

# Example of tin toy movie review

[Entertainment](#), [Movie](#)



Pixar's Tin Toy (1988) is a paradigm of a short-form film that illustrates breakthrough, genuine emotions, and completeness of essential film qualities.

When all other movies were accustomed to using the traditional form, Tin Toy opened the door to modern film art, a fledgling form in 1988 that ultimately become the inspiration of today's animated movies. History noted that the film was a successful experiment of an animated work rendered on a computer. While it may be considered an antique creation, watching this masterpiece in our time is a fresh breath from long form films. The movie also reminds viewers of one art form that existed a score of years ago and a time when technologies used to create films were still advancing.

Though short, the narrative offers a comprehensible plot, a focused theme, a centralized setting, and a defined mood.

Set in one room, the 5-minute film stars Tinny, a tin one-man band toy, and a seemingly vicious baby named Billy. The story evolved with Tinny and Billy chasing each other over their desires to play. Tinny, which at first longed to be played by Billy, kept running away from him after he saw how he ripped the other toys apart. While trying to escape, Tinny found some other toys hiding under the couch.

The emotions of all characters were genuine. The personification of Tinny, who as a toy wanting to be played by his owner and his fear and resistance to play with an unkind master, was realistic. In the same way, Billy's innocence – a typical characteristic of all babies – was effectively conveyed. Being a baby, the character of Billy realistically illustrated the nature of an

innocent being who does not have in mind but that everything he holds is a play thing.

Tinny's character also personifies that of a caring companion. While trying to look for him, Billy falls down and cries and Tinny was moved to rescue and cheer him up. But this act leads to one important realization for Tinny when while he was trying to get Billy's attention, the baby played with cardboard instead. The movie created a realization to the other toys as well that they are a plaything, and so the toys hiding underneath the couch came out.

The film's arrangement of plot is organized and the scenes are well-coordinated. A scene that showed Tinny witnessing Billy tearing some toys was a good start and an essential triggering factor that elevated the moods and emotions of the succeeding scenes. The quick shift of emotions among the characters added a feeling of excitement and a rush of thought from viewers of what is going to happen next and how will it end.

Its being a short form was also to its advantage. To viewers, it creates a feeling of wanting to see the film in a longer run-time. All in all, the film is a good watch because of its brevity and well-thought out scenes. It is one best example of its genre.

## **Works Cited**

Tin Toy. Dir. John Lasseter. Pixar, 1988. Film.