

Pioneers and Innovations in Animation History

Animation History · Answer Key · 18 Questions

1. What early optical toy, invented by John Ayrton Paris in 1824, is considered a precursor to animation due to its illusion of motion when viewed through slits?

- A) Zoopraxiscope
- B) Phenakistoscope
- C) Thaumatrope**
- D) Kinetoscope

2. Émile Reynaud's Théâtre Optique, first demonstrated in 1892, was notable for projecting animated images onto a screen using which precursor to film projection?

- A) Hand-painted glass slides**
- B) Celled celluloid strips
- C) Perforated film stock
- D) Light bulbs

3. Winsor McCay's 1911 film 'Little Nemo' is often cited as an early landmark in animation for its extensive use of what technique, significantly advancing character animation?

- A) Stop-motion
- B) Rotoscoping
- C) Full animation**
- D) Silhouette animation

4. The invention of the 'Mickey Mouse' character in 1928 by Walt Disney and Ub Iwerks was particularly groundbreaking for its synchronized sound, a significant advancement over silent cartoons.

- A) Steamboat Willie**
- B) Plane Crazy
- C) The Gallopin' Gaucho
- D) Mickey's Orphans

5. What key innovation in 1937's 'Snow White and the Seven Dwarfs' involved multiple layers of backgrounds moving at different speeds to create a sense of depth, a technique known as?

- A) Cel animation
- B) Xerography
- C) Multiplane camera**
- D) Stereoscopy

6. The development of the first commercially successful animated feature film, 'Snow White and the Seven Dwarfs,' in 1937 is credited to which studio?

- A) Warner Bros. Animation
- B) Fleischer Studios
- C) Walt Disney Productions**
- D) MGM Animation

7. Who is credited with inventing the 'rotochrome,' a device that allowed animators to trace over live-action footage to create realistic motion, first used extensively in his 1915 film 'Gertie the Dinosaur'?

- A) Walt Disney
- B) Max Fleischer
- C) Winsor McCay**
- D) J. Stuart Blackton

8. The Fleischer Studios introduced the 'bouncing ball' synchronization method in their Betty Boop cartoons. What was the primary purpose of this technique?

- A) To add realistic physics to character movement
- B) To help singers stay on beat with the music**
- C) To create more dynamic camera angles
- D) To speed up the animation process

9. What was the first animated film to win an Academy Award for Best Short Subject (Cartoons) in 1932?

- A) Flowers and Trees**
- B) Silly Symphonies
- C) The Skeleton Dance
- D) Three Little Pigs

10. The introduction of Xerox's copying technology in the late 1950s revolutionized animation by allowing for the direct transfer of drawings to animation cels, a process known as:

- A) Lithography
- B) Xerography**
- C) Screen printing
- D) Offset printing

11. What influential 1940 animated feature, directed by Chuck Jones, introduced the character of Bugs Bunny in a more refined, established form?

A) A Wild Hare

B) Porky's Duck Hunt

C) Daffy Duck & Porky Pig Meet the New Neighbor

D) Elmer's Candid Camera

12. The first feature-length animated film produced outside of the United States, released in 1942, was from which country?

A) Japan

B) Argentina

C) United Kingdom

D) France

13. What significant technological advancement did Hanna-Barbera Productions pioneer in television animation in the 1960s, allowing for faster production at lower costs?

A) Computer-generated imagery (CGI)

B) Limited animation

C) Traditional cel animation

D) Stop-motion techniques

14. The first animated television series to feature computer-generated imagery (CGI) prominently was 'ReBoot,' which premiered in which year?

A) 1985

B) 1994

C) 1999

D) 2001

15. What breakthrough in 1985 by Lucasfilm's Industrial Light & Magic (ILM) was the first fully computer-generated animated short film, paving the way for CGI in feature films?

A) Luxo Jr.

B) Tin Toy

C) The Adventures of André & Wally B.

D) Geri's Game

16. The first feature-length film to utilize CGI extensively for its characters and environments, released in 1995, was:

A) Antz

B) A Bug's Life

C) Toy Story

D) Shrek

17. What groundbreaking technique, first widely used in the 1988 short film 'The Adventures of André & Wally B.', involved creating 3D models and animating them digitally?

A) Motion capture

B) Ray tracing

C) Computer-generated imagery (CGI)

D) Digital compositing

18. The development of the first practical animation stand, a piece of equipment that allowed for precise control over camera movement and positioning relative to artwork, is most closely associated with:

A) Walt Disney

B) Max Fleischer

C) Winsor McCay

D) Ub Iwerks