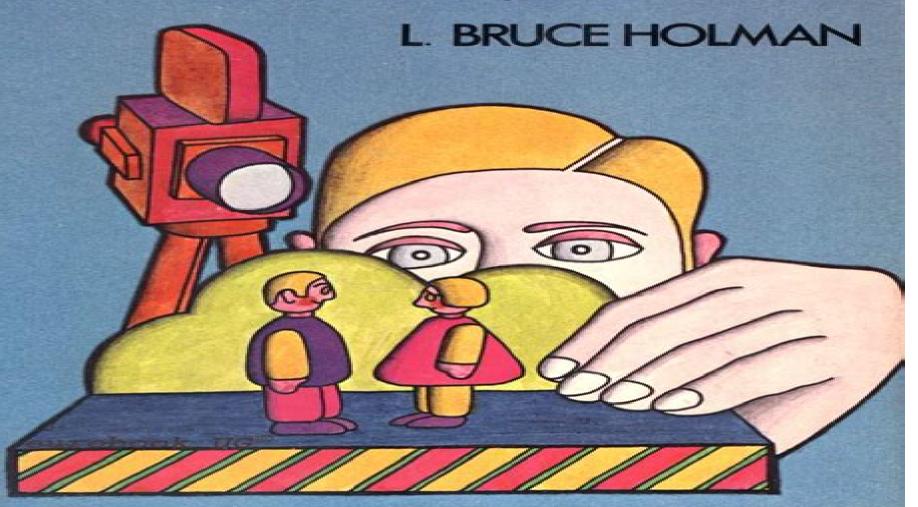
Puppet Animation in the Cinema

History & Technique



Puppet Animation In The Cinema History And Technique

Karen Redrobe

Puppet Animation In The Cinema History And Technique:

Puppet Animation in the Cinema: History and Technique Loyd Bruce Holman, 1975 The History and Technique of Puppet Animation in Cinema Loyd Bruce Holman, 1971 Animation Behind the Iron Curtain Eleanor Cowen, 2020-09-22 Animation Behind the Iron Curtain is a journey of discovery into the world of Soviet era animation from Eastern Bloc countries From Jerzy Kucia s brutally exquisite Reflections in Poland to the sci fi adventure of Ott in Space by Estonian puppet master Elbert Tuganov to the endearing Gopo's little man by Ion Popescu Gopo in Romania this excursion into Soviet era animation brings to light magnificent art ruminations on the human condition and celebrations of innocence and joy As art reveals the spirit of the times animation art of Eastern Europe during the Cold War funded by the Soviet states allowed artists to create works illuminating to their experiences hopes and fears The political ideology of the time ironically supported these artists while simultaneously suppressing more direct critiques of Soviet life Politics shaped the world of these artists who then fashioned their realities into amazing works of animation Their art is integral to the circumstances in which they lived which is why this book combines the unlikely combination of world politics and animated cartoons The phenomenal animated films shared in this book offer a glimpse into the culture and hearts of Soviet citizens who grew up with characters as familiar and beloved to them as Mickey Mouse and Bugs Bunny are to Americans This book lays out the basic political dynamics of the Cold War and how those political tensions affected the animation industry in both the US and in the Eastern Bloc And for animation novices and enthusiasts alike Animation Behind the Iron Curtain also offers breakout sections to explain many of the techniques and aesthetic considerations that go into this fascinating art form This book is a must read for anyone interested in the Cold War era and really cool animated films Puppetry, Puppet Animation and the Digital Age Rolf Giesen, 2018-09-27 Rolf Giesen's Puppetry Puppet Animation and the Digital Age explores the unique world of puppetry animation and its application in the digital age With the advent of digital animation many individuals see puppetry and 2D animation as being regulated to a niche market Giesen's text argues against this viewpoint by demonstrating the pure aesthetic value they have as well as examples of some of the greatest cinematic uses of puppets Such samples include The Adventures of Prince Achmed Ladislas Starevich O Brien Harryhausen and Danforth Trnka and vankmajer Aardman and Laika Studios ParaNorman and the Boxtrolls Even live action blockbusters such as the Star Wars saga utilize puppetry for costume applications as noted within the text The use of puppets not only helps create a wonderous world and memorable characters but is also one of the purest extensions of an artist Key Features Includes interviews with past and present practitioners of model animation as well as computer animation Reviews of classic and recent entries in both fields Comparison of what is better in stop motion versus computer animation A detailed history of animation and stop motion films **Understanding Animation** Paul Wells, 2013-11-15 First Published in 1998 Understanding Animation is a comprehensive introduction to animated film from cartoons to computer animation Paul Wells insightful account of a

critically neglected but increasingly popular medium explains the defining characteristics of animation as a cinematic form outlines different models and methods which can be used to interpret and evaluate animated films traces the development of animated film around the world from Betty Boop to Wallace and Gromit Part history part theory and part celebration Understanding Animation includes notes towards a theory of animation an explanation of animation s narrative strategies an analyis of how comic events are constructed a discussion of representation focusing on gender and race primary research on animation and audiences Paul Wells argument is illustrated with case studies including Daffy Duck in Chuck Jones Duck Amuck Jan Svankmajer's Jabberwocky Tex Avery's Little Rural Riding Hood and King Size Canary and Nick Park's Creature Comforts Understanding Animation demonstrates that the animated film has much to tell us about ourselves the cultures we live in and our view of art and society **Historical Dictionary of Animation and Cartoons** Nichola Dobson, 2020-06-15 Historical Dictionary of Animation and Cartoons is intended to provide an overview of the animation industry and its historical development The animation industry has been in existence as long some would argue longer than cinema yet it has had less exposure in terms of the discourse of moving image history. This book introduces animation by considering the various definitions that have been used to describe it over the years A different perception of animation by producers and consumers has affected how the industry developed and changed over the past hundred years This second edition of Historical Dictionary of Animation and Cartoons contains a chronology an introduction and an extensive bibliography The dictionary section has over 300 cross referenced entries on animators directors studios techniques films and some of the best known characters This book is an excellent resource for students researchers and anyone wanting to know more about Global Animation Theory Franziska Bruckner, Holger Lang, Nikica Gilic, Daniel Šuljic, Hrvoje animation and cartoons Turkovic, 2018-11-01 This book is open access and available on www bloomsburycollections com It is funded by Knowledge Unlatched Scanning historical and current trends in animation through different perspectives including art history film media and cultural studies is a prominent facet of today s theoretical and historical approaches in this rapidly evolving field Global Animation Theory offers detailed and diverse insights into the methodologies of contemporary animation studies as well as the topics relevant for today s study of animation The contact between practical and theoretical approaches to animation at Animafest Scanner is closely connected to host of this event the World Festival of Animated Film Animafest Zagreb It has given way to academic writing that is very open to practical aspects of animation with several contributors being established not only as animation scholars but also as artists This anthology presents alongside an introduction by the editors and a preface by well known animation scholar Giannalberto Bendazzi 15 selected essays from the first three Animafest Scanner editions They explore various significant aspects of animation studies some of them still unknown to the English speaking Basics Animation 03: Drawing for Animation Paul Wells, 2019-01-10 Basics Animation 03 Drawing for communities Animation introduces readers to the practice of drawing images for use in animation It examines the thinking process and

techniques involved with drawing characters composition and movement narrative and adaptation Drawing is a fundamental part of the preparatory stages of virtually all design led projects It is the core method by which ideas and concepts are envisaged and ultimately shared with collaborators clients and audiences Aimed at students and those interested in entering the animation business this book explores the pre production work essential for producing great animation It gives readers a real insight into this work through its outstanding range of images Animation Production Robert B. Musburger, PhD, 2017-08-02 This text follows the animation production by concentrating on the documentation necessary to accurately and professionally organize each step of the process Examples of each piece of paperwork needed to complete the project will be shown Many newcomers to the field are not experienced in the basic processes to organize their project in an orderly manner The result is a chaotic inefficient and incomplete product Readers are presented with a step by step guide to organizing the process by following professional standards in creating needed and useful documentation for all animators whether creating in cells stop motion experimental or computer graphic productions Key Features Provides simplified but intense coverage of animation production Written to be easily read by newcomers to the field ranging from students to professionals Each chapter contains objectives summaries examples of forms key terms and examples of how professionals use the same techniques This book provides both students and instructors an easily understandable explanation of the system and the directions on how to prepare documentation Film Study Frank Manchel, 1990-10 The four volumes of Film Study include a fresh approach to each of the basic categories in the original edition Volume one examines the film as film volume two focuses on the thematic approach to film volume three draws on the history of film and volume four contains extensive appendices listing film distributors sources and historical information as well as an index of authors titles and film personalities The Fundamentals of Animation Paul Wells, 2006-06 The Fundamentals of Animation by Paul Wells offers an illustrated and visually stimulating introduction to the key elements of animation It discusses the key principles and processes involved in animation exploring the entirety of the creative process from finding and researching a concept through the preparation and techniques used to the execution of the work Each stage is presented in an engaging visual style accompanied by examples and analysis of contemporary student and commercial animation The book also discusses the links between animation and the styles and narratives of other areas of popular culture aligning theory and ideas to practical advice It includes a section for aspiring animators examining career paths portfolios and the structure of the creative industries The Oxford History of World Cinema, 1996-10-17 From its humble beginnings as a novelty in a handful of cities cinema has risen to become a billion dollar industry and the most spectacular and original contemporary art form It has spread to all parts of the globe and is enjoyed by audiences that cut across all sections of society The Oxford History of World Cinema traces the history of this enduringly popular entertainment medium Covering all aspects of its development stars studios and cultural impact the book celebrates and chronicles over one hundred years of diverse achievement from westerns

to the New Wave from animation to the Avant Garde and from Hollywood to Hong Kong An international team of distinguished film historians tells the story of the major inventions and developments in the cinema business its institutions genres and personnel other chapters outline the evolution of national cinemas round the world the varied and distinctive filmic traditions that have developed alongside Hollywood A unique aspect of the book are the special inset features on the film makers and personalities Garbo and Godard Keaton and Kurosawa Bugs Bunny and Bergman who have had an enduring impact in popular memory and cinematic lore With over 300 illustrations a full bibliography and an extensive index this is the buff s ultimate guide to cinema worldwide **Animating Film Theory** Karen Redrobe, 2014-03-21 Animating Film Theory provides an enriched understanding of the relationship between two of the most unwieldy and unstable organizing concepts in cinema and media studies animation and film theory For the most part animation has been excluded from the purview of film theory The contributors to this collection consider the reasons for this marginalization while also bringing attention to key historical contributions across a wide range of animation practices geographic and linguistic terrains and historical periods They delve deep into questions of how animation might best be understood as well as how it relates to concepts such as the still the moving image the frame animism and utopia The contributors take on the kinds of theoretical guestions that have remained underexplored because as Karen Beckman argues scholars of cinema and media studies have allowed themselves to be constrained by too narrow a sense of what cinema is This collection reanimates and expands film studies by taking the concept of animation seriously Contributors Karen Beckman Suzanne Buchan Scott Bukatman Alan Cholodenko Yuriko Furuhata Alexander R Galloway Oliver Gaycken Bishnupriya Ghosh Tom Gunning Andrew R Johnston Herv Joubert Laurencin Gertrud Koch Thomas LaMarre Christopher P Lehman Esther Leslie John MacKay Mihaela Mihailova Marc Steinberg Tess Takahashi **Re-Imagining Animation: The Changing Face of the Moving Image Paul Wells, Johnny** Hardstaff, 2008-10-14 What's new in animation Find out Works from artists animators film makers scholars archivists Ideal for serious students of film making and animation In this detailed look at animation today a series of intriguing case studies are explored from production to final outcome Each one is considered in terms of meaning purpose and effect then put into context as part of today's animation culture Hundreds of illustrations make it easy to follow experimental work from script to screen exploring the intersections between animation film graphic design and art With insights from leading U K authors on animation as well as Oscar winning animators artists film makers scholars and archivists Re Imagining Animation offers the **Special Effects** Dan North, Bob Rehak, Michael S. Duffy, 2019-07-25 As blockbusters definitive look at animation today employ ever greater numbers of dazzling visual effects and digital illusions this book explores the material roots and stylistic practices of special effects and their makers Gathering leading voices in cinema and new media studies this comprehensive anthology moves beyond questions of spectacle to examine special effects from the earliest years of cinema via experimental film and the Golden Age of Hollywood to our contemporary transmedia landscape Wide ranging and accessible this book

illuminates and interrogates the vast array of techniques film has used throughout its history to conjure spectacular images mediate bodies map worlds and make meanings Foreword by Scott Bukatman with an Afterword by Lev Manovich Thought it was a Marvel" Tjitte de Vries, Ati Mul, 2009 Was 1906 the year of birth of animation pictures Or 1908 Was Acting and Character Animation Rolf Giesen, Anna Khan, 2017-07-28 France the place of birth or was it the United States Animation has a lot to do with acting That is character animation not the standardized mechanical process of animation Acting and animation are highly creative processes This book is divided into two parts From film history we learn about the importance of actors and the variety of acting that goes into animation then we will turn to the actor's point of view to describe the various techniques involved Through exhaustive research and interviews with people ranging from the late Ray Harryhausen Jim Danforth Joe Letteri and Bruno Bozzetto this book will be the primary source for animators and animation actors Key Features Interviews with industry legends are found throughout this exhaustive work on animation From film history we learn about the importance of actors and the variety of acting that goes into animation then turn to the actor s point of view to describe the various techniques involved Coverage of acting from Vaudeville to Rotoscoping to Performance Capture Case studies throughout bring the content to life while providing actionable tools and techniques that can be used Catalog of Copyright Entries. Third Series Library of Congress. Copyright Office, 1976 Television R. Moseley, 2016-04-29 Hand Made Television explores the ongoing enchantment of many of the much loved stop frame children's television programmes of 1960s and 1970s Britain The first academic work to analyse programmes such as Pogles Wood 1966 Clangers 1969 Bagpuss 1974 Smallfilms and Gordon Murray's Camberwick Green 1966 Trumpton 1967 and Chigley 1969 the book connects these series to their social and historical contexts while providing in depth analyses of their themes and hand made aesthetics Hand Made Television shows that the appeal of these programmes is rooted not only in their participatory address and evocation of a pastoral English past but also in the connection of their stop frame aesthetics to the actions of childhood play This book makes a significant contribution to both Animation Studies and Television Studies combining scholarly rigour with an accessible style it is suitable for scholars as well as fans of these iconic British children s programmes Women and Film Animation Marie-Josée Saint-Pierre, 2024-03-15 The creations of female animation filmmakers are recognized all over the world while being paradoxically unknown to the general public Women and Film Animation A Feminist Corpus at the National Film Board of Canada 1939 1989 brings out of the shadows the work of true pioneers by presenting and analyzing from a resolutely feminist perspective the works they have conceived within the National Film Board of Canada NFB This institution has played an essential role in the emergence of animated cinema in Canada but it is forgotten or ignored that a good part of this vast corpus is the work of women who have worked there not only as assistants but also as directors These artists have contributed to changing the traditional representations of women in a unique way in both commercial and avant garde animated cinema The author accounts for their concerns their

creativity and their many bright achievements To do this she relies on a wide range of critical works in social and cultural history of Canada in feminist art history and on multiple studies on animated cinema Key Features Provides an interdisciplinary approach that combines concepts from feminist studies film theory and visual arts for a nuanced analysis of the role of women in animated cinema Discusses historical and sociological background that sheds light on the condition of women Includes a profound analysis of the changes and continuities in the role of women in this industry over time focusing on the National Film Board of Canada Features previously unreleased archival material and selected excerpts from reviews by the NFB s programming committee highlighting the impact of production circumstances of the works of specific women animators

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