

1. AN OVERVIEW OF STOP MOTION DEVELOPMENT

In this first chapter we present a brief overview of the main technical and aesthetic developments of the stop motion animation technique. The purpose of this is to focus attention on this art form in order to understand the importance of its technological (and artistic) development and how it impacts upon the very act of creation and the action of animating. Historical data, characters and animators will be quoted according to their importance within the context presented, rather than as elements of a historical text on the history of animation.

Within this scope, the computerisation of the means of animated production will be considered via the technological breakthroughs that have occurred, among the many that have occurred over time and that have influenced this art and others like it. What is analysed here is its application to Animation, the way it happened and what changes it has wrought on the process of animating.

1.1 IN THE BEGINNING

Nowadays when someone refers to 3D Animation – called 3D –, such a designation is understood to be for an animation made using Computer Graphics. In fact, stop motion is animation in physically real three dimensions, while 3D as we