History of Animation Movies

Over time the human being tried to make pictures move and reproduce the movement.

More than 35,000 years ago, paintings and engravings of animals were made in caves, in which eight legs or two heads are drawn trying to create movement.

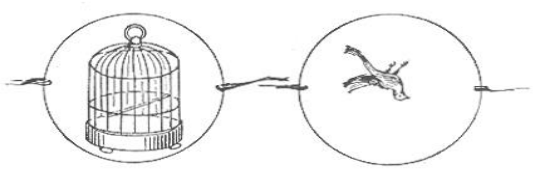
In the 4th century. B.C., Plato describes that in ancient Greece there were performances and theater with shadows that moved on a wall. Those were made with the hands and there were other similar performances with puppets. However, there are records that this type of entertainment with puppets already took place in China and India more than two thousand years before that. Nowadays, the most famous puppets are those of the island of Java and from Turkey.

In 1600 B.C., Pharaoh Ramses II built a temple dedicated to the goddess Isis which had a hundred and ten columns. In each column was represented the image of the goddess in progressive change of position.

By this time, also in Greece ceramic pots were decorated with human figures representing a sequence of movements.

Only in the XVII century, in 1640, the first attempt was made to project drawings on a wall through an instrument called "Magic Lantern". This discovery, in addition to becoming the oldest form of the cinematic projection, projected an image painted in a glass, that was placed in the focus of the objective. Its inventor was the German Athanasius Kircher.

In the 19th century, optical toys with animated images began to appear. This is due to principle of " Persistence of the Retina ", discovered by Peter Mark Roget in 1824. In 1826 the Traumatoscope (revolving marvel) was created by English John Ayrton Paris.



The next step in the development of the animation was the phenacistoscope (deceived view) in 1830. This invention was discovered simultaneously by the Belgian Joseph Plateau and the Austrian Simon Stampfer.

With the same principle of the phenacistoscope, the Zootrope (wheel of life) was invented in 1834 by the English William Horner. This toy only became popular in 1860 when its patent was registered in England and the United States.

In 1868 the Kineograph was invented. This optical toy is also known as Flip-book.

In 1877 Emile Reynaud introduced the Praxinoscope, with the appearance of a Zootrope. The main difference is the vision of movement, produced in the mirrors placed in the center of the drum instead of being projected through the slots.

With the invention of photography, the animation reached another level of development. In 1878, after five years trying to capture movement, Eadweard Muybridge created a collection of pictures of real movements. With the placement of twelve cameras, Muybridge was able to capture the movement of a horse at a gallop. This way he developed a projector "Zooprainosinosio" to present his finding.

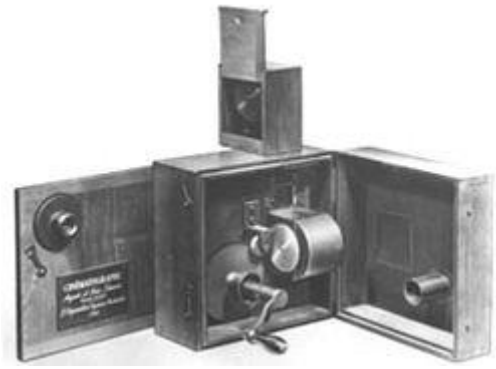
In 1888 George Eastman developed a camera in which he produced photographs on a sensitive paper. This invention was negotiated with the name Kodac.

(c) WestLicht Auction

In 1892, Emille Reynaud developed his invention, the Praxinoscope, creating a scenic presentation in which he used translucent paper for his images and projected them onto a screen, matching with another fixed projection that served as scenery. This show was considered the true birth of cinema. For this reason, the 28th of October was considered by the International Animation Film Association as the "World Animation Day".

After several years of research, Thomas Edison and W.K.L. Dikson built a "Black Mary" studio to produce movies for their Cinetoscope. The machine projected movies in restaurants and bars.

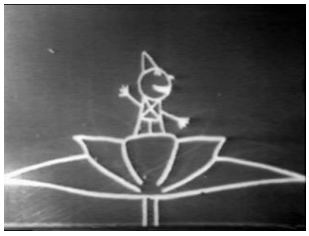
In 1894 the brothers Louis and Auguste Lumière designed a camera for recording and projecting images. This invention was called Cinematograph.



In 1902 Georges Méliès produced the magnificent film "Voyage to the Moon". In the film, full of fantasy, he used special effects with the technique of "stop motion" and introduced colour in the screen for the first time.

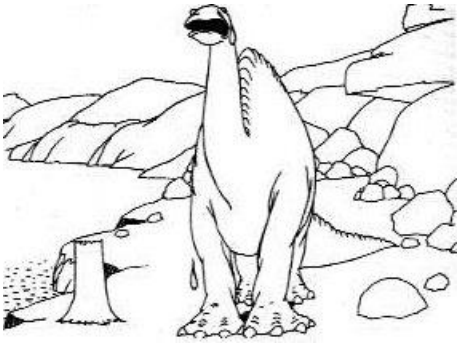
In 1906 Thomas Edison combined drawings and photographs for the first time from a series of drawings by the cartoonist Stuart Blackton. This film titled "Humorous Phases of Fanny Faces" became the first cartoon with great success.

In 1908 the story of the animation had its beginning with the spooky productions of Emile Cohl's. Since then new films have appeared and a lot of progress has been made.



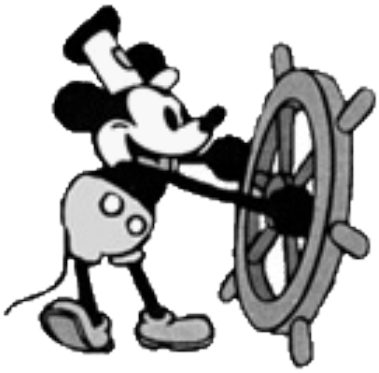
In 1911 with the decline of the cartoons, due to the repeated formula, both in jokes and in the lack of history and development of characters, Winsor McCay creates several films with a narrative plot.

In 1914 McCay developed animation as an art form by creating the film "Gertie the Dinosaur", where the dinosaur was developed as a character with psychological features.



In 1923 Walt Disney made the film "Alice's Wonderland", combining actors with cartoons.

In 1928 Walt Disney created the first cartoon with sound synchronization. That same year the first animation of Mickey Mouse was presented.



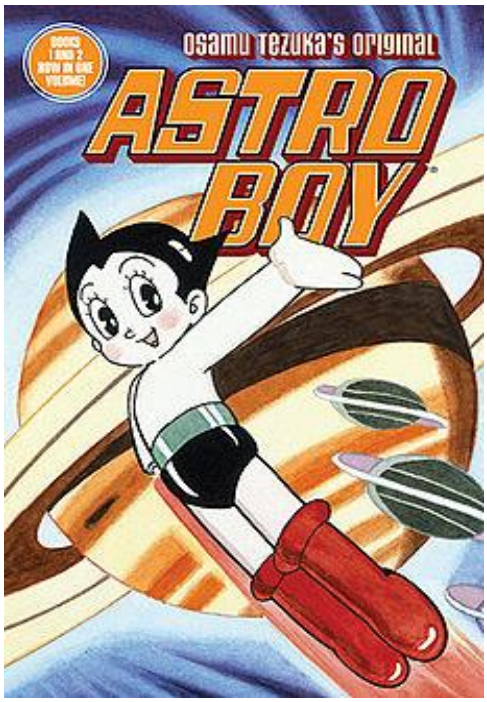
During the 1920s and 1930s the Warner, MGM and Disney studios developed animation techniques, producing increasingly sophisticated cartoons, using traditional techniques in the production of complex backgrounds, and applying moving figures on celluloid.

Until 1932 the films were shot in black and white. This year the American Technicolor Society developed a machine capable of recording the red, blue, and yellow that made up the colors of the images.

In 1937 Disney surprised everyone with the first long-running film "Snow White and the Seven Dwarfs".

During the 40's new films and comic book series appeared, such as Betty Boop, Bugs Bunny, among others. These cartoons created by several studios presented a comic strand, unlike the Disney studios that presented a strand of social consciousness.

In the 50's, with the emergence of television, many of the animations were shown in this new means of communication. Because the television image was unclear and the screen was narrow, it has become very common for animators to create characters with a short body and a large head. To compete with the television the size of the cinema screen increases and the cinemascope appears. In this period, in Japan, the animation expanded its industry especially for the television, being "Astro Boy" one of the great successes. Also taking advantage of the success of Manga in the Japanese culture appeared "anime" of all kinds. In the rest of the world there was animation, which was still very experimental, unlike the American that developed it.

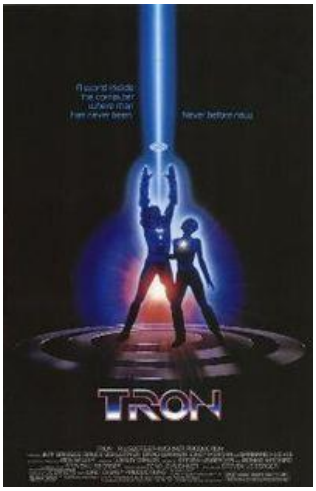


In the 60's, studies and development of computerized techniques to produce animated films began. At the end of the decade animations for adults were created. These films

appeared in the American context and explored adult themes, the spirit of the culture of the 60s in their explicit sexuality and racial changes.

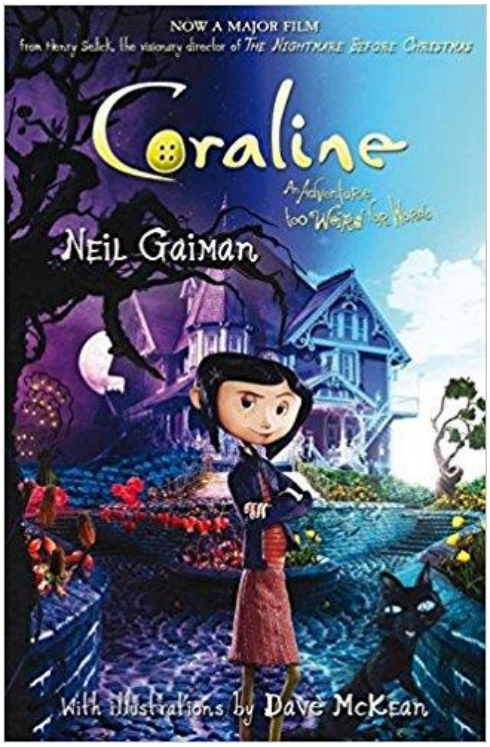
In the 1970s digital animation continued its development. In 1972, at the University of Utah, Fred Parker created the first computer to generate facial animation. This type of animation - CGA - Computer Generated Animation, is due to the research and the relationship between geometry, mathematics and graphics. It enabled animators to express themselves through the computer. The film "Star Wars - Episode IV, George Lucas", marked a significant technological evolution. For that reason, Lucas created a laboratory in which all the new technologies were studied and created, in the attempt to find solutions to the problems of film production, from sound to editing and effects, all in permanent reinvention.

In the 1980s, computer-generated special effects entered a new era, giving rise to new companies specialized in certain digital areas. In 1982, "Tron" appeared, a film with a great exposure of the effects generated by the CGA technique.



The 90's were the time of the first impacts of computer animation. In 1995, "Toy Story" becomes the first film to be animated through CGA. Also "Babe" presented different techniques allowing the combination of real life with computer animated effects.

In this millennium the animation productions continue to appreciate the computer, especially the films "ShreK" and "The Lord of Rings". However, current animated films continue to use traditional techniques using new technologies. In a fusion of elementary knowledge and sophisticated technical resources one can produce works of art of high quality.


NOW A MAJOR FILM
from Henry Selick, the visionary director of THE NIGHTMARE BEFORE CHRISTMAS
Coraline
NEIL GAIMAN
With illustrations by DAVE McKEAN