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# History of Animation

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# introduction to

## What is Animation?

- Animation is the art of creating the illusion of movement by displaying a sequence of still images, called frames, in rapid order.
- It is widely used in films, television, advertisements, video games, and even education, making it one of the most powerful tools for storytelling and creativity.
- When these frames are shown quickly one after another, our eyes and brain blend them together, making the pictures appear to move. Animation can be created in many forms such as traditional hand-drawn sketches, stop-motion with real objects, 2D digital drawings, or 3D computer graphics.



# ~~animation:~~

## *early* *experiment*

- 1824 – Thaumatrope: A simple disc with pictures on both sides that created motion when spun.
- 1832 – Phenakistoscope: Invented by Joseph Plateau, used spinning discs with sequential drawings to show movement.
- 1834 – Zoetrope: A rotating drum with slits that allowed people to view moving images inside.
- 1877 – Praxinoscope: Invented by Charles-Émile Reynaud, used mirrors for a clearer animation effect.
- Magic Lantern Shows: Early projection devices that displayed moving images with hand-painted slides.
- These experiments proved persistence of vision and laid the foundation for modern animation.

# Silent Era creation of animation

## First Animated Film

- 🎬 **Fantasmagorie (1908)** by Émile Cohl.
- 🎭 Creator: Émile Cohl (French cartoonist)
- ⏱ Duration: ~1 min 20 Sec
- 🖌 Technique: 700+ hand-drawn images on paper
- 🎨 Style: Stick figures with surreal, dream-like transformations
- 🌎 Importance: Regarded as the first fully animated cartoon in history

## Winsor McCay's Gertie

### the Dinosaur

Winsor McCay's **Gertie the Dinosaur (1914)** was one of the first animations to show a character with personality and emotions, making it a milestone in early animation history.

# Of animation

**Felix the Cat (1920s) became the first cartoon superstar, known worldwide for his mischievous personality and iconic black cat design.**

**First cartoon character to be merchandised on toys, clocks, and other products.**

The

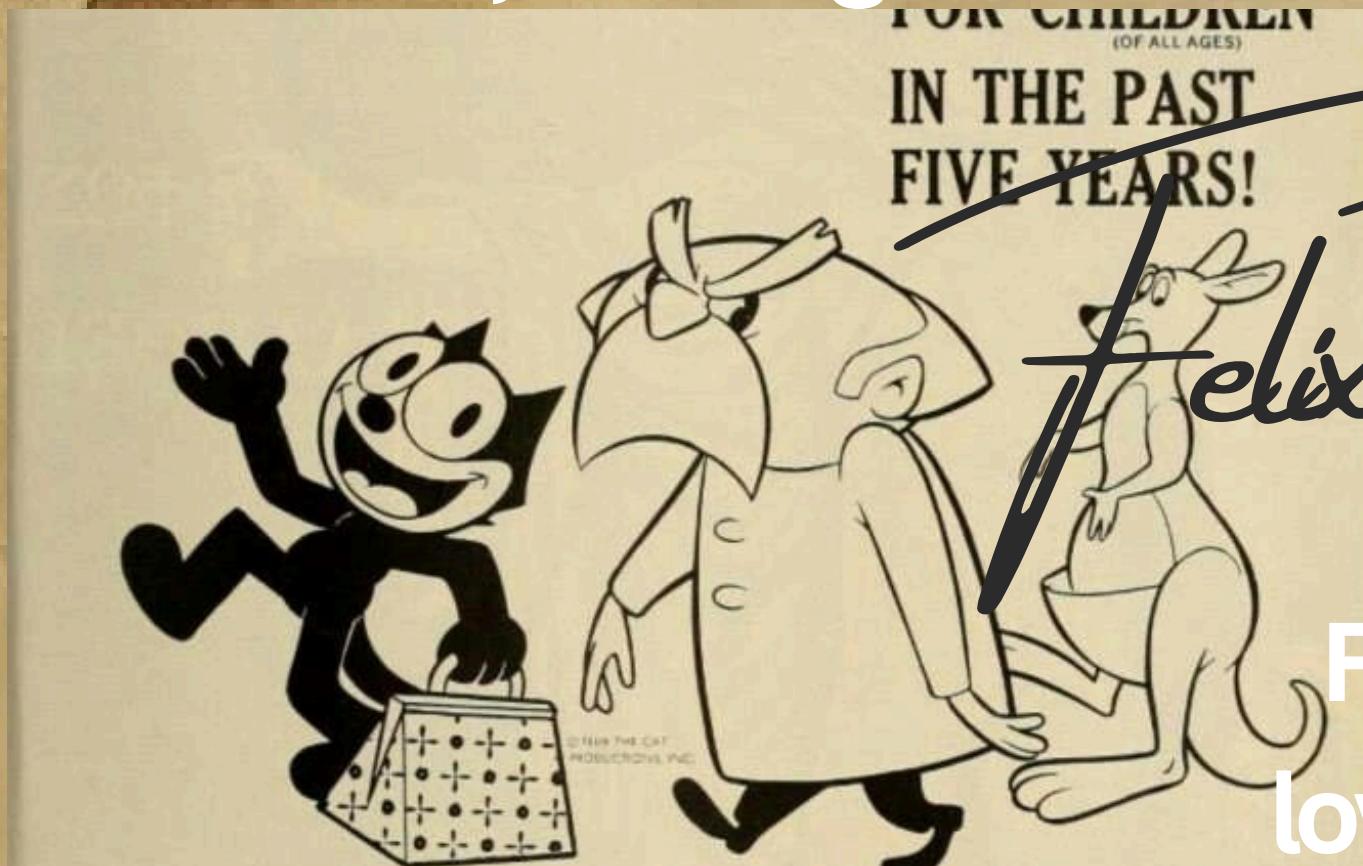
ELIX

ANNUAL

A Star Among  
THE FAMOUS FILM CATS  
OF THE FAMOUS FILM CAT

# Winsor McCay's Gertie the Dinosaur (1914)

Winsor McCay's Gertie the Dinosaur (1914) was the first animated character to show personality and emotion, making it a landmark in early animation.

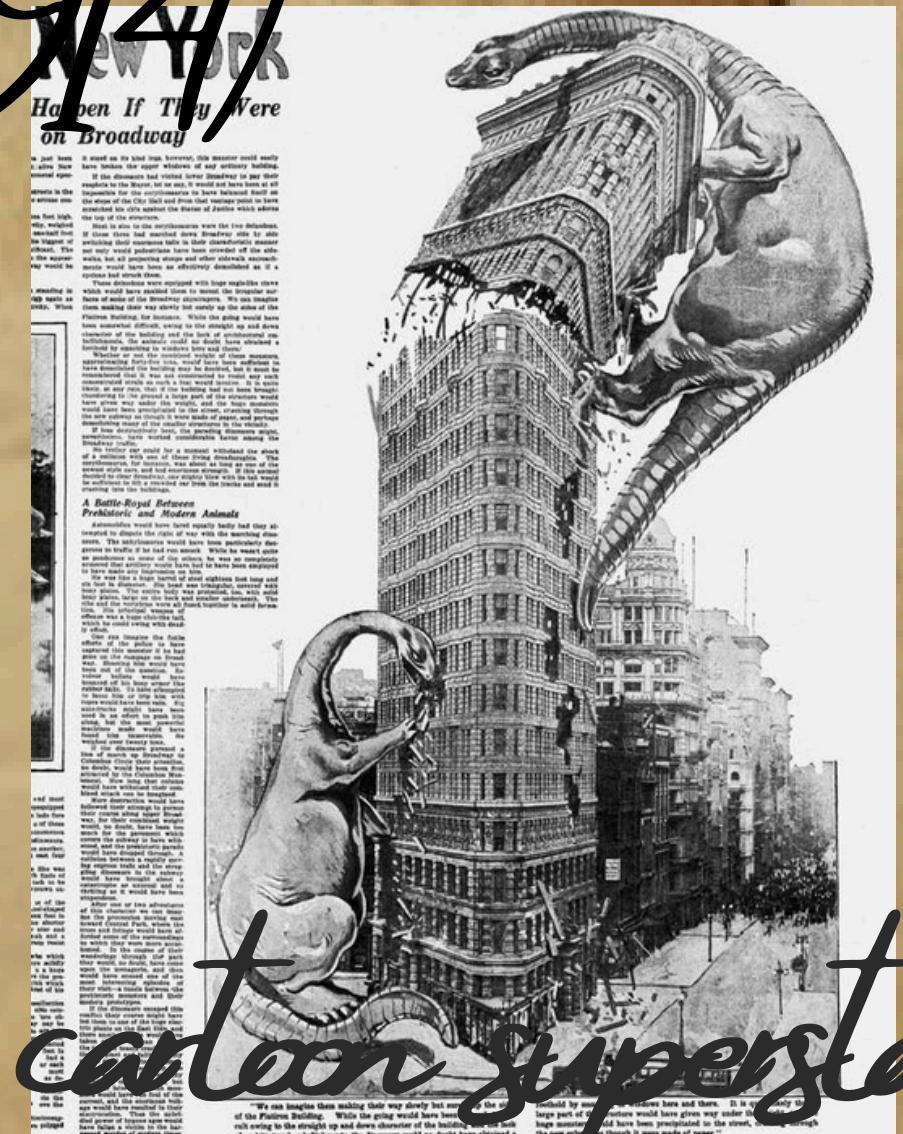


**FELIX THE CAT**  
1959's Brightest Television Star

A unusual opportunity for a national advertiser to sponsor a Brand New Series starring one of the best loved cartoon characters of all-time.

Felix the Cat — first cartoon superstar

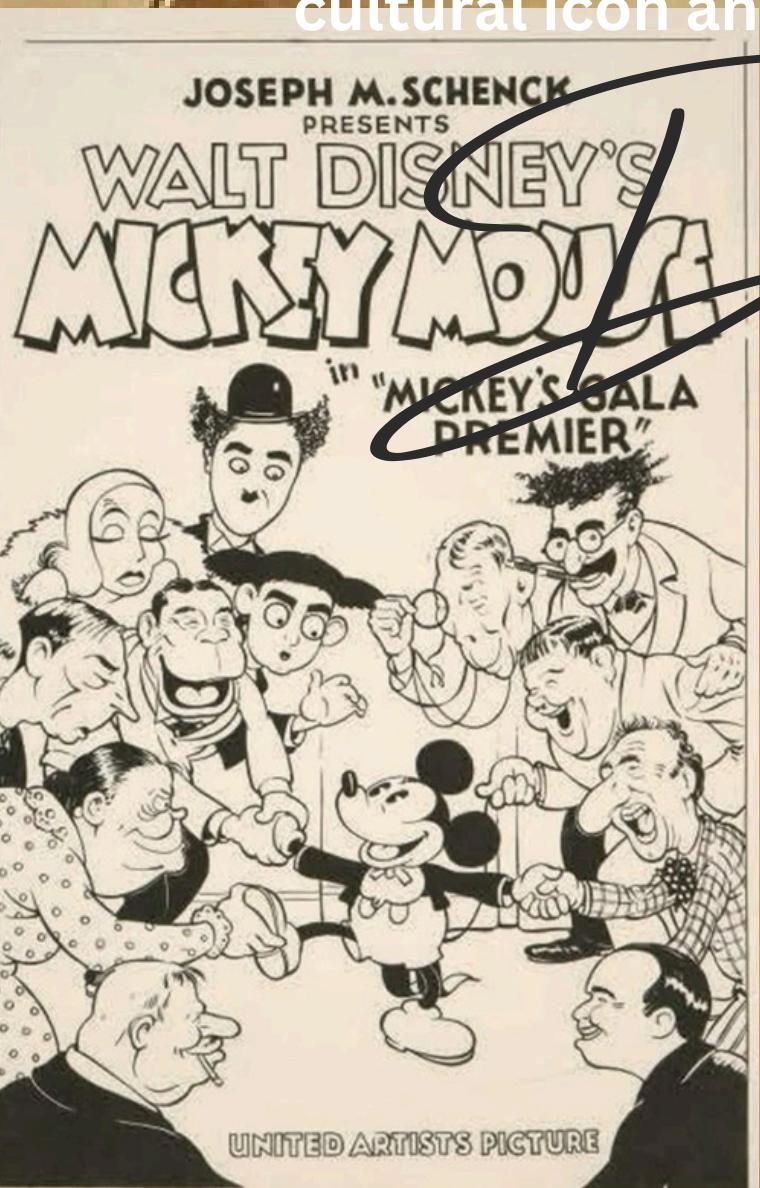
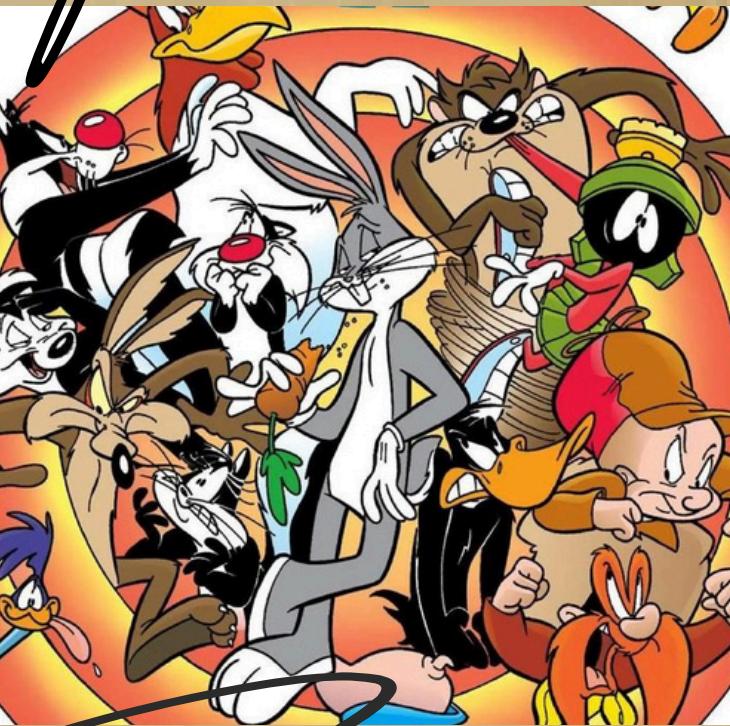
Felix the Cat (1920s) was the first cartoon superstar, loved for his playful personality and simple design. He was also the first animated character to appear widely in merchandise.



# Warner Bros → Looney Tunes

## Golden Age of Animation (1930s – 1950s)

Warner Bros' Looney Tunes (1930s) became one of the most popular cartoon series of the Golden Age of Animation. It introduced legendary characters such as Bugs Bunny, Daffy Duck, and Porky Pig, known for their humor, catchphrases, and slapstick comedy. The series grew into a cultural icon and a lasting rival to Disney.



Disney → Flowers and Trees

Disney's Flowers and Trees (1932) was the first animated short produced in full color using ~~first color cartoon~~ Technicolor. It won the first Academy Award for Animated Short Film and proved how color could bring more life and emotion to animation.



# Television Animation (1950s - 1970s)



Hanna-Barbera Studios (1950s–1970s) revolutionized television animation with shows like The Flintstones (the first prime-time animated series) and Scooby-Doo. Their cost-effective style made animation more accessible for TV audiences worldwide. Hanna-Barbera Studios (1950s–1970s) revolutionized television animation with shows like The Flintstones (the first prime-time animated series) and Scooby-Doo. Their cost-effective style made animation more accessible for TV audiences worldwide.

Rise of Saturday Morning Cartoons (1960s–1980s) became a tradition where kids watched shows like Scooby-Doo, The Jetsons, and Super Friends every weekend. Animation became a regular part of family entertainment and pop culture.

# Modern Era (1980s - Present)

- 1980s → Computer animation (CGI) began, replacing some traditional methods
  - 1995 → Pixar's Toy Story released as the first full-length CGI feature film.
  - Japanese Anime → Became a global phenomenon with shows and films reaching worldwide audiences.
  - Streaming platforms (Netflix, Disney+, Crunchyroll) → Expanded access to animation, making it more diverse and widely available.



Animation has evolved from simple hand-drawn sketches and optical toys to advanced CGI and immersive 3D technology.



Today, it plays a vital role not only in films and entertainment, but also in advertising, gaming, education, and scientific visualization.

The future of animation is moving toward Virtual Reality (VR), Augmented Reality (AR), and Artificial Intelligence (AI), promising even more interactive and lifelike experiences.

