**Why Are Cartoons That Are Widely Regarded as Landmarks in Animation History Generally Canceled?**

**Annotated Bibliography**

Goldstein, R. (2013, December 19). This Is How an Episode of Cartoon Network’s ‘Adventure Time’ Is Made. Retrieved September 11, 2017, from <http://www.thedailybeast.com/this-is-how-an-episode-of-cartoon-networks-adventure-time-is-made>

In this case, the title of this article speaks for itself. Goldstein prefaces the article with summarizing what Adventure Time is, and how long it’s been airing on Cartoon Network. He also notes how popular the series is and how consistently popular it is with a variety of demographics. He then goes into extensive detail about the production process of one single eleven-minute episode of Adventure Time, going in-depth about all different aspects of the animation process, from storyboarding, to background clean up. It also includes details about all the production steps that don’t involve animation as heavily.

This text is a reliable source upon first glance. It is recent, and the cartoon in question is ongoing. It might not be very authoritative, however. The article is located on an online newspaper, the Daily Beast. Additionally, the author is not known to be a certified professional in animation, so it may be difficult to assess how legitimate the facts, arguments, and evidence in the article is. It does thoroughly address the pipeline one episode of the show goes through before it’s aired. The vocabulary is very profession, and many of the official terms associated with animation and cartoon production are used properly. This source will be useful. I myself am familiar with the cartoon process, and can verify the information given by Goldstein to be accurate. This article will present a reason animation is so difficult, and some insights as to why cartoons might be cancelled, aside from ratings. It will also provide some perspective on how much work goes into creating a cartoon show. It can sway either way in relation to the other sources. It can provide legitimate reasons to cancel or keep a cartoon.

Goodwin, S. (2017, June 8). Not Just for Kids: Important Life Lessons Learned From Cartoon Characters. Retrieved August 30, 2017, from <https://www.themarysue.com/life-lessons-cartoon-characters/>

This article addresses the big variety of morals and life lessons that anyone can take away from cartoon shows, not just young kids. Goodwin starts off by levying the claim that cartoons are not, in fact, just for children. It then proceeds to list and describe the many important morals that are found across the spectrum of television animation. It takes a well-known cartoon and lifts a moral found within its episodes and overarching themes, thereby proving that cartoons are an important medium to everyone, from children to adults.

This article is more reliable than the previous one. It is very recent. Additionally, Goodwin, the author, has two degrees: A Bachelor’s in classical civilization and a Master’s in Library Science, both from Indiana University. She isn’t however, an official on animation and cartoons. It is limited by the fact that there is a lack of a counter-argument, however. It doesn’t admit how some cartoons could potentially be imparting bad morals on its audience. A fresh perspective will be presented in this article, as it shows all the different morals found in cartoons, and how they affect their audience. This will help my research and claim, because it realizes how important cartoons are to their audiences.

IMDb (Ed.). (2017, May 20). Genndy Tartakovsky. Retrieved August 30, 2017, from http://www.imdb.com/name/nm0850733/?ref\_=nmawd\_awd\_nm

Complete bio on Genndy Tartakovsky and his filmography.

IMDb is an internet movie database that gives short bios and overviews of people involved in the entertainment media industry, as well as summaries, details, and trivia about movies and shows. The specific page I have chosen from this website detail the life and works of Genndy Tartakovsky, the creator of cartoons such as Samurai Jack, Dexter’s Laboratory, and Sym-Bionic Titan. It details all the shows and movies he has been involved in to this day, and how he participated in their creation.

This article is not the most reliable, as there are no listed authors or contributors. IMDb is a widely accepted and verified website, but the lack of authors and links makes this stance questionable at best. The text is solely factual; it does not contain any arguments or claims. It is limited by its questionable credibility, but I can rectify that through my knowledge of this cartoon legend. This text will not necessarily be very useful in supporting my claims or my research, and I will probably omit it from my research. This is because it is very brief in its description of Tartakovsky’s life and accomplishments.

Miracle Animation Studios Inc. (2013, April 24). Production Process for 2D Animation. Retrieved September 11, 2017, from https://miracleanimationstudiosinc.com/2013/04/24/production-process-for-2d-animation/

This article goes into excruciating detail about the process of creating a single episode of a two-dimensionally animated cartoon show. It provides many graphics to depict the processes described in text. It thoroughly explains all steps of the process, from pre to post-production. It also details the different jobs involved in making a cartoon, and how they work together to contribute to the finished product.

This article appears to be very authoritative. It is pretty recent, and is written by an actual animation studio. However, there is no credited author. It is very insightful and reveals a lot about the backbreaking and expensive process that is producing a two-dimensional animation. It is very unbiased, and will contribute to my research greatly, as it implies fair reasons cartoons can be cancelled.

Moore, B. (2011, March 29). Genndy Tartakovsky’s ‘Sym-Bionic Titan’ Canceled Due to Lack of Merchandise? Retrieved August 30, 2017, from <http://screenrant.com/symbionic-titan-canceled-cartoon-network/>

This article addresses the sudden cancellation of a beloved cartoon, Sym-Bionic Titan. Moore prefaces the article by listing some of Genndy Tartakovsky’s previous works, then summarizing the plot of Titan. He then goes on to detail the announcement of its cancellation and the reasons for doing so. Afterward, the author expresses his displeasure regarding the decision and its reasons.

This article is considerably authoritative. It came out several years ago, so it might be somewhat dated. However, it came out exactly when the cartoon was canceled, so the author portrays a genuine reaction to the cancellation. It does have some other sources backing up the info. Moore provides an authentic perspective on the cancelation of a cartoon, and helps to further my research and my claim that cartoons shouldn’t be cancelled so nonchalantly.

Nick Animation (Ed.). (2017, January 13). Episode 28: Rob Renzetti | Nick Animation Podcast. Retrieved September 11, 2017, from https://www.youtube.com/watch?v=a4Qp-H-z\_4Q&list=PLUQR09yEYrP0sjyo-NDipIlVMkP3ZxMXb&index=15

This podcast involves an interview of Rob Renzetti, a cartoon veteran through the Nick Animation YouTube channel, which is run by Nickelodeon studios. The interviewer asks a variety of questions of Renzetti. He asks him about his upbringing, his inspirations, the creation and cancellation of his show, My Life as a Teenage Robot, and many more. Renzetti shares his honest perspective and feelings about the television animation industry.

This podcast is very valuable and authoritative. It involves the genuine thoughts and comments of an animation giant regarding cartoon shows and network television. Furthermore, it is recent and done officially through an official cartoon channel. It is extremely eye-opening about cartoons and animation, and provides newfound understanding about animation and shows reasons to cancel and not cancel cartoons.

Russell, S. (July 10). How TV Animation Works. Retrieved September 11, 2017, from <http://entertainment.howstuffworks.com/tv-animation1.htm>

This article also goes through the production process for an episode of a cartoon show. Russell also compares cartoon production the making of a live-action television show. It thoroughly goes into the cost, time, and supplies required to make a cartoon show. Russell shows how much more difficult it is to make a cartoon, and how many people are involved in its making.

This text seems somewhat reliable. The author isn’t an official on the subject, but uses advanced animation and cartoon vocabulary that I can verify. It is limited by its relevancy and bias, as it is an older article. Furthermore, it does not cite any official sources on the topic. Russell has a very neat perspective, showing how ridiculously hard it is to make a cartoon, especially when compared to a live-action show. Russell implies arguments to cancel cartoons, besides ratings, but he also does the opposite.

Stabile, C. A., & Harrison, M. (Eds.). (2003). Prime Time Animation: Television Animation and American Culture. Retrieved September 11, 2017, from https://books.google.com/books?id=H3USAr6i1e0C&printsec=frontcover#v=onepage&q&f=

This book details the history of cartoon show, and how they relate to American culture. Stabile and Harrison go through how different cartoons have single-handedly effected American culture. They also describe why and how cartoons are cancelled. They also go over the cartoon industry in general, describing how cartoon merchandising and promotion are handled, and how cartoons are made

This is a very good resource. It is slightly older, so it might be irrelevant, which is a limit to consider. It shows a brand-new perspective on the cancellation of cartoons. It also has very favorable review from owners of the book. Stabile describes cartoons from a network perspective, and gives the process and reasoning networks go through when they air and cancel cartoons. This will be very helpful in my research, and will help me to understand all the reasons cartoons are canceled, which, in turn, will help me argue against those reasons.