

Introduction

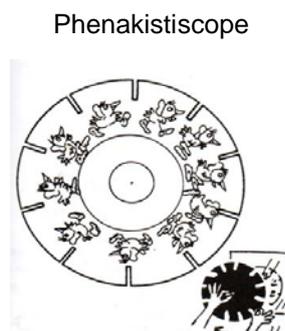
- Animation first **started out as still drawings**, such as in **cave paintings**, which **depicted animals or humans with multiple sets of legs, giving the illusion of movement**.
- There has also been an **ancient bowl found in Iran which features sequential images of a goat leaping to a tree**.



- When **putting animation into context of portraying actual movement by using mechanisms and sequential images**, the **earliest known animation** was created for devices of **Chinese inventor Ting Huan in 180 AD**.
- The device was an **earlier version of the zoetrope**, where it **held a series of drawings that rotated** when the **device was suspended over a lamp**. When rotated at the right speed, it created an illusion of movement.

Examples of early animation

- **Thaumatrope, 1826**, created by **English physician John Ayrton Paris**.
 - It consisted of a disc with two images on opposite sides that merged together when the disc was quickly spun using strings. An example is a bird on one side and a cage on the other.
- In **1831 Joseph Plateau** created the **phenakistiscope**
 - a wheel that had slits around the edge. Under each slit were images on a paper slip that are almost similar to one another, and when the wheel is spun facing the mirror, the images appear to move.
- The **zoetrope**, designed by **William George Homer in 1834** but wasn't widely used until 1867. The device was **similar to how the phenakistiscope worked**
 - **did not require a mirror** to see the images and was moved by turning the cylinder around. It also **allowed for the images** to be changed, which wasn't possible with the *phenakistiscope*.
- **Kineograph, 1860s** (flip-book) thumb acts as the stop-and-go mechanism.
- **1877** brought about the **praxinoscope** created by **Charles-Emile Reynaud**.
 - Similar to that of the zoetrope, the **sequential drawings are viewed in more clarity through the mirrors** that were **centred in the cylinder**.
 - It was **later developed into an early form of a film projector** which was called the Théâtre Optique.



Traditional & Modern Animation

- **Cel animation** -- hand drawn frame by frame and photocopied onto acetate sheets which were then painted onto it using paints. Disney company previously used this method.
- With the **advancement of computer technology**, cel animation was used less and is now more or so abandoned from major productions.
- Mainly 2D and 3D animation, and motion capture are used.

Stop Motion Animation

- Although **stop motion animation** is a traditional technique, it is still being widely used today by companies such as Aardman Animations and used in children and adult programmes such as Pingu and South Park.
- **James Stuart Blackton** was among the **first to use the technique of stop motion** animation.
- As a cartoonist, he drew with chalk on boards and created animated shorts such as The Enchanted Drawing (1900) and Humorous Phases of Funny Faces (1906).

What to do next...

- From the initial research, I plan on looking further into the different types of stop motion animation and other animators both traditional and modern, who have used this technique.
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