

**SCIENCE AND EDUCATION
IN KARAKALPAKSTAN**

**ҚОРАҚАЛПОҒИСТОНДА
ФАН ВА ТАЪЛИМ**

**ҚАРАҚАЛПАҚСТАНДА
ИЛИМ ҲӘМ ТӘЛИМ**

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**ANIMATOR-ARTIST ORIGINAL-CREATOR OF SYNTHETIC
ART TYPE**

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Summary: *The animator must have not only artistic, but also acting skills. An animator is an artist who, using certain techniques and technologies, creates the illusion of a cartoon character or the action of a computer game. At the same time, the characters act, speak, experiment and show different emotions. The animator must describe all this using various professional techniques. The more lively and vivid the character is, the higher the quality of the animator's work.*

Keywords: *Animation, character, graphics, script, render, simulation, phase of rassomi, producer, cartoon.*

Animator artist — animation film artist. Currently, animators work in various fields: cinema, television, video games, advertising, the internet. When creating animation, various technologies are used, including drawings, puppet animation, three-dimensional graphics. These characteristics lead to significant differences between animators in specialization. Let's cite these differences for example.

Hand-drawn films animator artist - this is the profession of an artist, the tasks of which are the creation of drawings of the main stages (layouts) of the movement of a cartoon character and the identification of intermediate stages on the exposition sheet. The animator creates (animates) the action, performs the action between the layouts of the scene.

Phase artist - this is due to the profession of an artist in the field of animation, the creation of intermediate stages of the movement of a cartoon character between layouts. When creating phases, the phase designer must take into account the nature of the movement set by the animator in the main frames (layouts).

Character artist - an artist who creates a unique image of a cartoon character, carries out his further development and accompaniment in the production of an animation film. This includes the strokes in the steps:

- search for the image of the Hero ("find")
- period of the director (pre-preparation);
- character development (preparatory period);
- support in production (production period).

The artist must draw a hero, use three-dimensional graphics, puppet animation. This profession is very painstaking, so the artist must be very patient to finish off the image of the character.

Staging artist - designer animation is the main artist in film production. Together with the director, the production designer determines the visual style of the future work, controls and implements production.

Artist of circumstances (frame Master) - At the preparatory stage of production (director's period), the developer creates concepts of designer characters and wallpapers. Together with the director, he chooses supporting artists: a character artist, a background artist, and, if necessary, creates layouts (the main frame) based on the director's scenario.

In the preparatory period of production, the producer designer organizes and controls the work of creating backgrounds for the first scenes of the film, developing characters, preparing

preliminary layouts for the animator. During the production period, the production constructor organizes and controls production processes from drawing to pouring. At the same time, the animation and rough phase workshop are subject only to the production director. Depending on the volume of work in a particular animation film, the producer can be directly involved in creating a designer background, finishing director's layouts, developing characters.

Rendering artist - The rendering artist creates clean layouts (main shots) based on the images created by the animator. The task of the drawing artist is to give the cartoon character as much resemblance as possible to the image developed by the hero, without disturbing the animation.

Name of the profession - the animator is derived from the type of film art to which the artist belongs. Animation (Latin *multiplisatio* - multiplication) is based on the production ("reproduction") of a large number of frames, characterized by a slight shift in the rapid sequential appearance of the elements whose movement should be described.

In English - speaking countries and for some time in Russia is called animator (Latin *animatio*-animation), but these words are not completely synonymous. Animators do not include background artists, heroes, or plot artists, although they are considered animators when they participate in cartoon creation.

According to the well - known animator Fyodor Khitruk, the use of the terms animation animator is associated with the technology used before the introduction of classical hand-drawn animation-creating images using elements of characters superimposed on a sheet, which means app-like (silhouette animation). In accordance with this word, the new art was called animation.

History of the profession - The first steps in animation were taken long before the appearance of the film. Places for photographing movement in a drawing began in the primitive era, continued in ancient times and led to the emergence of primitive animation in the first half of the 19th century. The further development of this technology, together with photography, led to the invention of the film camera.

In the first years after the appearance of the film, animation faded into the background, until it was James Stewart Blackton (1906) who released the animated cartoon "the phases of humor of interesting faces" and shot a puppet film. "Ballet" (1906) revived until the restoration of Alexander Shiryayev. The creators of the first cartoons have not yet been called animators, although in fact they were. In 1914, Winsor McKay creates the first cartoon character Gerty dinosaur in history with bright personal qualities. At the same time, a huge number of paintings drawn for the film required the invention of a new production technique, which for the first time led to the division of labor between the animator and the background artist. While McKay was drawing the phases of the dinosaur movement, the student he hired moved the outlines of mountains, lakes and trees in the sample to each sheet (at that time the celluloid film was not yet used).

Specialization of multipliers - The specialization of animators is primarily determined by the technology of animation. At the same time, some specializations can exist by any method of cartoon production, while others can be specific to a specific one and not in other cases. Also, the division into specialties is associated with the scale of production: in small communities, one artist can perform several technological operas. It should be noted that with the development of animation, the specialization of animators has become increasingly narrow.

Animator 3D graphics - creates animation fragments using computer simulation. When working on large projects, multipliers are divided according to revitalization objects. Dating:

- animators of characters working on the movement of living beings, dialogues, actions.
- special effects animators that deal with unusual effects and natural phenomena such as rain, snow, running water.
- background animators that control side effects, wallpapers, as well as those around them-cars, mechanisms and other non-static details.

Until recently, animation filmmaking was considered a unique skill of the artist. In recent decades, new computer technologies have made it possible to engage in cartoon creativity for everyone who is interested in it.

The main law of animation is to create the illusion of movement by shooting frames one by one. Otherwise, the author's imagination is not limited to anything, he can create characters and objects that never existed, bestowing them with unrealistic abilities and placing them in fantastic spaces. Nothing prevents him from creating his own technique and style of creating an image in a frame. There is no single template for creating animation videos. In the modern world, you will not find a person who does not like cartoons. The child begins to watch cartoons before learning to speak. Growing up, a person is constantly and everywhere faced with video content, but this is an animation format that attracts people's attention. Children's interest in cartoons instinctively affects, and only then a person thinks about whether the content is interesting to him or not. Many experts say that live photography in the video production industry is losing ground for computer graphics and motion design. Marketing research has shown that cartoons cause positive emotional responses in all adult viewers. Children will also like advertising cartoons. An interesting and funny plot of a cartoon with combined advertising can often be several times more effective than a regular advertising video. Modern culturologists consider animation to be an integral part of cinematography. However, when creating cartoons, the authors use not only the achievements of the film industry, but also the expressive possibilities of Fine Arts, Theater, Music. Animation has incorporated a variety of art forms and innovative technologies since its inception. Scientific discoveries in the field of optics, chemistry, physics have influenced and continue to influence the formation of characteristic features of animation.

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Rezyume: *Animator rassom emas, balki aktyorlik mahoratiga ham ega bo'lishi kerak. Animator bu ma'lum texnika va texnologiyalar yordamida multfilm qahramoni yoki kompyuter o'yini harakati illyuziyasini yaratadigan rassom. Shu bilan birga, belgilar harakat qiladi, gapiradi, tajriba qiladi va turli xil his-tuyg'ularni namoyon qiladi. Animator bularning barchasini turli xil professional texnikalar yordamida tasvirlashi kerak. Xarakter qanchalik jonli va yorqin bo'lib chiqsa, animator ishining sifati shunchalik yuqori bo'ladi.*

Резюме: *Аниматор должен быть не только художником, но и актером. Аниматор — художник, создающий иллюзию движения персонажа мультфильма или компьютерной игры с помощью определенных приемов и технологий. При этом персонажи действуют, говорят, переживают и проявляют разные эмоции. Все это*

аниматору приходится изображать с использованием различных профессиональных приемов. Чем ярче и ярче персонаж, тем выше качество работы аниматора.

Kalit so'zlar: *Animatsiya, personaj, grafika, ssenariy, render, simulyatsiya, rassomchilik bosqichi, prodyuser, multfilm.*

Ключевые слова: *Анимация, персонаж, графика, сценарий, рендер, симуляция, фаза рассоми, продюсер, мультфильм.*