

Fantasia 2000 & Animation



WALT DISNEY
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FANTASIA

2000

THE **IMAX** EXPERIENCE

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FANTASIA 2000 represents the most up-to-date type of animation there is. Not only does it include a digitally enhanced version of 'The Sorcerer's Apprentice' from the original 1940s classic FANTASIA, but it includes seven other brand new short films. Each new film takes the realms of animation to new levels through the use of computer generated images and the most sophisticated, powerful and largest motion-picture projection system in the world: IMAX.

IMAX film is ten times larger than standard films use in normal cinemas. FANTASIA 2000 is the first full-length animated feature ever to be formatted for IMAX.

For more information on animation see BFI animation resource list in the secondary resource archive section.

THE IDEA OF FIELD OF VISION

The IMAX screen is so large that it fills your field of vision. When you are looking ahead you cannot see the edges of the screen. This gives the impression that you are 'really there'.

Find out about your own field of vision:

- Sit on the floor with your eyes closed.
- Get someone to place 15 objects in a circle around you.

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- Open your eyes, look ahead and say out loud what you can see.
- Then look around you - what objects did you miss?

BINOCULAR VISION

When we look at things, we only see one image. This is despite the fact that we have two eyes and each one sees a different version of the same image.

Try this exercise out to see how this works:

- Close one eye.
- Hold up a pencil in your right hand and line it up with the straight edge of a door.
- Look at the pencil with one eye and then with the other.
- Notice how the door edge seems to move.

OPTICAL TOYS

FANTASIA 2000 THE IMAX EXPERIENCE is a good example of how advanced the art of animation is. Would you believe, though, that historians believe that the first animators existed in pre-historic times? They made their drawings move by making shadows on their cave drawings using fire.

The animation that we know today probably came about because of optical toys, which were invented in the 1800s.

Visit the other pages of this web resource to make your very own copies of these toys and to find out how they work!

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THAUMATROPE

Dr John Ayrton Paris was the first person to create a 'toy' that showed images moving. He produced the 'thaumatrope' in 1825.

The thaumatrope is usually a round disc. On either side of the disc is a part of a picture. Spinning the disc means that the picture appears whole. A very popular disc was a bird on one side and a cage on the other. When the disc spins, the bird appears to be in the cage.

Can you design your own thaumatrope?

- Cut out two circles that are the same size.
- Draw a picture of a smiley face on one side, and an unhappy face on the other.
- Stick your circles onto pieces of card the same size.
- Stick your cardboarded circles back to back making sure that one of the pictures is UPSIDE-DOWN to the other one.
- Punch a hole in either side of the circles in the centre.
- Thread an elastic band or piece of string through each side of the circle.
- Spin the circles, by rolling up the string between two fingers.

Can you see how the two images have

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Thaumatrope

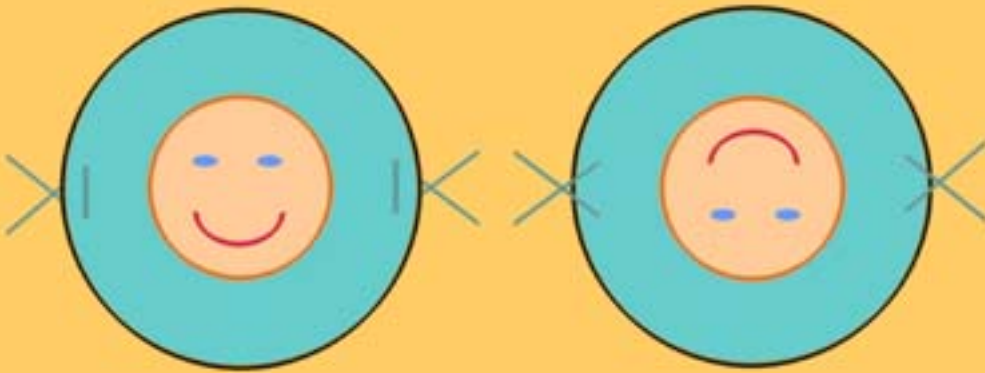
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become one? This is called PERSISTANCE OF VISION.



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FLICK BOOKS

These first appeared in 1868. Thousands were sold as toys. They were known as the pennybook. Flick books were sometimes given away as free adverts for new products - like an early version of our tv ads' today.

If lots of still pictures are passed before your eyes very quickly, you get the impression that the pictures are moving.

Make you own flick book:

- Draw a stick person in the bottom right hand corner of a pad of paper.
- On the next page, draw another man in the same place but doing something slightly different.
- Do this for on the next few pages.
- Flick he pad from the back.
- The person will appear to move.

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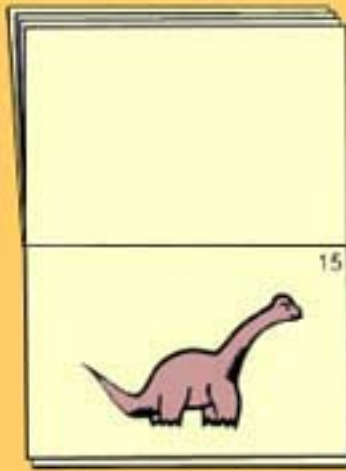
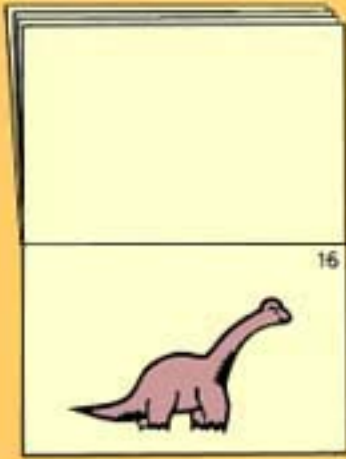
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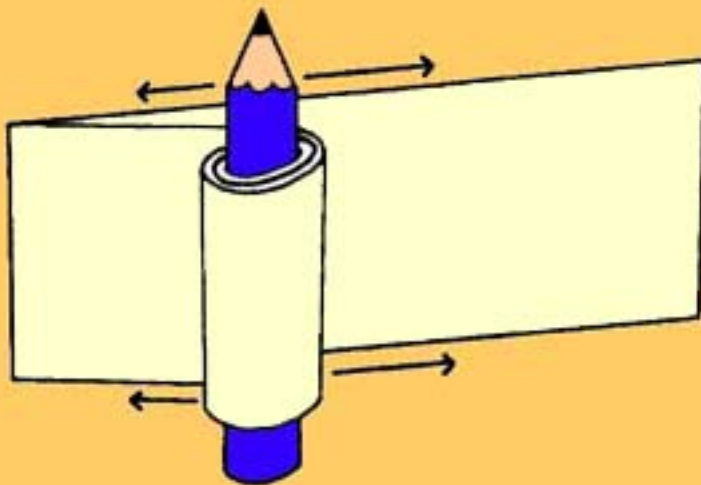
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PENROLLER

A really easy way to make your own animation it to make a penroller.

- Cut ou a rectangular strip of paper and fold it in half.
- On the inside sheet, draw a picture of, for example, a dog with its tail down between its legs.
- On the top sheet, draw the same dog with its tail up in the air.
- Wrap the top sheet around a pencil and, resting the pencil on a table, move the pencil quickly backwards and forwards.
- The dog should be wagging its tail!



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ZOETROPES

A zoetrope is a round drum with slits around the top. A strip of slightly changing pictures is placed inside the drum. If you look through the slits as the drum rotates, the picture appears to move.

The zoetrope was one of the most popular Victorian parlour toys because more than one person at a time could enjoy the moving pictures. It first appeared in 1833.



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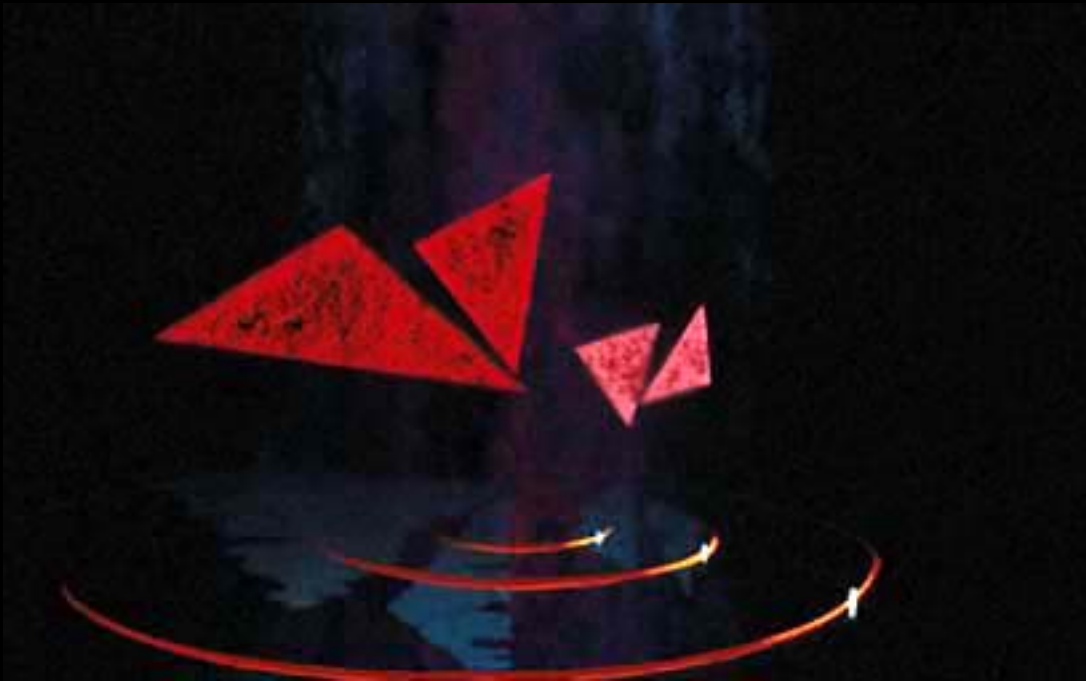
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