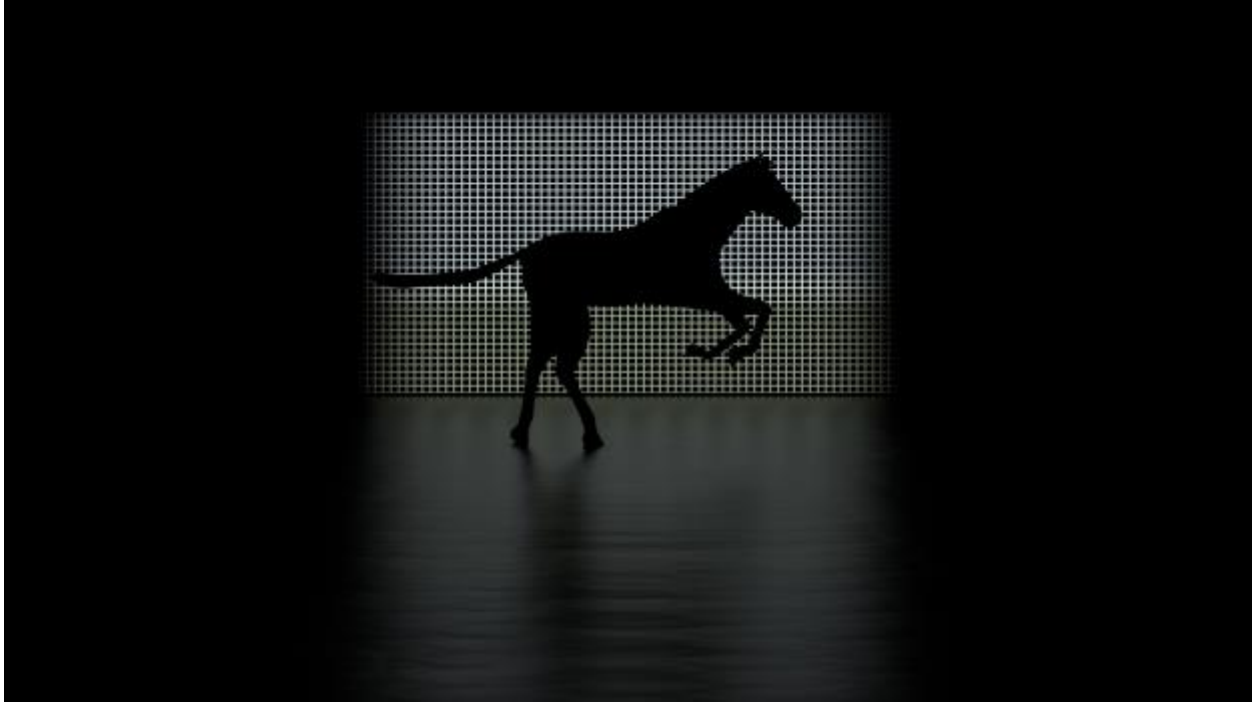


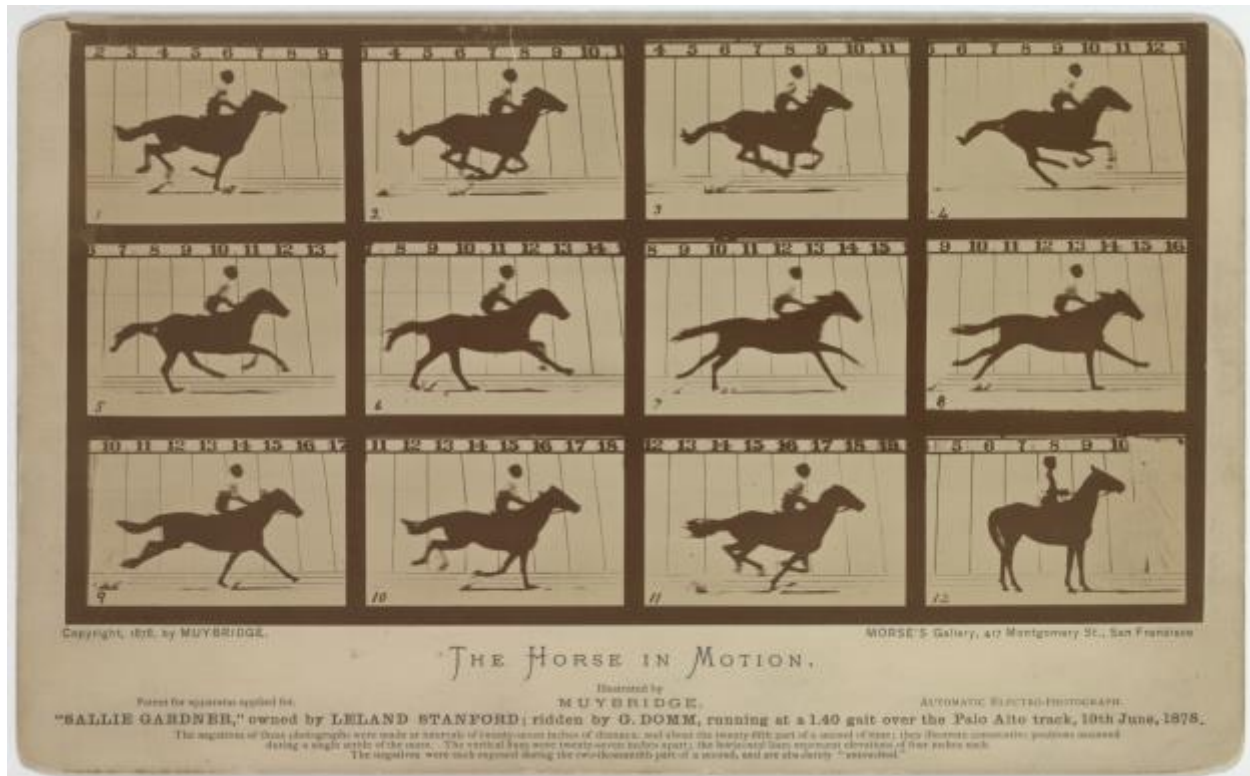
Sway link: <https://sway.office.com/C77FV6A9on8fF366?ref=Link&loc=play>



## Little Nemo's Progress: Timeline

LaTurbo Avedon, *Frontier Study*, 2018, single-channel projection installation with audio. © LaTurbo Avedon, courtesy of the Carl & Marilyn Thoma Art Foundation, animation still by TRANSFER Gallery.

## Beginning to Move



In the early years of animation, various experimental forms of imagery conveying movement gained recognition—particularly those developed in the late 19th century, such as phenakistoscopes (spindle viewers), zoopraxiscopes, and photographic stills of real life movements. These observational techniques led traditional artists to learn from these early animators as their work influenced painted images as well as their moving ones. *Little Nemo's Progress* begins its timeline at these inventions. Follow along here to see some of these fantastical experiments come to life and watch the beloved art form of animation grow throughout the years.

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*Early animators formed innovative techniques to bring their ideas and creations to life—literally.*

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In 1902, artist George Melies took it upon himself to adapt Jules Vernes' novel *From the Earth to the Moon* into a silent short film—this time, with a twist. Still heralded by special effects artists, *A Trip to the Moon* (1902) utilized many new film techniques that created a strong starting point for stop-motion animation and visual special effects in future film and animation. Camera tricks like double exposures and stopped-camera illusions in particular gave rise to combining artistic creations with the use of film. See this essential piece of film and animation history here.



<https://youtu.be/xLVChRVfZ74>

1 - George Melies, A Trip to the Moon, 1902



<https://youtu.be/o1d28X0lkJ4>

2 - Emile Cohl, Fantasmagorie, 1908

One of the strongest influences in animation is the lively expressions and larger-than-life stories of vaudeville performances. *Fantasmagorie* (1908) is considered the first hand-drawn short film, heavily influenced by the vaudeville shows of the time period. To make *Fantasmagorie*, Emile Cohl created the film by drawing images on lit glass plates to recreate movements over and over until he had about 700 drawings. Each drawn image was then filmed and printed in negative to appear in a chalkboard vaudeville style. This short-film is provided for your viewing.

After two-dimensional hand-drawn animation, the next step became manipulating three-dimensional aspects in an animated space. Russian animator Wladyslaw Starewicz created the short film *The Cameraman's Revenge* (1912), a 13-minute, stop-motion animation that uses miniatures and anthropomorphized beetles to tell a narrative about an affair in the marriage between "Mr. and Mrs. Beetle." This short film articulates the beginning of stop motion animation in full use of miniature sets,

characters, interesting camera shots, and many other aspects and techniques recognized in film today. Watch the dramatic life of Mr. and Mrs. Beetle now.



<https://youtu.be/U424m8utInA>

3 - Wladyslaw Starewicz, The Cameraman's Revenge, 1912

## The Golden Age of Animation



As time went on, artists and animator kept improving their processes until they found the two-dimensional technique and style we all know and love. Walt Disney and the Fleischer Brothers are the most well-known spearheads of this time period, utilizing rotoscoping techniques, 2D celluloid animation, and the characters that have become staples of animation: Mickey Mouse, Betty Boop, and

more. The Golden Age was the time of many classic American cartoons and animated films. The Fleischer Brothers made the iconic Popeye and Betty Boop characters and cartoons, while Disney created short animated films and eventually, feature-length animated films—all starting with our beloved Mickey Mouse's debut in *Steamboat Willie* (1928). This Disney classic is available for viewing here.



<https://youtu.be/BBqghnQF6E4>

4 - Walt Disney Animation Studio's short film *Steamboat Willie*, 1928

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*Many of the stories and characters created in the Golden Age of Animation have become staples of American film and television.*

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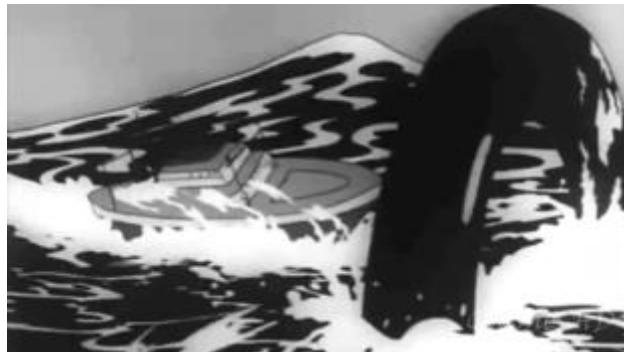


[https://youtu.be/WkAoK\\_dIxQ8](https://youtu.be/WkAoK_dIxQ8)

5 - "Cue Ball Cat" clip from the Tom and Jerry television series, produced by MGM

Throughout the Golden Age, other memorable studios and characters came into existence; studios like MGM, Hanna-Barbera, and Warner Bros. all began pursuing their own animated stories and characters.

From the slap-stick comedy of MGM's *Tom and Jerry* and Warner Bros.' *Looney Toons* to the childlike wonder of Hanna-Barbera's world of *The Jetsons*, these animated icons became staples of American animated film and television. Enjoy a quick flashback to the Golden Age of Animation.



<https://youtu.be/h4SmuiwCVO>

6 - Introduction song to the *Astro Boy* series, 1963, in English

American animators were not the only artists hard at work. Stories like Japanese artist Osamu Tezuka's *Astro Boy* (1963), Canadian filmmaker George Dunning's *Yellow Submarine* (1968) music video, and many more began to pop up around the world. Animation was blossoming into a successful and beloved art form across the globe. Catch a glimpse of the television series *Astro Boy* from 1963.

## Moving into Modern Day



Animated short-films were no longer just films as the artistry began to permeate every avenue of visual media. From music videos to video games, animation was growing and evolving to better suit multiple art forms and audiences. With these changes came the birth of three-dimensional animation, or 3D animation. Manipulating computer programs was only getting easier over time, and artists took the opportunity as soon as it arrived.

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*Manipulating computer programs was only getting easier over time, and artists took the opportunity as soon as it arrived.*

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With the rise of 3D graphics, video games developers took advantage in their own ways. Traditionally, video games had been made with pixel or vector graphics — both simplistic enough to focus on the control of the character in the game rather than the visuals of the graphics. The introduction of 3D graphics, however, took the video game industry by storm and changed virtually every developer's animation style. 3D games, commonly called "platformers," became the cutting edge, and many titles from this era of gaming are still seen as some of the greatest games of all time.



<https://youtu.be/eGI-qIMSQMQ>

7 - Trailer for The Legend of Zelda: Ocarina of Time, 1998

The most well-known (and possibly well-loved) 3D platformer is *The Legend of Zelda: Ocarina of Time* (1998) for the Nintendo64. This game is often praised for being one of the first games to use "realistic" graphics and for introducing the use of the Z-plane into 3D video games. *Ocarina of Time* was full of semi-realistic textures for trees, mountains, castle walls, and more, as well as the most memorable world building of any 3D video game at the time. *Ocarina of Time* is still heralded by many as the greatest game of all time, and is often credited as the catalyst to other game developers consistently adopting and improving 3D graphics. Catch a glimpse of some gameplay here.

As technology kept improving, video game developers and animators were able to take more risks with stylized animation, interesting characters, and wild concepts. This allowed artists to expand what the video game industry was perceived to be and allowed it to take a much more artistic turn. *Okami* (2006) is a perfect example of these creative risks. The story follows traditional Japanese folklore of the Sun Goddess--yet, the artists took the traditional Japanese style a step further. Every aspect of the game is animated to appear as an ink painting on rice paper, even down to the player's ability to "paint" in the game and affect characters and nature alike by doing so. The beauty, fluidity, and artistry captured in *Okami* is captured in this trailer.



<https://youtu.be/RhnhRfTzRnw>

8 - Okami HD, trailer for a remastered edition of Okami, 2006



<https://youtu.be/RvO2Eg-rUG8>

9 - Opening scene to Toy Story, 1995

Alongside video games, animation has continued to make its mark on films. Studios such as Walt Disney Studios, Pixar, and Dreamworks have overwhelmingly capitalized on 3D animation in recent years. Where older generations had classics like *Bambi* (1942), younger generations have equally adored films like *Toy Story* (1995), *Monster's Inc.* (2004), *Frozen* (2013), and many, many more. This saturation of vibrant, expressive story-telling is exactly what keeps drawing audiences into the charm of animation, even as it changes with ever-increasing technology. Embrace your inner child with a quick clip from *Toy Story*.

As the film industry continues to grow and change, so does animation. Even in an era where live-action films are full of computer-generated imagery and digitally constructed scenes, feature-length animations continue to be adored by audiences far and wide. Sony Pictures' *Spider-Man: Into the Spideverse* (2018) shows exactly that. This film melds traditional 2D animation, comicbook style artistry, and the intense realism of 3D animation and CGI — all with amazing expressions, exaggerated movements, and iconic characters. *Spideverse* puts animated film in a new light, and only hints at what animators and artists alike are capable of in the years to come.



<https://youtu.be/q4Hbz2jLxvQ>

10 - Sony Pictures' Spider-Man: Into the Spiderverse, 2018 trailer