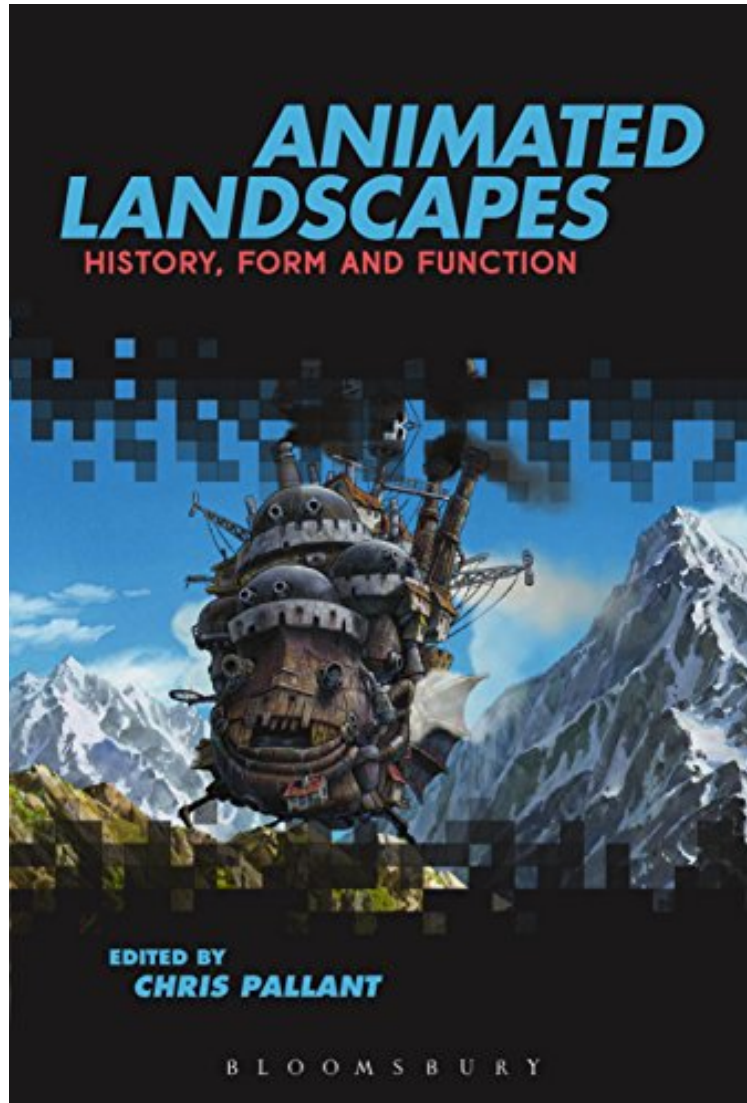


Animated Landscapes: History, Form and Function

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From Bloomsbury Academic : Animated Landscapes: History, Form and Function before purchasing it in order to gauge whether or not it would be worth my time, and all praised Animated Landscapes: History, Form and Function:

Winner of the 2017 McLaren-Lambart Award for Best Book on the Subject of AnimationStudying landscape in cinema isn't quite new; it'd be hard to imagine Woody Allen without New York, or the French New Wave without Paris. But the focus on live-action cinema leaves a significant gap in studying animated films. With the almost total pervasiveness of animation today, this collection provides the reader with a greater sense of how the animated

landscapes of the present relate to those of the past. Including essays from international perspectives, *Animated Landscapes* introduces an idea that has seemed, literally, to be in the background of animation studies. The collection provides a timely counterpoint to the dominance of character (be that either animated characters such as Mickey Mouse or real world personalities such as Walt Disney) that exists within animation scholarship (and film studies more generally). Chapters address a wide range of topics including history, case studies in national contexts (including Australia, Japan, China and Latvia), the traversal of animated landscape, the animation of fantastical landscapes, and the animation of interactive landscapes. *Animated Landscapes* promises to be an invaluable addition to the existing literature, for the most overlooked aspect of animation.

“For so long animation studies literature has focused mainly on animated characters—at last a book that examines the other part of the frame: backgrounds and environments. Through historical analysis and theoretical considerations, *Animated Landscapes* brings attention to a significant but largely overlooked realm of animation aesthetics. The broad scope of essays by leading scholars in the field reflect the diversity of animation today.”
—Maureen Furniss, Program Director of the Program in Experimental Animation, California Institute of the Arts, USA, and Founding Editor of *Animation Journal*
“Animated landscapes: they're not just 'backgrounds' anymore. This collection by established and emerging scholars directs our attention to an aspect of animation that has long been treated as secondary, if it was considered at all. Far from being painting in motion, or even a depiction of nature, landscaping can be mindscaping, and an active, if not dominant element of the film, new media, or gaming experience. The book is a welcome addition to the growing body of work in animation studies.”
—Donald Crafton, The Joseph and Elizabeth Robbie Professor of Film, Television, and Theatre, University of Notre Dame, USA, and author of *Shadow of a Mouse: Performance, Belief, and World-making in Animation*
“*Animated Landscapes* offers animation and media scholars multiple considerations on the history, function, and potential of an often-neglected subject in animation studies: animated space itself. Going beyond the topics of background and setting, editor Chris Pallant seeks to advance our understanding of the animated landscape through discussions of history, form and function.”
—Synoptique
About the Author
Chris Pallant is a Senior Lecturer at Canterbury Christ Church University, UK. His research includes animation, filmmaking production practices and technologies, and videogames. He has published on a range of topics, including Disney feature animation, the “cartoonism” of Quentin Tarantino, performance capture, and Rockstar Games.