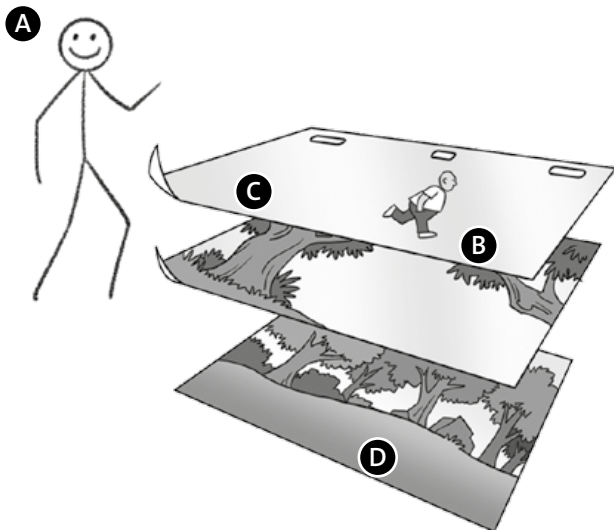


- 1 Check the meaning of the words in the box. Then match them with the pictures.

cel character backgrounds stick figure



- 2 3.39 Read and listen to the text. Match headings a–d with paragraphs 1–4.

- A Stop-motion animation
- B Computer animation
- C Early animation
- D Hand-drawn animation

- 3 Read the text again and answer the questions.

- 1 What did the zoopraxiscope do?
- 2 When did the Lumière brothers make the cinematograph?
- 3 Why didn't stop-motion animation become popular?
- 4 What studio made the first cartoon with sound?
- 5 When did film-makers start using computers for special effects?
- 6 What is the name of the first CGI feature film?

- 4 **USE IT!** Research the making of your favourite animated film. Prepare a short presentation on the film. Include this information:

- Which film-makers and studios worked on the film?
- What animation techniques did they use?
- Was it a blockbuster?
- What do you like about it?

Give your presentation to the class.

The history of animation

1

In the 1880s, British photographer Eadweard Muybridge, invented the zoopraxiscope. This machine took photographs of moving things. He put them onto discs and as the discs turned, the photographs seemed to move. This was a very early form of animation.

2

In 1895, the Lumière brothers invented the world's first film camera, the cinematograph. Early film-makers used it to make stop-motion animation. They filmed objects, one picture at a time, moved the object, then filmed again. Film-makers used this technique to make *King Kong* in 1933. Stop-motion animation never became very popular, because it's an extremely slow process. However, some film-makers, for example Nick Park, still make films like *Shaun the Sheep* in this way.

3

In the 1920s, famous animator Walt Disney started to make animated films with drawings, not photos. Artists drew the pictures onto a transparent piece of plastic, or cel. The film-makers put the cels on top of painted backgrounds and photographed them one at a time. This technique is called 'hand-drawn animation'. In 1928, Disney studios introduced the character of Mickey Mouse in the first cartoon with sound, *Steamboat Willie*.

4

People started using computer animation in the 1960s. At first, computers could only make simple stick figures move on film, but by the 1990s, studios were using realistic computer-generated imagery (CGI) for special effects. Soon, they were producing completely computer-animated films; *Toy Story* (1995) was the first fully computer-animated film.

