feature Animation 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.[68][page needed] 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).[69] 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.[70] After a few years, Lasseter and Catmull were able to successfully transfer the basic principles of the Pixar Braintrust to Disney Animation, although meetings of the Disney Story Trust are reportedly "more polite" than those of the Pixar Braintrust.[71] 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.[72][73] The rule ensures that each studio maintains "local ownership" of projects and can be proud of its own work.[72][73] 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" despite knowing that there were personnel at the other studio who theoretically could have helped.[72][73] On April 20, 2010, Pixar opened Pixar Canada in the downtown area of Vancouver, British Columbia, Canada.[74] 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.[75] 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.[76] Both continued to report to Catmull, who retained the title of president of both Disney Animation and Pixar.[76] On November 21, 2017, Lasseter announced that he was taking a six-month leave of absence after acknowledging what he called "missteps" in his behavior with employees in a memo to staff. According to The Hollywood Reporter and The Washington Post, Lasseter had a history of alleged sexual misconduct towards employees.[77][78][79] On June 8, 2018, it was announced that Lasseter would leave Disney Animation and Pixar at the end of the year, but would take on a consulting role until then.[80] Pete Docter was announced as Lasseter's replacement as chief creative officer of Pixar on June 19, 2018.[81] On June 15, 2018, Incredibles 2 was released, setting a record for widest opening weekend worldwide and domestic for an animated film.[82] The film would eventually gross $1.2 billion worldwide.[83] On October 23, 2018, it was announced that Catmull would be retiring. He stayed in an adviser role until July 2019.[84] On January 18, 2019, it was announced that Lee Unkrich would be leaving Pixar after 25 years although he would return to the studio a few years later.[85][86] On June 21, 2019, Toy Story 4 was released, surpassing the widest opening worldwide weekend record that Incredibles 2 set.[87] The film would make over $1 billion and win the Academy Award for Best Animated Feature.[88][89] During the 2019 D23 Expo, Pixar announced that their next film, Soul, would release in 2020.[90] Ahead of the launch of Disney+, Pixar debuted SparkShorts, experimental shorts done by Pixar staff.[91] Pixar released Onward on March 6, 2020. However, due to the start of the COVID-19 pandemic, the film underperformed at the box office and was released onto rental digital services on March 20, and later on Disney+ on April 3.[92] Due to the pandemic, Soul was moved to November 2020, and ultimately released on December 25, 2020, on Disney+ at no additional cost to subscribers, and later became the first animated streaming film to win the Academy Award for Best Animated Feature.[93] Pixar's next two features, Luca and Turning Red, were also released free on Disney+ in June 2021 and March 2022, respectively.[94][95] In 2021, several Pixar employees anonymously criticized Disney's decision to release their films direct to Disney+.[96] Lightyear, Pixar's first movie to return to theaters, was released in June 2022. The film became a box-office failure with Deadline Hollywood calculating the film lost the studio $106 million, when factoring together all expenses and revenues.[97] In September 2022, Jonas Rivera was promoted to Executive VP of Film Production at Pixar overseeing all film and streaming production.[98] In December 2022, Disney CEO Bob Iger noted that they would rely more on the Pixar brand.[99] In June 2023, Disney laid off 75 employees including the director of Lightyear Angus MacLane, and the film's producer Galyn Susman.[100] During that same month, Elemental was released. During the film's opening weekend, Docter stated that Pixar "trained audiences that these films will be available for you on Disney+".[101] Despite opening below projections, Elemental ultimately made a box office comeback by early August 2023, crossing $400 million at the worldwide box office. Disney's EVP of Theatrical Distribution Tony Chambers stated "After a disappointing opening weekend, we're really pleased that audiences have discovered what a great movie it is."[102] That same month, Morris said "at the box office we're looking at now, [the film] should do better than break even theatrically. And then we have revenue from streaming, theme parks and consumer products. This will certainly be a profitable film for the Disney company."[103] In December 2023, it was announced that Soul, Turning Red and Luca would be released in theaters in the United States in the first quarter of 2024.[104] In January 2024, it was reported that Pixar's staff would face imminent layoffs by 20 percent, reducing the studio's workforce to less than 1,000 employees.[105][106] However, the layoffs were then delayed and did not occur, reportedly because of production schedules.[107] In May 2024, the studio proceeded with slightly smaller layoffs: 175 employees or approximately 14 percent of the studio's workforce of over 1,300 employees.[107][108] The layoffs occurred as the studio began to rely less on direct-to-streaming series and more on feature films intended primarily for theatrical exhibition.[107][108] On June 14 of the same year, Inside Out 2 was released and became financially successful. The film had a domestic opening of $154 million, the third highest for an animated film, and the biggest global opening for an animated movie with $294 million. Since then, Inside Out 2 broke multiple box office records. It had the highest second weekend gross for an animated film with $100 million, being the first to reach the six-digit second opening weekend. It became the fastest animated movie to reach $1 billion at the global box office, reaching the milestone in 17 days. It also out-grossed Incredibles 2 to become the highest grossing Pixar film. Inside Out 2 became the highest-grossing animated film, and the 8th-highest grossing film of all time at the end of its theatrical run.[109] Dream Productions, an Inside Out spin off series set between the first and second film, was released on December 11, 2024 on Disney+.[110] In June 2025, Pixar released their next film Elio. The film had the lowest box office opening for a Pixar film to date, earning $21 million,[111] and an all-time low global opening of $35 million.[112] In an op-ed, Rebecca Rubin for Variety noted that Elio faced stiff box office competition against the 2025 live-action remakes of How to Train Your Dragon and Disney's Lilo & Stitch. Shawn Robbins for Fandango observed, "Competition from family audiences was difficult to overcome. It makes you wonder how Elio would have performed in the spring, or even a week or two later."[113] Rubin wrote that similar to Elemental, Elio could have steady box office longevity thanks to favorable reviews and positive word-of-mouth.[113] However, Elio underperformed at the box office, earning $154 million worldwide.[114][115] On September 17, 2025, Elio began streaming on Disney+ and became one of the top-streaming titles for that week.[116] Pixar gave fans new insight into what they should look forward to in theaters with a timeline of releases through 2028. The animation giant has had an up-and-down run the last few years, with a couple of financial flops mixed in with hits like Inside Out 2 (one of the 10 highest-grossing movies in history). Moving forward, the team shows no signs of slowing down, as a few major movies are pushing through development.Pixar shared its official upcoming movie slate and release timeline through 2028 and beyond at Destination D23. Most recently, the studio hit the big screen in 2025 with Elio, which earned mixed reviews after debuting on June 20. The new slate includes a trio of legacy sequels for long-running Pixar franchises, along with a couple of new stories being unveiled for the first time.Ahead are all five movies in Pixar's confirmed movie slate through 2028 and beyond:All 5 Pixar Movies Releasing Through 2028Hoppers PixarNext on Pixar's release schedule is Hoppers, written and directed by Daniel Chong, who takes on his first Pixar film after serving on the company's Senior Creative Team since 2020. This movie's cast includes Piper Curda, Bobby Moynihan, and Jon Hamm.Hoppers will tell the story of a group of scientists who invent a way to "hop" human minds into lifelike animal bodies. This leads to a teenager named Mabel using that technology to embody a robotic beaver and take down a construction company's plot to destroy a local animal habitat.Hoppers will be released in theaters on March 6, 2026.Toy Story 5 Pixar2026 will also bring a legacy sequel for Pixar's very first movie, with Toy Story 5 set to be the company's summer blockbuster. Written and directed by Pixar veteran Andrew Stanton, most of the core Toy Story cast is expected to return to their roles, including Tom Hanks (Woody), Tim Allen (Buzz Lightyear), Joan Cusack (Jessie), Wallace Shawn (Rex), and John Ratzenberger (Hamm).The plot for Toy Story 5 will center on a theme of toys vs. technology, as the young Bonnie from Toy Story 3 and 4 becomes enthralled with a new tech-based toy. This will lead the original gang to a new crisis, as they try to figure out their place in a changing world that may be moving past physical kids' toys.Toy Story 5 is being prepped for release on June 19, 2026.Gatto PixarPixar's next original film after Hoppers will be Gatto, directed by Enrico Casarosa, who previously directed Luca in 2021.First unveiled at the 2025 Annecy International Animation Festival, Pixar will travel to Venice, Italy, centering on a black cat named Nero who starts questioning whether he has lived the right lives. He becomes indebted to a local feline mob boss, which leads to an unexpected friendship that could help him figure out his true purpose.Gatto will come to movie theaters on June 18, 2027.Incredibles 3 PixarOne of Pixar's most popular stories, The Incredibles, will get a third action-packed movie in this upcoming slate of releases. One major change for this film comes in the director's chair, as Brad Bird (who directed the first two films) will not return to the third one; Elemental director Peter Sohn will take that responsibility. Cast members like Craig T. Nelson (Mr. Incredible), Holly Hunter (Mrs. Incredible), Samuel L. Jackson (Frozone), and more are expected to return.As of writing, no official story details have been teased or confirmed for Incredibles 3. The threequel does not have an official release date, but it is expected to come to theaters sometime in 2028.Coco 2 PixarDuring Disney's 2025 shareholders' meeting, Disney CEO Bob Iger confirmed early development on a sequel to 2017's Coco. Director Lee Unkrich is set to return after directing the original movie; he is also known for his highly-regarded work on 2009's Toy Story 3.While Coco 2 was initially given a 2029 release timeframe, Disney and Pixar dropped the date, and there are no signs pointing to when it may come to theaters.Discussing Film shared the image of Pixar's upcoming release timeline from Destination D23, which can be seen below: PixarPixar's schedule will continue with Hoppers on June 19, 2026. - Follow Follow Follow Follow WELCOME TO THE PIXAR WIKI! We are currently editing 4,043 articles, and you can help! About • Sandbox • Current Events • Create Article • Rules • • • • • Characters Movies Series Actors Locations Shorts See also: Non-Pixar works associated with Pixar staff The Brave Little Toaster (Walt Disney Pictures, 1987) The Iron Giant (Warner Bros., August 6, 1999) Mission: Impossible – Ghost Protocol (Paramount, December 16, 2011) John Carter (Disney, March 9, 2012) Planes (DisneyToon Studios, August 9, 2013) Planes: Fire & Rescue (DisneyToon Studios, July 18, 2014) Tomorrowland (Disney, May 22, 2015) Newt (cancelled / shelved) ↑ 'Frozen', 'Toy Story' & 'Zootopia' Sequels In The Works, Disney CEO Bob Iger Says, February 8, 2023 ↑ 'Mandalorian & Grogu', 'Moana' Live Action & 'Toy Story 5' Stake Out 2026 Release Dates, March 5, 2024 ↑ Marvel Removes 2026 Title, Searchlight's 'A Real Pain' Moves to November in Major Disney Release Date Update, August 2, 2024 ↑ "Pixar Announces All New Original Film 'Gatto,' Sneaks Joan Cusack's 'Toy Story 5' Return and Presents 'Hoppers' Exclusive Footage at Annecy", June 13, 2025. ↑ May 23, 2025 ↑ Pixar X feed, March 20, 2025. Pixar Wiki is a collaborative encyclopedia about the creative work of Pixar Animation Studios. For over 30 years, Pixar has touched the hearts of millions around the world through its 27 feature-length masterpieces and countless short films. The wiki format allows anyone to create or edit any article. Please review our rules and policies, and then join in as we create a comprehensive database for all Pixar fans and take it "To Infinity and Beyond!" "Adventure is out there!" —Charles Muntz's famous saying Win or Lose - Available December 6 on Disney+Inside Out 2 - Final TrailerInside Out 2 - Official Trailer1 True Love (From "Turning Red") Disney Pixar movie "Inside Out 2." Courtesy of Disney/PixarWhen you think of theatrical animation, only one name immediately comes to mind: Pixar. For close to three decades, the Disney-acquired studio has captivated our collective imagination with highly relatable fables concerning humanity, ambition, regret, loss, resilience, bravery, acceptance and more. They single-handedly changed the game, ushering in a new era of 3D-rendered storytelling.Pixar's acclaimed library of 28 features contains a little something for everyone. Want to see what your childhood toys get up to when you're not around? They've got you covered. Jonesing for a classic superhero story in the vein of Marvel's First Family? Yep, they've got that too! Fancy a trip to the Italian Coast? Pack your bags!Toy Story (1995)A Bug's Life (1998)Toy Story 2 (1999)Monsters, Inc. (2001)Finding Nemo (2002)The Incredibles (2004) Cars (2006)Ratatouille (2007)WALL-E (2008)Up (2009)Toy Story 3 (2010) Cars 2 (2011)Brave (2012)Monsters University (2013)Inside Out (2015) The Good Dinosaur (2015)Finding Dory (2016)Cars 3 (2017)Coco (2017)Incredibles 2 (2018)Toy Story 4 (2019)Onward (2020)Soul (2020)Luca (2021) Turning Red (2022)Lightyear (2022)Elemental (2023)Inside Out 2 (2024)Pixar Movies in Chronological OrderThanks to Pixar's penchant for referencing past and upcoming movies by way of little Easter eggs (i.e. a Pizza Planet truck in A Bug's Life or a Nemo toy in Monsters, Inc.), fans have come to wonder if all of the studio's movies take place within the same shared universe. Pixar has never confirmed the theory, meaning you can watch the films in any order you please, save for the sequels and odd prequel. All 28 titles are currently streaming on Disney+.Lightyear (2022)Preceding short: NoneFramed as the movie that inspired Andy's favorite member of Space Command, Lightyear stars Chris Evans (of Captain America fame) as the intrepid Space Ranger. Despite the sizable brand recognition and positive reviews from critics (it currently holds a 74% score on Rotten Tomatoes), this grand, sci-fi prelude to the Toy Story universe failed to make a serious dent at the worldwide box office. Hell, it wasn't even nominated for an Academy Award!Toy Story (1995) Preceding short: NoneThe movie that started a 3D-animated revolution. What is there to say about Toy Story that hasn't already been said? It's an absolute classic, with iconic turns from Tom Hanks and Tim Allen as the clashing cowboy (Woody) and spaceman (Buzz Lightyear), respectively. The story — no pun intended — is so elegantly universal, masterfully answering the question of what our childhood play-things get up to when we're not around. That's for the kiddos. The adults, on the other hand, get to grapple with the existential question of what it means to exist. The movie was so groundbreaking, in fact, that the Academy had to give it a Special Achievement Oscar (the Best Animated Feature prize wouldn't come into existence until the release of Shrek several years later). Toy Story nabbed critical acclaim (it holds a rare 100% score on Rotten Tomatoes) and made close to $400 million globally.A Bug's Life (1998)Preceding short: Geri's GameAn insectoid take on Akira Kurosawa's Seven Samurai, A Bug's Life follows a colony of ants who decide to recruit a pack of "warrior bugs" in the hopes of repelling the swarm of locusts they're forced to feed every summer. What the colony doesn't know is that their scout, hapless inventor Flick (Dave Foley), has unknowingly hired a troupe of harmless circus performers. Definitely one of Pixar's more underrated films, A Bug's Life grossed $363 million worldwide and holds a 92% score on Rotten Tomatoes.Toy Story 2 (1999)Preceding short: Luxo Jr.Pixar's very first sequel, Toy Story 2 grapples with heavy theme of obsolescence and the loss of innocence. When he's accidentally sold at a yard sale to an unscrupulous toy salesman (Wayne Knight), a damaged Woody decides that immortality as a priceless collectible in a Japanese museum is better than being discarded by your kid. Thankfully, a rescue mission led by Buzz helps the sheriff come to his senses. Grossing nearly half a billion dollars at the global box office, Toy Story 2 was another critical and financial success for the studio. The sequel also introduced fan favorite characters like Jessie (Joan Cusack) and Bullseye into the growing canon.Monsters University (2013)Preceding short: The Blue UmbrellaBefore they became best friends and broke the all-time "Scare Record" in Monsters, Inc., Mike Wazowski (Billy Crystal) and James P. Sullivan (John Goodman) were academic rivals. While most fans of the Monsters, Inc. mythos would probably have preferred a direct sequel (one that gave us a tearful reunion between Sulley and Boo), Monsters University is still a great time (think Sky High, but with monsters) and a surefire way to make anyone a little nostalgic for their own college days. Holding an 80% score on Rotten Tomatoes, the prequel grossed $743 million worldwide.Monsters, Inc. (2001)Preceding short: For the BirdsA wildly imaginative fable of friendship, ambition and not judging a book by its cover, Monsters, Inc. flips the age-old childhood fear of "there's a monster in my closet" on its head. That beastie hiding amidst your sweaters and slithering under the bed is just as afraid of you as you are of it. Genius concept! In a parallel reality where monsters rely on the screams of children for power, two blue-collar "Scarers" — Mike and Sulley — learn that there's nothing to fear from humans when a little girl named Boo accidentally finds her way into their world. Monsters, Inc. grossed $579 million globally and holds a 96% score on Rotten Tomatoes. It was also the first Pixar project to be nominated for the newly-created Best Animated Feature Oscar, though it lost to Hayao Miyazaki's Spirited Away.Finding Nemo (2002)Preceding short: Knick KnackAn aquatic odyssey worthy of Steve Zissou, Finding Nemo ranks among Pixar's greatest creations. Albert Brooks leads the voice cast as an anxiety-riddled and overprotective clownfish named Marlin, who sets off on an oceanic adventure to rescue his only child, Nemo (Alexander Gould), from an Australian scuba diver/dentist. Helping Marlin on his journey is a happy-go-lucky blue tang with severe memory loss named Dory (Ellen DeGeneres). The film grossed $940 million at the worldwide box office and holds a 99% score on Rotten Tomatoes. It was also the first Pixar released to win the Oscar for Best Animated Feature.The Incredibles (2004) Preceding short: Boundin'A love letter to golden age comic books and '60s-era spy capers, The Incredibles has been described as an inspired riff on Marvel's Fantastic Four. The second animated feature from director Brad Bird (The Iron Giant), the movie follows a family of super-powered individuals forced to conceal their abilities due to government legislation. Longing for the glory days of crime-fighting, Bob Parr (Craig T. Nelson), aka Mr. Incredible, takes on some freelance work and discovers a conspiracy to eliminate former superheroes. The film grossed $631 million at the worldwide box office, has a near-perfect score of 97% on Rotten Tomatoes, and the won Oscar for Best Animated Feature.Cars (2006)Preceding short: One Man BandKa-Chow! An egotistical race car named Lightning McQueen (Owen Wilson) gets a lesson in humility from a small community of easygoing vehicles along the famous Route 66. Cars grossed over $461 million worldwide and holds a 75% score on Rotten Tomatoes. It was nominated for Best Animated Feature at the 79th Academy Awards, but ended up losing to Happy Feet.Ratatouille (2007)Preceding short: LiftedA gastronomy-loving rat named Remy (Patton Oswalt) lives out of his dream of becoming a chef by teaming up with a bumbling new hire at a fancy Parisian eatery. The second Pixar effort helmed by Brad Bird, Ratatouille grossed $623 million globally and holds a near-perfect score of 96% on Rotten Tomatoes. It nabbed the Oscar for Best Animated Feature at the 80th Academy Awards.WALL-E (2008)Preceding short: PrestoA lone, trash-compacting robot finds love (and a way to save the planet) on a post-apocalyptic Earth. An allegory for combatting pollution and climate change, WALL-E made $521 million at the box office and holds a 95% score on Rotten Tomatoes. It took home the Oscar for Best Animated Feature and became the first Pixar title selected for preservation in the National Film Registry.Up (2009)Preceding short: Partly CloudyScarred by the premature death of his wife decades before, curmudgeon Carl Fredricksen (Ed Asner) learns to re-embrace the world when he decides to move his entire house to South America with a large collection of balloons. The less said about the movie's heartbreaking — and totally wordless — introduction, the better. I'm not quite ready for a good cry at the moment. Up nabbed $735 million globally, a 98% score on Rotten Tomatoes, and Best Animated Feature at the 82nd Academy Awards.Toy Story 3 (2010) Preceding short: Day & KnightThe long-awaited trilogy capper in the Toy Story saga was something special. As Andy prepares to move away to college, his childhood toys are accidentally donated to a local preschool. Reinforcing the previous movie's themes of abandonment and having to let go of the past, Toy Story 3 really hit home for longtime fans who were now coming of age themselves. The third installment grossed $1 billion worldwide and holds a 98% score on Rotten Tomatoes. It nabbed the Academy Award for Best Animated Feature at the 83rd Oscars, beating out the likes of How to Train Your Dragon.Cars 2 (2011)Preceding short: Hawaiian VacationLightning, Mater (Larry the Cable Guy) and the rest of the wheeled Cars crew go international in this sophomore installment, which centers around the World Grand Prix, a contest to determine the fastest vehicle alive. Mater's not racing, but he does get a chance to flex his espionage pistons alongside the suave Finn McMissile (Michael Caine). Cars 2 revved up $559 million at the box office but received a score of 39% on Rotten Tomatoes, the lowest rating of any Pixar movie to date.Brave (2012)Preceding short: La Luna"If you had the chance to change your fate... would you?" Boardwalk Empire star Kelly Macdonald leads Brave as Merida, a Scottish princess courageous enough to defy centuries of tradition. The film grossed $538 million globally and holds a 79% score on Rotten Tomatoes. It also won Best Animated Feature at the 85th Oscars.Inside Out (2015) Preceding short: LavaA young girl's emotions attempt to help her cope with a move to San Francisco. Make sure you've got a box of tissues nearby for this one, folks. Inside Out made $858 million globally and holds a 98% score on Rotten Tomatoes. It also took home the Oscar for Best Animated Feature at the 88th Academy Awards.The Good Dinosaur (2015)Preceding short: Sanjay's Super TeamSet in a reality where that huge asteroid never killed off the dinosaurs, The Good Dinosaur tracks the budding friendship between an Apatosaurus named Arlo (Raymond Ochoa) and a human child. Basically Pixar's answer to The Land Before Time, the movie is often considered the black sheep of the studio's cherished library. It grossed $332 million worldwide and holds a 75% score on Rotten Tomatoes.Finding Dory (2016)Preceding short: PiperA semi-unnecessary sequel, Finding Dory follows the impaired blue tang as she sets out to find her long-lost parents. The maritime follow-up netted over $1 billion worldwide and a 94% score on Rotten Tomatoes. Interestingly, though, it was not nominated for Best Animated Feature at the 89th Academy Awards, but Disney still took home the prize with Zootopia.Cars 3 (2017)Preceding short: LouWhen a new generation of racers threatens to end his career, Lighting McQueen turns to an unconventional technician and trainer named Cruz Ramirez (Cristela Alonzo) for help. Cars 3 crossed the finish line with $383 million at the box office and a 69% score on Rotten Tomatoes.Coco (2017)Preceding short: None"Remember me..." A wondrous and emotional celebration of Mexico's Día de los Muertos (Day of the Dead), Coco follows Miguel (Anthony Gonzalez), a 12-year-old boy and aspiring guitarist who embarks on an adventure through the Land of the Dead, discovering new things about his family and musical hero in the process. The film grossed $814 million globally and holds a 97% score on Rotten Tomatoes. It also won Best Animated Feature at the 90th Academy Awards.Incredibles 2 (2018)Preceding short: BaoThe long-awaited sequel picks up where the first movie left off: with the Parr family squaring off against the subterranean baddie known as The Underminer. The ensuing battle results in costly damage to the city, which only underscores why it was necessary to ban superheroes all those years ago. Their only shot at getting back into the spotlight is a PR campaign spearheaded by business tycoon, Winston Deaver (Bob Odenkirk) and his sister, Evelyn (Catherine Keener). Grossing over $1 billion globally, Incredibles 2 holds a 93% score on Rotten Tomatoes. It lost out on the Best Animated Feature Oscar to Spider-Man: Into the Spider-Verse. Toy Story 4 (2019)Preceding short: NoneA somewhat unnecessary, yet stunningly-rendered sequel, Toy Story 4 is a prime example of how far Pixar has come over the years in terms of crafting lifelike animation. When Bonnie (Madeleine McGraw) creates a homemade toy named "Forky" (a hilarious Tony Hale), Woody begins to reevaluate his place in the world, questioning whether he needs to move from child-to-child for the rest of his immortal life. The movie, which brought back the character of Bo Peep (Annie Potts), garnered critical acclaim, over $1 billion at the box office, and an Academy Award for Best Animated Feature.Onward (2020)Preceding short: NoneSet in a world of fantasy creatures, Onward centers around two elven brothers, Ian and Barley Lightfoot (voiced by Tom Holland and Chris Pratt respectively), who get a chance to spend one more day with their late father by way of some long-forgotten magic. Released into theaters just before the onset of the COVID-19 pandemic, the film only grossed $141 million worldwide. It holds an 88% score on Rotten Tomatoes and was nominated for Best Animated Feature at the 93rd Oscars, but lost to another Pixar title: Soul.Soul (2020)Preceding short: NoneWith movie theaters still closed at the time of its scheduled release date, Soul became the first Pixar film to make its debut on a streaming platform (Disney+). The studio's most existential outing to date, the original story follows middle-school band teacher Joe Gardner (Jamie Foxx) hoping to become a professional jazz musician. Just as he's about to get his big break, however, Joe falls down an open manhole and finds himself in The Great Before, a plane of existence where souls gain their personality traits before they're sent to Earth to be born. Hoping to return to his body, Joe teams up with a precocious soul named 22 (Tina Fey), who doesn't see the point in having a life. Soul received critical acclaim, $121 million at the box office, and the Academy Award for Best Animated Feature.Luca (2021)Preceding short: None"Silencio Bruno!" The second Pixar movie to hit Disney+ amidst the pandemic, Luca brings audiences to the picturesque coast of Italy where two sea monsters — Luca (Jacob Tremblay) and Alberto (Jack Dylan Grazer) — attempt to pass themselves off as humans in a village full of people who would like nothing more than to spear themselves some creatures of the deep. Eventually grossing $50 million globally, Luca holds a 91% score on Rotten Tomatoes. It lost out on the Best Animated Feature at the 94th Academy Awards to another Disney release: Encanto.Turning Red (2022)Preceding short: NoneHelmed by Domee Shi (Oscar-winner behind the Pixar short "Bao"), Turning Red follows a dorky 13-year-old girl named Mei Lee (Rosalie Chiang) who discovers that the women in her family become giant red pandas when they get overexcited. It holds a near-perfect score of 95% on Rotten Tomatoes and was nominated for Best Animated Feature at the 95th Oscars, but lost out to Guillermo del Toro and Mark Gustafson's stop-motion Pinocchio. Given that it was initially released as a streaming exclusive on Disney+, Turning Red has only grossed $21 million to date.Elemental (2023)Preceding short: Carl's DateContinuing the grand Pixar tradition of "What if this inanimate entity had feelings?" Elemental takes place in a bustling, metropolitan city populated by sentient beings made of Fire, Earth, Water and Air. An allegory for immigration and xenophobia, the film centers around a pair of star-crossed lovers from opposite sides of the tracks — Ember (Leah Lewis) and Wade (Mamoudou Athie) — who gradually fall in love, defying years of segregation and cultural ire between the communities of Fire and Water. The film grossed $496 million at the worldwide box office and currently holds a score of 73% on Rotten Tomatoes. It was also nominated for an Oscar at the 96th Academy Awards, but lost out to Hayao Miyazaki's swan song: The Boy and the Heron.Inside Out 2 (2024)The sequel to 2015's Inside Out catches back up with Riley (Kensington Tallman) in her early teens. This change-filled arrival at the doorstep of adolescence spells doom for our favorite band of feelings — Joy (Amy Poehler), Anger (Lewis Black), Sadness (Phyllis Smith), Fear (Tony Hale taking over from Bill Hader) and Digust (Liza Lapira taking over from Mindy Kaling) — who find themselves muscled out of control by several newcomers: Anxiety (Maya Hawke), Ennui (Adèle Exarchopoulos), Embarrassment (Paul Walter Hauser) and Envy (Ayo Edebiri).Upcoming Pixar Movies To Look Out ForElio (June 13, 2025) Elio follows an imaginative young boy (Yonas Kibreab) who finds himself mistaken for Earth's ambassador by an interplanetary organization known as the Communiverse. "Completely unprepared for that kind of pressure, Elio must form new bonds with eccentric alien lifeforms, survive a series of formidable trials and somehow discover who he is truly meant to be," reads the official synopsis. America Ferrera (Olga, Elio's mother), Jameela Jamil (Ambassador Questa), and Brad Garrett (Ambassador Grigon) round out the principal voice cast.Toy Story 5 (June 19, 2026)Pixar Animation Studios' "Pixar Popcorn" is a collection of mini shorts featuring Pixar characters in all-new, bite-size stories, including "To Fitness and Beyond," featuring favorites from "Toy Story 4."PIXARAnnounced last year during an earnings call with Disney CEO Bob Iger, Toy Story 5 is still shrouded in a great deal of mystery. All we know for certain is that A) Pixar has reached out to Tim Allen and Tom Hanks in the hopes that they will reprise Buzz and Woody and B) the sequel will open in theaters on June 19, 2026.Cars 4 (TBD)Pixar Animation Studios' "Pixar Popcorn" is a collection of mini shorts featuring Pixar characters in all-new, bite-size stories, including "Unparalleled Parking," featuring favorites from "Cars."PIXARWhile not officially confirmed by the studio just yet, a potential fourth chapter in the Cars franchise was teased by Jay Ward, Pixar's Creative Director of Franchise, in 2023. "There are more Cars things brewing," he told The Late Break Show. "I can't quite say what yet, but Cars has a life that will keep going. I'm working on some really funny projects right now that you will see in the next couple years."Despite the fact that Pixar's status as the leading name in blockbuster animation has slightly waned over the years, its historic influence on the industry at large cannot be understated. Without the studio's trailblazing innovations paving the way for close to three decades, we wouldn't have such modern classics as The LEGO Movie or Spider-Man: Into the Spider-Verse. Not a bad legacy to have. Not bad at all.