

The Evolution of 2D Animation

Submitted By
Tanisha Lee
TATC Channel 2

October 29,2002

When you think of the art of animation, the first thing that comes to mind is “*Disney*”. Anyone that has ever watched a television has seen a Disney animated movie of some sort. That is unless you are a dinosaur of some kind! Nevertheless, the art of animation actually began long before Walt Disney and his animated movie classics. Some of the first recorded forms of animation existed on the walls of caves and Egyptian tombs around 2000 B.C. From famous artists and painters to the Japanese, animation was an art form that was used tremendously to express a sense movement.

Dating back to the early 1800’s, many inventors paved the foundation for the various forms of animation that exist today. Inventions such as the thaumatrope, phenikstoscope, motion camera, and projector exhibited the beginning stages of the animation forms used today. These inventions were some of the first to be used to display basic animations. Things suddenly changed during the mid 1900’s. The animation industry became commercialized and brought fourth standardization. Animation had actually become a “big business”; therefore, standards and regulations were set in order to produce large quantities of animated cartoons instead of good quality animations. As these techniques begin to wear thin with the public and the depression set in, animated cartoons and movies suffered a great decline.

In 1964, the animation industry began to change with the onset of computer technologies, which allowed for the creation of animations via the computer using software programs. This technique cut down on the workload and manpower needed to create animations. Various forms of animation such as object, cell, and key frame animation were created. These forms could be used based on the requirements of the overall animation. Undoubtedly, key frames animation is still probably one of the forms that requires a great deal of manpower, it is very useful in certain cases. Object and cell animation are much easier and less time consuming than the various other forms of animation which translates to cost effectiveness.

Today, there are several software programs used to create animations, the software of choice, in my opinion, would have to be Adobe Live Motion. Live Motion is a bitmap-based animation creation software package. Despite mixed reviews, Adobe GoLive is an excellent choice for beginners. Its interface is very similar to that of Photoshop and Go Live which makes it very user friendly to Adobe product users. Live motion also allows users to export various formats such as SWF, etc. Although, exporting functions may have a few quirks, the program as a whole is great. My overall rating for Adobe Live Motion is 4 out of 5 stars. For more information and reviews, please visit http://www.tccug.org/reviews/adobe_Live_motion_1.html. For a free beta download of Adobe Products, you may visit Adobe Beta Testing Downloads at <http://www.adobe.com/products/tryadobe/main.jhtml>.

The Evolution of 2D Animation

Submitted By
Tanisha Lee
TATC Channel 2

October 29,2002

Sources

http://www.tccug.org/reviews/adobe_Live_motion_1.html

<http://wonders.eburg.wednet.edu/Topics/GMMIE/animation.htm>

<http://www-viz.tamu.edu/courses/viza615/97spring/pjames/history/main.html>