Animation Development And Its Influence

Animation

Computer animation can become defined as the process of digital generating of images and their movements. The use of 3D graphics is one of the ways that models get to be animated by computers. Sometimes 2D graphics can be sometimes used to acquire real-time fast renderings, low bandwidth and stylistic. The early digital form of animation got created by a scientist known as Edward E. Zajac in 1960s at Bell Telephone. When these forms of animation continued through the 20th century, it has brought many significance and some problems too. Most animation was generated and created in the 20th century, and it had much influence in the digital world at large. Several perspectives explain these forms and ways in which the digital animation generation had impacted on the technology world. Some of these perspectives are; theoretically, aesthetic, cultural and lastly technological. In this paper, we will discuss some of the influence that this generation and development of animation have caused (Ho, L.H., Sun, H. and Tsai, T.H., 2019 pg.1605). Therefore these perspectives mentioned earlier can be instrumental in our entire discussion and research in the paper. Computer generated animation is our chosen subject of study in the article.

Evolution of Computer Animation

The earliest pioneers of computer animation were experts such as John Whitney. This first computer animation occurred back in the 20th century between the 1940s and 1950s. His animations were based on the motion of bright objects and light. He later came to establish a company which named it Motion Graphics Inc. This company became focused on television and series animation. Making of films was also part of the company's duty as well. John became referred to as the father of computer animation. After his invention series of computer, experts have concentrated more in the world of digital animation since then Yongxiang Lu (pp. 308–310). Most of these experts have used the same ideas that Whitney brought and generated them into their versions and more complex and improved manner. One of these experts is Edward E. Zajac who worked in the Bell Telephone company. Edward together with other experts back in the 1960s produced the first computer film. Later 3D movies were created under the same company Bell Labs by Michael Noll, and this includes ballets of sticks types of shape moving on a podium. These were one of the most fabulous animations back in 1965. Noll also later came up with the animation of the 4D figure which became one of the best under the film Incredible Machine which was produced by the Bell Labs. In 1968 a group of experts first created a moving character which was a cat Nikolai Konstantinov mainly did this. These generations led to improvements and later human, and robot characters got created with 3D animations being used mostly in the cinemas and many other places (Bahadori, S. and Middleton, R.G 2019. Pg. 232-238). Many other similar inventions and improvements have been experienced mainly in the mid and late 20th century. The impact and influence that these development and evolution has had on the digital industry are very many Roget, Peter Mark (1824). One of these influences has become experienced in the modern technology forms of animation mainly seen in the movies and films which are fiction and full of animations. Below is a visual form of how animations were done a long time ago.

[image: F:benedict toweetDocuments200px-OFB-Qianlongsatz03-Krieger.JPG]

Cultural animation

Computer generation can sometimes become termed as a way and means of preserving culture in many different perspectives. Mainly it works under the saying that they are protecting and preserving their learning so that future generations can use it. Therefore ways that people use to safeguard culture have been improved over the past years and mainly in the 20th century. Computer generated animations have been one of the most significant impacts throughout these technological improvements. Culture ways and best interest have been turned into images in motions and put into animations and other forms of digital contexts (Neumaier, Joe 2009). These forms have been significantly improved because stories that have meaningful information about specific culture and doings of a community or society become stored in digital means and animations that can be referred to in the future by the next generation. These forms of animation have improved the production of computer-generated animations because of the full range of cultures that exists in the world. It has shaped and improved significantly because it permanently stores one's lifestyle for use in the future. It has helped to protect fading cultures and reduced forms of culture handling in the past. In the past years, it has been received warmly by many cultures and most of them preferring the use of animation rather than storytelling (Levinson, M.P., 2019). Changing the modes of storytelling to animation can be more exciting and appealing to watch rather than to listen to stories. Storing sensitive information was hard in previous years which led to some ways being extinct and never practised, but through animations, essential ideas and forms of cultures are stored and used by future generations has been improved and received warmly.

Theoretically perspectives of animation development

Probably, the development of computers animation mainly is based on the automatic outcome of it from experts. In this case, it implicates that some systems needed the mechanical improvements concerning the particular job they do, and this led to the automatic generation of animation. An example can be the advertising industry. The use of images in motion was to advertise products, can be seen to be cheaper compared to the real human advertising of products. Images inaction has brought the use of animations automatically into the advertising industry for them to advertise their products easily (Diamond, R., 2019). This was just said to be the use of common sense to find ways in which animations can bring better improvements and also lead to lower costs compared to the other forms of presenting things. This perspective is mainly concerned with the works of common sense and what can be changed automatically and improves the goodness in the systems of expressing data and information digitally. It also constitutes logical and arithmetic forms of explanation and presenting information in a more natural way rather than the use of much knowledge of things that are not accurate. With these thinking, the development of animation became on the rise and many fields wanted to use animations to present their information and data quickly and more accurately.

The aesthetic perspective of animation development

Artistic perspective can become explained as the beauty applied in the animation to make the animation look more attractive and improve how people view the films and other digital visuals. It is mainly concerned with the use of 3D dimensions and applied colour to embrace and

facilitate enhanced beauty that can make the animation be more attracting (Zacharek, Stephanie 2004). The beauty of animation has in many ways become improved y the used aesthetic. Grace is what every person wants to see, and in animation, it's the only way of ensuring that they get the perfect form of film. The use of several colours combined which makes it attracting, and also the application of 3D graphics in the animation improved the development of animation in the 20th century. Below is an example of a 3D animation. [image: F:benedict toweetDocumentsprocess-ae1-overview.jpg] Shutterstock High Definition 3D Animation - looping purple arabesque kaleidoscope - Club & Music Video Visual Effects

The use of Pixar as well as many colours that ensure it makes the animation beautiful and appealing to the yes has also been witnessed for a very long time. These perspectives show how animations have been improved to make it more attractive and appealing and in this case, it has led to many opportunities such as saving labour and money Buchan, Suzanne (2013. p. 63). With these beauties, the animation is then sold at high prices while the input in the business was low, but the output is high. This is an opportunity that has led to the success of many companies that deal with animations.

Technical Computer Animation

Technical art and animation are mainly used to solve arithmetic data and present them in understandable ways and format. Professional artists and directors are the most affected by this form of animation in their daily duties and work. The combination of animation with the functional combination of computing, applied maths, and many others have been one of the influences brought by these forms of animation. Video games being one of the techniques of animation we can approve that its production has been awe-inspiring let’s take for example FIFA 18 which is a video game, it consists of several statistical data that are formatted and placed in the game as well as the graphics used to present players to the play. This is a good example used to understand forms of technical computer animation. This type of animation has been received very well by most of the people mainly because it reduces that workload and also brings in satisfaction and fan. FIFA being our example it has brought happiness to many people and also blowers to infinite numbers of people in the world. Below is an example of FIFA animation. [image: F:benedict toweetDocumentsmaxresdefault.jpg] FIFA 09 - FIFA 18 - THE BEST PACK OPENING ANIMATIONS

Visual Contexts in Animation

Visual contexts are used to present static graphics in motion, and mainly it was done in the presentation of electronic circuits and many others. The use of static graphics was seen to be more and adequately significant compared to the use of animations. With this type of presentation as a form of computer-generated animation, it has continuously improved and open ways of solving problems with similar contexts. Similar objects brought a big issue in ideas that they can be presented, and these forms of animation by the use of visual backgrounds and static graphics in motion and those not in proposals are the most and the most critical type of improvement in the animation industry (Thangthai, A., Milner, B. and Taylor, S., 2019 pg101-119). The production of these animations has been smooth because of the static graphics that are being used to present information. It has led to improved ways of expressing and passing information as well. Its reception has been excellent because of the forms and new ways of presenting information mainly by the workers of electric firms and many others.

Innovation and opportunities that have progressed computer animation

Some of the change that has been witnessed in the animation of computers is very many; an example of this is the Technicolor which was mainly the turning of black and white films to coloured films. Many films used presented in the form of black and white, but through the innovation of Technicolor by Daniel Comstock, the animations in many movies are now presented in several and the exact colour that they should be given in. With this form of innovation, it has led to many opportunities in animation technology Stampers, (Simon 1833). One of the possibilities is that the animations are appealing to the eyes and they can be sold quickly because of the improvement in colours which makes it be more of presented decently. Pixar is another innovation that can be seen in computer animations. These are ways that graphics are used showing the facial geometry modelling and hair among some of the things. These are mainly fictions and have brought many opportunities to the animations. For example, Disney who in the year 2006 acquired 7400 million dollars for the Pixar can be an example of opportunities that this form of animation can bring to the entire team of digital animation as well as the public. These innovations in animations have also improved significantly on the sales that are made by the films and fictions Roget, (Peter Mark 1824). The form and ways that these animations are used will determine the transactions that are going to be made, and this brings many opportunities to them at large. Below is an example of a Pixar animation.

[image: F:benedict toweetDocuments135242-004-8465773F.jpg] Pixar Animation Studios. Quick Facts. Lasseter, John

Conclusion

Animations have influenced the film and technology industry for a very long time. Most of the generations in this animation field happening in between the 20th century and it has led to the release of films with many opportunities to their creators. It has also improved the approach of how people used to view animations. Many people see it now as an advantage added to their ways of living, and in this, they can appreciate the development of animation. Movies more so fictions have also increased the value of entertainment in the recent past. In this paper, as we discussed the influence of animation through our central topic computer generation, we found out that there exists many opportunities in the animation world and also the profit from the sales of this animations are very high.

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