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Young V&A exhibition explores behind-the-scenes of Aardman's 'cracking creations', from Wallace & Gromit to Morph, Chicken Run, Shaun the Sheep and beyond

- *Inside Aardman: Wallace & Gromit and Friends* goes behind the scenes of stop-motion animation to explore how Aardman's iconic characters and worlds are brought to life.
- Interactive activities for children include storyboarding, designing characters, experimenting with lighting a set, creating Live Action Videos, and 'touch' objects, that showcase the techniques, skills, and materials used by Aardman animators and filmmakers.
- Over 150 objects on display, including never-before-seen models, sets, and storyboards from Aardman's archives.

Inside Aardman: Wallace & Gromit and Friends

12 February – 15 November 2026

Tickets on sale today at vam.ac.uk/young

This week Young V&A opens its third exhibition, *Inside Aardman: Wallace & Gromit and Friends*. Created primarily for children and families, the exhibition invites visitors to explore the world of Aardman – creators of Wallace & Gromit, Chicken Run, Shaun the Sheep, Morph, and more – and unpacks the making of some of the most well known and loved characters of all time.

Coinciding with the studio's 50th anniversary year, *Inside Aardman* explores the storytelling and craft that brings their familiar and fantastical worlds from the sketchbook to the screen. Moving through themed sections on concept development, model-making, filming and post-production, visitors will uncover the skills, tools and techniques behind the studio's distinctive storytelling. Over 150 objects will be on show, including Aardman's early character sketches, concept art, puppets, character 'bibles', props, set models, and optical illusion toys.

Inside Aardman gives young visitors the opportunity to try their hand at different parts of stop-motion animation, guiding them on how to make their own at home using everyday materials and inspiration. Whether their characters are sailing on the high seas, adventuring to the moon, or escaping the chicken coop, Aardman have always drawn from the world around them when building new ones. While journeying through the exhibition, visitors can explore storyboarding, design characters, light sets, create Live Action Videos, touch samples of different puppet materials, and watch a selection of animations made by children.

The first section of the exhibition explores how to develop ideas and stories. Works on display include development sketches for Morph, early sketches of Wallace & Gromit, and a hand-drawn storyboard from *The Wrong Trousers* (1993) train chase. There is also an interactive praxinoscope that demonstrates how images are stacked in quick succession to create stop-motion animation.

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The exhibition's second section looks at model making, and how iconic Aardman characters, props and sets have been created. These include the beloved Lady Tottington, the distinctive rocket from *Wallace & Gromit: A Grand Day Out* (1989), and the duo's living room set. Further highlights include Wallace & Gromit's motorbike and sidecar from *Vengeance Most Fowl* (2024), which has never been displayed before, as well as the largest Aardman model ever made, the galleon ship from *The Pirates! In an Adventure with Scientists!* (2012).

The exhibition goes on to look at how ideas are brought to life on set, exploring not only the process of animating but also producing, lighting design, and voice acting with behind the scenes videos and interactive activities. One of Aardman's last physical scheduling board is on display, a daily planner that plots out the filming schedule. Visitors will get the chance to create their own stop motion animations, light a set, and film Live Action Videos, which are used by animators to plan a scene. A particular highlight is Wallace & Gromit's local museum from *The Wrong Trousers* (1993), including an Aardman *Mona Lisa*.

The final section explores what comes after production is wrapped, when final edits are made and sound, music and visual effects are added to make the Aardman films audiences know and love. Visitors can create their own foley effects using everyday objects – from the sound of footsteps to drawing – and learn about the role of visual effects in Aardman films. Highlights include characters from *Robin Robin* (2021), the airship model from *The Pirates!* (2012) and a Timmy puppet from *Timmy Time* (2009).

Alex Newson, Chief Curator, Young V&A, said: "Aardman quite literally began on the kitchen table, when two young school friends started experimenting with animations at home. Even though Aardman is now one of the most successful animation studios in the world, its films still have the same handcrafted feel. It is this 'thumbniness', as they refer to it, that makes the films so charming and well loved. This is also what makes the story so great for children. While Aardman's films are now made by large and highly skilled teams it's also possible for anyone to have a go at making their own stop motion films at home with minimal equipment and experience."

Dr Helen Charman, Director of Learning, National Programmes and Young V&A, said: "We are delighted to be opening *Inside Aardman: Wallace & Gromit and Friends*, our third exhibition at Young V&A, designed and curated specifically for children and young people. By unpacking the techniques and imagination that goes into creating these beloved characters, we hope young people and their families leave the exhibition feeling excited and inspired to try animation at home."

Ngaio Harding-Hill, Head of Live Attractions and Live Experiences at Aardman, said: "As Aardman celebrates its 50th anniversary, *Inside Aardman: Wallace & Gromit and Friends* offers a wonderful opportunity to shine a light on the creativity and craftsmanship behind the animation process – from initial sketch through to post-production. We hope that through this exhibition, the joy and wonder of our craft will inspire the next generation of storytellers, directors, model-makers and animators."

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2026 sees Aardman celebrate its 50th anniversary with a roaster of events and celebrations highlighting the craft and legacy of the studio, including the launch of a new movie, *Shaun the Sheep: The Beast of Mossy Bottom* in the autumn.

***Inside Aardman: Wallace & Gromit and Friends* is supported by The Godwin Family.**

-ENDS-

Notes to Editors

For further PRESS information about *Inside Aardman: Wallace & Gromit and Friends* at Young V&A, please contact: Grace Morgan on g.morgan@vam.ac.uk / +44 20 7942 2153 or Jules Barretto on jules@riotcommunications.com / 07888671581 (not for publication).

- *Inside Aardman: Wallace & Gromit and Friends* opens at Young V&A on 12 February 2026 and runs until 15 November 2026.
- V&A Members go free.
- Tickets go on sale from 25 November 2025 at vam.ac.uk/young.
- An exhibition pass costs £11 per person, giving a chance for repeat visits to the exhibition throughout its run.
- Under 5s go free, with further concessions available.
- The exhibition is open to all ages. There's content and activities to engage the whole family, with emphasis on children aged 8-14 years.

About Young V&A

Young V&A is a museum sparking creativity now and for the future. Created with 0-14- year-olds, it is a place for young people to imagine, play and design, and get inspired by a collection of nearly 2000 toys, characters, objects and artworks from around the world and throughout history. Rooted in its local community with a 150-year heritage as east London's first museum, Young V&A works to energise young creators everywhere, as well as empower everyone to promote creativity for the next generation and support the teaching of art and design education for all.

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About Aardman

Aardman is an employee-owned company, based in Bristol (UK) and co-founded in 1976 by Peter Lord and David Sproxton. An independent, multi-Academy Award® and BAFTA® award winning studio, it produces feature films, series, advertising and interactive entertainment.

Its global productions are renowned for their uniquely entertaining and brilliantly characterised characters. The studio's work – which includes the creation of much-loved characters including [Wallace & Gromit](#), [Shaun the Sheep](#), [Timmy Time](#) and [Morph](#) – is often imitated, and yet the company continues to lead the animation field producing a rare brand of visually stunning, comedic content for cinema, broadcasters, digital platforms and live experiences around the world.



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