

The Philosophy of Using Illustrations in Media and mythological Animated Films

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Abstract: the research objective is to study how the Animation movies make Illustrations use of the ancient stories and mythologies in different cultures such as the Greek, the Roman and the Egyptian and response of these movies on the societies of different countries .

the research dealt with the plastic and technical aspects of the design of Illustrations of a legendary nature And how to take advantage of them and use them in the local animation films, and will include studies to benefit from the study of the aspects of the form and art of this Illustrations.

Keywords: (The Philosophy of Using Illustrations in Media and mythological Animated Films.

1. INTRODUCTION

the illustrations are no less important than the art of sculpture, despite its widespread use in the period of the emergence of civilizations , rather, the vivid colors of these illustrations helped to preserve the cultural heritage of ancient societies in a valuable, detailed and more widespread way due to the ease way of the using material and the finite precision with which the ancient artist implemented it.

not only were those drawings used in temples and on the walls, but the manuscripts were filled with it and the clothing of the nobles and the rich was decorated in that period with marvelous illustrations .

at the present time, there are many materials for the implementation of illustrations between wood colors and water colors as well as the appearance of programs for digital drawing in the widespread since the beginning of the nineties of the last century.

as well as the multiple fields of use of illustrations in the manufacture of educational books and medical books, passing through the use of drawings illustrative in commercial and marketing purposes, and up to the important role played by the illustrations in the field of making cartoons and advertising films.

“Since ancient times, man has been interested in recording the movement as he was aware of its fun and vibrant expressions when he felt with the beginnings of human history an urgent need to preserve his history and his folk heritage, including this legacy of legends and myths .

due to the scientific delay in leaving the primitive period of human life In spite of these attempts to - to start - to this way because of the lack of tools and lines necessary simple but these attempts of primitive imagination was clear in a long journey of observation and recording sometimes to fabricate the fictitious and legendary stories by virtue of the lack of awareness of all aspects of the environment Surrounding and taking steps on the walls of the walls and on the rocks in the caves all his hopes, hopes and aspirations in the structure of simple lines, but it is sufficient to convey a clear picture of that old time period.” (Haggag– 2017)

The old man fondled his idea of moving those drawings from ancient times. He drew the movement sequence on the surface of the pottery vessels and the walls of the temples. Perhaps the prettiest of these are the ancient Egyptians who witness their fine drawings on the walls of the temples and the surfaces of the pottery vessels. And professional in this field.

Ancient Egyptians had lost their eternal legends on the walls of the temples, such as the legend of Isis and Osiris, the myths of the Baath and eternity, and the myth of Horus, the idol of the ancient Egyptians and other legends, which benefited the creators of animated films. (Prince of Egypt) produced by Disney.

Research objectives:

- Determine the extent of the technical and Artistic evolution of Illustrations that depends on mythological stories.
- Determine the artistic characteristics of the mythological heroes and the mythological creatures in Illustrations that used in the Animation movies.
- Determine the social response regarding the Animation movies that depend on ancient mythology.
- Identify the technical and artistic differences between the western and Egyptian Animation movies.

Research problem:

- Knowing the Dramatic and fine change in the Myth , And How that change be used to enrich the creativity in the Animation movies .
- Trying to identify the artistic characteristics of the mythological Illustrations and the mythological creatures in the Animation movies .
- Trying to determine How the Illustrations in the Animation movies Affected by the Mythologies .

Hypotheses:

- Is there a link between an animated film and an illustration?
- Is there a difference between the illustrations carried out for a printed book and the other for a digital book?
- Is there an importance to know the effect of illustrations on animation films in different animation schools?
- There is a need to know the artistic and technical role of the illustration executed electronically within the graphic film.

Search limits:

- **Time limits:** from the BC era to the present.
- **Spatial boundaries:** in Egypt , Europe and USA

2. RESEARCH METHODOLOGY

The researcher in this study follows a historical, analytical and descriptive approach.

"A historical introduction to the emergence and development of illustrations"

" The primitive man, despite his simplicity, did not neglect his existence as a human being in the universe that surrounds him, and tried to elaborate explanations for natural phenomena and visualize them as being similar to the existence of living creatures - to some extent - and he gave his imagination qualities that surpass their natural qualities and created another world above nature for the natural world An unseen world is the creation of man himself, so he created myths which are considered the beginning of the emergence of "metaphysical" thought (2), and he practiced rituals in which magic is mixed with superstition to satisfy the metaphysical forces that dominate the universe and the spirits dwelling in beings " (Kamal – 2001)

There has always been an ongoing debate about whether illustration is best classified as an aspect of fine art, applied art, or even decorative art. However, given the many illustrative masterpieces that have been created throughout the ages, there can be no doubt that this distinct style of arts ranks comfortably alongside other fine arts such as painting and

sculpture. Throughout history, mankind has used images. Narrative to tell stories. The first recorded illustrations appear in cave paintings created in Lascaux, France 15,000 BC. These pictures included pictorial or progressive images sequentially, which illustrate important events in detail

(Figure1)



(Figure1) Lascaux cave, Bison shedding its fur, 15,000 B.C

In ancient civilizations in Egypt, Greece and Italy, art flourished to honor deities, humanity and the cultures themselves. they painted illustrations of heroes, festivals, mythical tales and literature, funeral scenes and sporting events and moved on ceremonial ships. Wall illustrations and floor mosaics were created to decorate the homes of the rich and powerful people . **(Figure2)**



(Figure2) Exekias - decorative urn – Greece - ca.530 B.C.

“ The subjects of popular literature dealt with stories, myths and poems that attempted to highlight the golden life of the classes of the people. It reflects the idea of the conflict existing in life between good and evil and dealt with, among other things, issues of expressing pain and movement of emotion and its connection with the environmental and social environment. It also dealt with issues related to the search for solutions to life problems and the search for comfort ” (zaary-2005).

In The Beginning of the fourteenth century, Renaissance artists introduced new music, literature, art, and pamphlets that could be mass-produced and distributed due to the invention of the mechanical printing process by means of (Johannes Gutenberg) in 1452. Creation and distribution of logs and wooden parts. Patterned prints brought images, ideas, and entertainment to a wide audience and gave people outside the upper class the possibility to experience art.

With the beginning of the Industrial Revolution in the mid-eighteenth century, printing technology improved rapidly and more publications were distributed and published. Illustration is becoming more and more common in everyday life. The

English publisher (Thomas Buick) created a studio to create and print commercial illustration that was used for many purposes, Including children's works, educational materials for schools, natural history panels and title art for books. Newspapers were also increasingly decorated with engravings.

The technical development of the illustrations

An illustration is a graphic or printed artwork that explains, illustrates or visually represents a written text that may be of a literary or commercial character. Historically, illustrations for books, magazines, and newspaper illustrations were the predominant forms of this type of visual art, although painters also used their graphic skills in the fields of poster art, advertisements, picture books, cartoon art, greeting cards, and cartoons. Most of the illustrations were drawn with pen and ink, or charcoal and inking pens, and then copied using a variety of printing processes including: woodcuts, lithography, photography, half-point etching, and others.

Today, one can say that there are five main types of illustrations: literary graphics (for example science books), educational (such as children's books), media graphics (magazines, periodicals and newspapers) and commercial (advertising posters, points of sale, packaging products).). Many of these illustrations are designed and created using computer graphics programs such as "Adobe Illustrator and Photoshop" and the digital tablet, although traditional methods such as watercolor and pastel are the traditional manual methods that are still used today.

" On the subject of fine bookmaking there have always been two different schools of thought. There are those who would decorate a book with clear, beautiful type, print it on good paper and allow, at most, a printer's flower to decorate the page. And there are the others to whom an illustrated book is an enriched one. This present work is intended primarily for those of the second group. Its purpose is to treat of illustration apart from its type surroundings, not forgetting, however, the limitations that type imposes upon it." (Simon- 1942)

Illustration and cinema

"Cinema is one of the latest visual arts, and animation films fall under it, which is thus a mixture between the art of cinema and plastic arts, and over the years it has been able to progress to an advanced technical level .. such as the fields of photography and the possibility of introducing improvements and developments in the management of photographic machines and The quality of the materials used and the use of computer technologies and programs to add further development to the technology used. The technique of storytelling, animation and methods of presenting films have also improved over the years, and the sound and use of color have reached the stage of artistic perfection and consequently highlighting the dramatic events of the film. (Masour – 2008)

at the beginning of the cinema and animation era, animation artists had to benefit from this wonderful art, the art of illustrations in enriching the aesthetic, plastic, and dramatic aspect, and enriching the artistic staff in the animation film, so movement as we see is a sign of the life of beings, meaning it is a sign of existence, and However, the animation artist should have employed and reformulated methods of building and drawing those drawings in a manner consistent with formally and dramatically with animation films, which differ in their construction with comics and illustrations in literature books. (Figure -3) (Figure -4) (Figure -5)



An illustration by Warwick Goble for Beauty and the Beast, 1913.



Franz Jüttner (1865–1925): Illustration from Schneewittchen, Scholz' Künstler-Bilderbücher, Mainz 1910



Pinocchio by Enrico Mazzanti (1852-1910) - the first illustrator (1883) of *Le avventure di Pinocchio*

The technological fields and the various technical elements of animation art have developed remarkably since the beginning of animation cinema until now, and this is evident through modern devices and programs that had a clear impact on the production stages of modern animation films such as animation programs, production and character design and Backgrounds and image and sound processing programs, and all of this prompted many animation film designers and executives to go ahead with their various experiences, which took on the development with the development of these modern programs, as well as the update that appeared on formulating ideas for animation films and making the script for those films, whether It was a script written or drawn and dealt with dramatically and artistically.

And from here I found the need to take advantage of the art of illustration, which became the basic base that ended the monopoly of cinema on the art of motion pictures and was the main reason for the emergence of art of paintings or animation around the world and resulted in the emergence of many techniques, doctrines and technical schools for the production of animation Which led to the diversity of these illustrations, as the graphic artist sought to develop these drawings artistically and technically to suit the different techniques of the animation film

3. RESULTS

- Different styles, schools and modern technologies have an effective role in the existence and development of animated films with a distinctive mythical illustrations.
- The research has presented a description and analysis of most aspects of human, artistic and literary dealing with illustration history as a symbol that represents many ideas and beliefs of many different societies and peoples.
- Emphasizing the passion of animation artists in evoking mythical illustrations as symbols and protagonists in most leading animation films
- Animation films are not a means by which the artist expresses himself accordingly, but rather is a method that directs the scenes and expresses different civilizations and cultures that have disappeared, some of which have disappeared.
- Both plastic and dramatic value play an influential and effective role in the success of animated films of a legendary historical nature, which are based on the narrative style of events in a continuous dramatic context
- The study of plastic values and their impact on the dramatic value is one of the most important components of cinematic culture
- Clarify the impact of myths, legends and ancient tales in many animation films in various art schools, and how artists dealt with them for an inexhaustible source of ideas and symbolism
- The study of plastic elements and the artistic formation is necessary for animation artists and is one of the most important technical aspects of making animation films of a legendary nature
- There are many modern technologies represented in different animation methods and building mythical characters and many modern programs and implementation tools that play a major role in developing this type of art.

4. RECOMMENDATIONS

- Developing a plan for teaching various illustration techniques
- Paying attention to teaching different graphic arts in the early stages in different artistic academies, especially teaching human and animal anatomy, for long periods; Where it is represented in the structural and human form, an abbreviation of life forms and nature in general, in terms of mass, formation, movement, color, line, structure and volumes.
- Developing a curriculum that includes the relationship between plastic and dramatic values in animated films.
- The researcher recommends making use of the ancient Egyptian heritage - especially the art of painting and drawing in the countries of ancient Egypt, which contains many stories of mythological character because it is a model of high artistic and plastic value that the contemporary artist can benefit from.
- Providing the opportunity for the distinctive and delicate specialties of the animation department. The animation artist specializes in character design, and some of them specialize in decoration, lighting, sound and montage ... to produce an integrated team work.
- Increasing the study of critical and analytical materials for the arts to enable students to read the film in a correct and scientific way, and in the way it reflects on them in terms of artistic culture. They study the historical and cultural aspects of their country.

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