

## Lesson 1: Animation Everywhere

In this lesson, we will answer the following questions:

- What is the history of animation?
- How important is animation in our lives?
- How did animation shape our society?

**Connect:** **Intro for lessons**  
<https://www.nyfa.edu/student-resources/quick-history-animation/>

### The First Ever Animation

What was the first ever animation? That is a trickier question than it might appear, because it depends entirely on what is classified as an animation.

Given that animation, at its heart, is simply the act of creating the illusion of movement through still images, you could argue that the craft began hundreds of thousands of years ago. We're all familiar with the stereotypical cave painting imagery which usually depicted hunting in motion.

The Victorians also figured out how to create moving stills to trick the eyes into thinking the image was animated:

History of animation: first ever animation

But that's probably not what you wanted to know. Even if we're talking about the first ever animation in the era of film, though, we've still got a problem: are we including only drawn images? Stop motion? Animations that only featured a few frames?

Let's skip ahead a little and take a look at the first verifiable animated feature-length film... although that may be a little tricky, since no surviving copies exist.

### The First Animated Feature Film

After a number of pioneers began creating animated shorts in the early 20th century (1914's *Gertie the Dinosaur* being a notable example), the very first feature-length animation created using traditional methods was entitled *El Apóstol*.

Released in 1917 to a South American theatre audience, the 70-minute long movie – running at an impressive 14 frames per second – also holds the distinction of being the first commercially profitable animated movie ever made.

According to those who saw it, the political satire was exceedingly good. Those who didn't catch it the first time round will never have the chance to find out, however, since the only copy of the film was destroyed in a house fire.

Alas, we'll never know how good the first ever feature-length animation truly was.

Moving on...

The Rise of the Mouse House

A few more experimental animation techniques were developed over the next decade (including methods like rotoscoping), which produced some hit-and-miss results. It was the opening of a small studio in Los Angeles, however, that changed the game forever.

### Walt Disney studios history of animation

To many, the word “animation” begins and ends with Walt Disney. With more innovations and notable works over the 20th century (and beyond) than we could ever hope to list here, Disney’s studio and tumultuous history set a precedent for the entire animation industry.

Interestingly, Pinto Colvig, famously known as the voice of Disney’s Goofy, was an extremely talented illustrator and is reputed to have made the very first animated feature film himself a couple of years before *El Apóstol*, but this is now impossible to verify.

As a result, some commenters point to the 1937 release of *Snow White and the Seven Dwarfs* as the first feature-length animated film since it was fully hand-drawn and isn’t classified as a ‘lost movie’.

### The First Computer-Animated Feature Films

If the founding of Disney Studios is the biggest turning point in animation history so far, Pixar’s release of *Toy Story* in 1995 could be deemed the second biggest.

While it’s amazing that *Toy Story* still looks incredible two decades later, it’s undeniable that the CGI animations released since are following some kind of Moore’s Law effect: every year the rate of technological increase is growing exponentially, leading to mind-blowing results which are light-years ahead of titles released just a couple of years ago.

### modern animation then and now

With CGI animation now a hugely profitable staple of the industry, it certainly isn’t going anywhere soon. The only thing left to see is how the students of animation school today are going to revolutionize the world of animation tomorrow.

### Context

### Lesson Proper

#### Animation: A Visual Concept:

<https://www.forbes.com/sites/tjmccue/2013/01/08/what-is-an-infographic-and-ways-to-make-it-go-viral/#73dca9e07272>

In a column written by TJ McCue in [www.forbes.com](http://www.forbes.com), he discussed about the Infographic, and how infographic changed because of the growing number of visual learners. In a selection of his work he discussed about a study in visual learning.

Humans are visual creatures. Most of us process information based on what we see. 65 percent of us are visual learners, according to the Social Science Research Network.

Social media has created this intense desire and opportunity to share what we learn. Most of us enjoy sharing ideas, especially when there's a video or a photograph or drawing.

Ideally, we humans are getting more of our information based on how a graphic material appeals to us. For example, a kid will be more responsive to a colorful graphic art while an adult will find time to look at an orderly poster. As he continues he defines what an infographic is,

Infographics are those cool poster-like images you see floating around the web. You see some of it on Pinterest lately. It is usually a collection of data presented in visual form. Think of an infographic as Microsoft PowerPoint on steroids, but without the constant droning of a speaker who doesn't know you've tuned out of his or her slide presentation.

It used to be, not very long ago, that you needed to hire an illustrator or designer to help you create one of these files or images. But, thanks to the web, you can now create your own collection of ideas and data without all the pain of manipulating data into a plain, old chart or bar graph form. And when they are done right, read fun and captivating, they get shared and spread, sometimes quite quickly achieving that Holy Grail known as Viral.

**Compu-Bits:** **Added information/discussion for the lesson**  
**The term VIRAL is defined as spread by word of mouth, with minimal intervention in order to create buzz and interest. This are our goals referred to as likes and shares from our SNS(social networking site) post. #VIRAL**

### **Check-Up**

#### **Collaborate: Group Activity**

Bring some necessary materials for this activity. The class will be divided into 3 and will be tasked to accomplish the following challenges.

- A Picture comparison between visual, auditory and kinesthetic learners.
- A class creative drama presentation explaining what visual, auditory and kinesthetic learners.
- A reaction report answering the question: "What is the life of a visual, auditory and kinesthetic without animation?"