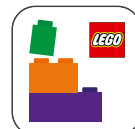




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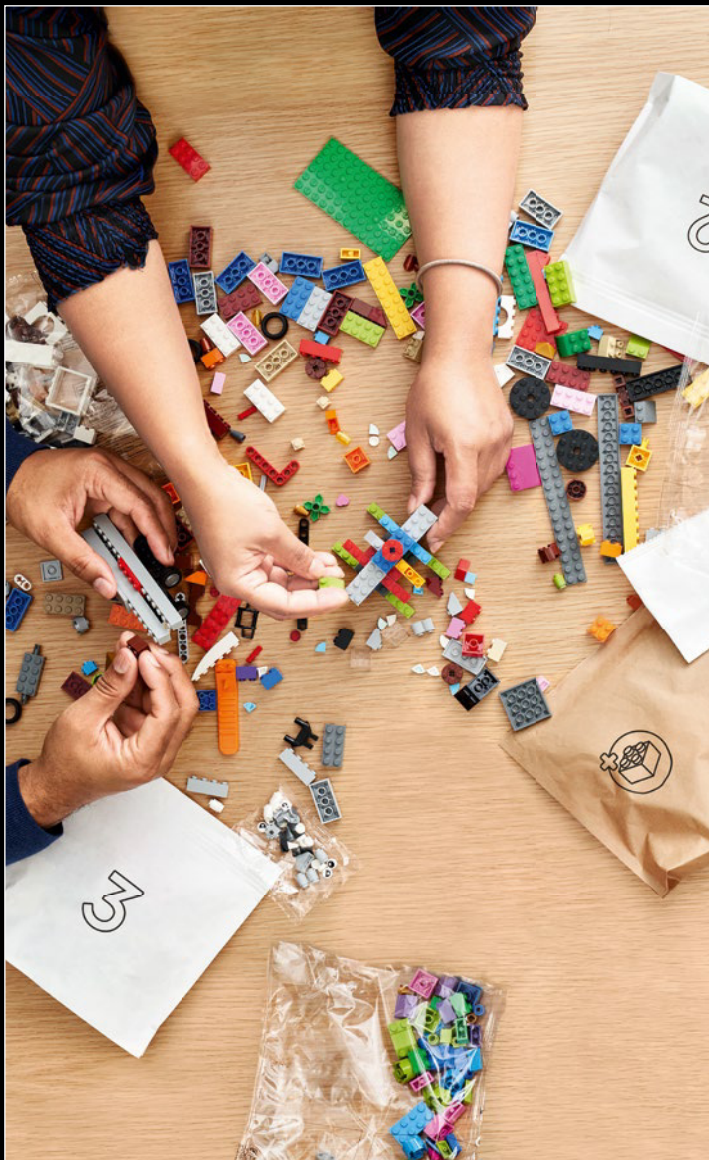


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Q LEGO® Builder





WE'RE MAKING OUR PACKAGING MORE SUSTAINABLE

We're transitioning from single-use plastic to paper-based packaging. As we progress, you may find a mix of paper and plastic in our boxes.

NOUS RENDONS NOS EMBALLAGES PLUS DURABLES

Nous passons des emballages en plastique à usage unique aux emballages à base de papier. Durant la transition, vous pourriez trouver un mélange de papier et de plastique dans nos boîtes.

QUEREMOS HACER MÁS SUSTENTABLES NUESTROS MATERIALES DE EMBALAJE

Estamos cambiando las bolsas de plástico desechables por bolsas con base de papel. Conforme avanzamos en este propósito, puedes encontrar una mezcla de papel y de plástico en nuestras cajas.

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Q LEGO® Builder

Meet the Fan Designer

Toby Brett (LEGO® Ideas name T0BY1KENOBI20506) is from London, England. His physics studies at the University of Manchester keeps him busy, but he always finds time to build:

"LEGO building has been a huge part of my life for as long as I can remember. It's more than a hobby for me, it's an outlet for creativity. I love building official sets, but my passion lies in designing MOCs (My Own Creations), both digitally and with real bricks. I've even displayed my creations at LEGO exhibitions, which is always rewarding. One of my favorite projects has been recreating the Luxo Jr. character. This iconic Pixar mascot symbolizes my love for their movies. It took weeks of research, studying images to make the model as accurate

as possible. The biggest challenge was ensuring the model could stand on its own, especially after I started designing the model digitally. The ball was tricky to recreate smoothly at this scale, but after multiple prototypes, I was happy with the result. When the project reached the 10,000 votes, it was an incredible feeling, and I want to thank everyone who supported it! LEGO Ideas is a fantastic platform where anyone can become a designer with the right idea. I definitely have plans for more. The possibilities are endless!"

Rencontre avec le concepteur amateur

Toby Brett (pseudonyme LEGO® Ideas T0BY1KENOBI20506) est originaire de Londres, en Angleterre. Ses études de physique à l'Université de Manchester l'occupent beaucoup, mais il trouve toujours le temps de construire :

« D'aussi loin que je me souviens, la construction LEGO a toujours fait partie intégrante de ma vie. C'est plus qu'un simple passe-temps pour moi : c'est un exutoire pour ma créativité. J'adore construire des ensembles officiels, mais ma véritable passion, c'est de concevoir mes propres créations, de façon numérique, mais aussi avec de vraies briques. Il m'est même arrivé d'exposer mes créations lors de salons LEGO. C'est toujours gratifiant ! L'un de mes projets préférés a consisté à recréer le personnage de Luxo Jr. Cette mascotte emblématique de Pixar symbolise ma passion pour ses films. Il m'a fallu des semaines de recherche et d'étude d'images pour rendre le modèle aussi fidèle que possible à l'original. Le plus grand défi était de créer un modèle qui puisse tenir debout, surtout après le début de sa modélisation numérique. Recréer une balle lisse à



LEGO® Ideas fan designer Toby Brett
Toby Brett, concepteur amateur LEGO® Ideas
Toby Brett, fan diseñador de LEGO® Ideas

cette échelle n'a pas été facile, mais après plusieurs prototypes, je suis parvenu à un résultat satisfaisant. Lorsque le projet a atteint les 10 000 votes, j'ai ressenti un sentiment incroyable, et je tiens à remercier tous ceux qui l'ont soutenu ! LEGO Ideas est une fabuleuse plateforme qui permet à n'importe qui de devenir un concepteur : il suffit de trouver la bonne idée. J'ai plein d'autres projets en tête. Les possibilités sont infinies ! »

Conoce al fan diseñador



Toby Brett (conocido en LEGO® Ideas como TOBY1KENOBI20506) vive en Londres (Inglaterra). Sus estudios de física en la Universidad de Manchester lo mantienen muy ocupado, pero siempre se da tiempo para construir.

"Construir con LEGO ha sido una parte importante de mi vida desde que tengo memoria. Más que un pasatiempo, para mí es una forma de canalizar mi creatividad. Y si bien me encanta construir sets oficiales, lo que más me apasiona es diseñar modelos MOC (siglas en inglés de 'My Own Creation', es decir, 'mi propia creación'), tanto digitalmente como con bricks de verdad. Incluso he expuesto mis creaciones en exhibiciones de LEGO, lo que siempre es gratificante. Uno de mis proyectos favoritos hasta ahora ha sido recrear el personaje Luxo Junior. Esta icónica mascota de Pixar simboliza mi amor por sus películas. Investigué y estudié imágenes a lo largo de varias semanas para hacer un modelo tan fiel como fuera posible. El mayor desafío fue lograr se sostuviera en pie por sí mismo, sobre todo porque empecé a diseñarlo usando herramientas digitales. Debido a su escala, resultó bastante difícil dar a la pelota una superficie lisa. No obstante, después de múltiples prototipos, quedé satisfecho con el resultado. Sentí algo increíble cuando el proyecto alcanzó los 10.000 votos. ¡Estoy muy agradecido con todos los que lo apoyaron! LEGO Ideas es una fantástica plataforma en la que cualquiera que tenga una buena propuesta puede convertirse en diseñador. Definitivamente, quiero llegar aún más lejos. ¡Las posibilidades son infinitas!".



Toby's original Luxo Jr. character model. | La version originale du personnage de Luxo Jr. de Toby. | Modelo original de Toby del personaje Luxo Junior

Evolving animation by leaps and bounds

Art has frequently challenged technology, just as technology has often inspired and facilitated art. Not least on the big screen. With the rise of 3D graphics and computer science throughout the 1980s and 90s, visionary animation and special effects artists embraced the opportunity to imbue characters, landscapes and textures with groundbreaking, realistic details. One profound milestone moment in this evolution came in the shape of a playful little desk lamp character created at Pixar Animation Studios for the 1986 short movie *"Luxo Jr."*.



L'animation évolue à pas de géant

L'art a souvent défié la technologie, tout comme la technologie a souvent inspiré et promu l'art. Surtout au grand écran. Avec l'essor du graphisme en 3D et de l'informatique dans les années 1980 et 1990, des artistes visionnaires de l'animation et des effets spéciaux ont saisi l'occasion d'intégrer aux personnages, paysages et textures des détails réalistes et révolutionnaires. L'un des moments marquants de cette évolution a pris la forme d'une petite lampe de bureau amusante animée, créée par les studios d'animation Pixar pour le court-métrage de 1986, *Luxo Jr.*.

La animación evoluciona a pasos agigantados

Si bien es habitual que el arte desafíe a la tecnología, esta también suele servirle como fuente de inspiración y medio de expresión. Y, hablando de la gran pantalla, esto es particularmente cierto. Con el auge de los gráficos en 3D y la informática que tuvo lugar en los años 80 y 90, los artistas de la animación y los efectos especiales más visionarios aprovecharon la oportunidad de dotar a sus personajes, paisajes y texturas de un nivel de detalle nunca antes visto. Vimos materializado un hito trascendental de esta evolución en la figura de un pequeño y juguetón personaje con forma de lámpara de escritorio creado en Pixar Animation Studios en 1986 para el cortometraje *Luxo Jr.*

Small lamp – Big personality

First introduced by Pixar in the now legendary 1986 animated short movie, the Luxo Jr. character bounced his way into the hearts and imaginations of audiences in the movie industry and beyond. Unlike any animated object seen before, the Luxo Jr. character displayed charm and emotion with his expressive movements and mischievous curiosity. Little did he or his creators know, he would not only spark but also define a new era in movie storytelling and computer-generated imagery. He remains the endearing symbol of the optimism, determination and creative innovation that characterizes the pioneering Pixar spirit.

Una pequeña lámpara con gran personalidad

Presentado por primera vez por Pixar en el ahora legendario cortometraje animado de 1986, el personaje Luxo Junior se abrió camino a fuerza de rebotes en el corazón y la imaginación del público de la industria cinematográfica y más allá. A diferencia de cualquier objeto animado que se hubiera visto hasta entonces, el personaje Luxo Junior mostraba encanto y emoción con sus expresivos movimientos y su curiosidad, que rayaba en la travesura. Ni él ni sus creadores sabían que no solo daría pie a una nueva era en la narración cinematográfica y las imágenes generadas por computadora, sino que la definiría. Sigue siendo el entrañable símbolo del optimismo, la determinación y la creatividad e innovación que caracterizan el espíritu pionero de Pixar.

Petite lampe – Grande personnalité

Présenté pour la première fois par Pixar dans le désormais mythique court-métrage d'animation de 1986, le personnage de Luxo Jr. a gagné, en sautant, le cœur et l'imagination du public de l'industrie cinématographique. Contrairement à tous les objets animés vus auparavant, le personnage de Luxo Jr. dégageait charme et émotions par ses mouvements expressifs et sa curiosité espiègle. Comme ses créateurs, il était loin d'imaginer qu'il allait non seulement déclencher, mais aussi définir une nouvelle ère dans la narration cinématographique et l'imagerie générée par ordinateur. Il reste le symbole attachant de l'optimisme, de la détermination et de l'innovation créative qui caractérisent l'esprit pionnier de Pixar.



Stories built on curiosity

The Luxo Jr. character and the short movie showcased how computer technology could facilitate creative storytelling to connect with audiences on a deep level. Decades and dozens of movies later, the Luxo Jr. character still appears in the iconic Pixar logo in the opening credits of each new movie. Even the iconic ball features in select Pixar movies as a playful surprise and reminder of the heart and soul of the Pixar origin story. Both the Luxo Jr. character and his ball play important roles in this LEGO® model, too. You can pose and bounce the lamp to mimic some of its moves from the short movie or show it 'jumping' on the ball. And if you look inside the ball, you will find small references to some of the most beloved Pixar characters and stories.



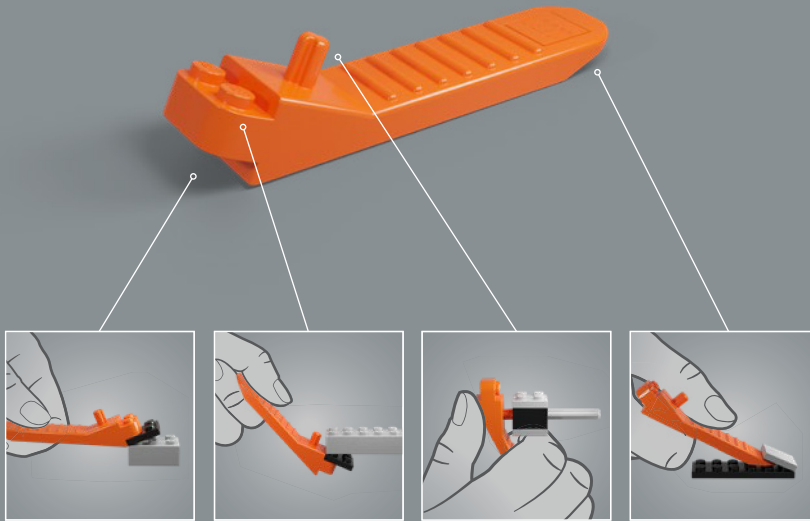
Des histoires fondées sur la curiosité

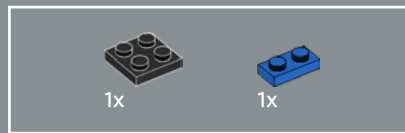
Le personnage de Luxo Jr., qu'il s'agisse du court métrage ou du personnage, a montré comment la technologie informatique peut aider la narration créative pour créer un lien profond avec le public. Des décennies et des dizaines de films plus tard, le personnage de Luxo Jr. fait toujours son apparition dans le logo emblématique de Pixar, dans le générique d'ouverture de chaque nouveau film. La balle emblématique figure même dans certains films de Pixar, comme une surprise amusante et un rappel du cœur et de l'âme de l'histoire de l'origine de Pixar. Le personnage de Luxo Jr. ainsi que sa balle jouent également un rôle important dans ce modèle LEGO®. Vous pouvez articuler et faire sauter la lampe pour imiter certains de ses mouvements du court métrage, ou l'exposer en train de « sauter » sur la balle. Et en regardant à l'intérieur de la balle, vous trouverez de petits clins d'œil à quelques-uns des personnages et histoires Pixar parmi les plus appréciés.

Historias que surgen de la curiosidad

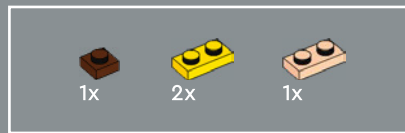
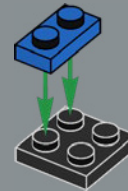
Tanto el personaje Luxo Junior como su cortometraje demostraron cómo la tecnología informática podía facilitar la narración creativa para conectar con las audiencias a un nivel más profundo. Décadas y decenas de películas después, el personaje Luxo Junior sigue apareciendo en los créditos iniciales de cada nueva película como parte del memorable logotipo de Pixar. Incluso la icónica pelota que lo acompaña aparece en algunas películas de Pixar como elemento sorpresa y recordatorio del corazón y el alma del origen de Pixar. Tanto el personaje Luxo Junior como su pelota desempeñan un papel importante en este modelo LEGO®. Puedes cambiar la pose y hacer rebotar la lámpara para imitar algunos de sus movimientos del cortometraje, o mostrarla "saltando" sobre la pelota. Y si miras adentro de la pelota, encontrarás pequeñas referencias a algunos de los personajes e historias más entrañables de Pixar.



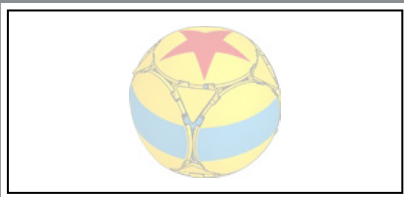
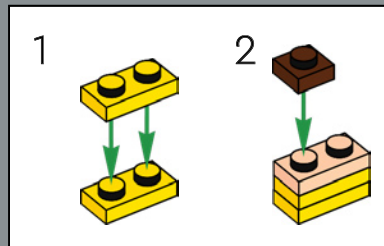


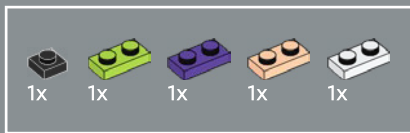


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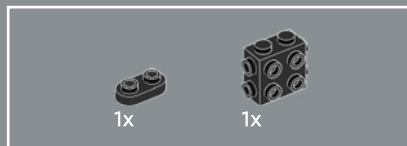
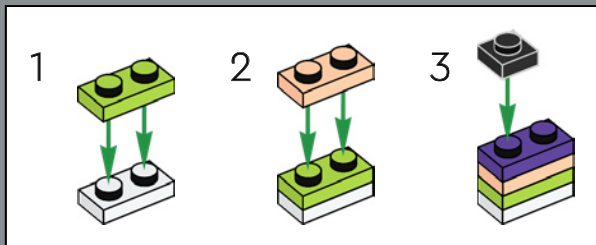


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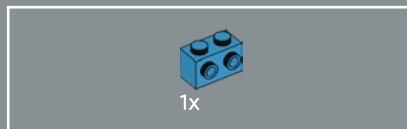


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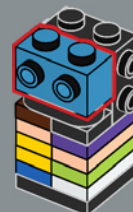
This miniature duo is inspired by Woody and Buzz Lightyear from *Toy Story* (1995).

Ce duo miniature est inspiré de Woody et Buzz Lightyear de *Histoire de jouets* (1995).

Este dúo en miniatura está inspirado en Woody y Buzz Lightyear de *Toy Story* (1995).

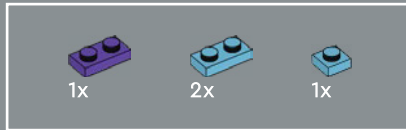
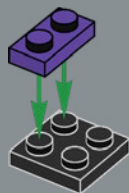


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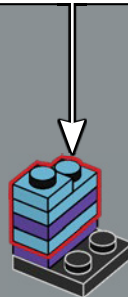
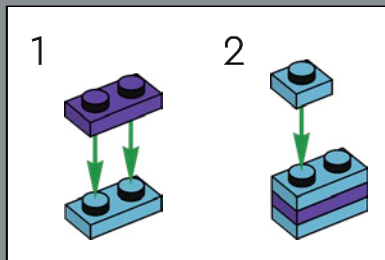


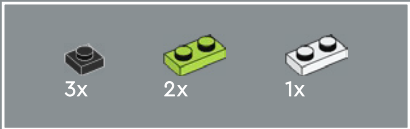


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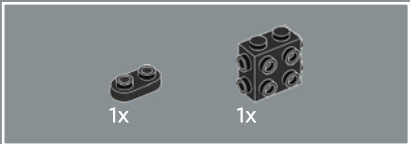
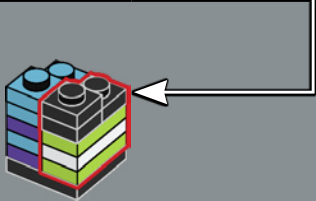
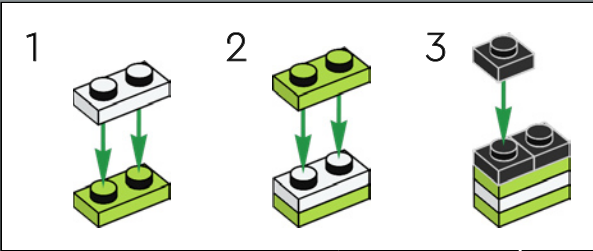


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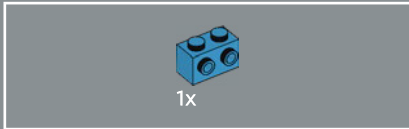
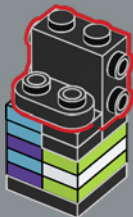




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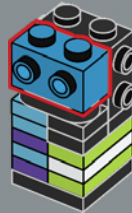


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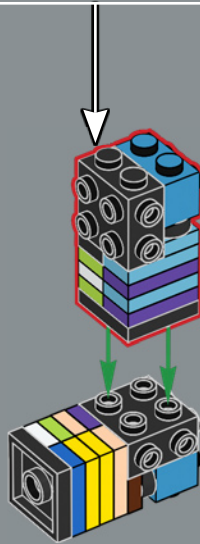


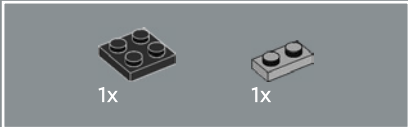
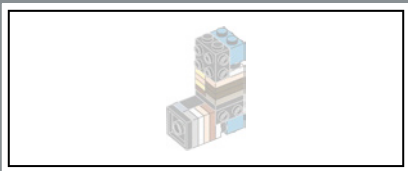
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Recognize these micro 'characters'? Mike Wazowski and his friend revolutionized *Monsters, Inc.* in 2001.
 Reconnaissiez-vous ces micro « personnages »? Mike Wazowski et son ami ont révolutionné *Monstres, inc.* en 2001.
 ¿Reconoces a estos micropersonajes? Mike Wazowski y su amigo revolucionaron *Monsters, Inc.* en 2001.

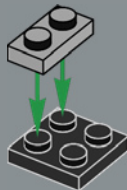


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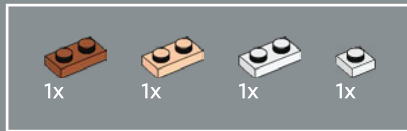
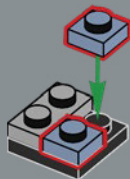




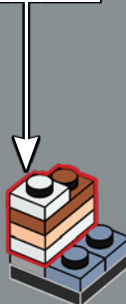
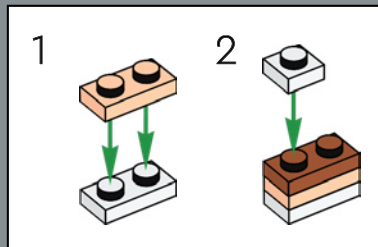
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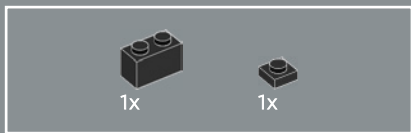


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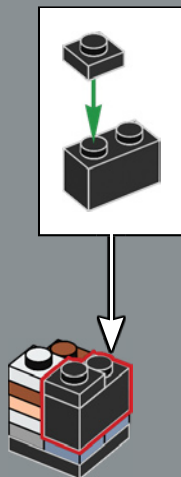


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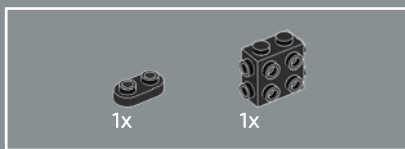
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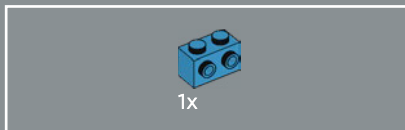
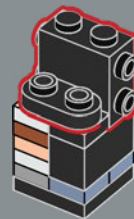
A hidden throwback to Alfredo Linguini and Remy cooking up crazy ideas in *Ratatouille* (2007).

Un rappel caché à Alfredo Linguini et Rémy préparant les recettes les plus originales dans *Ratatouille* (2007).

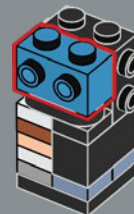
Referencia oculta a Alfredo Linguini y Remy cocinando ideas disparatadas en *Ratatouille* (2007).



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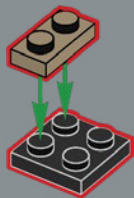


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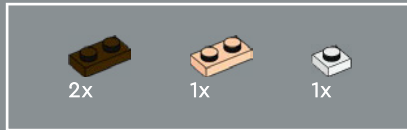
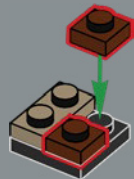




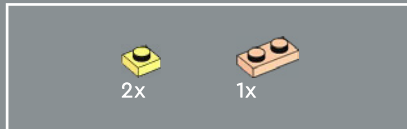
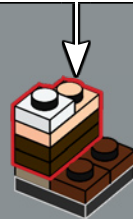
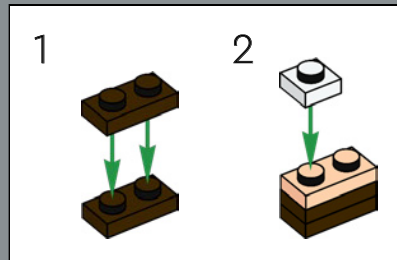
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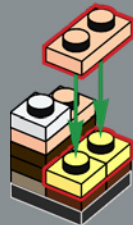
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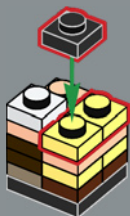


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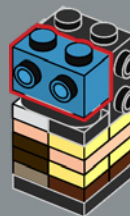
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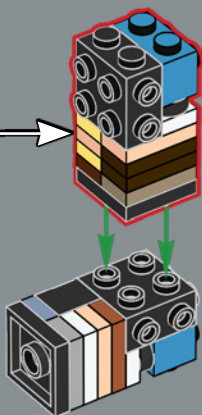


These colored bricks represent miniature tributes
to Russel and Carl Fredericksen from *Up* (2009)

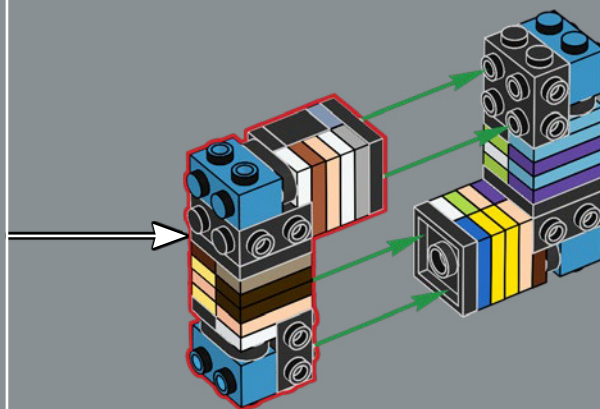
Ces briques colorées sont des hommages miniatures aux
personnages de Russel et Carl Fredericksen du film *Là-haut* (2009).

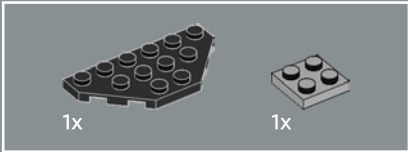
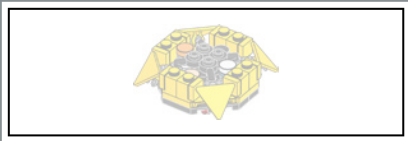
Estos bricks de colores son homenajes en miniatura a
Russel y Carl Fredericksen de *Up* (2009).

25

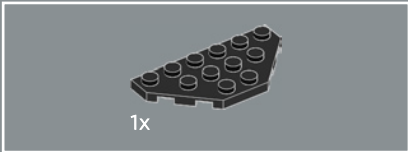
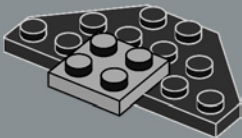


26

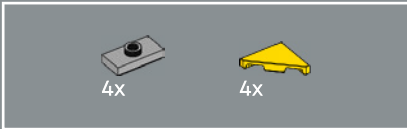
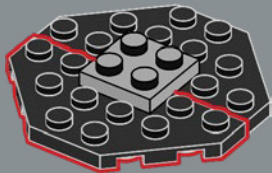




27



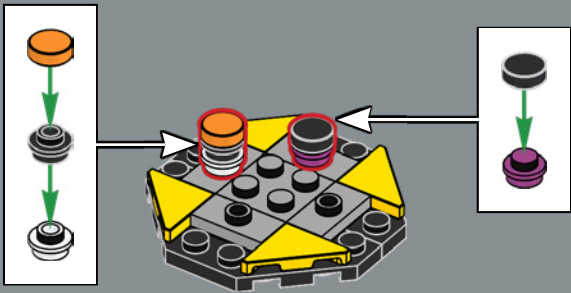
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29

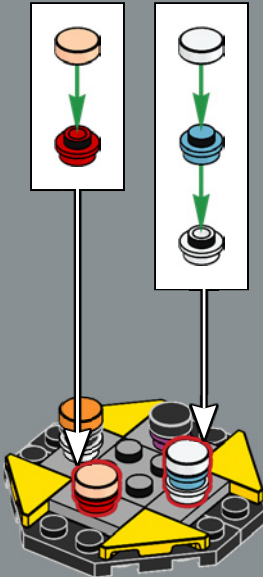


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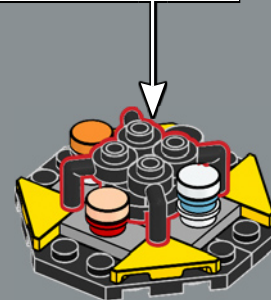
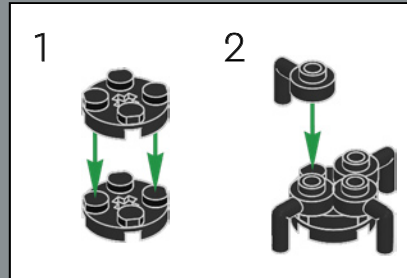




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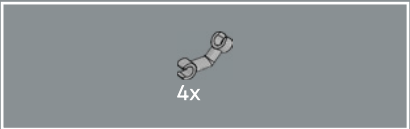
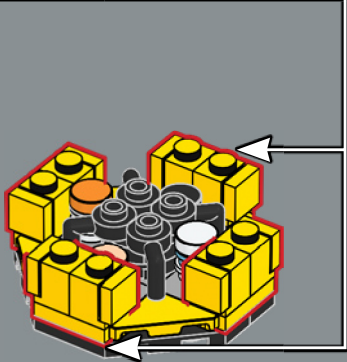
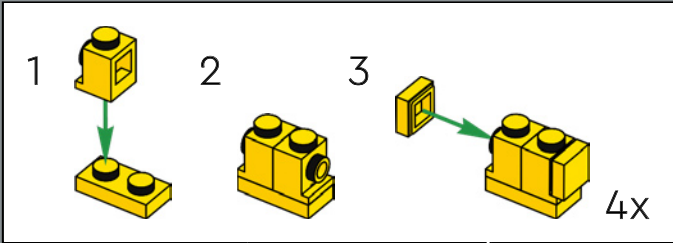


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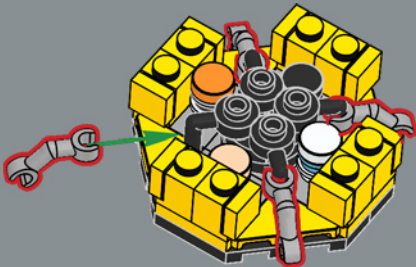




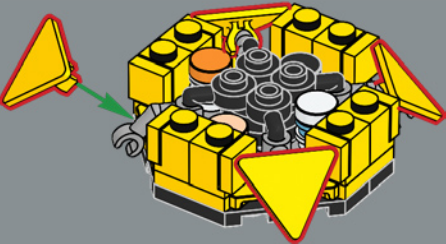
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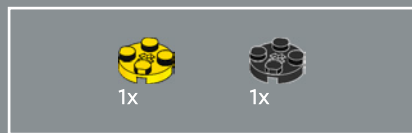


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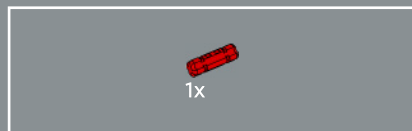
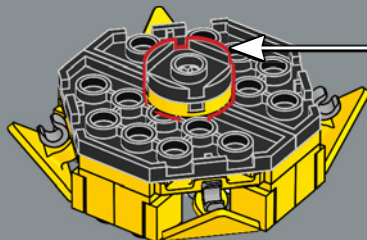
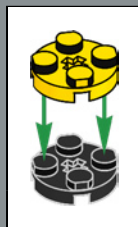


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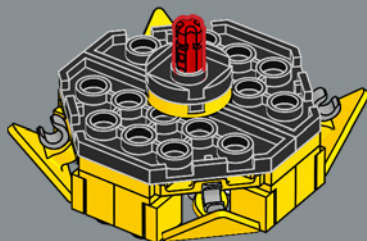




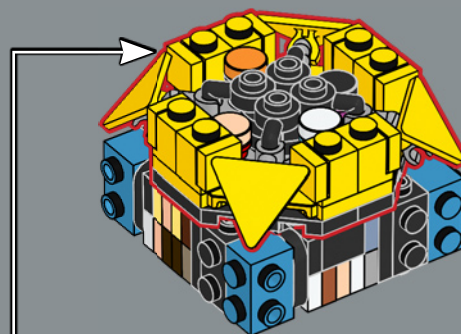
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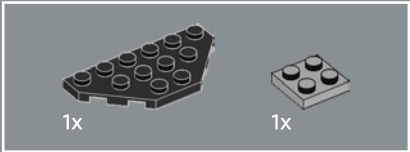
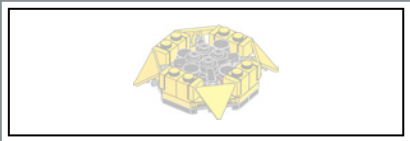


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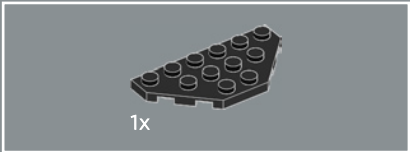
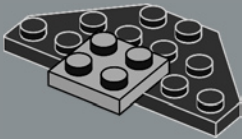


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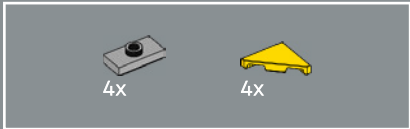
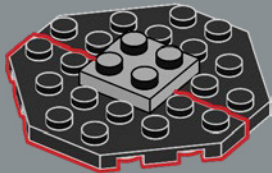




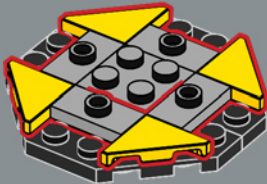
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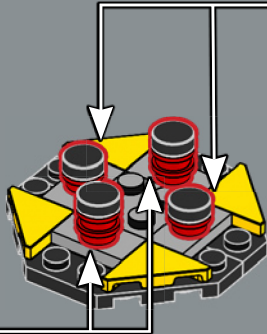
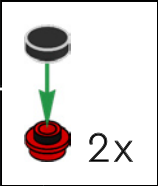
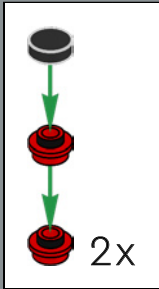
40



41



42





2x



4x

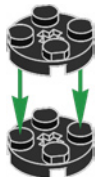
43

A special nod to an extraordinary family
of heroes, *The Incredibles* (2004).

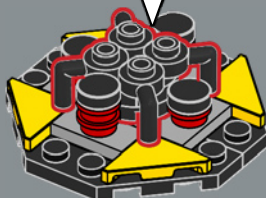
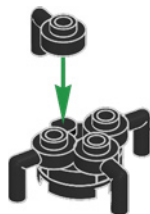
Un clin d'œil spécial à une famille de héros
extraordinaire, *Les Incroyable* (2004).

Un tributo especial a una extraordinaria
familia de héroes, *Los Increíbles* (2004).

1



2



8x



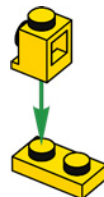
4x



8x

44

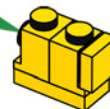
1



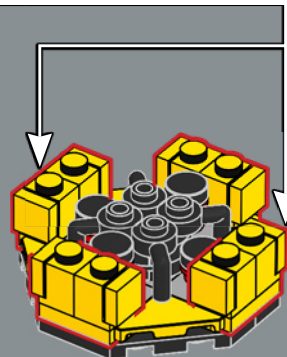
2



3



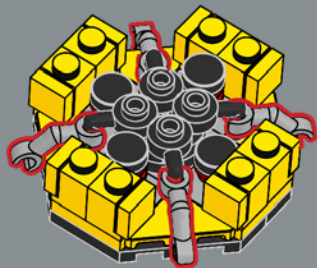
4x





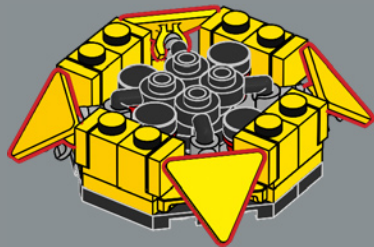
4x

45



4x

46

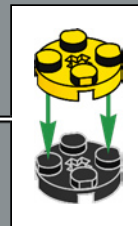
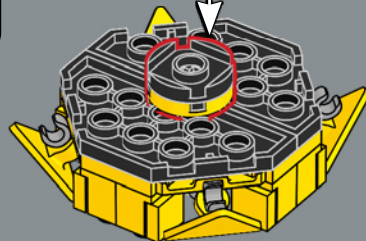


1x

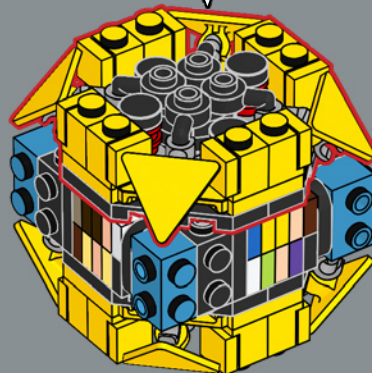


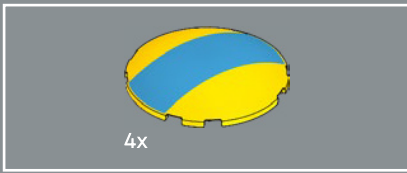
1x

47

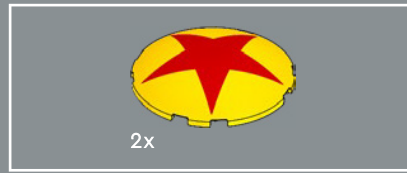
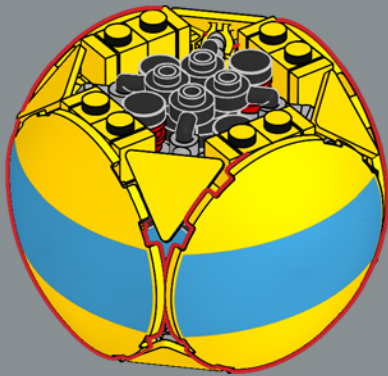


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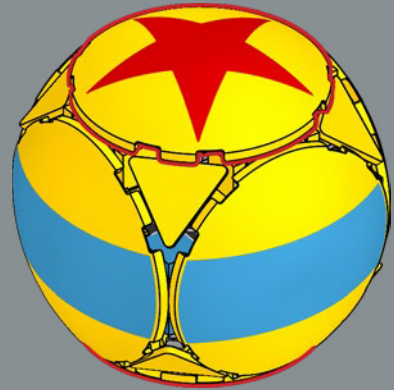


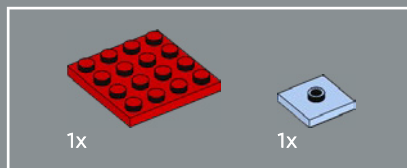
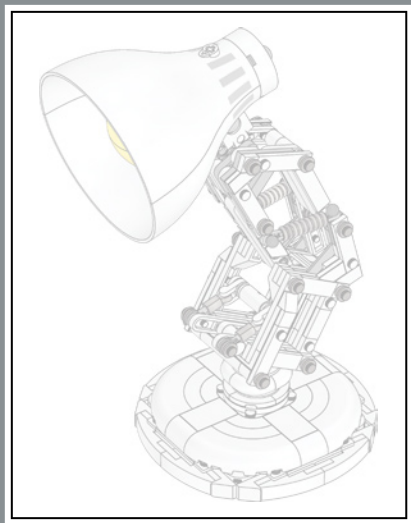


49

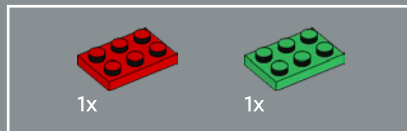
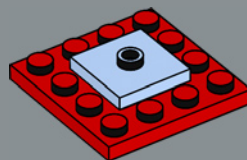


50

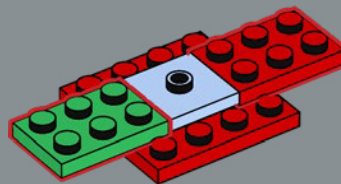


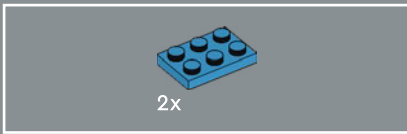


1

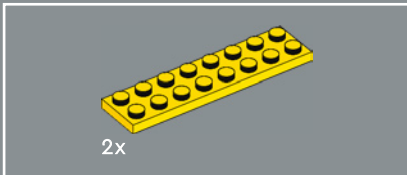
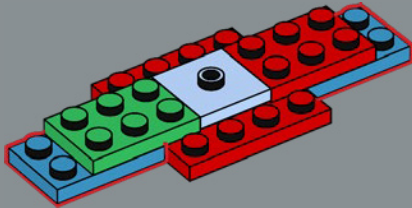


2

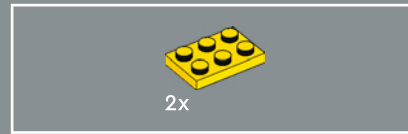
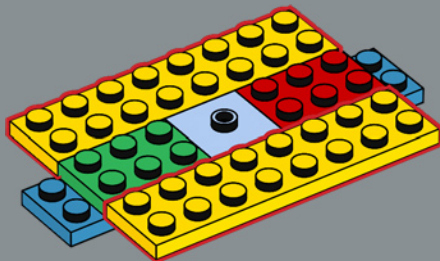




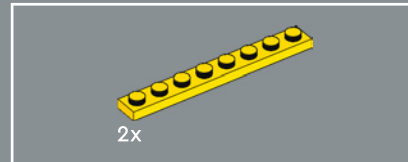
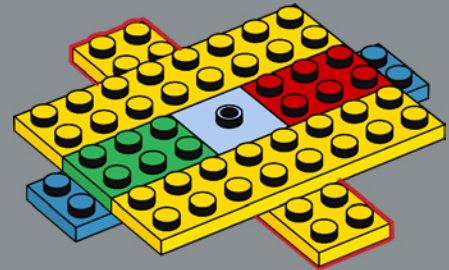
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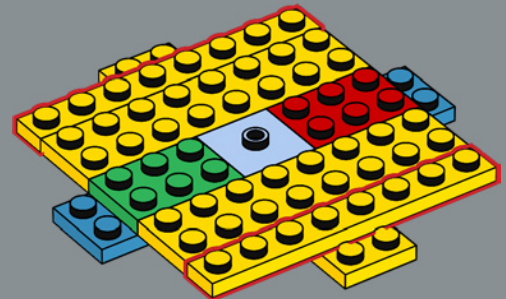
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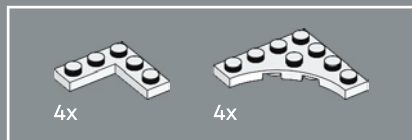


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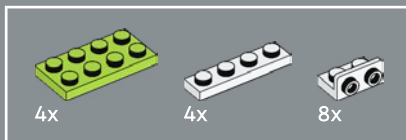
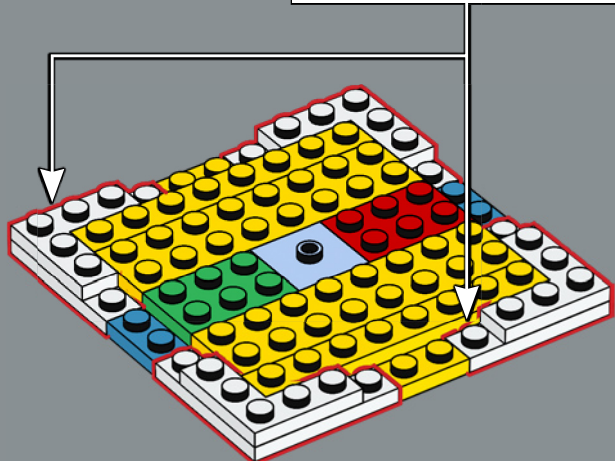
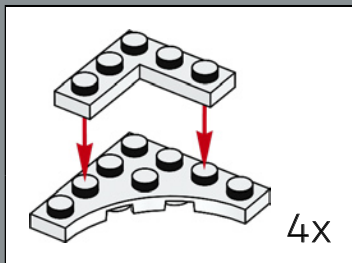


6

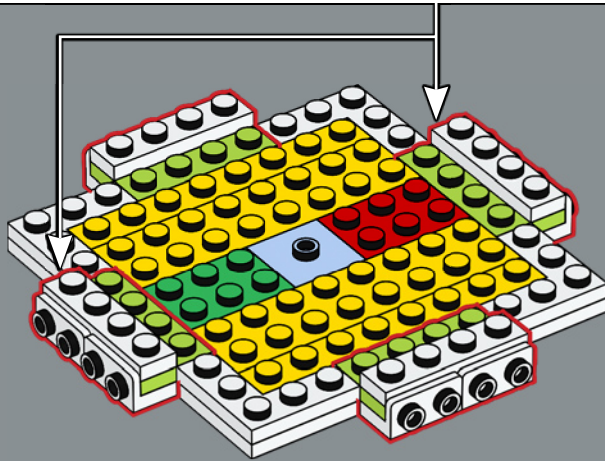
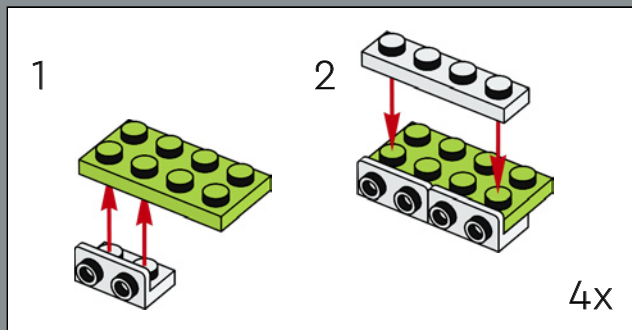


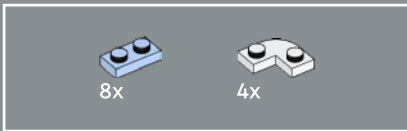


7

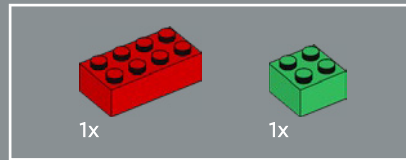
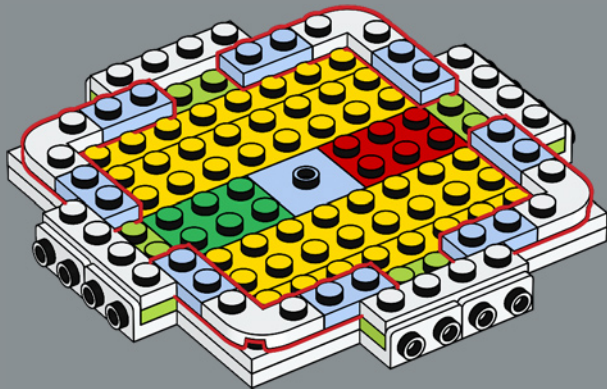


8

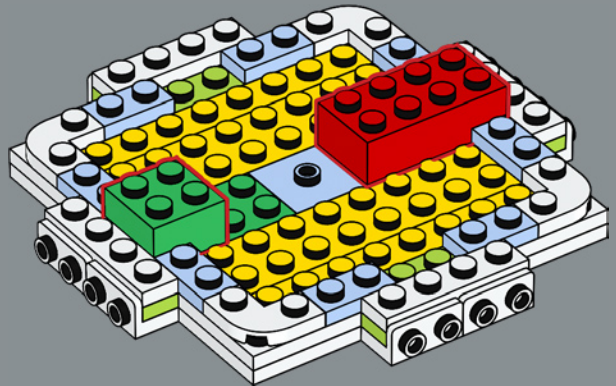




9



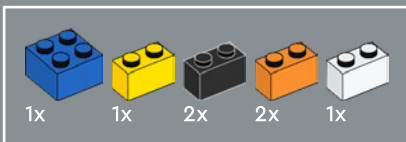
10



					
1x	2x	1x	1x	1x	1x

11



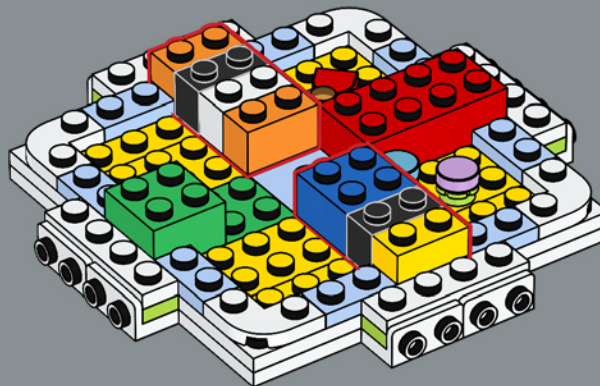


12

These little bricks stick together like Dory and Marlin from *Finding Nemo* (2003).

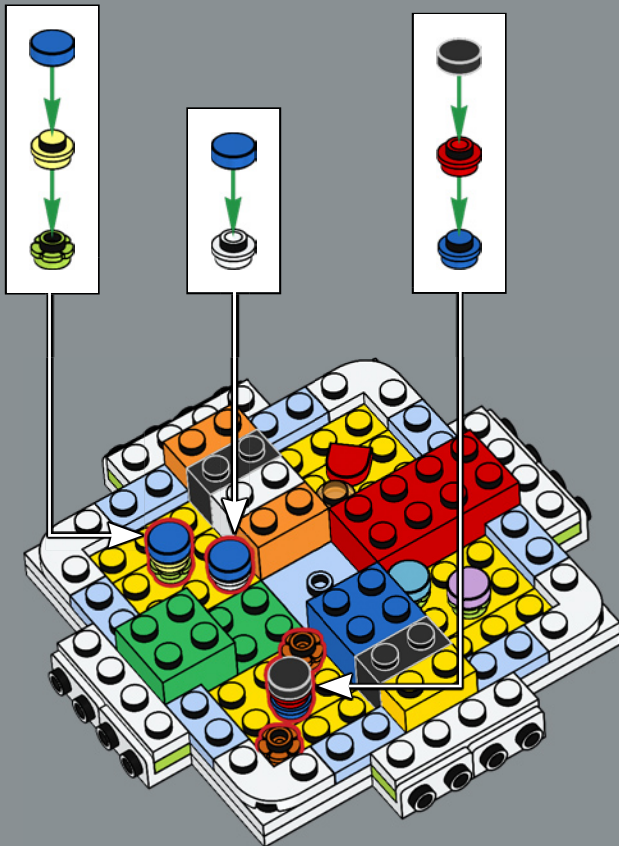
Ces petites briques ne se quittent pas, comme Dory et Marlin dans *Trouver Nemo* (2003).

La unión de estos pequeños bricks es tan fuerte como la de Dory y Marlin en *Buscando a Nemo* (2003).



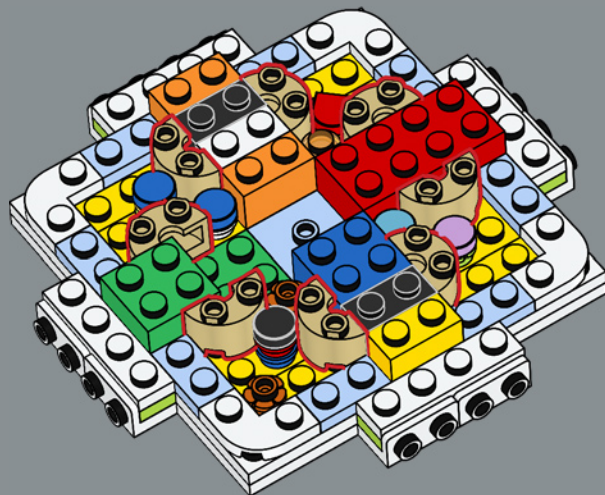
- | | | | | | | | |
|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |
| 1x | 1x | 1x | 1x | 1x | 2x | 1x | 2x |

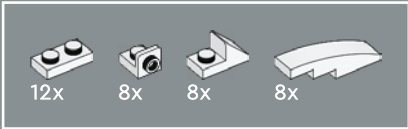
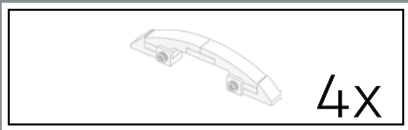
13



- | |
|--|
|  |
| 8x |

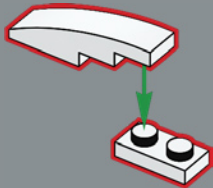
14



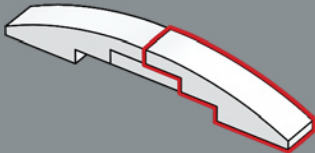


15

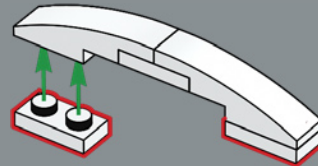
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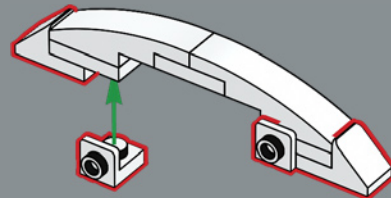
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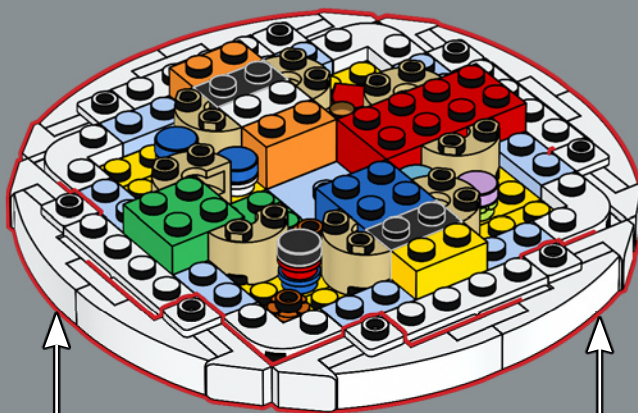
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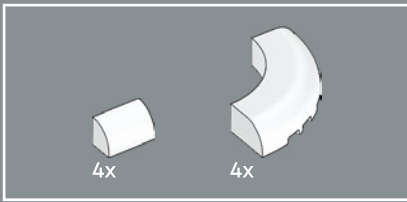


4

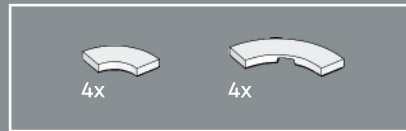


4x

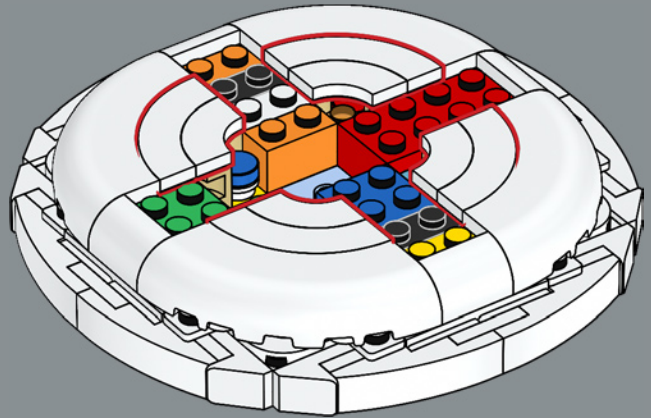


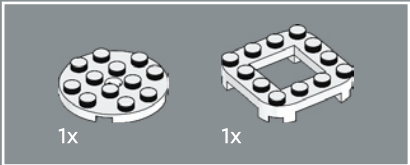
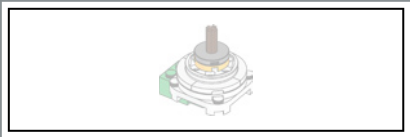


16

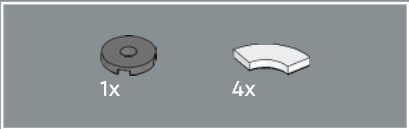
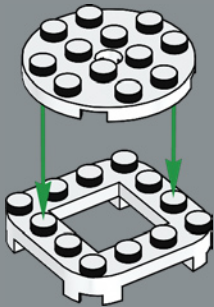


17

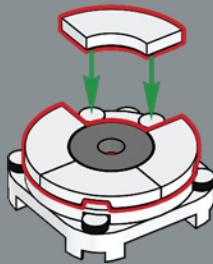


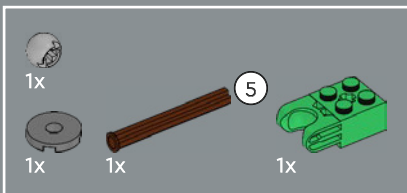


18

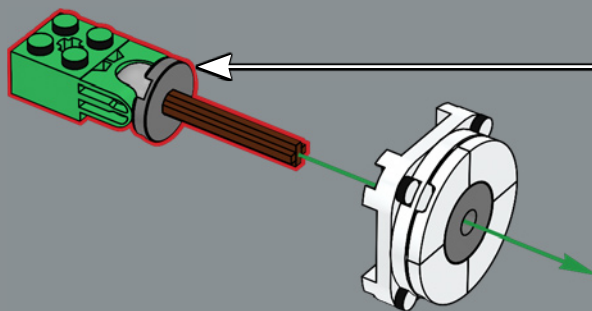
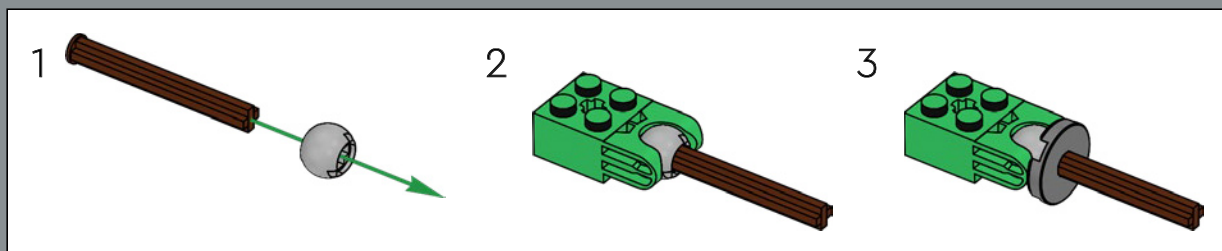


19



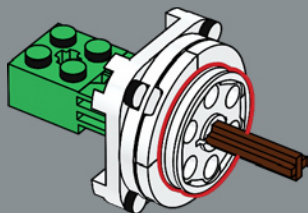


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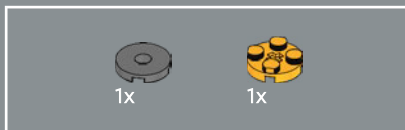
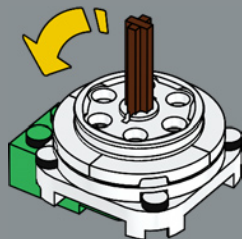




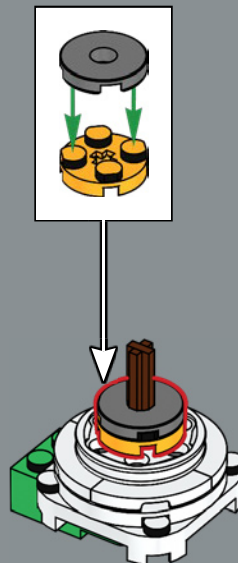
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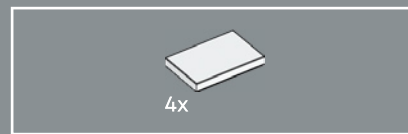
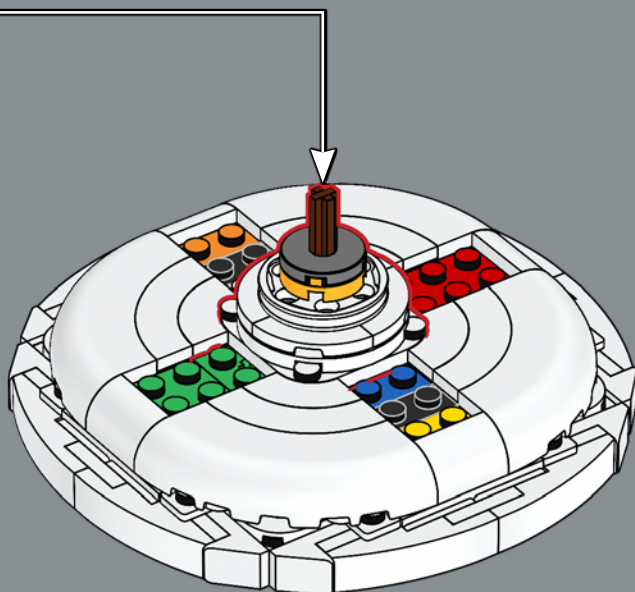
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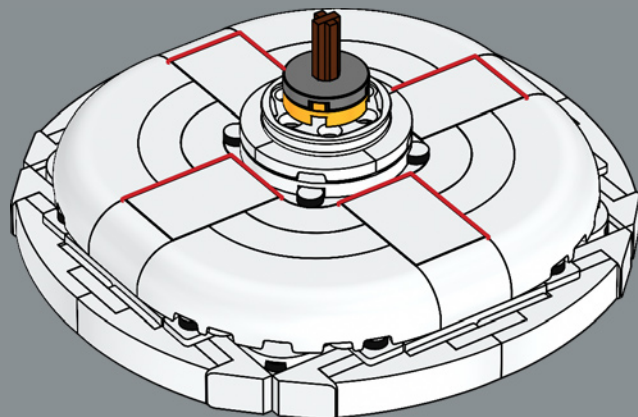
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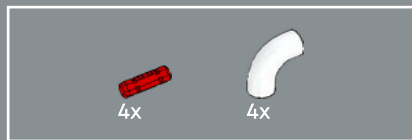


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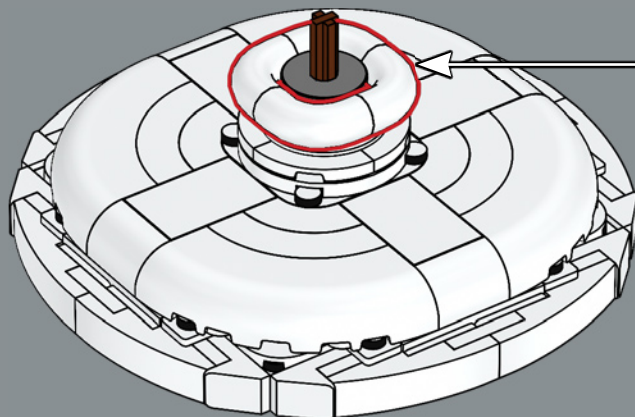
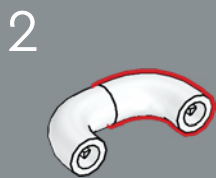
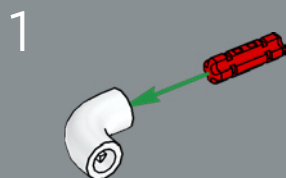
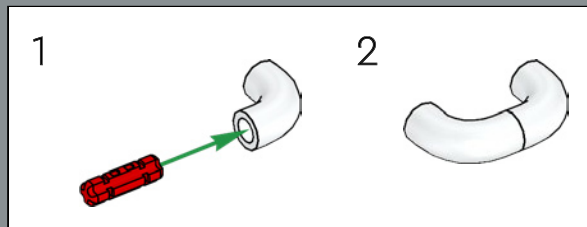


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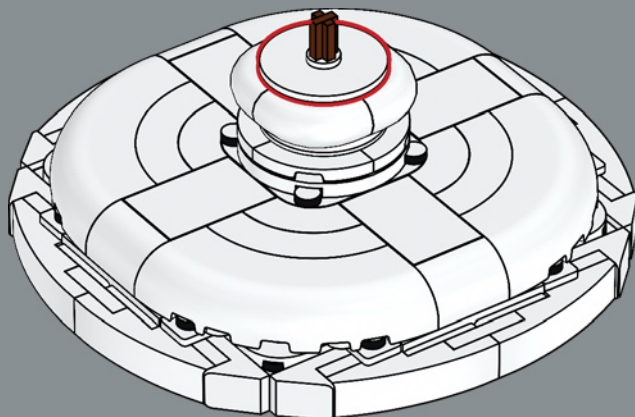


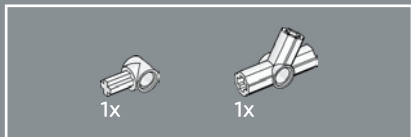
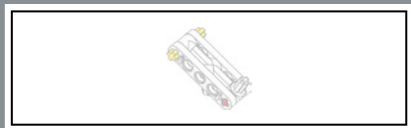
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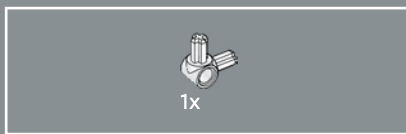
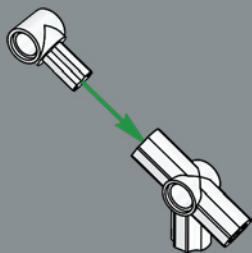


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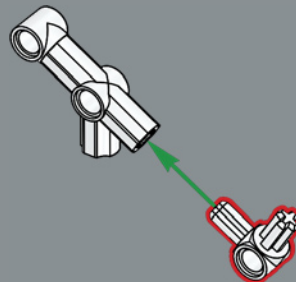




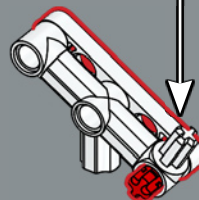
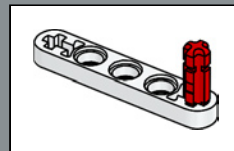
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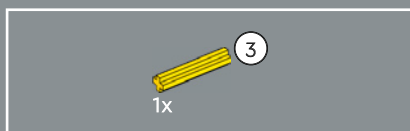


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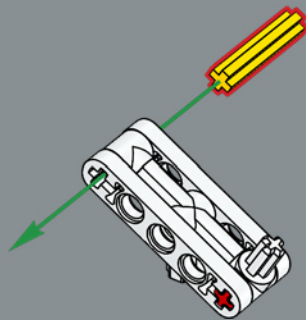




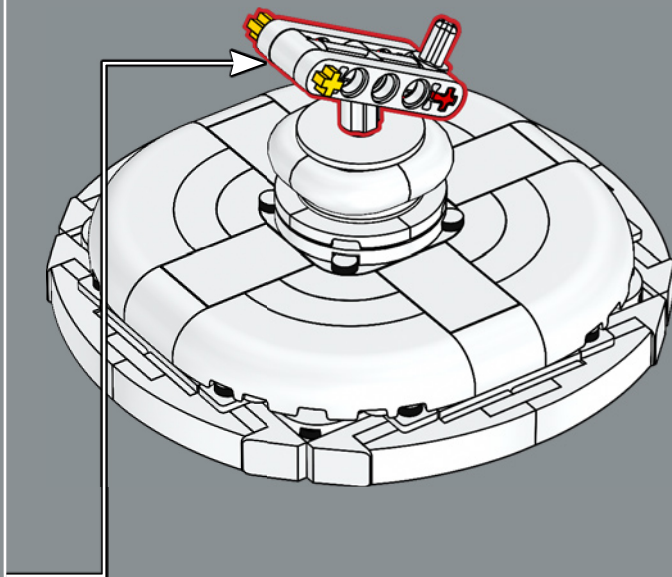
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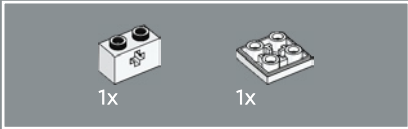
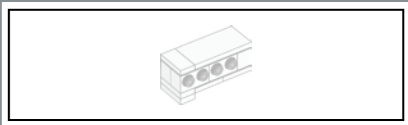


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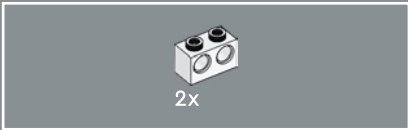
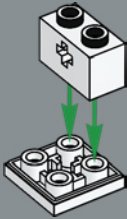


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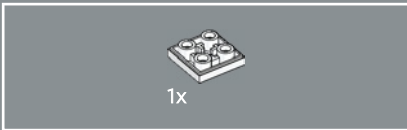
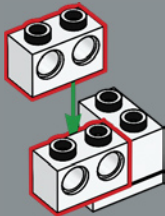




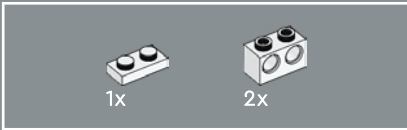
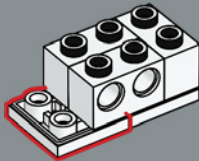
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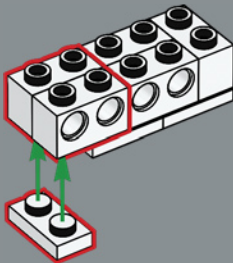
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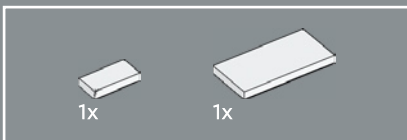


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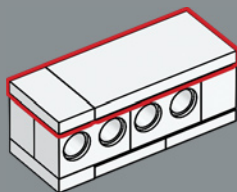


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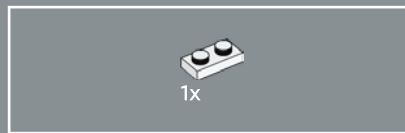
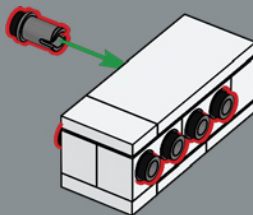




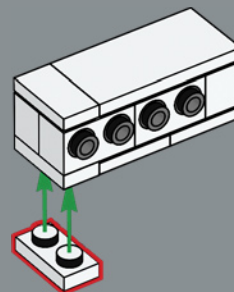
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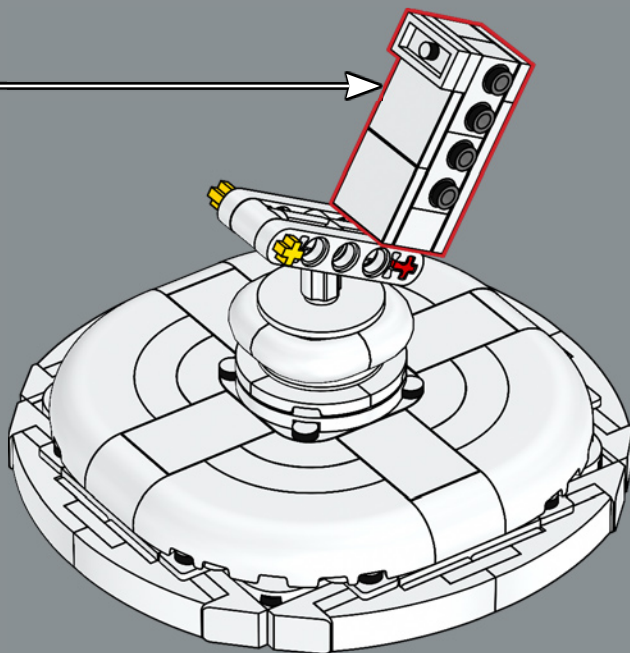


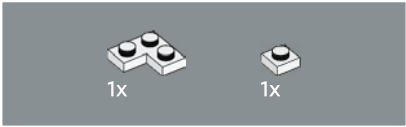
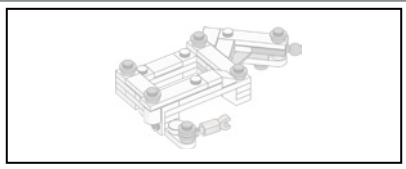
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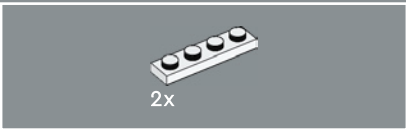
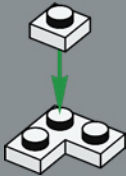
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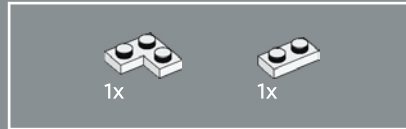
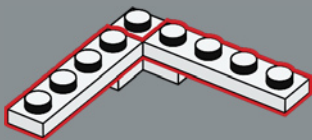




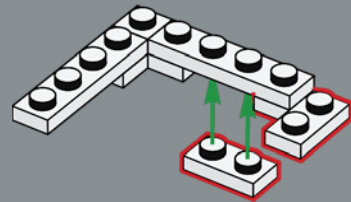
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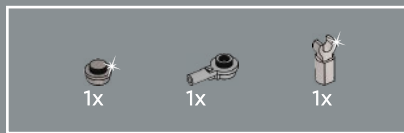
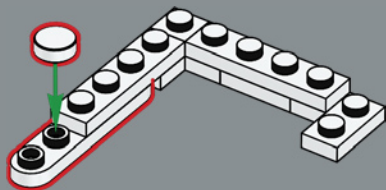


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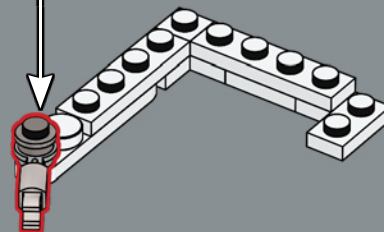
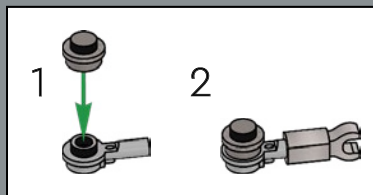


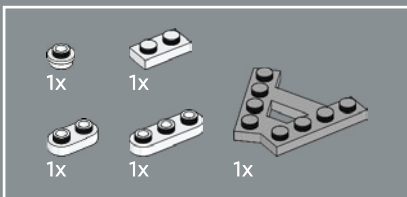


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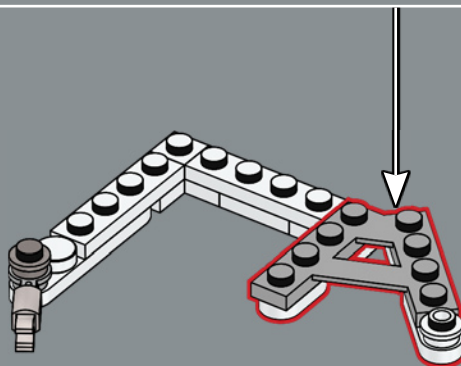
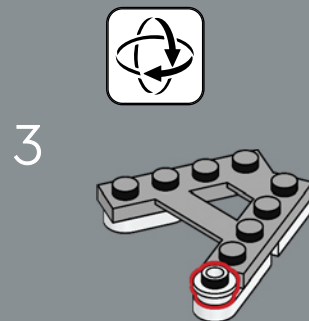
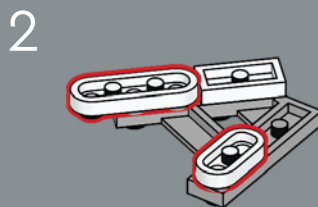
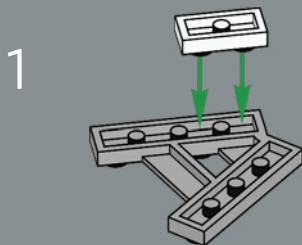


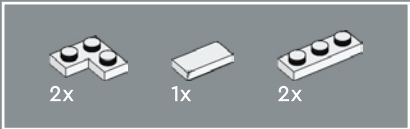
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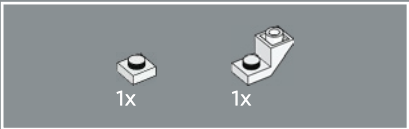
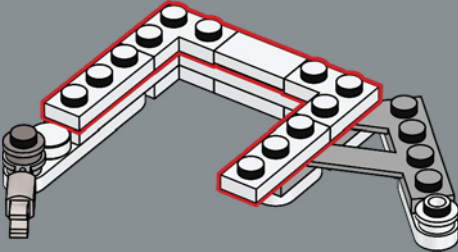


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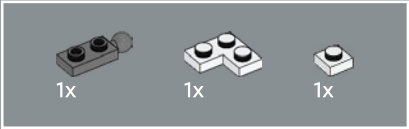
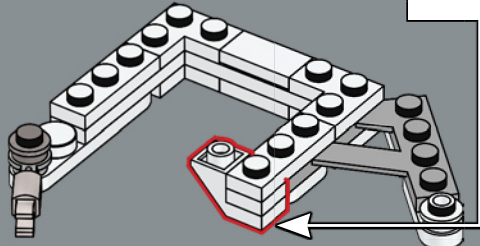




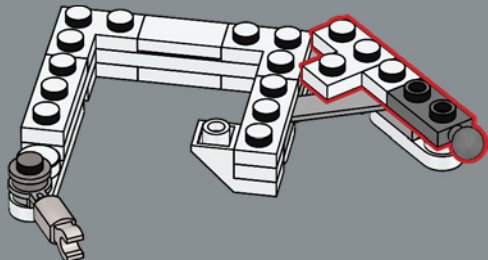
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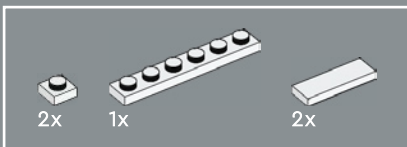


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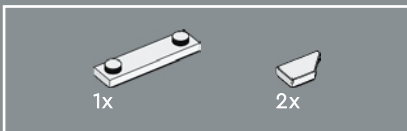
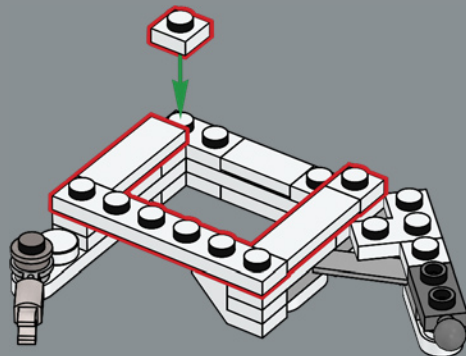


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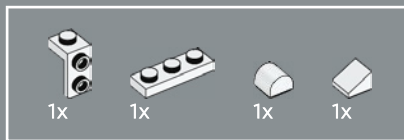
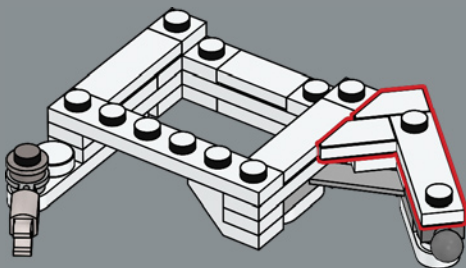




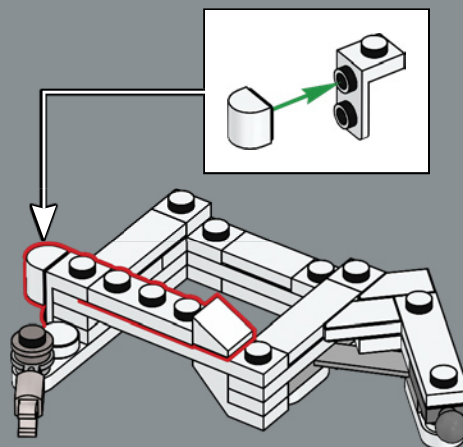
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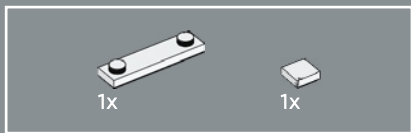


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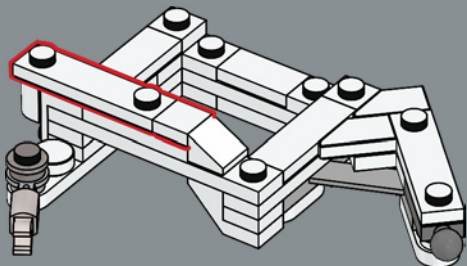


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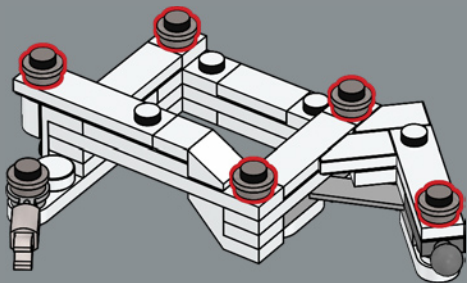




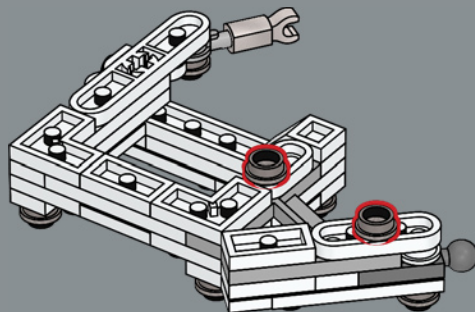
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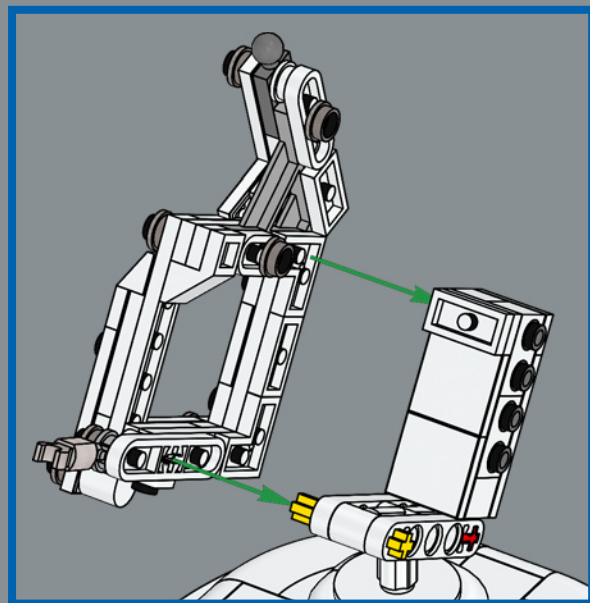
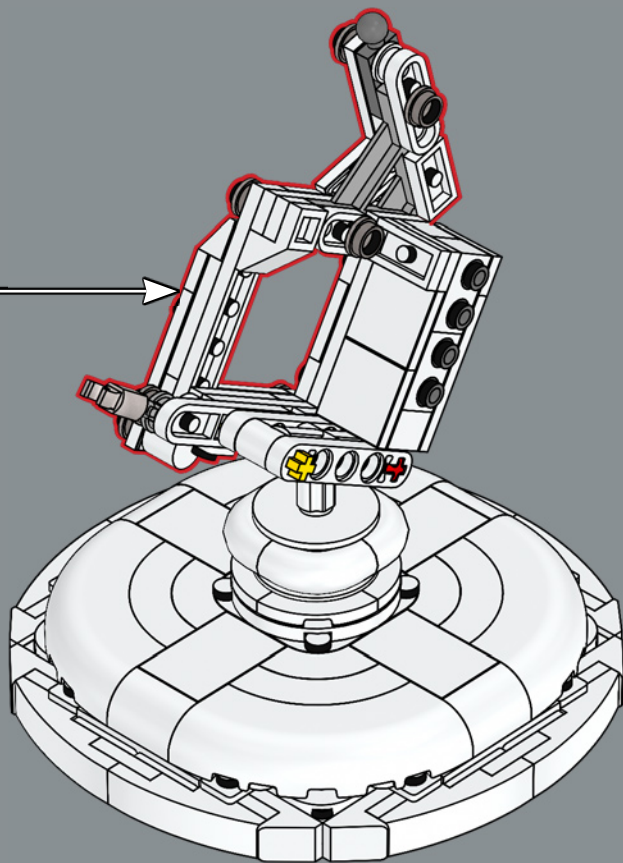
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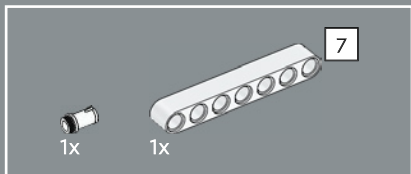
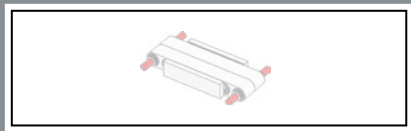


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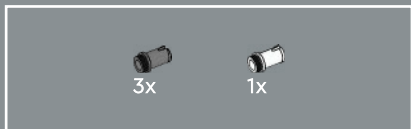
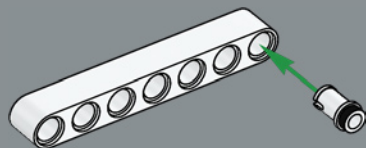


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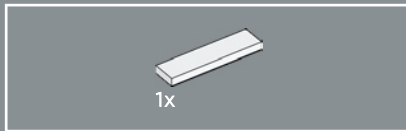
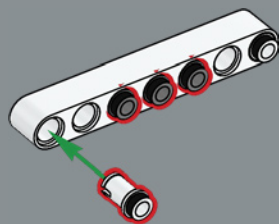




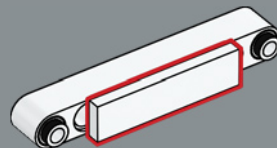
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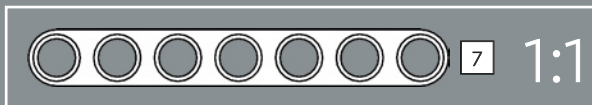
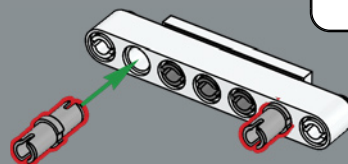
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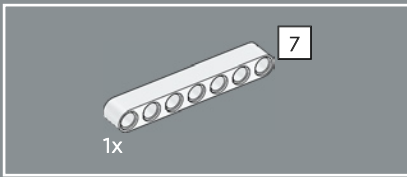


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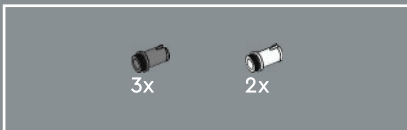
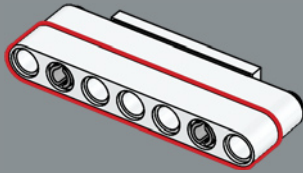


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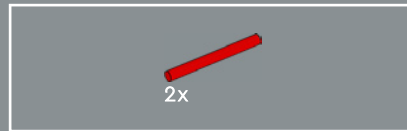
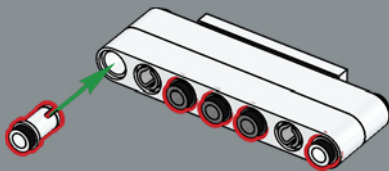




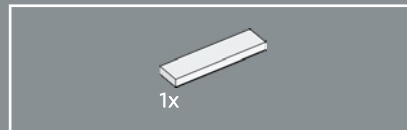
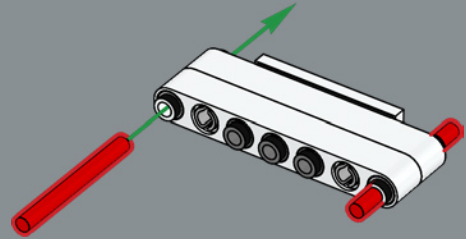
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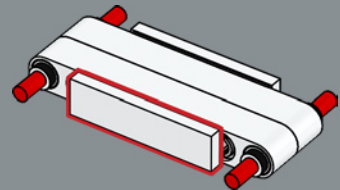
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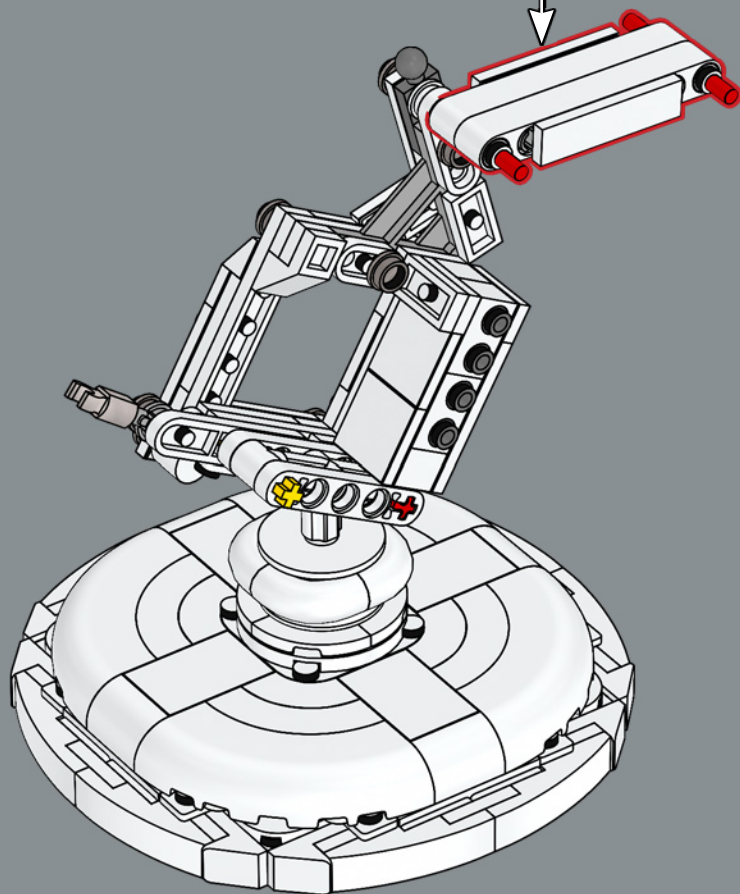
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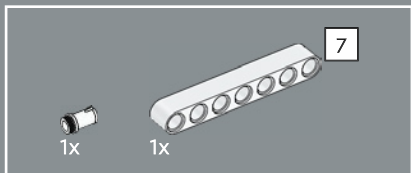
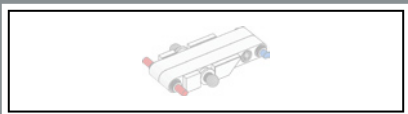


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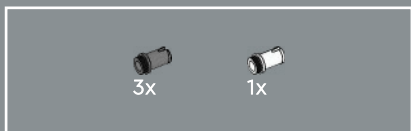
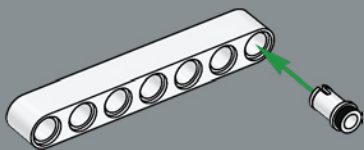


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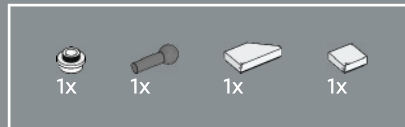
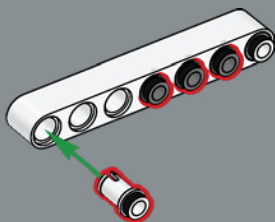




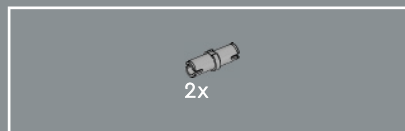
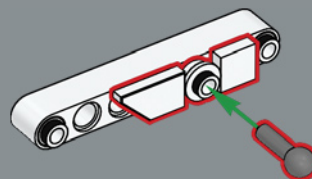
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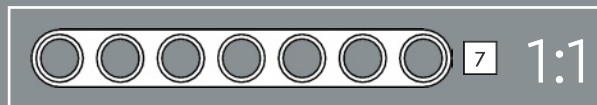
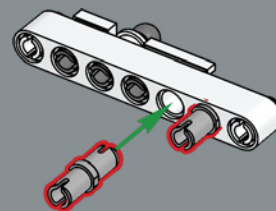
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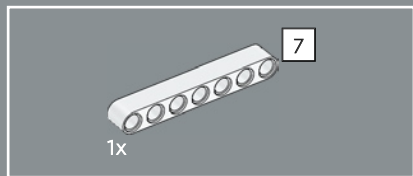
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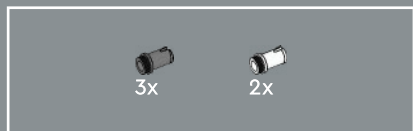
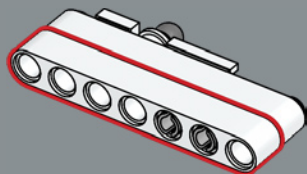
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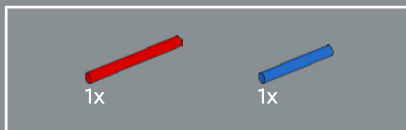
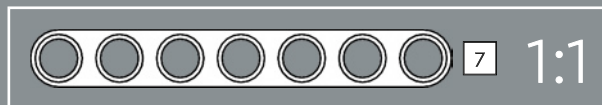
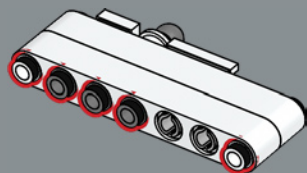
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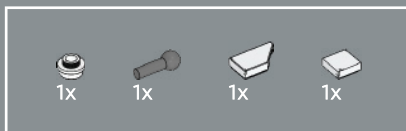
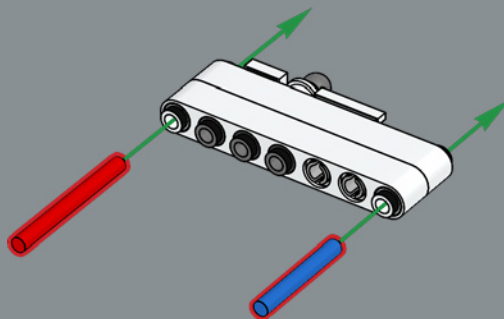
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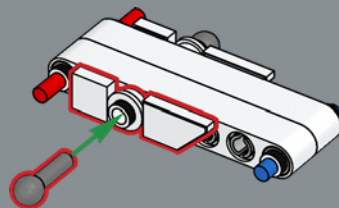
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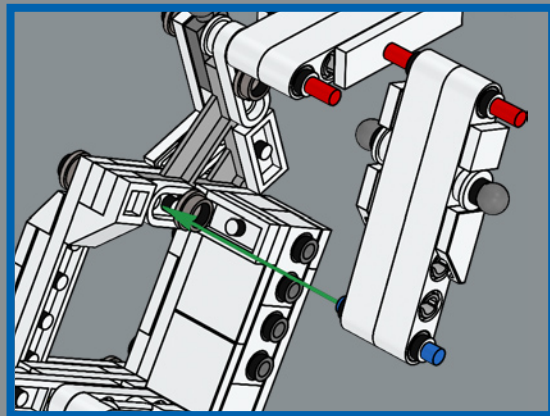
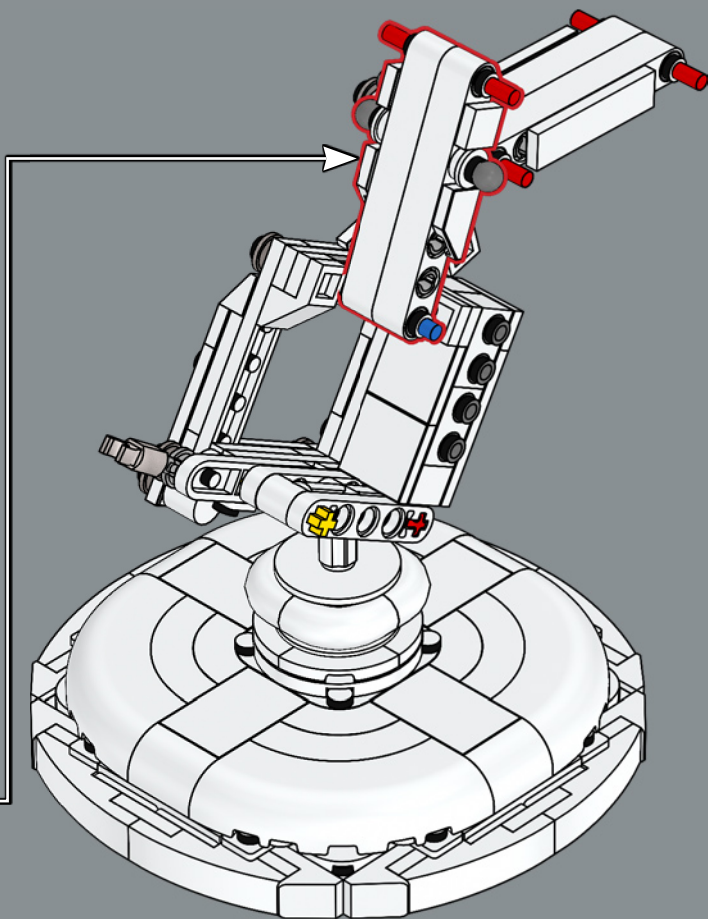
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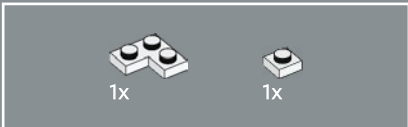
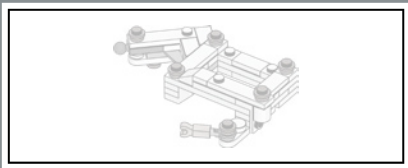


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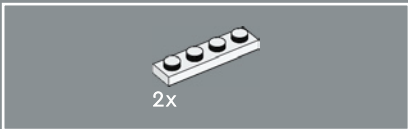
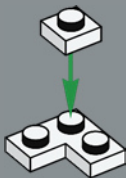


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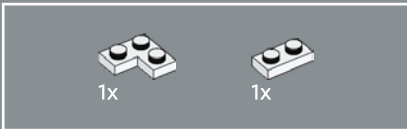
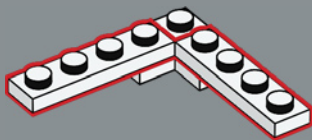




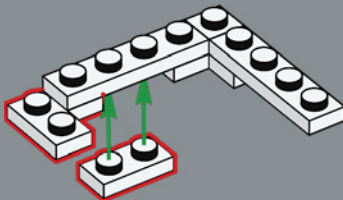
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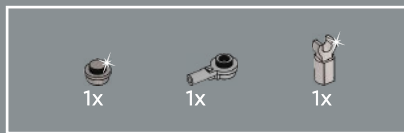
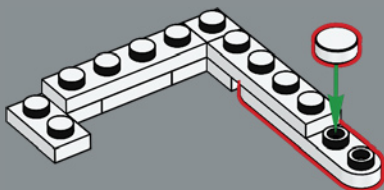


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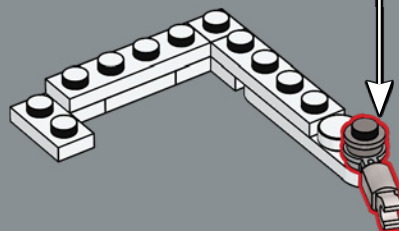
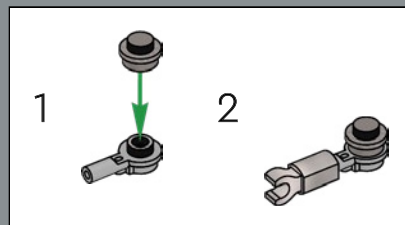


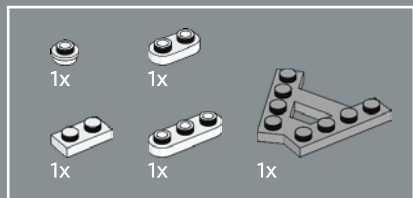


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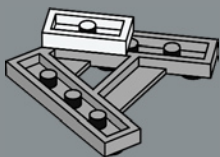
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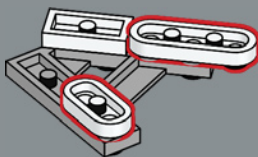


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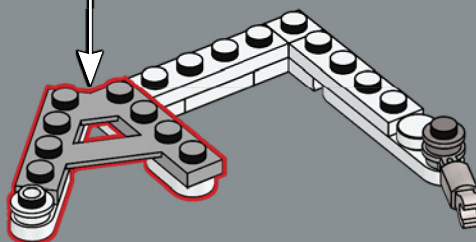
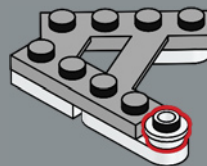
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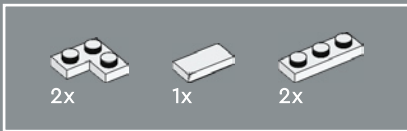


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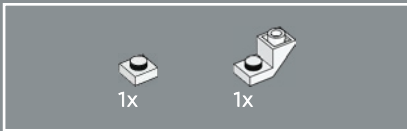
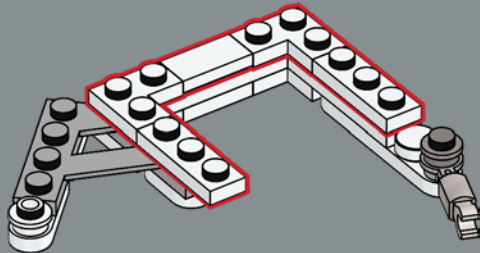


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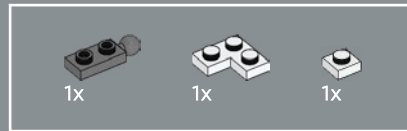
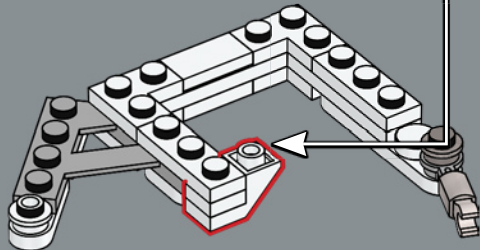




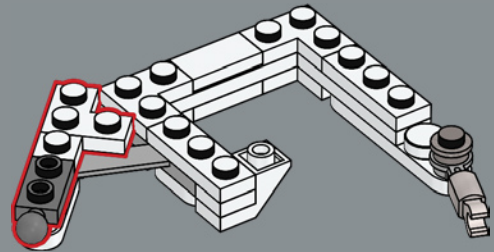
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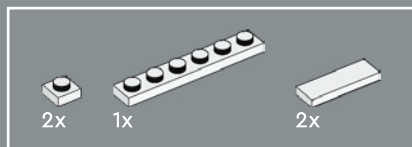


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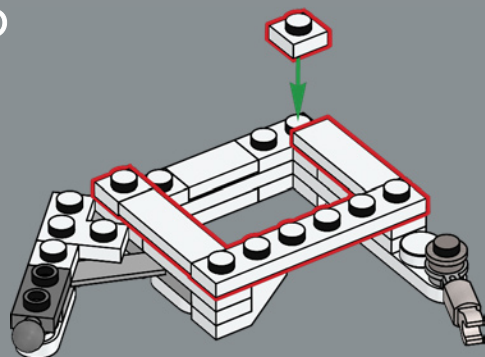


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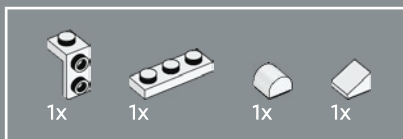
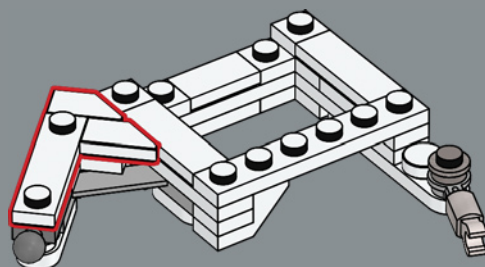




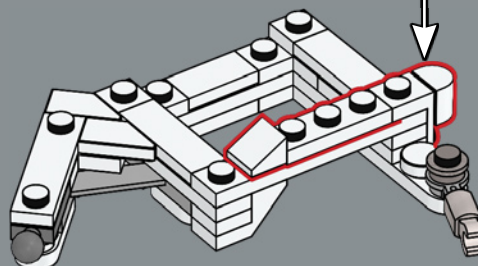
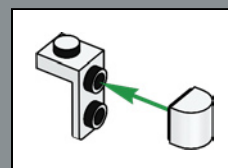
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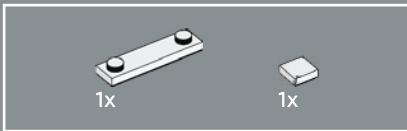


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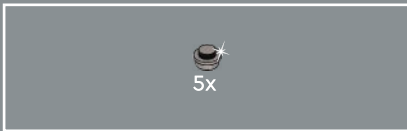
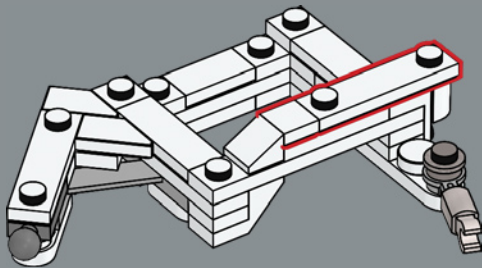


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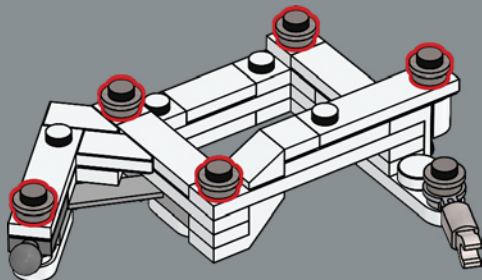




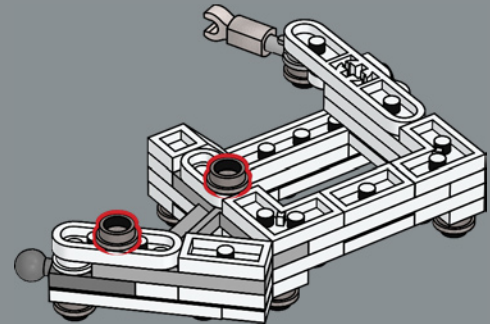
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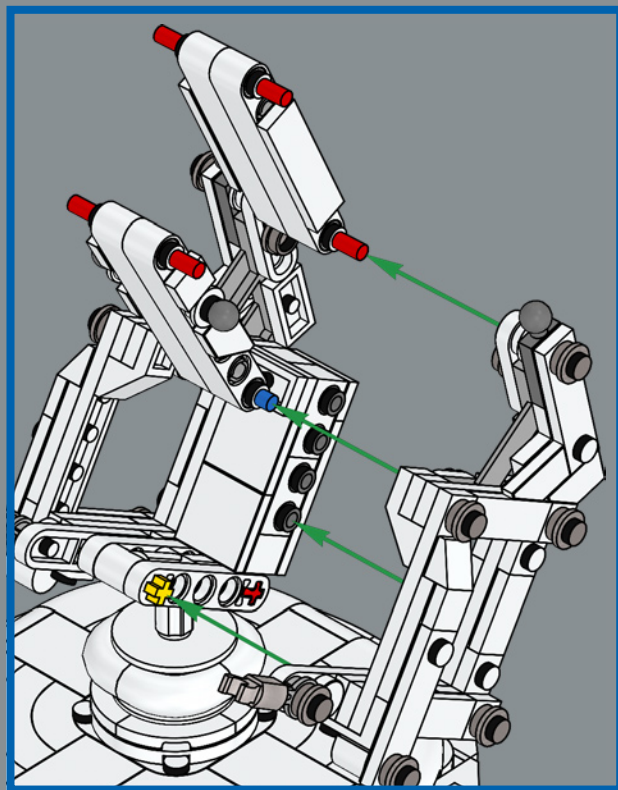
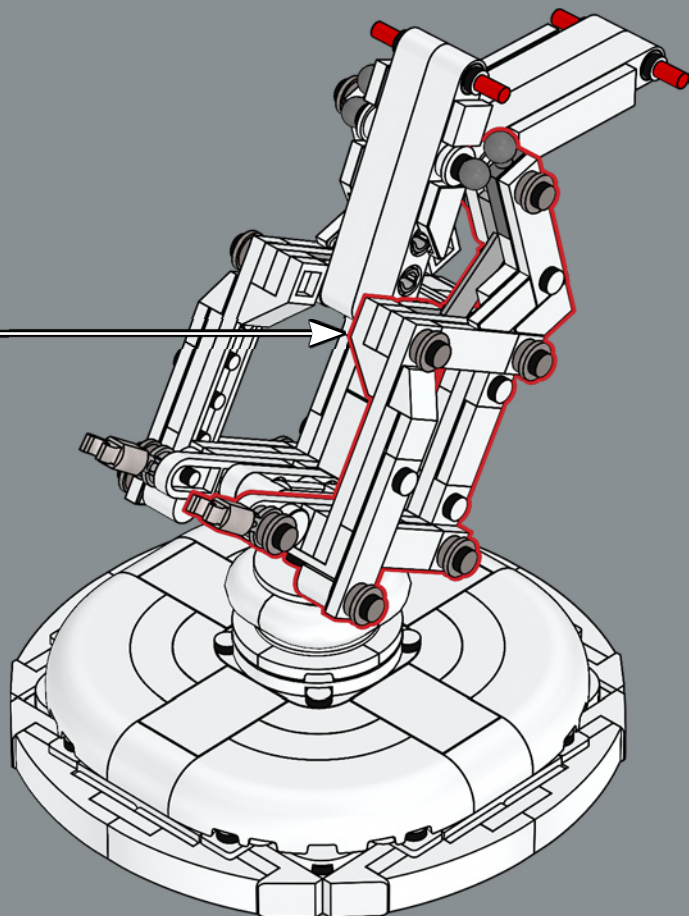
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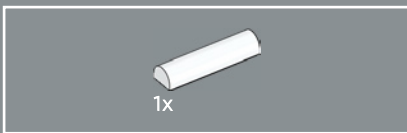


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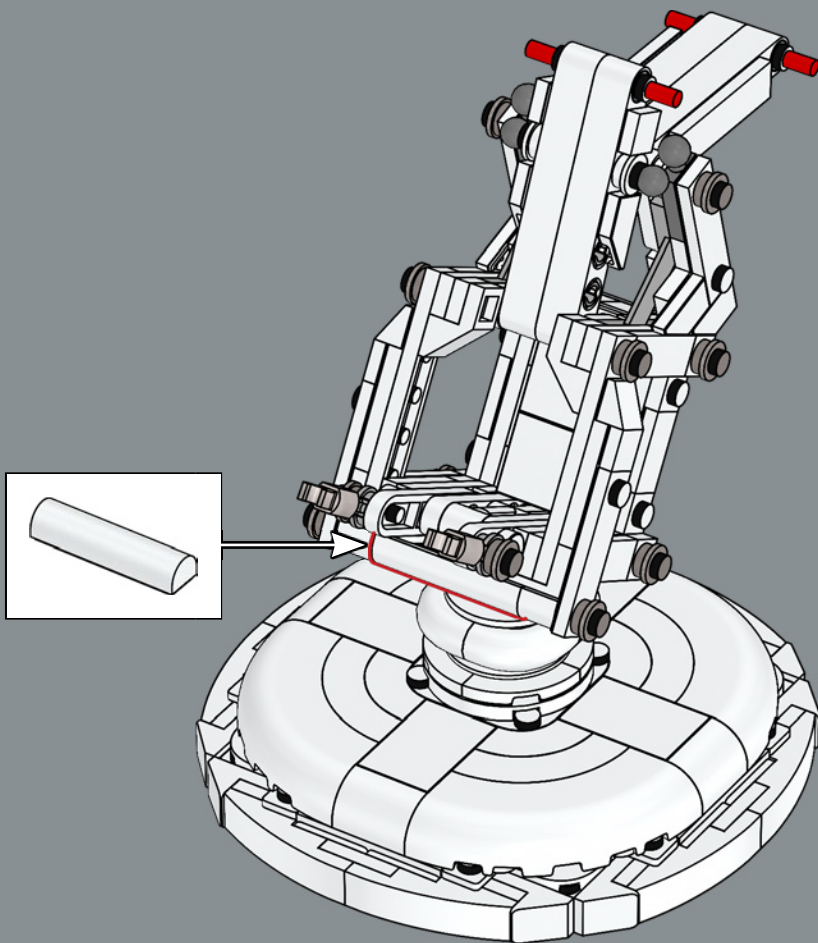


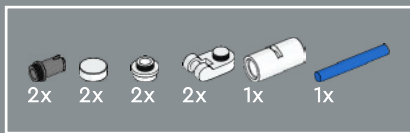
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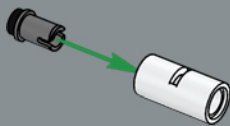
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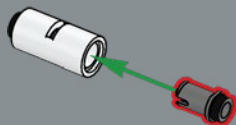


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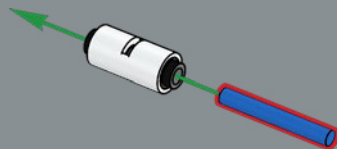
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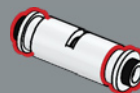
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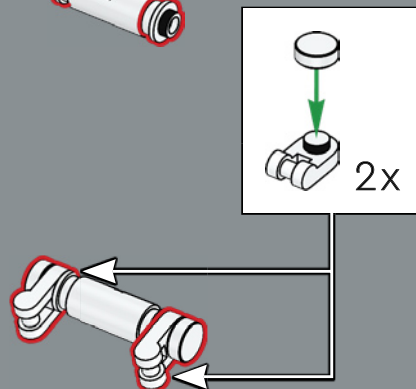
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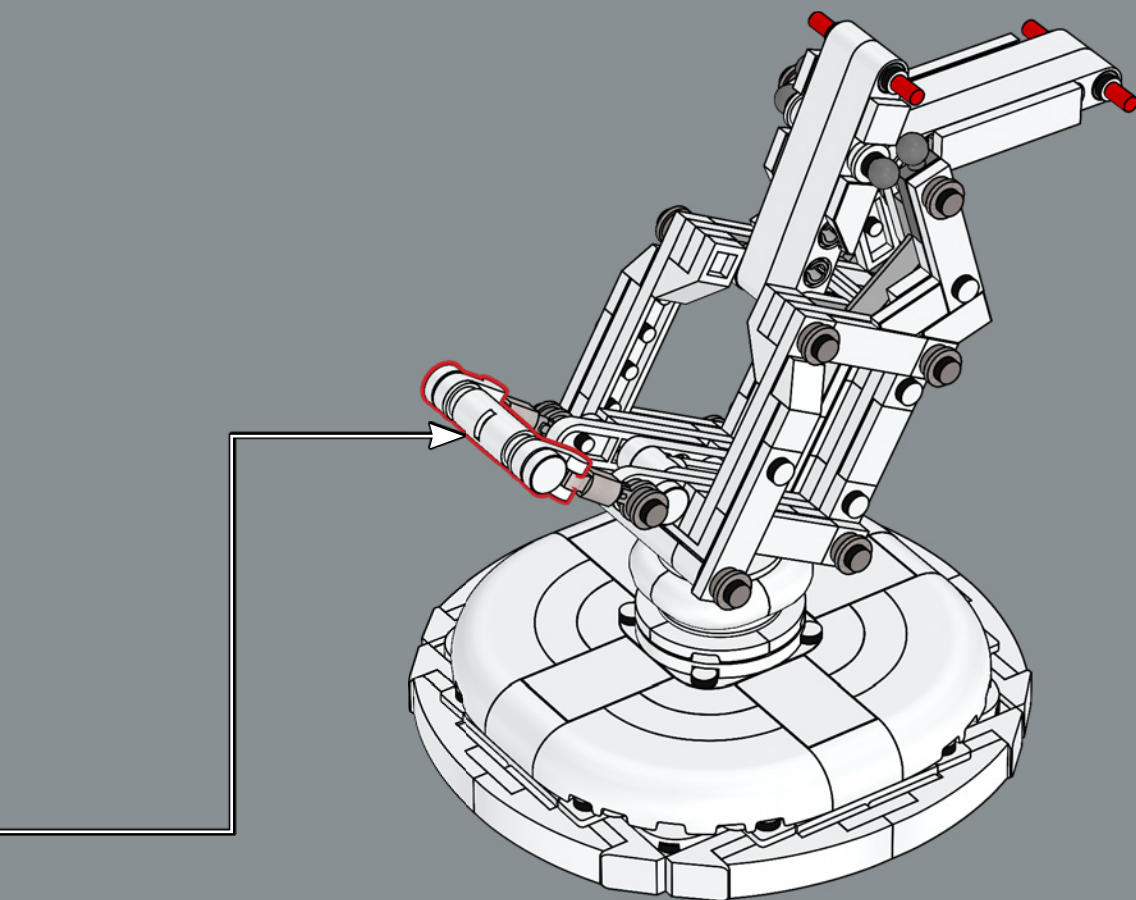


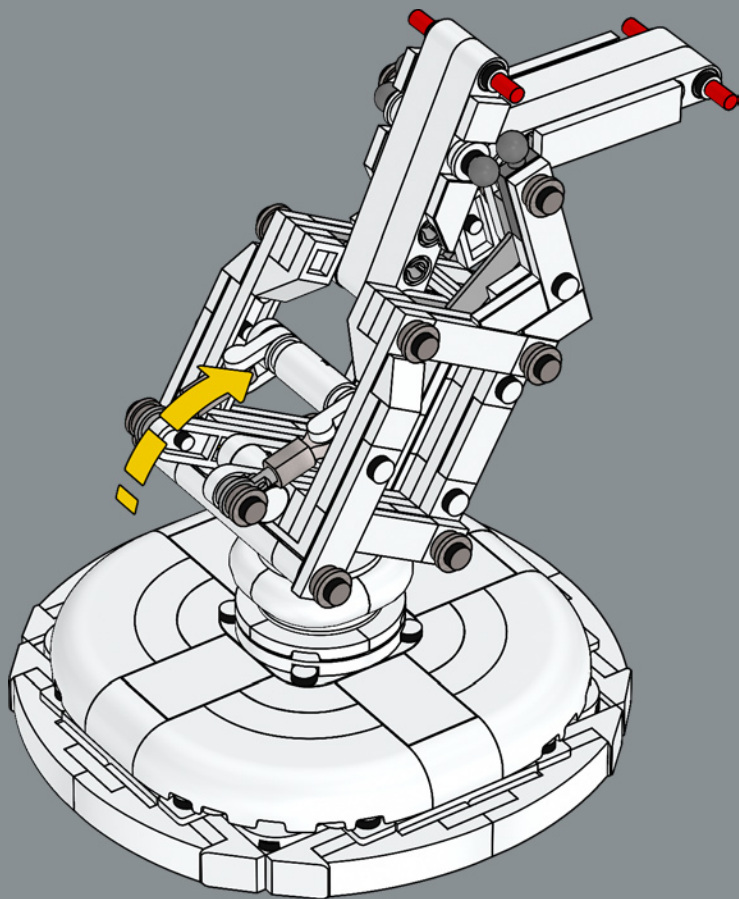
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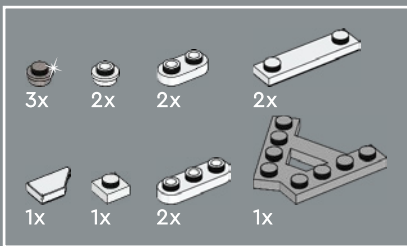


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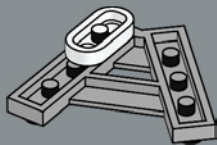




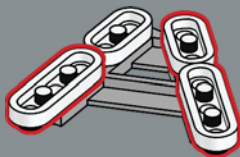


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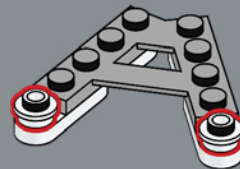
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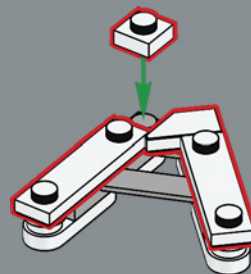
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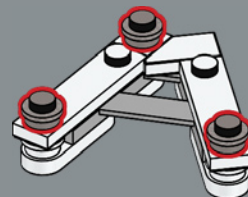
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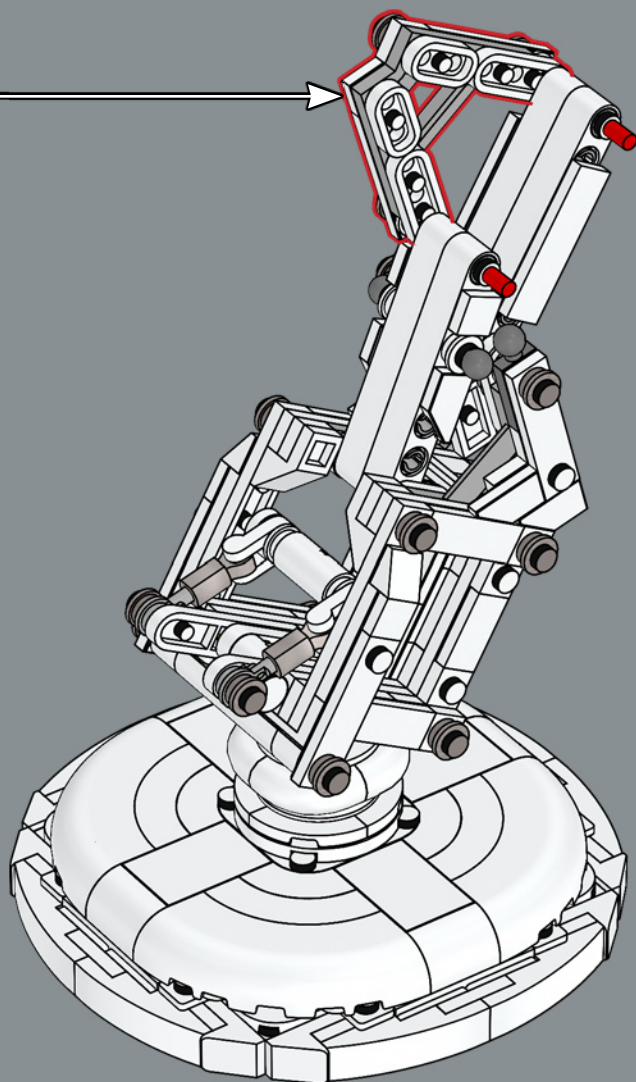


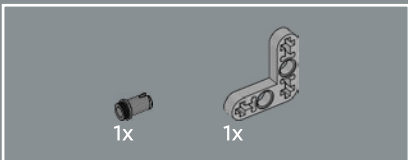
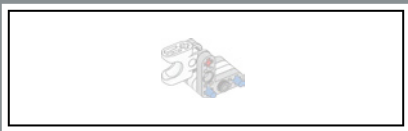
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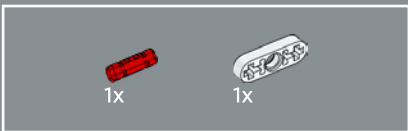
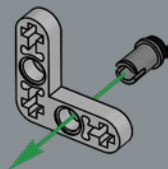
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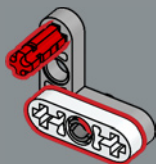




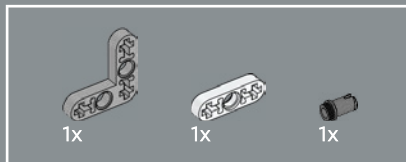
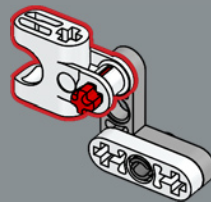
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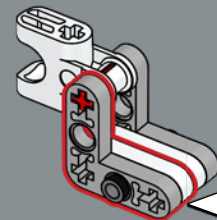
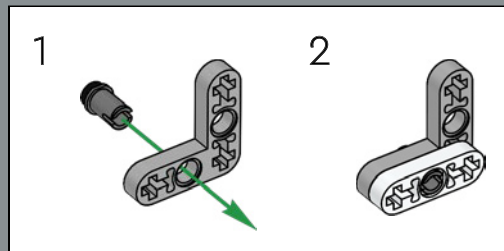
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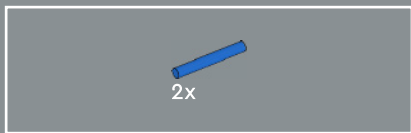


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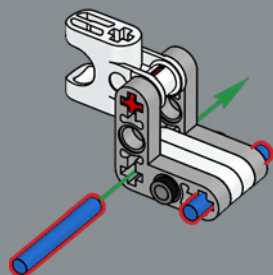


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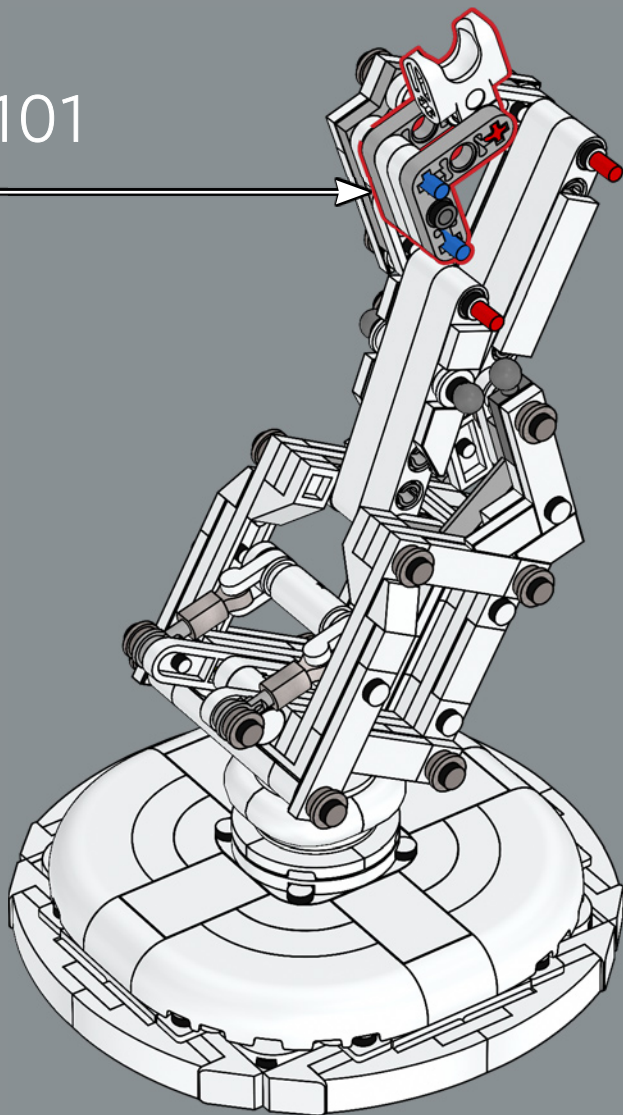


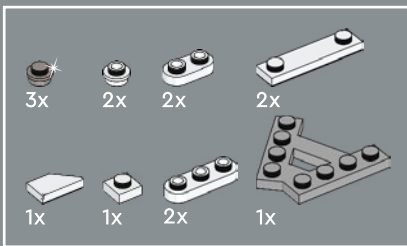


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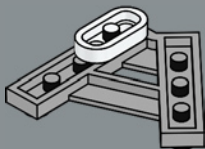
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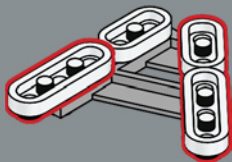


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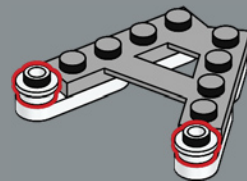
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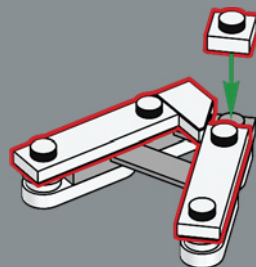
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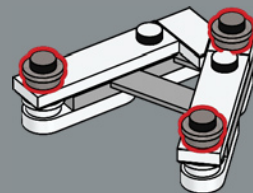
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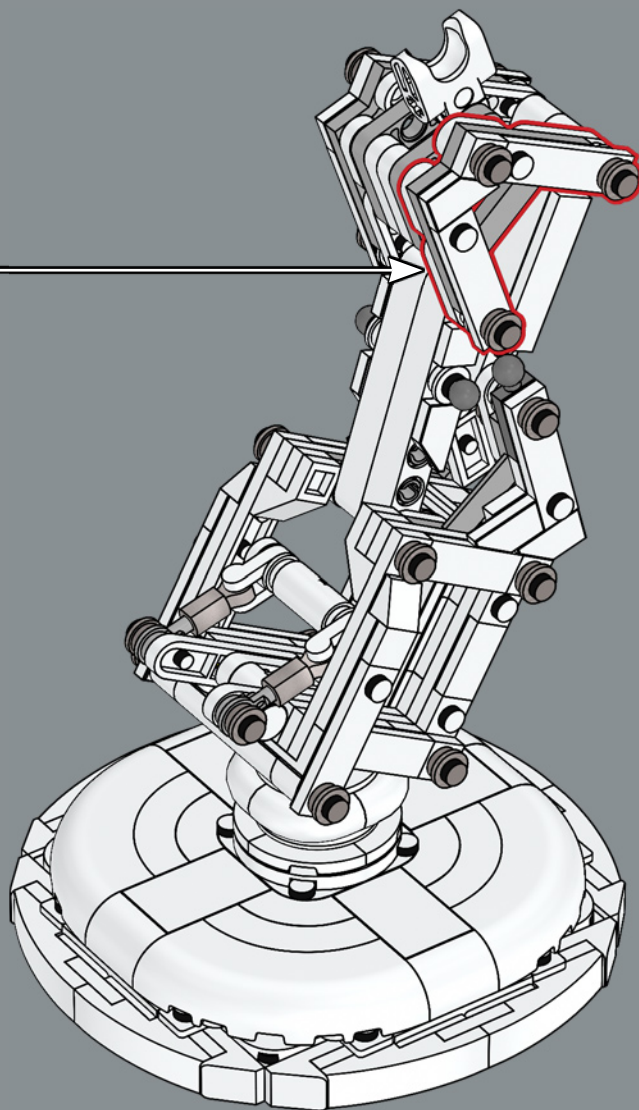


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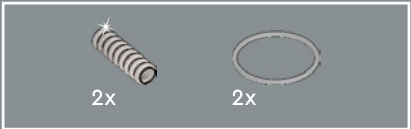


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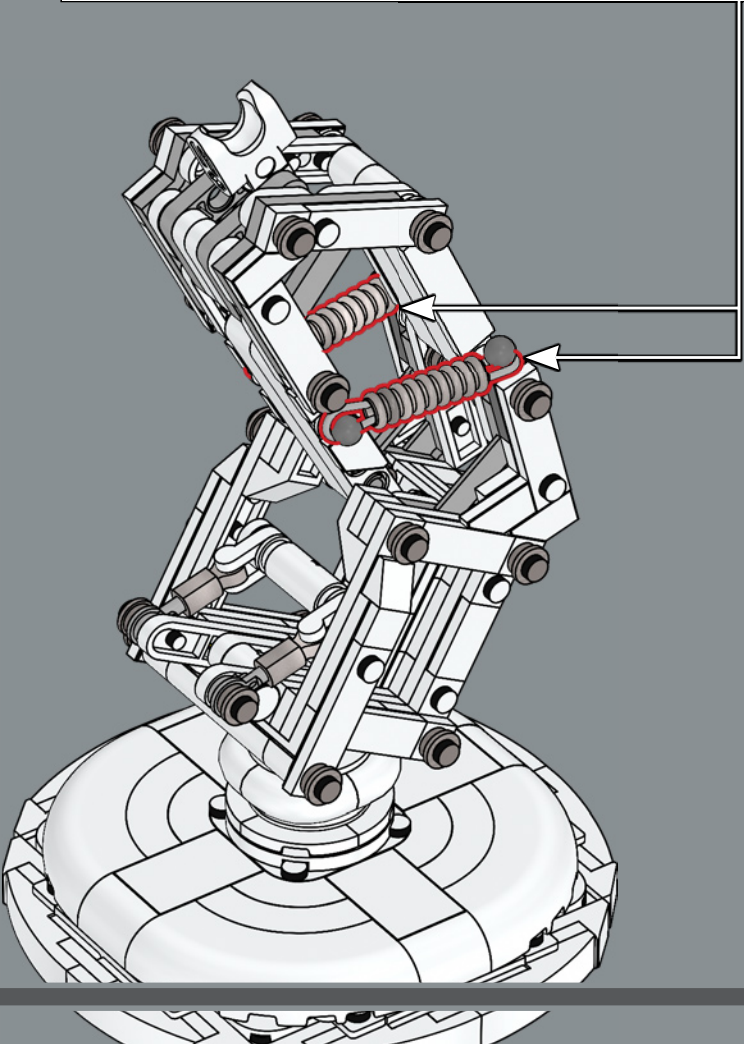
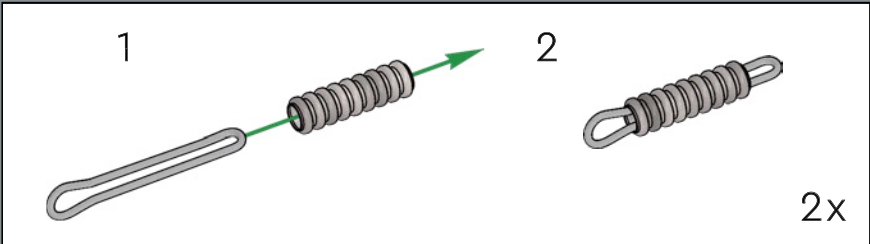


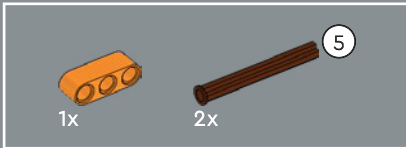
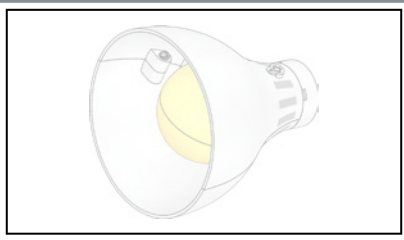




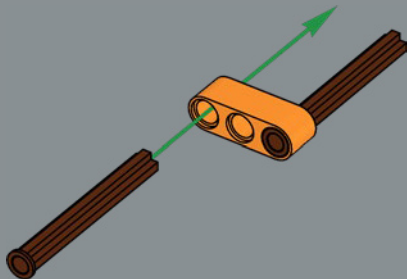


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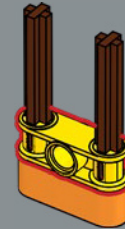




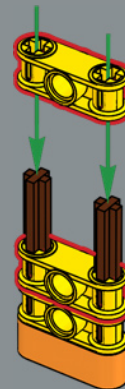
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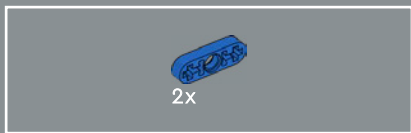


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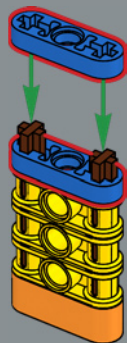


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107



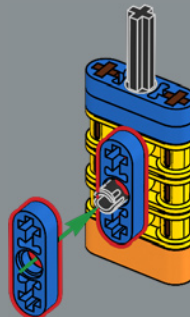
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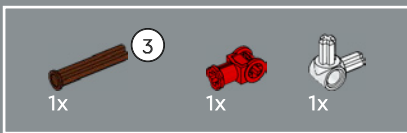


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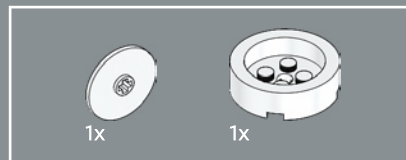
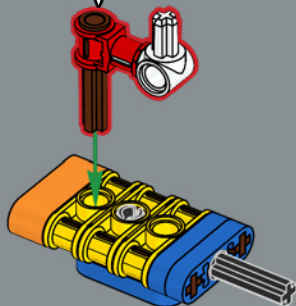
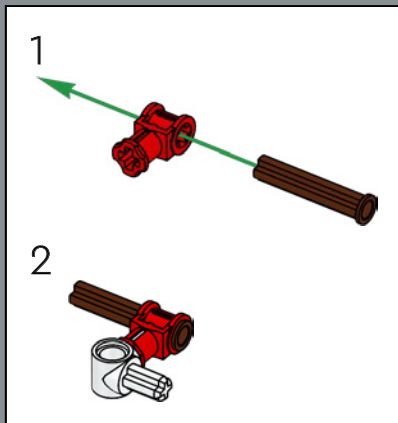


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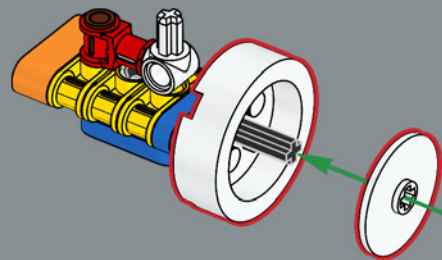


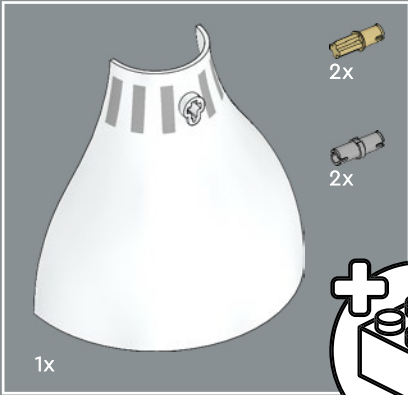


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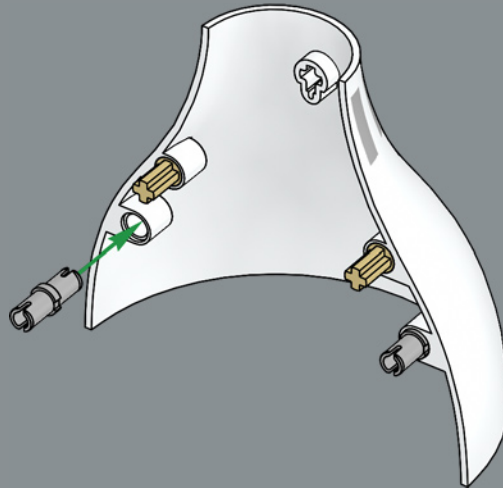


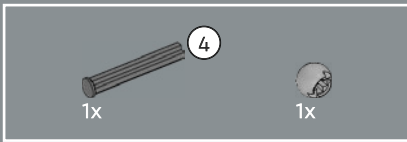
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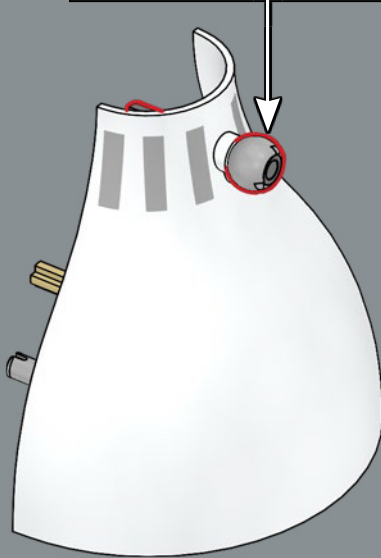
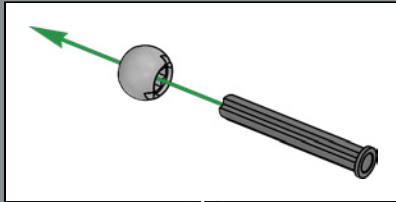


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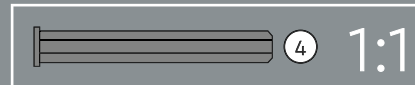
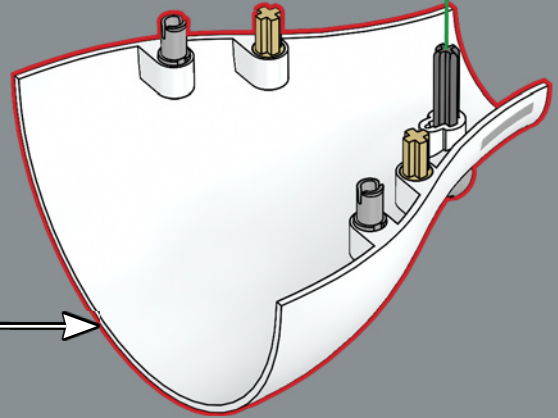
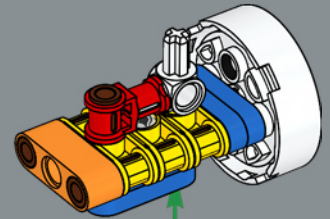


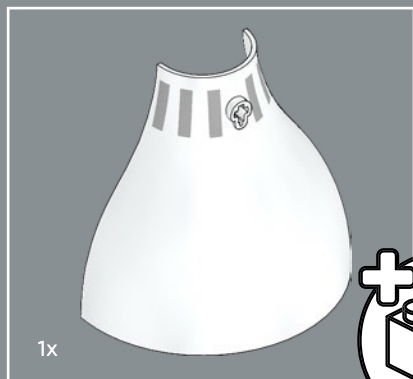


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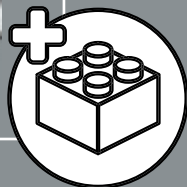


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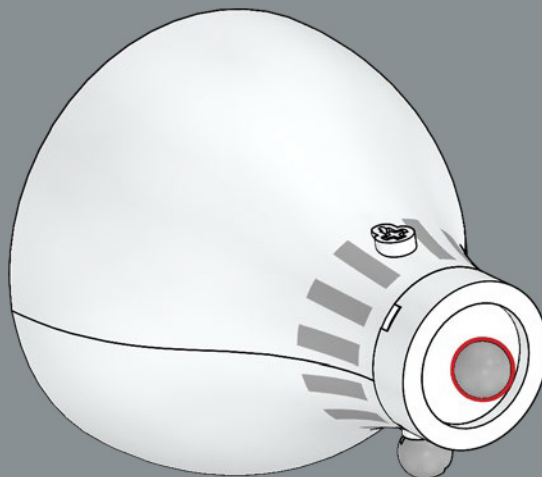
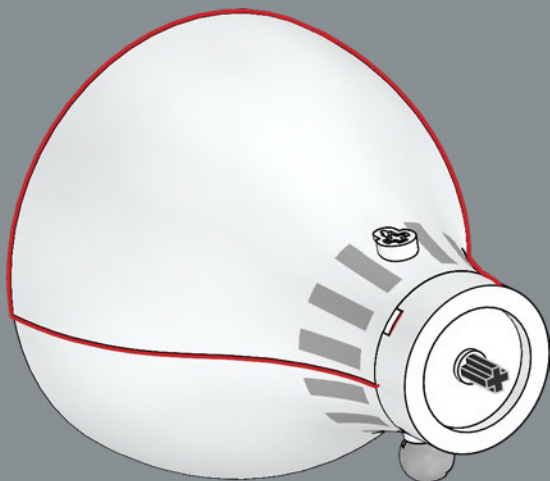


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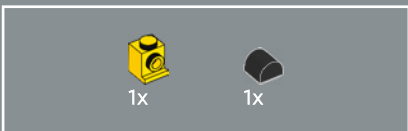
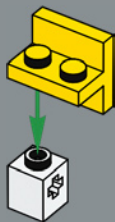
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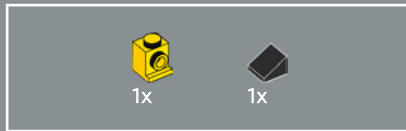
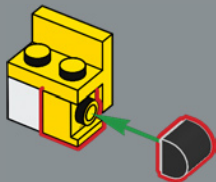




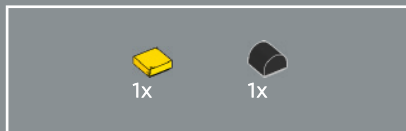
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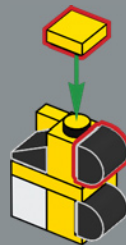
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120



121



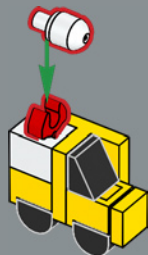


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122



Recognize this truck inside the lampshade? The famous Pizza Planet truck first appeared in *Toy Story* (1995) and has since snuck into almost every subsequent Pixar movie!

Reconnaissez-vous ce camion à l'intérieur de l'abat-jour? Le célèbre camion Pizza Planet est apparu pour la première fois dans *Histoire de jouets* (1995) et s'est faufilé dans presque tous les films Pixar par la suite!



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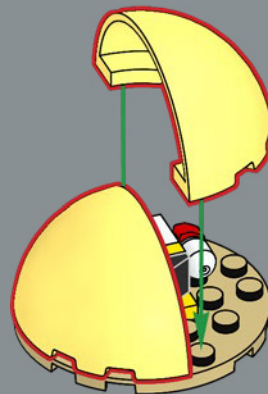
123

¿Reconoces esta camioneta en el interior de la pantalla de la lámpara? La famosa camioneta de Pizza Planet apareció por primera vez en *Toy Story* (1995) y, desde entonces, ¡se ha colado en casi todas las películas posteriores de Pixar!



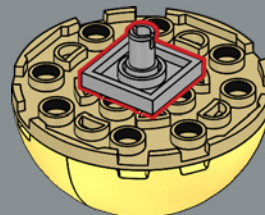
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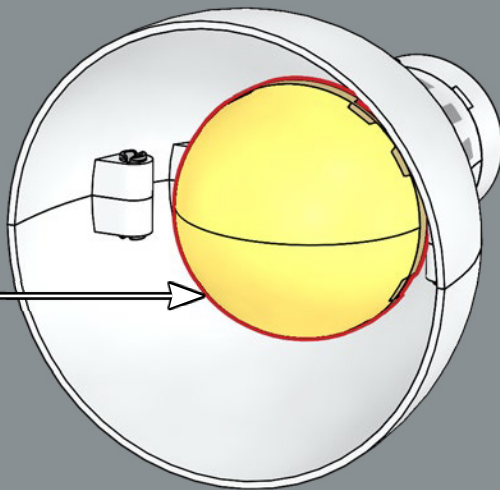


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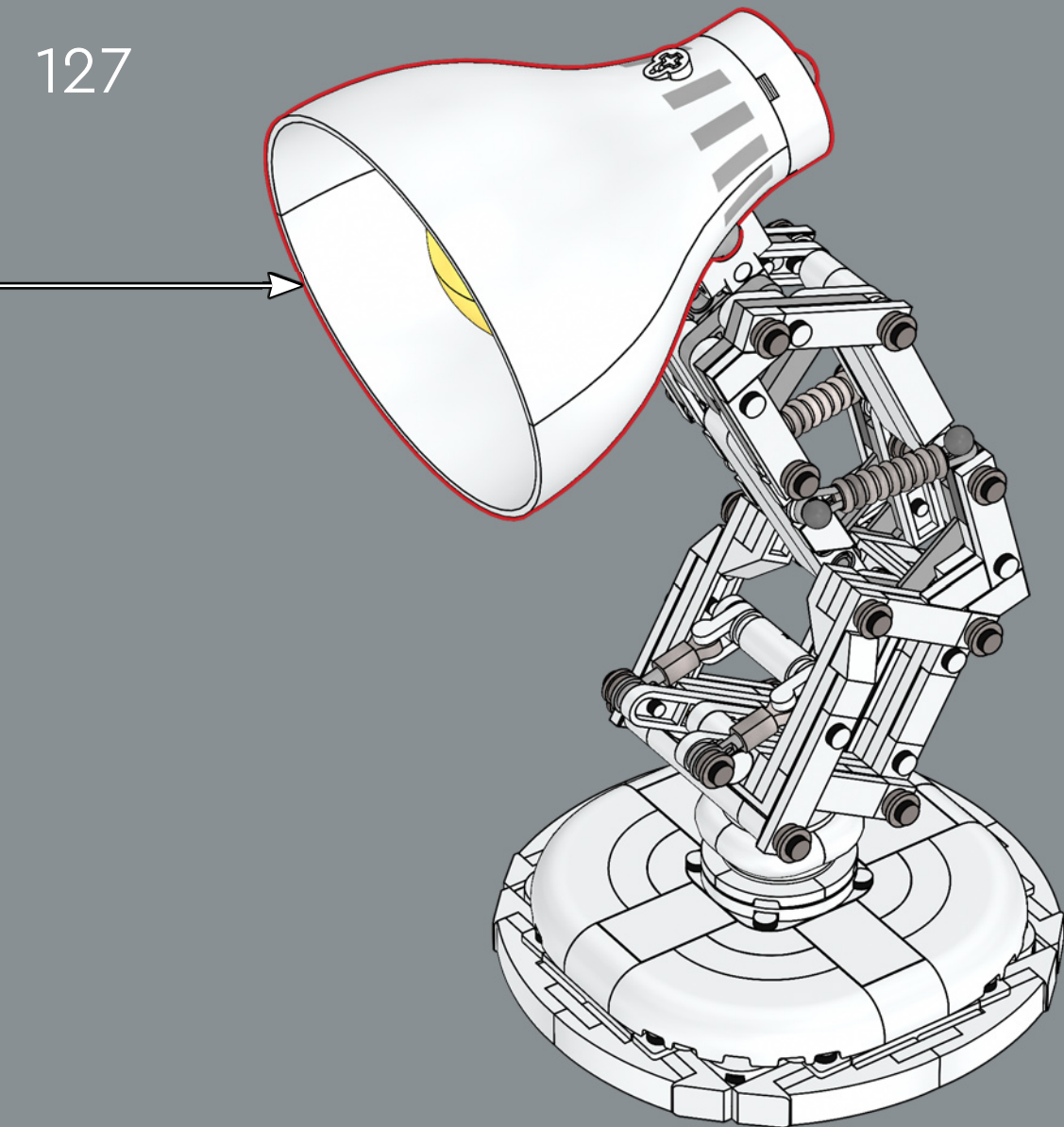
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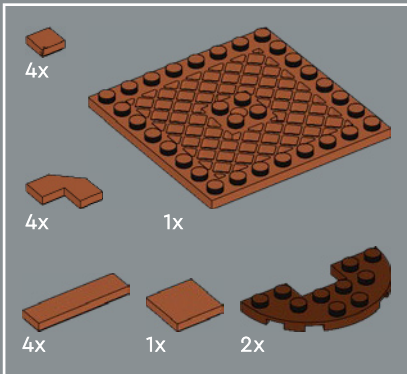
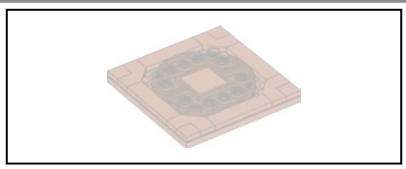


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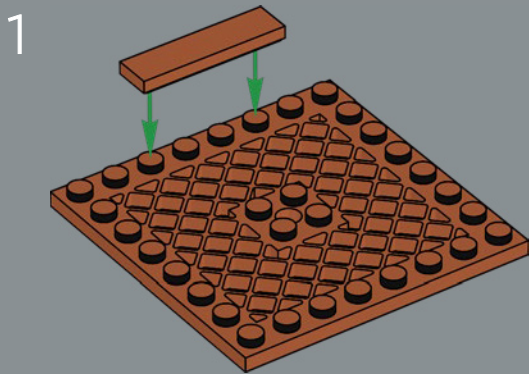


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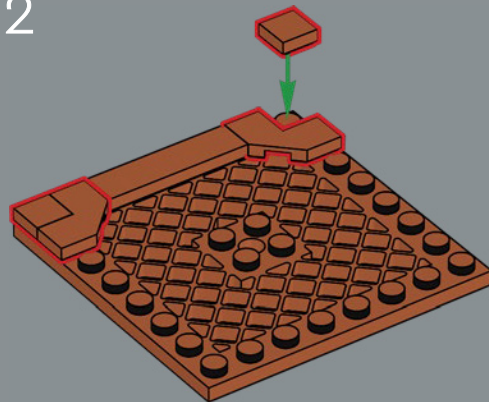




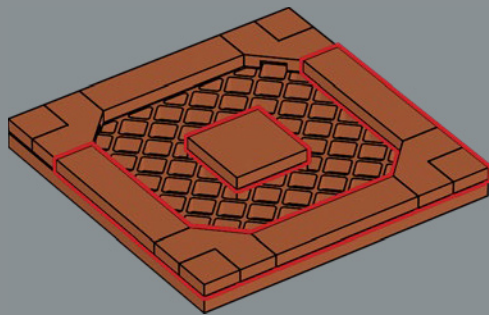
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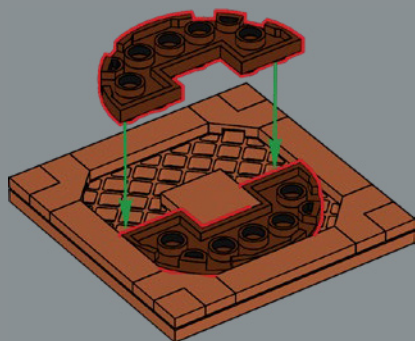
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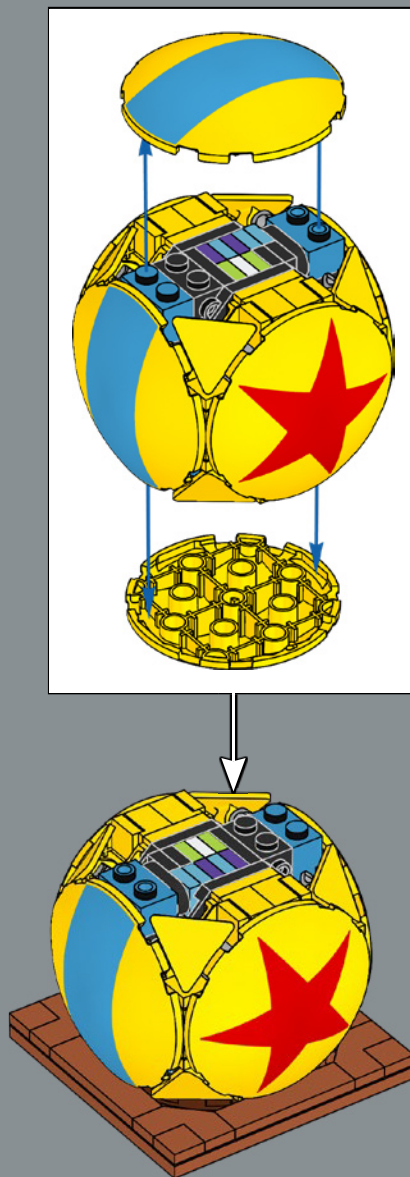
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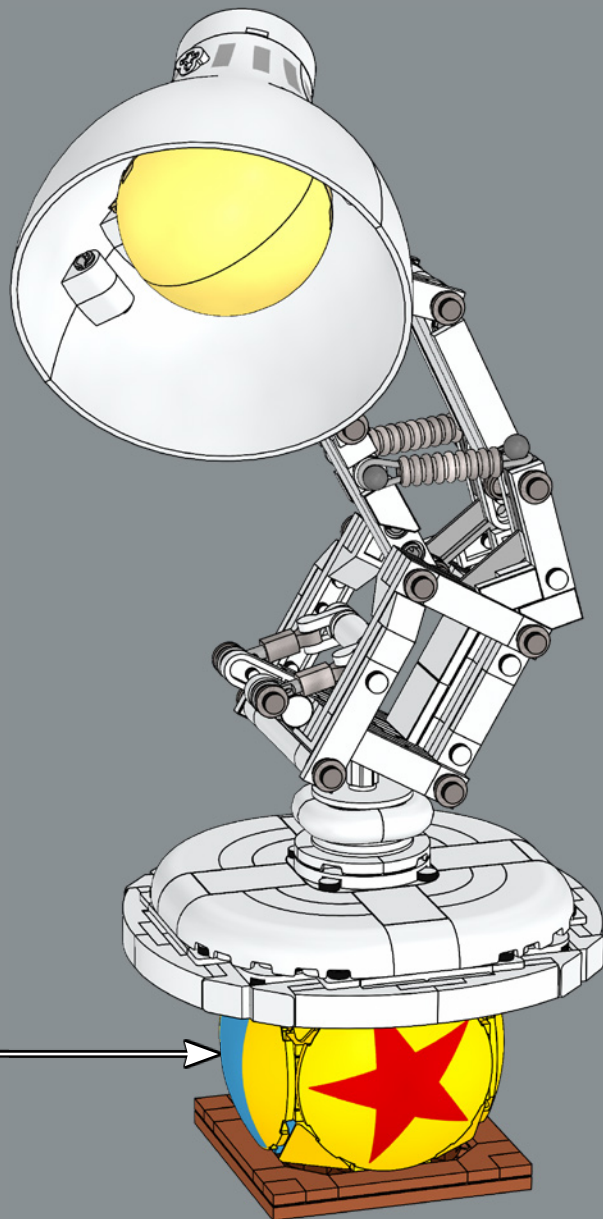


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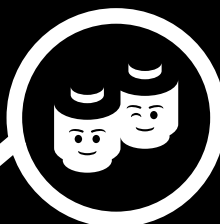
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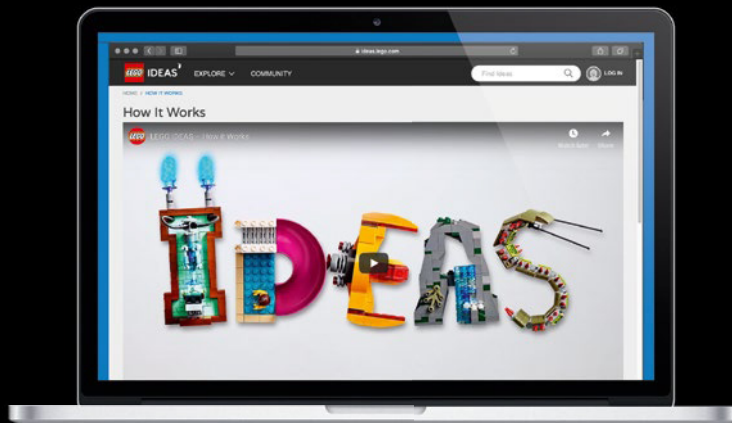
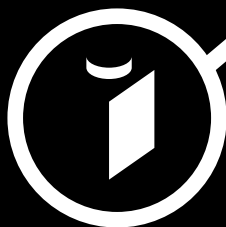




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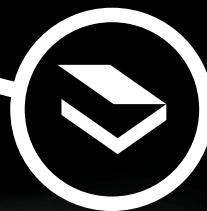
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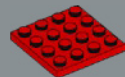


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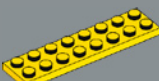
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