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Reflective Paper

What is considered art? Is it a painting in a museum? A statue in a gallery? Pottery? How about The Little Mermaid? The art of animation is often ignored and taken for granted in America. People don't think of it as art, but rather a genre on Netflix meant exclusively for children. As kids we were fans of Disney movies and Cartoon Network. It was entertainment.

\* There isn't anything wrong with that. Animation is meant to be a fun art. Let's be honest, people don't look at vases and painting for three hours for fun. That's what makes animation so unique. The real problem lies elsewhere. The problem is that adults dismiss animation so quickly because it's used for things like Blue's Clues and Snow White. In their eyes this somehow makes it not art at all. This is a grave offense to animators. The truth is that it's such an alive form, we forget it's art.

Of course, animation isn't really alive. In fact it isn't moving at all. In a sense, animators are like modern day magicians. With a sleight of the hand they trick the eye and the audience.

(Gives "Disney Magic" a new meaning, doesn't it?) The only thing you're seeing is still images shown extremely fast. Animators illustrate masterpiece after masterpiece to create one flowing cohesive movement. Each frame lasts only a fraction of a second. The standard for most movies is one twenty fourth of second or twenty four frames per second. If you put that into perspective, one minute of animation takes 1440 frames. Keep in mind, each picture is carefully drawn by an artist. A mere five second animation can take someone around six hours or more. Imagine an

entire movie. The Lion King is 89 minutes long. One minute is 1440 frames. Do the

multiplication and you get an unbelievable 128,160 frames in the entire hand drawn movie. With so much drawing going on it's hard to argue it isn't art.

Unlike painting, film animation hasn't been around for very long. It's only 105 years old. Right now you're living through a modern renaissance. That might not sound that great, but trust me, it's way more exciting than Italian guys painting fat babies on their ceilings. We're in what most artists call the "Golden Age of Animation" and it started right here in the United States. Disney kicked it off with Snow White. A few awards and amusement parks later and we have the Disney Pixar Company as it is today, fat and rich. While there are other animation companies such as DreamWorks, and LAIKA, no one can match Disney in quality and expertise. Their name is almost synonymous for princesses and well known family movies.

You can ask anyone in the hallway what their favorite animated movie is. I tried. They all had a list of favorites such as *Hercules*, *How to Train your Dragon*, *Aladdin*, *Howl's Moving Castle*, and many, many more. We're not five years-old. We still find animated movies interesting. The reason is that they aren't intended for kids. The official genre is "family."

They're meant for all ages. Disney recently released a movie called *Monsters University*. Kids don't know anything about college and yet that's what *Monsters University* is all about. Being a senior I know this movie was aimed directly at my age group. It's painful to watch it and go, "That's going to be me next year." The movie is a sequel to *Monsters Inc.* which was released when we were kids. To have Pixar release the sequel now was no coincidence at all. It was intentionally released to draw us in.

It's obvious that a lot of people enjoy family films, but how does that define it as art? In the most basic terms, art is the expression of emotion to an audience through a medium. When

It's not an  
on animating  
don't start to  
animation studio  
is better than  
it's a great  
you must  
paint.

Try to fix the  
flaw here. I  
love the many  
short, clipped  
sentences.

It's good that's the  
point of it.

Good  
highly  
of a  
with

you look at the Mona Lisa you're supposed to feel a vague sense of mystery and calm. I don't know about you but there's a lot of reflecting going on there and most of it is lost on me. I don't feel whatever those "professionals" are telling me to feel. Emotions are automatic and natural. They aren't something you can force. Finding the emotions in dusty paintings is work rather than something that comes instinctively. Have you ever watched the short *Paperman*? If not, I suggest pause immediately and watch it, Right now. As fast as you can because it's definitely worth your time. *Paperman* is a short film by Pixar that played before *Wreck-it Ralph*. The wordless black and white film featured two office workers, love at first sight, and paper airplanes. After the six minute short ended, the reaction was astonishing. I've never seen anything like it. Nearly every child, parent, man, and woman applauded at the end and *everyone* was wearing a smile. That's art done correctly. You know the feeling too, The one you get after good movies. The slow lethargic walk out of the theater thinking, "How is this real life?" This incredible phenomenon is called stunning art and incredible storytelling.

So be careful. These artists have your emotions and they know how to use them. They can take you through the torments of death to the bliss of lovers in under an hour. They have such complete control over their art form. They can make you feel whatever they want. That's commanding art to its fullest. No wonder people forget this is art. Honestly, in the theatre they can't even remember who they are or where they parked. How can you expect them to interpret something so alive and thrilling as art? So really, open your eyes and watch the art you're seeing as it really is - a beautiful moving masterpiece. If a picture is worth a thousand words, then animation is worth millions.

↳ cannot change time.

The world is a stage  
and we are all players  
in it.

Explicitly state that you  
was in a  
theater. It  
gets the  
viewer into  
the right  
state of mind.  
Paint the  
image as  
you did  
on your  
first page.

who is  
"they" in  
each of  
these  
instances