

Even though animation is such an important part of film history, it is not one that is focused on if you look up the “history of film.” But, there were some pretty incredible animators out there. One of the first ones to become successful was Winsor McCay, who started out as a writer of comic-strips but transitioned into becoming an animator (Dixon and Foster 19). One of the first female animators was Joy Batchelor, who made very successful cartoons for about twenty years along with the help of her husband, John Halas (Dixon and Foster 224-225). The most well-known animator of all time is Walt Disney, who started out making cartoons in the twenties with the help of UB Iwerks, although their partnership did not last long. Disney became extremely famous for the creation of Mickey Mouse and friends, continuing his career until he died (Dixon and Foster 126-128).

Around the same time Disney was becoming prominent, Looney Toons and Betty Boop made their first big break, most likely inspired by Mickey Mouse. Looney Tunes was started by Warner Bros in the early thirties, that showed tons of cartoons with slapstick and gags, originally made for adults but attracted children as well. Betty Boop was created by Max and Dave Fleischer in the late twenties that was a cartoon character thought to “a caricature of a Jazz Age flapper” (Dixon and Foster 128-130). These were both huge successes, but across the Pacific in Japan, another type of animation was being created. This was called Anime, which were highly stylized Japanese animated cartoons. They continued to be made all the way to the present, and are still popular nowadays (Dixon and Foster 339). Today, most of our animated shows are computer generated. The first feature length 3D animated film was made by Pixar in the nineties, and from then on, we kept expanding. The next advancement was creating figures entirely out of GCI technology, which first happened in the early two-thousands (Dixon and Foster 185-186).

Though animation seems much like a new thing, it has been happening for many years. 3D animation, although, has not--it will be exciting which way animation will turn next.