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MULTIPLICATION FILMS AND DEVELOPMENT IN THE WORLD

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Abstract: In this article, the history of the art of animation and its development processes, innovators, changes in techniques, and information about the image of this art today are presented through examples.

Key words: animation, illusion, phantasmagoria, praxinoscope, technical device, stop-motion, celluloid tape, computer animation.

Animation is movement the illusion describe for time pass with changed standing, artistic from technique used without drawn, colored or another way created images sequence Create. Created images don't go departure while one from one just a little the difference does and that's it don't go on the way mad images through movement surface will come. From the first examples one of Iran Shahr -e Suhte in the city found 5200 years old ceramic dish In the pot five there is an image. His around of the goat to the tree jump described and as well as in the Beni Hassan cemetery Khnumhotep from the grave found about 4000 years old Egypt fresco struggle in the competition events sequence describing very long images is a series.

Ancient China in his records devices, including Ding Xuan's invention one how many links there is they are people or of animals one series " action " of the figures impression It is said to create " , but this descriptions sure it's not and only of numbers in space real movement Seven by Leonardo da Vinci (circa 1510). drawing neck, shoulder, chest and hand of the muscles anatomical studies Windsor of the collection two leaf cover received, high of the body in detail images and less in detail face features own into takes Sequence while spinning and hand when stretched of the number one how many corners shows. Drawings one from the image to the other only small changes showing because of, they together one of the figure movement means This initial of examples some of them one series animated to drawings like appearance possible although - them in action show for modern of means lack of and very low frame rate speed them real animation to be hindrance does However, chronologically in order placed images category Create through time during action describe practice of art development basis it has been.

Experts animated 1877 born year is called: then french inventor Emile Reynaud invention - the praxinoscope patented. This device moving pictures to the surface projection to do enable gave Quick in between scientist optical theater opened, there praxinoscope using movies demonstration 1898 - James Stewart Blackton and Albert E. Smith the first animated baby doll movie "The Humpty Dumpty Circus". work released. In the movie wood toys used

Animated sequences own into received standard to the movie written the first film was in 1900 " Enchanted figure "became, then and J. Stewart in 1906 Blackton by "Funny of faces funny stages



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" first complete It was an animated film because he is american of animation father is considered Traditional (manual drawn) animation using created the first animated film "Phantasmagoria" by Emil Kohl in 1908 was The movie basically moving from the figures consists of is, har different variable to objects face came, for example, to the flower rotating wine bottle. Also the animator hands to the scene entered live actions There is also a sequence was Movie har one the frame on paper drawing and after each one frame to film photo get through created and to the image to the board similar view gave Then from the stop-motion technique used without again one how much movies released, but the first to be Blackton's Ghosts house "movie wide praise deserves it happened, he the audience surprised left and next to developments inspiration gave

Unknown artist by created Katsudo Shashin discovered in 2005 done and in Japan the most ancient animation Poem Natsuki Matsumoto (Osaka Art of the university lower alpha iconography according to specialist and animation historian) with Nobuyuki in cooperation found The movie defines Tsugata big probably with in 1907-1911 photo received Film celluloid of tape fifty square one series cartoon from images consists of per second ten six frame at speed three seconds continue is enough In it a sailor the boy 's costume kanji characters (katsudo shashin or "moveable picture "), then to the viewer turned and took off his hat take off, hello that he gave described Evidence that's it shows that it is a rich house projectors to the owners sell for public work issued Matsumoto's to his words according to the relatively low quality and low -tech pressing release technology him small movie work issuer company by work issued shows.

Winsor in 1914 McKay bright personal to qualities have has been the first cartoon the hero is a dinosaur Gertini created For the movie drawn big in volume pictures new cinematography work release technology invention to do Demand did, this the first times animator and background artist between work distribution take came: McKay dinosaur of movement stages drew if so, he hired student copy moved. from the layout each one on the sheet of the mountains contours, lake and tree (that at the time celluloid film yet not used). So so, we are kinematic of animation main method complete we can consider animation.

Animation of the movie one to the part became, then from genres one as strong place took over Cartoons work release for standard movie from formats in one time between photo get for suitable has been movie cameras used By hand drawn the animation Create for cartoon cars created they are special filmy to the camera have complicated reproducer installed usually combined photo get to devices similar to the design have is the mechanism opening the corner setup and darkening and to delete done to increase possibility will give. Such devices vertical installation and this from the position to see convenience for special magnifier Visor with separate standing animation for special in the version work issued Professional cartoon of cars design separately in the environment a lot layered images to create possibility gave and lighting equipment own into takes Current at the time in hand drawn animation computer or digital camera cartoon from his car uses That's it way animation slowly slowly developed went and Walt Disney in 1929 the most famous of the heroes one Mickey Mouse created and the same that's it year his the first voice called " Steambot Willie". cartoon air the face saw as well vocal cartoon to the image received same as in 1932 that's it creators by "Flowers and Trees". the first colorful cartoon to the public present done In 1936, the SSR film studio opened and in 1937 "Sladky pie" the first mulfilimi created Walt to Disney again one big success brought the cartoon was "Snow and Seven Dwarfs".



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Later on the children happy different countries one on the way cartoons is created started Among them: "Tom i Jerry" (1940), "Chuchelo" (1943), "Crusader Rabbit" (1947), "Shepherdess i Trubochist " (1952), " Mowgli " (1967-1971), " Crocodile Gena " (1969), " Ostrov sokrovishch "(1988), "The Simpsons" (1990), "Toy Story" (1995), "Starik i more" (1999) "Spirited" (2001), "The Triplets of Belleville" (2003), "The Girl Who Leapt Through Time" (2006), "A Town Called Panic" (2009), "Kung Fu Panda" (2008), "Masha i Medved" (2009), "Robocar" Tangled"" (2010), "Poli i ego Druze" (2011), Frozen (2013), Inside Out (2015), Coco (2017), Spider-Man: Into the Spider-Verse, Real Girl (2018), Metalions (2019), Devushka i tank " (2020), " Daje mouse popadayut c ray" (2021), "Monstry neither kanikulax" (2022), "Migration" (2023). attention won animated movies example by doing come can

Summary by doing so to speak speeding up going technique and technology during many 2D and 3D animations movies the audience attention is winning that's it emphasizing transition ok some shortcomings account when you don't get it each one being created to work creative is approaching . Like that this animated movies not only young the audience perhaps big age people educational too important have being each how the viewer deep thought to conduct encourages.

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