

VII. The New Golden Age

Then something wonderful happened. Just when everything was looking as grim as it could for the art of animation, technology came to the rescue. Here was an art form born only because technology made it possible, almost died when the human costs in time and effort became too high, and now was rescued by technology again. The computer age saved animation.

Since computers first came on the scene in the 50s, there have been people who have tried to create machinery and programs to make animation faster, easier and cheaper to both make and distribute. From machines like copiers and scanners, to computers that can draw and render, to the distribution of animation by cable, Internet, phones, tablets and video games - as one character says, "To infinity and beyond" - animation has been totally reborn.

As the old animators of the Golden Age were dying off, the new technologies created a huge demand for the old craft. Fortunately, many of the old men were able to pass on their skills to a younger generation, which has helped the quality of today's animation meet and exceed the animation of the Golden Age.

In 1985, Girard and Maciejewski at OSU publish a paper describing the use of inverse kinematics and dynamics for animation.

The first live-action film to feature a complete computer-animated character is released, "YOUNG SHERLOCK HOLMES."

Ken Perlin at NYU publishes a paper on noise functions for textures. He later applied this technique to add realism to character animations.

In 1986, "A GREEK TRAGEDY" wins the Academy Award. Nicole Van Goethem, Belgium. **C. 1987**, "THE MAN WHO PLANTED TREES" wins the Academy Award. Frederic Back, Canada.

In 1987, Red Photon Zillion and the subsequent release of its companion game is considered to have been a marketing ploy by Sega to promote sales of their newly released Master System in Japan and is the first time an animation is used as part of a computer game.

John Lasseter at Pixar Studios publishes a paper describing traditional animation principles.

"THE SIMPSONS" begin as spots on The Tracy Ullman Show. This cartoon will soon be a stand alone weekly feature and will continue on to become the longest running TV show of all time.

In Japan, 24 anime features are produced as well as 72 anime features for video release.

In 1988, "TIN TOY" wins the Academy Award. Pixar's first computer-animated film to win in U.S.

"WHO FRAMED ROGER RABBIT" is released. It grosses over \$300 million and proves that animation, at least when combined with live action, is not limited to a children's audience.

In 1990, "CREATURE COMFORTS," a stop motion animation by Britain's Aardman Productions wins the Academy Award. Nick Park animates. Richard Williams is presented with a Special Achievement Oscar for directing the animation. The only time this award had been previously given for animation was to Walt Disney.

In 1991, Disney's "BEAUTY AND THE BEAST" becomes the first animated feature to be nominated for the Academy Award as Best Picture.

"REN & STIMPY" premieres. Its drawing style harks back to the Atomic Modern era but its characters acting and story line is modern.

In 1992, Joan Grantz, "MONA LISA DESCENDING A STAIRCASE" wins the Academy Award for Animation. Grantz is the first woman to win an Academy Award for Animation as a solo artist. A Cartoon Network on cable broadcasts in 2 million homes; by 1995 it's in 22 million homes.

In 1993, Aardman Productions "THE WRONG TROUSERS" wins the Academy Award. Nick Park for Aardman Productions, UK.

"JURASSIC PARK" uses computer graphics for realistic living creatures, further blurring the line between live-action movies and animated movies.

"NIGHTMARE BEFORE CHRISTMAS" by Tim Burton is released.

In 1994, "LION KING" is one of Disney's highest grossing pictures to date.

DreamWorks studio is formed.

In 1995, Aardman Productions "A CLOSE SHAVE" wins the Academy Award. Nick Park for Aardman Productions, UK.

"TOY STORY," the first full-length 3D CG feature film is released and it takes in more money at the box office than any other film in 1995.

"GHOST IN THE SHELL," a major anime feature influences many movies, including the Matrix series.

In 1996, "BEAVIS AND BUTTHEAD," animated feature based on the series is released and makes

over 60 million dollars.

"MARS ATTACKS" by Tim Burton is released. During its production, the Manchester studio Bare Bones spends nine months animating stop-motion aliens for the film, only to be told that computer-generated images (CGI) would be used instead.

Shamus Culhane dies at 88. Max Fleischer once told him, "you know what your problem is Culhane? You're an artist!" His book, "Talking Animals and other People" has a good view of the early years of animation.

The merger of Time Warner and Turner brings Warner Bros. Feature, TV, Classic Animation, Hanna-Barbera, Cartoon Network, plus a couple of others under one roof.

Pokémon spawns an anime television show that is still running, several anime movies, a trading card game, toys, and much more.

In 1997, Hayao Miyazaki's "PRINCESS MONONOKE," released in Japan, becomes its biggest motion picture hit of all time, animated or live action. In 1997, it was the most expensive animated film up until that time, costing \$20 million to produce. Miyazaki personally checked each of the 144,000 cells in the film, and is estimated to have redrawn parts of 80,000 of them.

In 1998, The first TV stations in U.S. begin broadcasting in high definition (HDTV).

"THE PRINCESS MONONOKE" is released in the U.S. Hayao Miyazaki, Director.

"TOY STORY 2" released by Disney/Pixar.

In 2000, Beginning with this year's films, the Academy Award for animation is split into two categories. Now there is an Academy Award for Short Films (starting in 1931) and one for Best Animated Feature (starting in 2001).

In 2001, Pixar "FOR THE BIRDS" wins the Academy Award for Short Films.

"SHREK" from Dreamworks Feature Animation wins the first ever Academy Award for Animated Feature.

"MONSTERS, INC." is produced by Pixar.

In 2002, "SPIRITED AWAY" by Hayao Miyazaki wins the Academy Award for Animated Feature.

"ICE AGE", "LILO AND STITCH" also nominated this year.

In 2003, Pixar Studios "FINDING NEMO" by Andrew Stanton wins the Academy Award for

Animated Feature.

In 2004, Pixar "THE INCREDIBLES" by Brad Bird wins the Academy Award for Animated Feature.

Aardman Studio "WALLACE & GROMIT: THE CURSE OF THE WERE-RABBIT" by Nick Park and Steve Box wins the Academy Award for Animated Feature.

"CORPSE BRIDE" by Mike Johnson and Tim Burton and "HOWL'S MOVING CASTLE" by Hayao Miyazaki are also nominated.

In 2007, Break-Thru Films "PETER AND THE WOLF" wins the Academy Award for Short Films. Pixar Studios "RATATOUILLE" by Brad Bird wins the Academy Award for Animated Feature.

In 2008, Robot Communications "LA MAISON EN PETITS CUBES" wins the Academy Award for Short Films.

Pixar Studios "WALL-E " by Andrew Stanton wins the Academy Award for Animated Feature.

In 2009, Autour de Minuit Productions "LOGORAMA" wins the Academy Award for Short Films. Pixar Studios "UP" by Pete Docter wins the Academy Award for Animated Feature. "CORALINE" by Henry Selick, "THE FANTASTIC MR. FOX" by Wes Anderson, "THE PRINCESS AND THE FROG" by John Musker and Ron Clements were also nominated.

In 2010, "TOY STORY 3" by Lee Unkrich wins the Academy Award for Animated Feature.

In 2012, Walt Disney Studios "PAPERMAN" wins the Academy Award for Short Films.

In 2013, Walt Disney Animation Studios "FROZEN" by Chris Buck, Jennifer Lee and Peter Del Vecho wins the Academy Award for Animated Feature.

In 2014, "FEAST" by Walt Disney Animation Studios – Patrick Osborne and Kristina Reed wins the Academy Award for Short Films.

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FINAL MISSION: Choose one ANIMATED movie from any period, present it to the class, introduce the techniques used and say why you have chosen it. (search for a video to present it to the class and make a powerpoint presentation or several posters of your favourite ANIMATED MOVIE...)

Your presentation must be 5 or 10 minutes long. You can work with a classmate.