

Abstract:

Animation ?lm, being an art with the greatest possibilities of some individual styles, artistic expression encompasses a variety of styles and forms: from classical animation of Walt Disney to surrealist experiments. Animator's experiments have opened new paths in the ?lmic language, as well as in animation techniques and methods. He showcased the growth of a peapod through stop-motion animation in 1914 (Evolution of Indian animation, 2021). Shifting towards the work in the English Film Industry, Walt Disney has been considered a pioneer animator and Bray Studios one of the most successful in the early days of animated films. Animation in this age is a ubiquitous aspect; where there's a screen there there's, animation. With the improvements in technology the job of those in this field is becoming tougher by the day to push technology so that anything that can be imagined can also be brought to life.

Key words: animation ?lm, abstract ?lm, the pin screen, animation without camera, pixilation.

Introduction to Animation's Evolution

'Computer Generated Imagery' (CGI) plays a significant role in bringing out the depth of a scene in almost every movie we witness nowadays, especially in the Hindi Film Industry. The Father of Indian Cinema, Dadasaheb Phalke, is recognised as one of the country's first animators. In 1914, he used stop-motion animation to demonstrate the evolution of a peapod (Evolution of Indian animation, 2021). Moving on to the English Film Industry, Walt Disney is regarded as a pioneer animator, and Bray Studios is regarded as one of the most successful in the early days of animated pictures. In this day and age, animation is omnipresent; wherever there is a screen, there is animation. With the advancement of technology, the task of individuals working in this profession is growing more difficult by the day to push technology to the point where anything that can be envisioned may be realised. Those languid Sunday afternoons spent watching cartoons on TV are some of our best childhood recollections. Animated graphics have always caught our imagination, whether it was the legendary tales of our favourite house cat futilely striving to catch his rival mouse or the carrot-chewing rabbit amusing us with "Eh... What's up, doc?" Perhaps it is

because of this interest and enthusiasm that the animation industry has seen so many significant changes in such a short period of time.

Where did it all start?

Given that animation is essentially only the creation of the appearance of movement through static images, it is possible to say that it has been practised for thousands of years. Artefacts demonstrate that humans have been seeking to depict motion through drawings since we first learned to sketch. A Bronze Age clay bowl depicting a goat jumping is known as the Shahr-E-Sukhteh. This animation can be traced all the way back to 3000 B.C. In fact, another item of human motion in image from 1500 A.D. is Leonardo Da Vinci's Vitruvian Man. (Animation History)

The dawn of the machine era

Attempts were attempted to construct machinery that would make images appear to move with the start of the industrial revolution in the 18th and 19th centuries. Despite numerous attempts around the world, just a few have left a lasting impression on the history of animation. In 1603 the Magic Lantern was created (History of Animation). This picture projector employed glass sheets, and because some of the sheets contained moving parts, it is considered one of the first examples of projected animation by some in the industry. The Thaumatrope, which was invented in the 18th century, had a different picture on each side that could be rotated to reveal a unified picture portraying movement. In 1834 (History of Animation), a gadget was introduced, a developed version of which most members of Generation X have seen. The Zoetrope was a hollow drum with graphics on a long, replaceable strip that spun to provide the illusion of movement. A Praxinoscope, which rotated images using numerous wheels, was based on this principle. The Praxinoscope is thought to have presented the first animated cartoon prototypes. Soon after, a very simple animation approach emerged, which is still in use today. The History of Animation Flipbook, which was first published in 1868, inspired some of the first animators more than machines. The period from the 1600s to the 1800s was a golden age for pre-film animation. However, the world was about to watch the world's first feature-length film.

The first feature-length animated films

Fantasmagorie (1908) is regarded the earliest animated cartoon and one of the first animated films that use hand drawn visuals (IMDb, 2017). Gertie the Dinosaur, which debuted in 1914, is regarded a milestone in the business since it was the first cartoon to include an appealing character. In 1914, India saw its first stop-motion animation picture. This film was directed by Dadasaheb Phalke and depicts the transformation of a peapod into a plant. For many in India, seeing this technical marvel was a bizarre experience. El Apóstol, the very first feature length film, was released in 1917 to South American audiences (A Quick History of Animation, 2015). This film was the first to depict political satire through animation, making it the forerunner of political satire through comics. This film is also notable for being the first financially successful animated film ever made. What happened after these events transformed the animation industry and is still considered the best thing that has ever happened to it. The Walt Disney studios opened in 1923, and in 1928, Mickey Mouse's 'Steamboat Willie' became the first cartoon to have sound printed on the film. As a result, the industry transitioned from the 'Silent Era' to the 'Golden Age' of animation. Animated films became one of the most popular forms of entertainment after the success of "Snow White and the Seven Dwarves." People all around the world were now recognising and remembering stories and characters. (2016, The Evolution of Animation: A Time Traveller's Guide)

So far, the journey has taken us to India.

According to Evolution of Animation (2021), after 1914, the Indian animation industry took a step forward in 1956, when the Films Division of India chose to teach animators in the country in order to open the country's first animation studios. Clair Weeks was invited to India as a result of this. Clair Weeks, a Disney Studios animator, taught artists like seasoned animators Bhimsain and Ram, who went on to work in India's Cartoon Unit's Film Division. After that, Ram Mohan teamed up with Japanese filmmaker Sako to create the epic animated film 'Ramayana-the Legend of Prince Rama.' This film received tremendous appreciation from audiences all over the world.

Taking the next step

While the animation business in India was experiencing some setbacks, the animation sector in the United States was accelerating. The Pink Panther (from the Pink Panther series) won the Academy Award for Best Short Film in 1964. Fritz the Cat, the first animated adult feature picture, was also released this year (History of Animation). With the premiere of Toy Story in 1995, Pixar forced people to reconsider their perception of Disney Studios as the god of

animation. This film grossed around \$373,554,033 and was released in 2574 theatres (Box Office Mojo). But these weren't the film's sole accomplishments. Toy Story is widely regarded as the first computer animated film (Zorthian, 2015), and so represents the beginning of Computer Generated Imagery (CGI). In 2008, India's animation classics were Roadside Romeo, O My Friend Ganesha, and Hanuman. With the release of 'Arjun- The Warrior Prince' in India and the United States in 2012, the sheer brilliance and quality of animation opened up many more doors for the country's animation industry (Arjun: The Warrior Prince, n.d.). The first Disney film to use Marvel characters (Big Hero 6) was released in 2014. (Romano, 2014). According to Romano (2014), Big Hero 6 demonstrated that Disney's Marvel Studios could take the most obscure and bizarre comic book characters and make them into global sensations. With David Cameron's Avatar, CGI reached new heights. This movie took two decades to make, requiring 2000 HP servers with 35000 processors and 104 terabytes of RAM (The Evolution of Animation: A brief journey through time, 2016). CGI is like a hero from a Hindi action film who appears unexpectedly, thrills everyone, and then goes on to perform miracles. CGI has demonstrated that the sky isn't the limit, and that anything that can be envisioned can be brought to life on screen. However, this isn't the end of the storey. The evolution of a Zoetrope to a wholly CGI-based picture has demonstrated that advancements in this sector are limitless, and there is still more to come.

Conclusion

Despite the fact that feature films are growing more popular by the day, short films are likely to resurface due to this generation's viewing preferences. These behaviours tend to prefer short-form material that can be produced quickly and inexpensively. In addition, the economics that will bring shorts back into vogue will also drive enormous budgets out of style. Animation films have previously been made on very low costs, and it is predicted that considerably better results can be achieved for a fraction of the millions of dollars that large studios invest in them. Merchandising is a source of additional revenue for this industry. Cinemas will continue to exist, and television will never go away, but convincing people to part with their money to simply watch something will be a monumental task. While this is what the industry's economics suggest, this \$68.4 billion business (A Quick History of Animation, 2015) is on its way to becoming an equal to live action films. The biggest difficulty that animators have today is that they've hooked a generation on animation, and as this generation gets older, their appetite for animation will expand. To keep them hooked, they'll want more of it. "Animation can explain whatever the human mind can fathom," the Walt Disney Company asserted. This

capability makes it the most adaptable and explicit form of communication ever conceived for rapid mass appreciation.",we will simply stand there in awe as this industry reaches its pinnacle.

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