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## Snow White and Toy Story Compared

CG&A

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I will be comparing how Disney produced Snow White and the Seven Dwarfs and how Disney Pixar created and produced Toy Story.

Animated film's can be used in different ways and styles for example:

The animated short film called "Gertie the dinosaur" Created by a cartoonist as well as Animator Winsor McCay. It is the earliest animated short film to feature a dinosaur.

Back then there were a lot of silent animations but "Gertie the dinosaur" involved sounds and speech.

It's features are all hand drawn. It was released on February 8th 1914  
Its involves Gertie the dinosaur that does tricks much like a trained animal.  
this short film is animated in a naturalistic style. it is drawn so that gertie the dinosaur shifts her weight as she moves. McCay created and inspired her with a personality that while friendly, she could be changeable, ignoring or rebelling against her master's commands.

The animation itself starts off with her master (Winsor McCay) calling her, the childlike, playful and energetic Gertie appears from its cave.

Her master wielding a whip make' her do tricks such as raising her foot or bowing on command.

When she feels she has been pushed too far, she nips back at her master.

She tosses a mammoth in the lake; when it teases her by spraying her with water, she hurls a boulder at it as it swims away. After she quenches her thirst by draining the lake, McCay has her carry him offstage while he bows to the audience.

I will firstly start with Disney and there production film Snow white and the Seven Dwarfs.

It was a storey that was already produced and was not originally thought up.

Disney artists drew the whole film as well which took a lot of time as well as having music composer's recordings music for each scene.

Creating the film animators drew on tracing paper to see the last frame, so with movement such as walking the tracing paper would help them to see how far the movement and steps were so they can draw it accurately.

For facial expressions they used a mirror and drew themselves doing the facial expressions the characters would do (for example for the dwarf grumpy they did different grumpy expressions and drew them on the characters).

Firstly it was drawn in rough and in pencil with no colour and was filmed one slide at a time.

It was developed and then viewed to see if it was drawn smoothly as it was run smoothly in a movieola and was studied in a rough animation. If it was running smoothly the pencil drawings were sent to be painted in ink on a transparent sheet with the pencil drawing behind it recreating the drawing on the transparent sheet and then coloured added ( 1500 different colours created by secret chemicals)

The backgrounds were made by artists using water colours, some of them took months to paint.

There was a master colour camera that photographed every transparent sheet with the background, when that was done technicians added sound effects.

Sound effects made by machines, instruments or even recreating the sounds for example setting up a pile of wooden boxes and knocked them over to recreate the sound of boxes collapsing in a recording studio.

Finally an orchestra create a big theme song after an exhibit to get the theme tune exactly right to make the movie complete.

Now on to my 2nd film, Toy story a computer animated film.

It was inspired by the film Tron, the computer animation film inspired the creators that computer animation is the future and had a vast and wide range of tools that they could use.

They created a short film every few months to a year, with that the short films influenced the story line and characters in toy story. Every short film they created

they upgraded it from the previous one so it makes it better as well as shows there improvements keeping advancing animation tools every year after every short film.

They created two shorts films Luxo Jr (1986) and Tin Toy (1988) these are there most notable short films. The most notable which resembles Toy story is Tin toy as that is the short film that influenced Toy story.

Earlier on when Pixar were designing the characters they added animations with movements and emotions, Finding the characters though emotions helped make Toy story a success but as people were not used to seeing a lot of computer animation in films as they were used to hand drawn animation and had to draw people in and attract and capture them thought the story line.

When the images were lie, rendered and textured no one saw this before and focused on each toy, for example, was the toy cheap or expensive.

To get the exact detail into the toys they researched each toy for example for the toy soliders in toy story they added gun barrel bends, extra plastic to show there moulds and the base attached to the feet.

to recreate there movement they got plywood and cut it into the shape and put it on old trainers and went around the office to simulate how they would talk and get around objects and corners to help them animate it correctly.

one team designed the background environments, streets, leaves, trees and the sets then colorate with computer animators and tried artists.

every object seen was created from scratch, firstly made as blue prints (model packs) then the modeller created it on the computers even making the packaging the toys came in.

they also created the characters faces in clay and scan it in to the computers to create mussels, a simple form of character expressions.

To make buzz light year they crewted a character called lunar larry but then evolved and moprphed into a character called tempos remorth then eventually called Buzz light year.

Woody was based on an older toy that the producer had that was an old casper the friendly ghost toy with a pull string that said phrases like “can i stay with you” and

“Im a friendly ghost” it made the producers think about the old dolls and toys and made them design woody as if he if not immedatly like a child’s favourite toy and that he's more like a antqtuqe toy with a toy hat and tails and then thought make him a cow boy. That means you have a “representitive” of the wild west and a “representitive” of space, where there personalys may clash with certain believes but can also come together to help each other.

Each line was read in 17 ways and was down slightly different so there are more different takes to choose from when they piece the movie together.

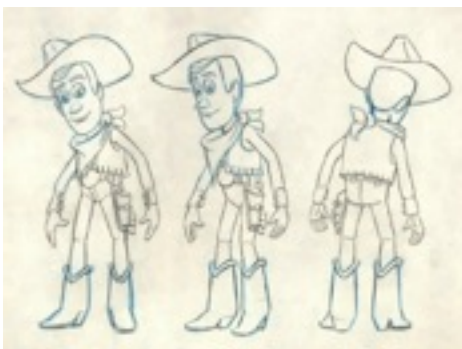
the storey board is done on a big screen so with that instead of it being a storey board with lots of pieces of paper on a wall or like a book so it can feel like a real movie for the produces to improve on the film if it needs to be. It wont be textured but will be 3d models with arrows to show actions. after that they animate it all and cut things out if needs to be.

they layout and work out where the cameras will be, set the camera so they know if the camera is moving or is still. and weather the character is in the scenes or when the caracters enter or exit the scene. when they are happy they give it to the animators to do.

they then texture and light the images and animations to make it bealivable. defying the colour and textures (eg then Sid burns the doll with a magnifine glass they did it in real life to get the right textures and to see how it would look like)

they add the soundtracks made for the movie to show the emotion and for the appropriate scenes.

each toy needs a familiar yet unique sound.



The producers thought that the audience could not sit though 70 minutes of computer animation because people were used to hand drawn animation an but certain members knew that when the animation film

was lit rendered and textured no one had ever seen that before and that you could



It helped market children's toys as well as make children imagine more from their toys, and even make adults feel like children again due to the fact that that film was not just being marketed for just children but for adults too.

Grown adults watched it and even children it influenced a lot of other films to be made animated and put Pixar on the map for computer animated films and make name for them too..

**A**

Here is a picture of animators, voiceovers, designers and producers on set for the film Toy Story at Pixar

Here is a sketch of Woody in Toy Story, he was going to be a tin cowboy but then was made plastic, they also altered a lot of Woody, Rex, Buzz and a few minor characters. In place I feel that all together the film came out perfectly.

My bibliography

The making of Toy Story

<http://www.youtube.com/watch?v=9wwXwCiHqHk>

The making of Snow White

<http://www.youtube.com/watch?v=OebUzEhSLBI>

The books I read and looked into the research were as followed:

Toy Story The Art and Making of the Animated Film (Disney Editions Deluxe (Film)) by John Lasseter

The Toy Story films An animated Journey by Charles Solomon

Snow White and the Seven Dwarfs and the making of the Classic Film (1994) by Richard Holliss

I also watched both films in length and repeated so I understood the story line but also how it was made and possibly any errors or to see how they pieced it all together.