

# ANIMATION



ANIMATION ( lat. animare - giving life or spirit) - making objects appear to move through gradual changes in series of drawings or photos.

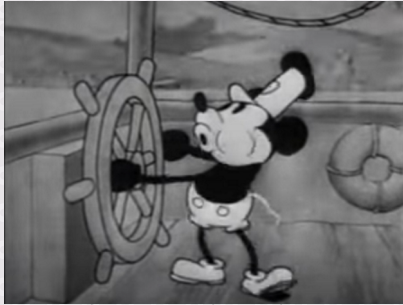
Roughly can be divided into three types:

- drawing (traditional) animation - creating drawings in series, in different techniques of drawing and coloring.

- stop motion animation - moving of objects and photographing each movement. Technique or name depend on used materials: puppet animation, cut out, claymation, sand animation etc, pixilation - animation of people.

- computer animation or computer generated imagery - CGI - all parts of animated movie, characters and backgrounds same as their movements are made on computer with special software for 2D or 3D modeling, animation, and rendering.

(Note: today all the animated films are in certain stages processed and treated on the computer.)



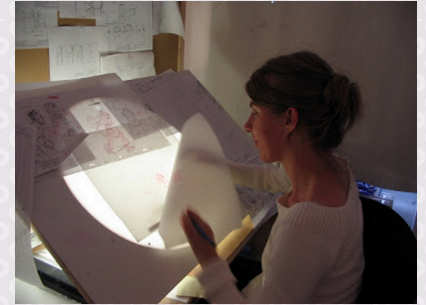
Mickey Mouse by Walt Disney



Wallace and Gromit by Nick Park



Toy story by Pixar Animation Studios



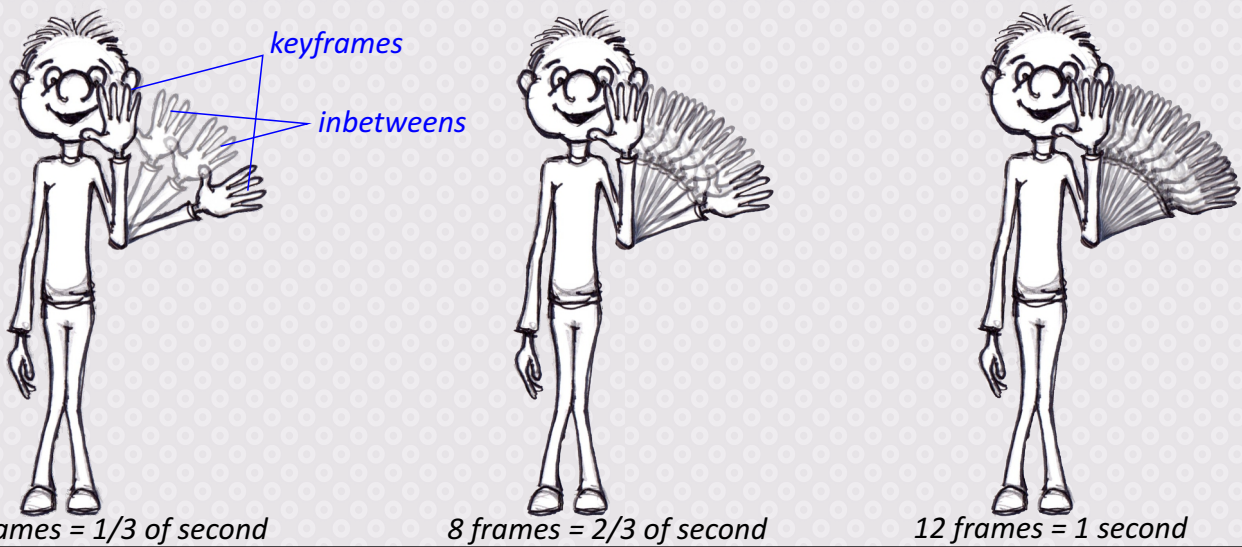
Hand-drawn animation



Puppet stop motion set



Generating of 3D character



4 frames = 1/3 of second

8 frames = 2/3 of second

12 frames = 1 second

\*if frame rate is 12 fps

Full animation - generating all 24 frames per second (24 fps).

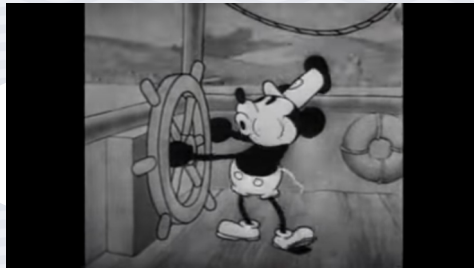
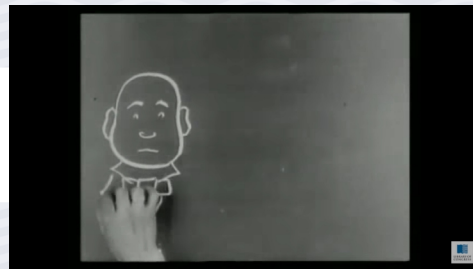
Limited animation - using reduced number of frames per second (8 - 12 fps) with more accentuated dynamic of movement.

Number of inbetweens depends on the desired duration of movement, slower movement means more drawings or photos.

## And now, something completely different...

First animated film made in 1906 - *Humorous phases of funny faces* by James S. Blackstone. This earliest surviving American animated film--in the strict sense of single exposures of drawings simulating movement--uses chalkboard sketches and then cut-outs to simplify the process.

Watch video: <https://youtu.be/wGh6maN4l2I>



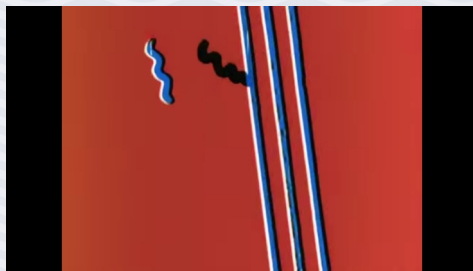
Most known animated character - *Mickey Mouse* from 1928 animation *Steamboat Willie* by Walt Disney. Walter Elias "Walt" Disney (5.12.1901 - 15.12.1966) was an animator, voice actor and film producer, a pioneer of the American animation industry.

Watch video: <https://youtu.be/BBgghnQF6E4>

One of the most bizarre animation starring dead bugs: *The Cameraman's Revenge* (1912) by Wladyslaw Starewicz.

Watch video: <https://youtu.be/rK-MkJZitEs>

Władysław Starewicz (6.8.1882, Lithuania-28.2.1965, France) was an ingenious experimenter, an expert in novel special effects and an enthusiast of entomology from which he started his adventure with animated films.



*Neighbours* (1952) Watch video:

<https://youtu.be/4YAYGi8rQag>

*Boogie Doodle* (1941) Watch

video: <https://youtu.be/TgJ-yOhpYIM>



Norman McLaren (11.4.1914, Scotland - 27.1.1987, Canada) was a pioneer in a number of areas of animation and filmmaking, including hand-drawn animation, drawn-on-film animation, visual music, abstract film, pixilation and graphical sound.



*The Substitute* (1961) by Dušan Vukotić was the first non-American work to win the Academy Award for Animated Short.

Dušan Vukotić (7.2.1927, Bosnia and Herzegovina - 8.7.1998, Croatia) from Zagreb school of animated films.

Watch video: <https://youtu.be/plE3fUvqJTM>

Ivan Petrovich Ivanov-Vano (8.2.1900, Moscow - 25.3.1987, Moscow) Was one of the pioneers of the Soviet animation school.

*Seasons* (1969) Watch video:

[https://youtu.be/rGh9Cq\\_4wX8](https://youtu.be/rGh9Cq_4wX8)



## If you want to know more about animation:

### 1. TRADITIONAL ANIMATION



Watch video: <https://youtu.be/NZbrdCAsYqU>  
Short explanation about The 5 Types of Animation from Bloop Animation.

Disney's *Twelve Basic Principles of Animation* were introduced by the Disney animators Ollie Johnston and Frank Thomas in their 1981 book *The Illusion of Life*.

Here are series of short videos about it made by Alan Becker.

Watch video: <https://youtu.be/haa7n3UGyDc>

The 12 Principles of Animation

