A NEW INSIGHT INTO ANIMATION

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Animation is the most recent form of visual arts . It refers to the recording of any image which goes through changes over time to portray the illusion of motion. History of animation can be tracked over the years before the invention of movies. Evidence of artistic interest in depicting figures in motion can be seen as early as Paleolithic cave paintings. Animals in these paintings were often depicted with multiple sets of legs in exaggerated positions. Numerous devices which successfully displayed animated images were introduced well before the advent of the motion picture. These devices were used to entertain, amaze and sometimes even frighten people. The majority of these devices didn't project their images and accordingly could only be viewed by a single person at any one time. For this reason they were considered toys rather than being a large scale entertainment industry like later animation.

The development of celluloid around 1913 quickly made animation easier to manage. Instead of numerous drawings, the animator now could make a complex background and/or foreground and sandwich moving characters in between several other pieces of celluloid, which is transparent except for where drawings are painted on it. This made it unnecessary to repeatedly draw the background as it remained static and only the characters moved. It also created an illusion of

depth, especially if foreground elements were placed. In Europe, the French artist, Ėmile Cohl, created the first animated film using what came to be known as traditional animation creation methods - the 1908 Fantasmagorie. The film largely consisted of a stick figure moving about and encountering all manner of morphing objects, such as a wine bottle that transforms into a flower. There were also sections of live action where the animator's hands would enter the scene. The film was created by drawing each frame on paper and then shooting each frame onto negative film, which gave the picture a blackboard look. Many animation film were made after that but the popularity of such movies came only with Walt Disney's snow white and the seven dwarfs in 1937. It is often considered the first animated movie although nine movies were released before that but with not much success at the box office. It became the first movie to use Technicolor cel animation. Following Snow White's release Disney began to focus much of its productive force on feature length films. Though Disney did continue to produce shorts throughout the century, Warner Brothers continued to focus on shorts. After few years Computer-generated imagery (CGI) revolutionized animation. The first fully computer-animated feature film was Pixar's Toy Story (1995).The process of CGI animation is still very tedious and similar in that sense to traditional animation, and it still adheres to many of the same principles. Most CGI created films are based on animal characters, monsters, machines or cartoon-like humans. Animation studios are now trying to develop ways of creating realistic-looking humans. Films that have attempted this include Final Fantasy: The Spirits Within in 2001, Final Fantasy:

Advent Children in 2005, The Polar Express in 2004, Beowulf in 2007 and Resident Evil: Degeneration in 2009. However, due to the complexity of human body functions, emotions and interactions, this method of animation is rarely used. The more realistic a CG character becomes, the more difficult it is to create the nuances and details of a living person, and the greater the likelihood of the character falling into the uncanny valley. The creation of hair and clothing that move convincingly with the animated human character is another area of difficulty. The Incredibles and Up both have humans as protagonists, while films like Avatar combine animation with live action to create humanoid creatures.

Although it can be assumed that animation movies are mainly children oriented but this is not essentially true. Its attractive graphics and vibrant colourful images appeal to both youths as well as adults. It offers us practical knowledge of any issue in the society. Its exaggerated distorted image of the villain in most of the animated movie offers the viewer a picture what they already have in mind. Therefore it meets the viewers visions. Some movies are just made for children while some are totally adult based. For example Bashki's films were animated, but the storylines were directed towards adults, instead of children. In 1972 his first feature length animated film, Fritz the Cat, received an X rating due to drug use and sexual content, and caused quite a bit of controversy in Hollywood. Thus we can see that animated movies can also deal with serious issues of present days. The following essay is going to focus on how animation is an extended

version of cartoons. For the explanation i am going to focus on a movie "Brave" and analyse how it teaches a moral lesson as well as the struggle that a woman faces in this patriarchal world.

Brave (2012)an American computer-animated fantasy film by Pixar animation studios and is released by Walt Disney Pictures. The story is written by Brenda Chapman and is directed by Chapman and Andrews. It tells the story of a princess called Merrida who defies an age old custom, by denying not to be betrothed. After asking a witch help for changing her mother's minds regarding her wishes, she accidently turns her mother into a bear and is forced to undo the spell before its too late. Though raised as a proper princess Merrida is seen as doing archery, horse riding which is considered not to be under the established codes of femininity. Usually princess are expected to behave lady-like . Merrida defies the accepted notions and subverts the accepted role of a female. In the movie, Merrida is seen to be arguing with her mother regarding her behavior.as a princess. But she asserts herself continuously infront of her mother regarding how she wants to be the master of her own life and not just act as a princess of her father's kingdom . Merrida makes her own mistakes and then she does not need a prince charming to come out of the situation and make things better. She takes charge of her own life. She creates her own trouble and then gets herself out of it on her own. The storyline of the movie subverts the traditionally accepted heroic notion of fairy tales like a prince charming saving the Princess destroying the evil and living happily ever after. Here it is about a Princess who saves her

mother. The movie works around Scottish stereotypes with creating and enduring flawed princess who struggles to live upto her mother's expectations and her own. Merrida long hair is symbolic of the fact of her own longings and passions as a girl. The bear is not symbolic of the fact of the mother. The mother actually becomes a bear through the witch's spell The result is morality tale where both child and mother change growing into a deeper relationship. The role of the witch and the magic in the film, also serve a purpose in supporting lessons on relating first and foremost that there are no easy solutions when it comes to mending challenging relationships. Escapism is an impulse driven by a kind of magical thinking is not without suffering. Elinor and Merrida together had to struggle inwardly and externally in order to find a common ground. It was not enough for Merrida to rely solely on herself , her instincts or her fighting skills and it was not enough for Elinor to rely on convention; they had to rely on each other and to take action when action was needed. Listening required their openness and it was the laying down of their defenses that allowed them to trust each other and work together. The film depicts the usual caring that the mother and daughter share but not with a particular frankness.

Therefore the movie is not just about a princess. It is most importantly about relationships. It focuses on mother daughter relationship. Bravery belongs to humanity as a sort of magical force that propels us towards action and progress. The film is the journey of a princess who struggles

in this patriarchal world to prove her worth as a woman. Anybody who rebels has to undergo struggle of the internals as well as the external force. The movie fearlessly but indirectly asserts that gender convention is a major cause of familial discord and it is only constructed by the society and has no relevance.   When we do not fit easily into traditional gender frame work into any gender framework of any tradition we can easily become outsiders to both our families and ourselves. "Brave" is about nature of change which requires the qualities that both mother and daughter discover within themselves during the film i.e. patience and action. Reserve and patience might fit into a traditional gender role for women while action defies it. In this way Brave challenges the dualistic notions that in order to fit in to a society you have to be one or the other, either/or female or male, man or woman, feminine or masculine. Mother and daughter despite being at odds with each other reconcile in the end . Therefore this is also one of the main theme of the film. We have the power to be brave and to transform our histories for the worthy cause of peace. Unlike warning peacemaking is the state in which we are able to relate and become united. The power of bravery stands within us but is only realized when it comes to our relationships with one another. More than that Merrida learned there are bonds that should not be so easily torn apart. In the traditional society the relationship of the child with her mother is generally considered as secondary and that with the father is primary. But in the film Merrida says, "I am still my father's daughter. But I understand now that I am my mother's daughter as well". Bravery, battle, adventure, they are nothing without sacrifice, duty, responsibility.

There are other films based on familial bonds. for example "Frozen". It also brings into light the issue of patriarchal construct. Movies like Frozen, is based on sisterly love. In the story the continuous ice coming out of the princesses hands is symbolic of her suppressed desires. She is not allowed to show her emotions. Her father continuously warns her to conceal the ice, meaning actually to conceal her emotions. In the end when she accidently turns her sister into ice, she cries and her love towards her brings her back to life. Therefore it teaches us a lesson that love is the emotion that balances all the other emotions. In many other animated fairy tales films , the child leaves homes and fights with a wicked witch which can also be representative of the mother figure. By overcoming the obstacles, the child is able to resolve feelings dredged up by maturity and thus returns home to a better relationship with the parent.

"Brave" has an uplifting message about improving communication between mothers and daughters. Elinor represents the passive female that the society constructs. But Merida is far from being a typical fairy-tale princess. Having flatly rejected the three suitors proposed by her family, she is apparently prepared to go through life quite happily without a husband, by refusing to be betrothed. "Brave" seems at a loss to deal with her as a girl and makes her a sort of honorary boy. At the end of the film even the conversation between the mother and daughter changes. Initially, Merrida says, "Its not my fault" but after she finds herself guilty of turning her mother into bear.

She says "Its all my fault". Whereas initially Elinor says, "do as I say for the good of the clan". This suggests that she is more concerned about what the clan has to say or act than what her daughter wants. But in the end she claims, "Break the tradition, follow your heart, and love whomever you want". This change that we notice questions the rules and regulations of the society and further deepens the understanding and bond of Elinor and Merrida. Elinor finally agrees that her daughter is worthy and has a lot of potential.

Hence i would conclude the essay by putting forth that animation movies can be a great source of entertainment as well as knowledge suited favourably both for the children as well as adults. It has no longer limited itself to children. Issues such as racism, humanity etc are dealt in such films with a much more vibrant and colourful touch. Even there are movies based on the epics such as The Mahabharata, The Ramayana, The Iliad and The Odessey and much others. These serious epics are shown with animated picture in the animated movies by which children can easily get attracted towards it and by watching such movies they get an insight into their country's traditional and cultural background. Life in general is too serious and so are the issues dealt with in the non-animated movies. According to me its not at all fun watching serious movies with real actors especially when it is not comedy. Animation however brings comic effect in serious themes as well on its own. The use of exaggerated and distorted facial structures brings fun and life into the movie and the characters. We learn practically and in a much more

lighter and fun way. In the end of such a movie we appreciate the creative aspect of the movie as well as the theme dealt in it. Also animation industry is growing hugely lately in aspect of its enhanced technology all over the world. With the release of Dreamworks' 2009 movie "Monsters vs Aliens", animated movies have taken another step forward in the quest to bring audiences into their imaginary worlds. The film was produced using 3D. By viewing the growth of animated movies so far, it is clear however that animated filmmaking is going to continue its long history of growing and evolving over time and whatever direction it goes, whether it be motion capture, 3D projection. In the present day, thousands of youths are attracted towards this fields and are trying to bring continuous changes in the technology. It can be said that this industry has a very wide and a bright future ahead seeing its current status, zeal and interest among the youths to join the industry all over the world.

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