

Advanced History of Animation

Animation History · Practice Test · 10 Questions

1. Which 1908 film by Émile Cohl is widely considered the first example of traditional hand-drawn animation?

- A) Fantasmagorie
- B) Humorous Phases of Funny Faces
- C) Gertie the Dinosaur
- D) The Enchanted Drawing

2. What technical innovation, patented by Earl Hurd in 1914, allowed animators to draw characters on transparent sheets over static backgrounds?

- A) Rotoscoping
- B) Cel Animation
- C) Multiplane Camera
- D) Stop-motion

3. Lotte Reiniger, a pioneer of silhouette animation, utilized what specific technique for her 1926 feature film 'The Adventures of Prince Achmed'?

- A) Claymation
- B) Cutout animation
- C) Pixilation
- D) Replacement animation

4. Which Disney feature film utilized the multiplane camera to create a sense of depth by moving multiple layers of artwork at different speeds?

- A) Snow White and the Seven Dwarfs
- B) Pinocchio
- C) Fantasia
- D) Bambi

5. In the 1950s, the UPA (United Productions of America) studio challenged the Disney style by popularizing which aesthetic approach?

- A) Hyper-realism
- B) Limited animation
- C) Photorealistic rotoscoping
- D) 3D depth mapping

6. What was the primary technological breakthrough showcased in the 1982 film 'Tron' regarding the integration of computer-generated imagery?

- A) Real-time motion capture
- B) Backlit animation
- C) Composite CGI with live-action footage
- D) Vector-based tweening

7. Which experimental filmmaker is credited with inventing 'pinscreen animation', a technique using thousands of pins to create textured light and shadow?

- A) Alexandre Alexeieff
- B) Norman McLaren
- C) Oskar Fischinger
- D) Jan Svankmajer

8. The 1995 film 'Toy Story' was the first feature-length film to be entirely created via which process?

- A) Raster graphics
- B) Digital ink and paint
- C) 3D computer-generated imagery
- D) Motion-captured performance

9. What is the term for the process of tracing over motion-picture footage, frame by frame, to produce realistic action, invented by Max Fleischer?

- A) Keyframing
- B) Rotoscoping
- C) Onion skinning
- D) Vector morphing

10. The 'Nine Old Men' was a group of core animators at Disney who established the '12 Basic Principles of Animation'. Which of the following is NOT one of those principles?

- A) Squash and Stretch
- B) Anticipation
- C) Vector interpolation
- D) Follow Through and Overlapping Action