

Pervasive Animation: AFI Film Readers

Animation is everywhere. It's in our movies, our TV shows, our video games, and even our advertising. But what is animation, exactly? And how has it evolved over time?



Pervasive Animation (AFI Film Readers) by Susan Zwerman

★★★★★ 5 out of 5

Language : English
File size : 6801 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Word Wise : Enabled
Print length : 389 pages



Pervasive Animation: AFI Film Readers is a comprehensive guide to the history, theory, and practice of animation. Written by a team of leading animation scholars, this book provides a unique and in-depth look at the role of animation in our culture.

History of Animation

The history of animation can be traced back to the early days of cinema. In 1892, Émile Reynaud created the first animated film, "Pauvre Pierrot." This film was made using a series of hand-drawn images that were projected onto a screen. Over the next few decades, animation continued to develop, and new techniques were invented. In the 1920s, Walt Disney created the first feature-length animated film, "Snow White and the Seven Dwarfs."

This film was a huge success, and it helped to make animation a popular form of entertainment.

In the years since Snow White, animation has continued to evolve. New technologies have been developed, and new genres of animation have emerged. Today, animation is used in a wide variety of ways, from children's entertainment to political satire.

Theory of Animation

The theory of animation is a complex and multifaceted field. There are many different ways to think about animation, and there is no one definitive theory. However, there are some key concepts that are common to most theories of animation.

One of the most important concepts in animation is the idea of movement. Animation is all about creating the illusion of movement, and there are a number of different techniques that can be used to achieve this. These techniques include:

- **Frame-by-frame animation:** This is the most basic type of animation, and it involves drawing each frame of the animation by hand.
- **Tweening:** This is a technique that uses software to create intermediate frames between the keyframes of an animation.
- **Motion capture:** This is a technique that uses sensors to capture the movements of a live actor and then translate those movements into animation.

Another important concept in animation is the idea of character. Animation is often used to create characters that are both believable and engaging. These characters can be used to tell stories, teach lessons, or simply entertain.

Practice of Animation

The practice of animation is a complex and demanding one. It requires a combination of artistic skill, technical knowledge, and creativity. Animators must be able to draw, design, and understand the principles of movement. They must also be able to use a variety of software and tools to create their animations.

The practice of animation is often divided into two main stages: pre-production and production. Pre-production is the stage in which the animator develops the concept for the animation, creates the characters, and writes the script. Production is the stage in which the animator actually creates the animation. This stage can be very time-consuming, and it requires a great deal of patience and attention to detail.

Pervasive Animation

Animation is no longer just a form of entertainment. It is now used in a wide variety of fields, including education, medicine, and business. This is due in part to the fact that animation is a very effective way to communicate information. It can be used to create clear and concise visuals that can be easily understood by people of all ages and backgrounds.

The pervasiveness of animation is a testament to its power and versatility. Animation is a unique and powerful medium that can be used to entertain,

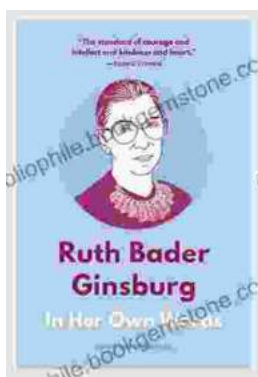
educate, and inform. As technology continues to develop, animation is likely to become even more pervasive in our lives.

Pervasive Animation: AFI Film Readers is a must-read for anyone who is interested in animation. This book provides a comprehensive and in-depth look at the history, theory, and practice of animation. It is a valuable resource for students, scholars, and anyone who wants to learn more about this fascinating art form.



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