

Animation now we  
have seen pakistan  
has its



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Animation industry is growing rapidly in the world. With every time passworld is introduced with new technologies which give a new life to animation.

First 2d hand drawn animated short film was created in 1900's. There are different techniques of animation. Initially animation has been done with hand drawn; technology give new ways to animation and in early 1920 digital computer has been established. By the late 1980s, photo-realistic 3D was beginning to appear in cinema movies, and by mid-1990s had developed to the point where 3D animation could be used for entire feature film production. In Pakistan animation industry is also growing.

In late 1980's with computer based technologies graphically animated TVC's started making in Pakistan, till now we have seen Pakistan has its own animated studios and have made its own 2d and 3d animations. But unfortunately there is no history traditional 2d hand drawn animation. But a Rising star of Pakistan Usman Riaz give a life to hand drawn 2d animation in Pakistan.

Usman Riaz is the founder of Mano animation studio, who is working on Pakistan's first 2d hand drawn animation, first trailer of a short film has been released in October 2015 and full movie will be released soon. The main focus of paper is about Usman Riaz contribution towards 2d animation industry of Pakistan and to learn about his style and his inspiration for Disney and Ghibli studio, and to know about future of animation in Pakistan. What is 2d animation? 2D animation is the process of making hundreds of drawing, with slight change in each drawing, then having them animate by playing

them quickly one after another. Traditional 2d animation includes creating a drawing and then making a 2nd drawing of the identical component, but with a very subtle change. Hundreds of drawings come after one another making still images a complete smooth animation.

This animation technique has been carried out for over 100 years. Although Walt Disney is regularly credited with making 2d animation with Mickey Mouse, he became now not the first individual to create a 2d animation. The first 2d animation ever made was known as *Fantasmagorie*, made by Emile Cohl, created completely in black and white. The cool animated film has several quick scenes in it. The cartoon is set seventy-five seconds long and it took approximately seven hundred one-of-a-kind drawings to create. 1930-1970s (commonly referred to as the "Golden Age" of animation).

Disney (creators of Mickey Mouse, Donald Duck, Goofy, and endless function-length films), Warner Brothers (makers of Looney Tunes that starred insects Bunny, Daffy Duck, and Porky Pig) and Hanna-Barbera (who made some of the tv cartoons for the duration of the 50-70s, most significantly *The Flintstones* and *Scooby Doo*).

Those companies helped unfold and popularize using 2d Animation. Within the Nineteen Sixties, 2d animation from the theaters moved onto the Tv screen. Within the past due 80s and 90s, cartoons started out to shift in the direction of an older demographic. From the late 90s to today, 2d animation is still very distinguished. Numerous of today's

cartoons, together with SpongeBob Square pants, use computers to help create 2d animations.

These days' animation cells are frequently photographed and stored digitally, taking into account easy organization and garage of cells. This process can also be used to digitally upload color to characters, instead of having to hand-paint each and every frame. Some cartoons additionally combine using 2d and 3D animations, together with the extra current episodes of The Simpsons and circle of relatives' guy. Animations also can be absolutely digital.

Packages consisting of Adobe Flash can make complete animations the use of just a laptop. Flash also can make in-between frames automatically, substantially reducing the wide variety of unique drawings that need to be made. One huge gain of the usage of a computer program is that numerous smaller things, including colour and frame-fee, may be changed in an instant. This gives users whole control of their cartoons.

Virtual 2d animations are becoming very popular and prominent. 2d animation has come an extended way. From Fantasmagorie in 1908 to the countless cartoons and Flash animations of today, 2d animation has added visitors into incredible worlds and places most effective thought viable thru creativeness. This time-ingesting manner has been made easier as the years cross with the aid of. Despite the fact that 3d animations are

getting very popular, there'll continually be a place for 2d animation. 2D animation in Pakistan.

If we talk about history of 2d hand drawn animation in Pakistan, unfortunately there is no work is done on 2d animation. In Pakistan animation process is started seeing in 90's advertisement on Ptv. Dentonic animated add is one of the first animated add appear on Ptv, It was 2d animated add, people think of it as first animated add by Pakistan but it was created by an Italian artist. Meena animation series which was released in 1998, and people also consider it as animation series by Pakistan but in actual the character of Meena was created by famous Bangladeshi cartoonist Mustafa Monwar, and was partly due to UNICEF, an organization that supports the growing educational awareness of South Asia through Meena and her stories. 2 The show has been broadcast in Bengali, English, Hindi, Nepali and Urdu in South Asian countries. There are 33 episodes of Meena cartoon. With the advance computer technology Pakistan's first 3d animation series Safeguard was released in 2015. It was one of the most popular animated series.

Since now a lot of work is done on 3d animation technique, and 3d is growing day by day, But if we look around traditional animation technique there is no work is done on it. When animation started in 90's all work is done by hand around the world because there no computer technology was there, and animations was made by using hand drawn or cell animation technique, so the countries who did work from that time has a very good quality of work. Even our neighbor country India has released its first hand drawn animation film in 1957 " The Banyan Deer". Usman Riaz's contribution: " Only in the darkness can you see the stars" Martin Luther King Usman Riaz appears as a

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shining star in dark 2d handdrawn animation industry of Pakistan. Pakistan has no background in hand drawn animation and has no hand drawn animation industry. Usman is founder of Mano Animation Studios and director of their first major project, The Glassworker. The film is Pakistan's first fully hand drawn animation film. Usman Riaz was graduated in Communication Design at the Indus Valley School of Arts and Architecture.

The first trailer of a short film has been released in October 2015 and full movie will be released soon. Usman Riaz is also a composer. His work is inspired by Ghibli studio and Disney Studio. Usman also awarded with National Innovation Awards - Special Award for Young Innovative Talent from the Pakistan Innovation Foundation - PIF. Previous winners of this National Medal include The Second Floor (T2F) and Coke Studio.

3 i. Special Award for Young Innovative Talent from the Pakistan Innovation Foundation (a) The Glassworker (first hand drawn 2d animated film) The Glassworker, which is being made by Mano Animation Studios, Usman Riaz is the director, writer and animator of the film. Music of the film is also composed by Usman Riaz. The Glassmaker is a coming-of-age story about a young boy named Vincent, who is learning the art of glassblowing from his father in their Glass Shop. As he grows older he begins to fall in love with a frequent visitor of the shop, a young girl named Alliz.

The film will follow main characters, the glassworker Vincent and his regular customer/violinist Alliz through their developing years as life gets more complicated and inhibits their relationship. It will be a comment on the effects

of war on children and just explore the bond between the two main characters.”<sup>4</sup> Technique and style of film is inspired by Japanese art, In his every talk and interview he mentioned about his inspiration from Ghibli studio and Disney studio and mention artist Hayao Miyazaki, Kyle Miyazaki, Esau Takahata and Makoto Shinkai work. There are 22 members of Mano Animation Studios team includes people from Pakistan, Malaysia, United States but they hope to have 25 people by the end of 2017 and by 2018, 30 people on the team. The film is in Urdu and the Mariam Riaz (assistant director) is voice of a Alliz and search for Vincent’s voice is still on.

5(b) Work style Usman’s work is highly influenced by Studio Ghibli and Disney Studio. Since his child he used to watch Ghibli animated films. In one of his TED talk he told about his obsession with Japanese art.

To understand techniques of Japanese artist he read a lot of books and interviews and also follows people who worked with studio. As he is highly influenced by Japanese art he decided to make his own story board and writing his own story.

i. Learning from the master Hayaomiyazaki’s book (Usman Riaz’s storyboards alongside Hayaomiyazaki) Usman, while explaining how the process works, shares that the most important thing for an animated film is the storyboards.” It is the roadmap for our animators to move forward,” Usman tells in step.

“ In order to understand a project like this, you have to first understand how animation happens. Everything is planned ahead. I draw a frame. We sit down and decide what elements remain static and what won’t.”<sup>6</sup> (c)

Inspiration from Ghibli Studio and Hayao Miyazaki’s work Miyazaki

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established Studio Ghibli, a production house that produces most (but not all) of his films in 1985. Hayao Miyazaki is the director of Ghibli studio.

Hayao Miyazaki's art style is very unique, distinct and combines both Japanese and American animation together. Many of his films are diversely stylized, mainly due to the fact that Miyazaki traveled to many different places as a child. He uses a mix of innovative animation techniques to produce amazing landscapes, scenery, and environmentalism. Hayao Miyazaki is perhaps the greatest of all directors of "anime", Japanese animation. He is famous for such classic animated films as Nausicaä of the Valley of the Wind, Laputa: The Castle in the Sky, My Neighbor Totoro, Kiki's Delivery Service, Porco Rosso, Princess Mononoke, Spirited Away and, most recently, Howl's Moving Castle. In his film Usman follows the same techniques used by Hayao Miyazaki. Character which he made is like Japanese style environment of the film is a mixture of east and west and character speaks in Urdu language

ii. Cover of The Glassmaker      iii. Miyazaki's Spirited away  
 Usman Riaz's The Glassmaker In (fig iii) there are two images one from Hayao Miyazaki, Spirited away and another one from Usman Riaz's Glassmaker.

As Usman is highly influenced by Miyazaki's work and he made his film after knowing the technique of famous artist, so he followed same techniques and style in his work in these images both artists beautifully made fire and handle lights and shadow and expressions of characters in a



exquisiteway .

iv. Handmade sketches by Usman from The Glassmaker In one of Ted talk Usman said that Japan was influenced by the early works of Disney and adapted it to their own culture we want to be part of that next generation of people who take it on because that's show it works. They want to make something which depicts their culture to. (d) Platform for 2d animators Usman set an example for animators and after this initial step people will use 2d animation technique and try to do work with new ideas. By making Mano Animation Studio Usman give platform for artists who are willing to do something in 2d animation. They want to make something which depicts their culture to.

Assistant director Mariam Riaz tells that the story of Vincent and Alliz, an important aspect is that it will be in Urdu. Mariam Riaz is the voice of Alliz but the search for Vincent's voice is still on." Urdu is a pleasant language and we want people to hear its charm and beauty in this film," says Usman. " We want the burger crowd to hear it and develop a wish to speak Urdu." It is a cultural thing, says Mariam and explains: " In some parts of our society, upper class, English is regarded as cooler. I used to speak in Urdu growing up and it wasn't common among my friends.

It wasn't cool enough. I think it's about time we broke out of it. This is a subtle way of responding to it." 9 Mano animation studio is a dream into to a reality for Usman Riaz, All he wants is to make beautiful work and given the rest of the team and their dedication to the cause of animation and to Mano Animation, the future of animation, drawing and storytelling in Pakistan is all set to get redefined.

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1 [https://en.wikipedia.org/wiki/History\\_of\\_computer\\_animation](https://en.wikipedia.org/wiki/History_of_computer_animation)2 [https://en.wikipedia.org/wiki/Meena\\_\(character\)](https://en.wikipedia.org/wiki/Meena_(character))3 <https://images.dawn.com/news/11764864> <https://www.youtube.com/watch?v=9UotQ5T-f1o5>  
4 <https://www.thenews.com.pk/magazine/instep-today/225929-The-metamorphosis-of-Mano-Animation-Studios>6 <https://www.thenews.com.pk/magazine/instep-today/225929-The-metamorphosis-of-Mano-Animation-Studios>7 <https://commons.marymount.edu/leetopic/art-style/8>  
8 <http://linesandcolors.com/2006/01/07/hayao-miyazaki/>9 <https://www.thenews.com.pk/magazine/instep-today/225929-The-metamorphosis-of-Mano-Animation-Studios>