

Cartoons In Hard Times The Animated Shorts Of Dis

[#cartoons in hard times](#) [#Disney animated shorts](#) [#Great Depression animation](#) [#1930s cartoons](#) [#vintage Disney](#)

Explore the fascinating world of animation during the Great Depression, specifically focusing on the iconic Disney animated shorts. These timeless cartoons provided much-needed escapism and a glimmer of hope for audiences facing economic hardship. Discover how Walt Disney's creative vision flourished in challenging times, leaving a lasting legacy in the history of animation.

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Cartoons in Hard Times

Cartoons in Hard Times provides a comprehensive analysis of the short subject animation released by the Walt Disney and Warner Brothers from 1932 and 1945, one of the most turbulent periods in United States history. Through a combination of content analysis, historical understanding and archival research, this book sheds new light on a hitherto unexplored area of animation, suggesting the ways in which Disney and Warner Brothers animation engaged with historical, social, economic and political changes in this era. The book also traces the development of animation into a medium fit for propaganda in 1941 and the changes in characters, tone, music and narrative that took place to facilitate this transition. Animation transformed in this era from a medium of entertainment, to a socio-political commentator before finally undertaking government sponsored propaganda during the Second World War.

Cartoons in Hard Times

Animated cartoons are part of a multi-billion dollar mass communications industry that began shortly before the turn of the 20th century. The first cartoons appeared almost with the birth of the film industry. Beginning with the late 1920s, cartoon shorts appeared in almost every double feature. But by the late 1960s, the major studios had eliminated the theatrical cartoon shorts, only to resurrect them for a younger television audience. Cartoon Monickers is the story not only of cartoons, but of the film and television industries, and American social values.

Cartoon Monickers

The golden age of animation stretched from the early 1930s to the mid-1950s, with movie cartoons reaching an extraordinarily high level of artistry and technique--far higher than today's TV cartoons, for instance. Nearly 1000 cartoons were produced by the seven major animation studios in the U.S. between January 1, 1939, and September 30, 1945--the immediate pre-World War II period up to the cessation of hostilities. More than a quarter of the cartoons substantially refer to the war, and thereby are invaluable in helping to understand American attitudes and Hollywood's reflection of them. The meat

of Doing Their Bit is a filmography with extremely detailed summaries of the 260 or so commercially produced, animated, war-related shorts, 1939-1945. There is also a good bit of overall commentary on these films as a group. Two chapters wrap up animated cartoons of World War I and the general political tenor of animated talkies of the 1930s. This edition also includes a new chapter on the outrageous government-sponsored Pvt Snafus.

Doing Their Bit

How does coding change the way we think about architecture? This question opens up an important research perspective. In this book, Miro Roman and his AI Alice_ch3n81 develop a playful scenario in which they propose coding as the new literacy of information. They convey knowledge in the form of a project model that links the fields of architecture and information through two interwoven narrative strands in an "infinite flow" of real books. Focusing on the intersection of information technology and architectural formulation, the authors create an evolving intellectual reflection on digital architecture and computer science.

Play Among Books

Looks at the lives and careers of more than three hundred animators.

Who's who in Animated Cartoons

In September 1960 a television show emerged from the mists of prehistoric time to take its place as the mother of all animated sitcoms. The Flintstones spawned dozens of imitations, just as, two decades later, The Simpsons sparked a renaissance of primetime animation. This fascinating book explores the landscape of television animation, from Bedrock to Springfield, and beyond. The contributors critically examine the key issues and questions, including: How do we explain the animation explosion of the 1960s? Why did it take nearly twenty years following the cancellation of The Flintstones for animation to find its feet again as primetime fare? In addressing these questions, as well as many others, essays examine the relation between earlier, made-for-cinema animated production (such as the Warner Looney Toons shorts) and television-based animation; the role of animation in the economies of broadcast and cable television; and the links between animation production and brand image. Contributors also examine specific programmes like The Powerpuff Girls, Daria, Ren and Stimpy and South Park from the perspective of fans, exploring fan cybercommunities, investigating how ideas of 'class' and 'taste' apply to recent TV animation, and addressing themes such as irony, alienation, and representations of the family.

Prime Time Animation

The last installment of the acclaimed Behind the Silver Screen series, Animation explores the variety of technologies and modes of production throughout the history of American animation. Drawing on archival sources to analyze the relationship between production and style, this volume provides also a unique approach to understanding animation in general.

Animation

On cartoon animation

Reading the Rabbit

Peter Brookes' latest collection of sharp political sketches brings us right up to date with Obama, Brown, Mandy, Cameron, Osbourne and many more. Heads of states to religious heads are all happily lampooned by this irreverent, award-winning Times cartoonist. As recession hits, hoodies storm the Royal Bank of Scotland and Boris Johnson is suggesting that children fill empty seats at the London Olympics, we are fortunate to have Peter Brookes' wicked eye commentating on the foibles and fancies in our politics and news. According to Brookes, Jackie Smith's third home is a nuclear bunker. The engine on a Boeing 777 is a roulette wheel, while two wary passengers are wondering if flying could be a gamble. His list of worldwide high-velocity assault weapons includes a pistol in Germany, an AK47 in Northern Ireland, and a shoe in Iraq. Biting, superbly entertaining, and laugh-out-loud funny, this is a superb collection of the cartoonist's daily cartoons and his Nature Notes from The Times. Peter Brookes is the political cartoonist of The Times. He was voted Political Cartoonist of the Year in 1996 and '98,

and has won three Silver Awards from the Designers and Art Directors Association. He has produced three high successful collections of his Nature Notes cartoons and one collection of his daily cartoons.

The Best of Times...

In the first four years of U.S. involvement in the Vietnam War (1961–64), Hollywood did not dramatize the current military conflict but rather romanticized earlier ones. Cartoons reflected only previous trends in U.S. culture, and animators comically but patriotically remembered the Revolutionary War, the Civil War, and both World Wars. In the early years of military escalation in Vietnam, Hollywood was simply not ready to illustrate America's contemporary radicalism and race relations in live-action or animated films. But this trend changed when US participation dramatically increased between 1965 and 1968. In the year of the Tet Offensive and the killings of the Rev. Martin Luther King, Jr., and Senator Robert Kennedy, the violence of the Vietnam War era caught up with animators. This book discusses the evolution of U.S. animation from militaristic and violent to liberal and pacifist and the role of the Vietnam War in this development. The book chronologically documents theatrical and television cartoon studios' changing responses to U.S. participation in the Vietnam War between 1961 and 1973, using as evidence the array of artistic commentary about the federal government, the armed forces, the draft, peace negotiations, the counterculture movement, racial issues, and pacifism produced during this period. The study further reveals the extent to which cartoon violence served as a barometer of national sentiment on Vietnam. When many Americans supported the war in the 1960s, scenes of bombings and gunfire were prevalent in animated films. As Americans began to favor withdrawal, militaristic images disappeared from the cartoon. Soon animated cartoons would serve as enlightening artifacts of Vietnam War-era ideology. In addition to the assessment of primary film materials, this book draws upon interviews with people involved in the production Vietnam-era films. Film critics responding in their newspaper columns to the era's innovative cartoon sociopolitical commentary also serve as invaluable references. Three informative appendices contribute to the work.

American Animated Cartoons of the Vietnam Era

Short cartoons have been the lifeblood of animation for almost 100 years, and the talent that creates them have been vital spark for Fred Seibert's productions for over three decades. Seibert resurrected the whole idea of classic comedy cartoons in the early 90s, and for almost as long, he's published limited edition postcards honoring their creators, like Butch Hartman's "The Fairly OddParents," Natasha Allegri's "Bee & PuppyCat," and Pendleton Ward's "Adventure Time." 158 of those full color postcards have been selected for this paperback curated from more than 250 cartoon shorts that Seibert has produced on TV and the internet, for Cartoon Hangover, Nickelodeon and Cartoon Network. Co-editor Eric Homan led Frederator Studios' creative development. #2 in The FredFilms Professional Library. FredFilms loves you.

Original Cartoon Shorts

Historical Dictionary of Animation and Cartoons is intended to provide an overview of the animation industry and its historical development. The animation industry has been in existence as long (some would argue longer) than cinema, yet it has had less exposure in terms of the discourse of moving-image history. This book introduces animation by considering the various definitions that have been used to describe it over the years. A different perception of animation by producers and consumers has affected how the industry developed and changed over the past hundred years. This second edition of Historical Dictionary of Animation and Cartoons contains a chronology, an introduction, and an extensive bibliography. The dictionary section has over 300 cross-referenced entries on animators, directors, studios, techniques, films, and some of the best-known characters. This book is an excellent resource for students, researchers, and anyone wanting to know more about animation and cartoons.

Historical Dictionary of Animation and Cartoons

The 1940s saw a brief audacious experiment in mass entertainment: a jukebox with a screen. Patrons could insert a dime, then listen to and watch such popular entertainers as Nat "King" Cole, Gene Krupa, Cab Calloway or Les Paul. A number of companies offered these tuneful delights, but the most successful was the Mills Novelty Company and its three-minute musical shorts called Soundies. This book is a complete filmography of 1,880 Soundies: the musicians heard and seen on screen, recording and filming dates, arrangers, soloists, dancers, entertainment trade reviews and more. Additional filmographies cover more than 80 subjects produced by other companies. There are 125 photos taken

on film sets, along with advertising images and production documents. More than 75 interviews narrate the firsthand experiences and recollections of Soundies directors and participants. Forty years before MTV, the Soundies were there for those who loved the popular music of the 1940s. This was truly "music for the eyes."

The Soundies

This survey of the annual Spike & Mike Festival of Animation is illustrated with frame grabs, rare production stills, original artwork and behind-the-scenes photographs, and features interviews with a number of the top underground animators.

Outlaw Animation

Short cartoons have been the lifeblood of animation for almost 100 years, and the talent that creates them have been Frederator's vital spark for over two decades. For almost as long, the studio has been releasing limited edition postcards honoring their creators, like Butch Hartman's "The Fairly OddParents," Natasha Allegri's "Bee & PuppyCat," and Pendleton Ward's "Adventure Time." Frederator's selected 158 of those full color postcards for this paperback. Frederator Studios has produced more than 20 cartoon series on TV and the internet, for Nickelodeon, Cartoon Network, and Cartoon Hangover. Fred Seibert is the studio's founder and executive producer. Eric Homan leads all the company's creative development. Frederator Loves You.

Original Cartoon Shorts

Film and television.

The Animated Marx Brothers

Animation has been a staple of the filmmaking process since the early days of cinema. Animated shorts had been produced for decades, but not until 1937 did a major studio venture into animated features when Walt Disney produced *Snow White and the Seven Dwarfs*. Of the hundreds of animated feature films made since, many have proven their importance over the years while also entertaining generations of audiences. There are also many recent animated movies that promise to become classics in the field. In *100 Greatest American British Animated Films*, Thomas S. Hirschak looks at the most innovative, influential, and entertaining features that have been produced since the late 1930s—from traditional hand-drawn works and stop-motion films to computer-generated wonders. These movies have been selected not simply because of their popularity or critical acceptance but for their importance. Entries in this volume contain plot information production history critical reaction commentary on the film's cinematic quality a discussion of the film's influence voice casts production credits songs sequels, spin-offs, Broadway versions, and television adaptations awards and nominations Each movie is also discussed in the context of its original release as well as the ways in which the film has lived on in the years since. Familiar favorites and lesser-known gems are included, making the book a fascinating journey for both the avid animation fan and the everyday moviegoer. With a sweeping look at more than eight decades of movies, *100 Greatest American and British Animated Films* highlights some of the most treasured features of all time.

The Animated Man

Untangles the web of commodity, capitalism, and art that is anime

100 Greatest American and British Animated Films

The illustrated classic, complete with a new preface by Matt Groening. Winner of three Academy Awards and numerous other prizes for his animated films, Chuck Jones is the director of scores of famous Warner Bros. cartoons and the creator of such memorable characters as the Road Runner, Wile E. Coyote, Pepé Le Pew, and Marvin the Martian. In this beguiling memoir, Chuck Jones evokes the golden years of life at "Termite Terrace," the Warner Bros. studio in which he and his now-famous fellow animators conceived the cartoons that delighted millions of moviegoers throughout the world and entertain new generations of fans on television. Not a mere history, Chuck Amuck captures the antic spirit that created classic cartoons-such as Duck Dodgers in the 24½th Century, One Froggy Evening, Duck Amuck, and What's Opera, Doc?-with some of the wittiest insights into the art of comedy since Mark Twain.

Anime's Media Mix

A popular reference guide to theatrical cartoons that are presently available on video, tv, or in cinemas. It includes a brief history of the genre and several indexes.

Chuck Amuck

It doesn't seem so odd nowadays that people in their 20s through 60s quote Bugs Bunny or collect animation art or look forward to a new animated DVD chock full of extras. Growing up in the 1950s and '60s, cartoons were definitely kid's stuff. Oh sure, adults watched *The Flintstones*, which was shown during prime time. And Rocky and Bullwinkle had jokes I didn't get but my parents did. Generally, though cartoons were thought of as the programs children watched on Saturday morning or feature films that were deemed suitable entertainment. By the late 1980s the status of animation had begun to change. The fact is if you were 25 years old in 1965 and loved cartoons, many people would have thought you had some sort of arrested development. Today, there's nothing wrong with adults decorating their cubicle at work with Looney Tune action figures or a Betty Boop toy. This book is more than just a collection of updated articles, interviews and reviews I wrote for my two animation magazines, *Animato* and *Animation Planet*. It is also a look at how animation went from being perceived as a throwaway medium aimed at kids to a commercial art form for both adults and children. How did this change take place? How did an adult fan base for animation emerge? Several key factors made this shift take place. This book, chock full of interviews and photos, examines the change in the animation industry. Have fun, kids!

Animated Short Films

Clearly the favourite character of Canada's overseas troops during World War II, "Herbie" had a penchant for getting into some of the most bizarre predicaments imaginable. With feet that generally led to trouble and a nose like a disillusioned banana, Herbie provided Canadian soldiers with a daily ration of laughter at a time when humour was often at a premium. No figure before or since boosted so effectively the spirit of Canadians overseas. As J.D. MacFarlane, Editor of *The Maple Leaf*, stated so aptly: "War can be funny as hell. Things happen to soldiers that shouldn't happen to a human – crazy situations that add touches of humour to an otherwise grim business ... Herbie helped to win the war with laughs."

TV Guide

During his forty-year career in animation, Paul Terry animated, directed, and produced over 1,100 cartoons. Yet despite his prodigious output he remains one of animation's unsung legends. 'Terrytoons' chronicles the fascinating life of one of the animation industry's cartoon giants, from his humble beginnings on a family farm in San Mateo, California, to his rise as one of the leading super producers of cartoon shorts during the golden age of American animation. Walt Disney admitted that one of his earliest ambitions was to produce cartoons of comparable quality to Paul Terry. Terry's story is one of survival in the face of natural disasters, economic collapse and bitter rivalries. With biographies on all of the key Terrytoons staff and hundreds of lavish illustrations and photographs, many of which are in color, this biography is a long overdue homage to the legendary producer and invaluable addition to any cartoon lover's book collection.

Escape! How Animation Broke into the Mainstream in the 1990s

In an age before TV and radio the impact and importance of cartoon art was immense, especially when the only sources of information were silent cinema newsreels, posters, newspapers and books - all largely black and white. The cartoon had an immediacy and universal accessibility, giving a message words could not convey. So, not surprisingly, the Great War proved an extraordinarily fertile time for cartoonists. When Zeppelins blackened the sky and U-boats challenged the Royal Navy's supremacy at sea, it was Heath Robinson's crazy cartoons and the antics of Bairnsfather's immortal 'Old Bill' that kept the British upper lip resolutely stiff. And who could take Kasier Bill, the Red Baron and all the mighty Prussians at all seriously when H.M. Bateman and Bert Thomas cocked a snook at all they held dear and the pages of Punch, Bystander, London Opinion, Le Rire, Le Canard Enchaîné and such US journals as Puck, Judge and Life kept everyone amused? But not all the cartoons were lighthearted. Indeed, the vicious drawings of Louis Raemakers were powerful enough to call Holland's neutrality into question and hard-hitting cartoons by such committed artists as Dyson, the American Art Young and David Low caused considerable embarrassment to their respective governments. The Central Powers also had a wealth of talent laboring to counteract the Allies' propaganda machine and prewar satirical journals such as Kladderadatsch, Simplicissimus and Jugend rose to the challenge, producing some of the best work by such enduring artists as Johnson, Gulbransson and Grosz amongst others. Following on from the success of Grub Street's World War II in Cartoons, also by Mark Bryant, this book examines cartoons from both sides of the conflict, both in color and black-and-white, and skillfully blends them with text to produce this unique and significant visual history of the First World War.

Herbie and Friends

He traces the development of the art at Disney, the forces that led to full animation, the whiteness of Snow White and Mickey Mouse becoming a logo.

Terrytoons

A “generously illustrated and well-designed appreciation” of the Pulitzer Prize–winning illustrator, with an introduction by New Yorker writer Adam Gopnik. (The New York Times) Cartoonist, humorist, sculptor, author, engineer, and inventor, Rube Goldberg wrote and illustrated nearly 50,000 cartoon in his seventy-two-year career. Goldberg (1883–1970) was the most famous cartoonist of his time, best known for his comical inventions, which were syndicated in daily newspapers throughout the world. Author Jennifer George celebrates all aspects of her grandfather's career, from his very first published drawings in his high school newspaper and college yearbook to his iconic inventions, his comic strips and advertising work, and his later sculpture and Pulitzer Prize–winning political cartoons. Also included are essays from such writers and comic historians as Adam Gopnik, Al Jaffee, Carl Linich, Peter Meresca, Paul Tumey and Brian Walker, as well as rare photographs, letters, memorabilia, and patents, many reproduced here for the first time. Brilliantly designed and packaged to capture the inventiveness of Rube Goldberg's work, The Art of Rube Goldberg is a coffee table book the whole family can enjoy. “Goldberg's cartoons touch the edge of modern art.” —Adam Gopnik “There will likely never be another Rube Goldberg. Fortunately, his granddaughter's wonderful book ensures that we'll always remember this one-of-a-kind cartooning legend.” The Washington Times

World War I in Cartoons

A Celebration of Animation explores the best-of-the-best cartoon characters from the 1920s to the 21st century. All the greats gracing this book are sure to trigger memories of carefree Saturday mornings or after-school hours in front of the TV.

Seven Minutes

New York's repertory movie houses specialized in presenting films ignored by mainstream and art house audiences. Curating vintage and undistributed movies from various countries, they educated the public about the art of film at a time when the cinema had begun to be respected as an art form. Operating on shoestring budgets in funky settings, each repertory house had its own personality, reflecting the preferences of the (often eccentric) proprietor. While a few theaters existed in other cities, New York offered the greatest number and variety. Focusing on the active years from 1960 through 1994, this book documents the repertory movement in the context of economics and film culture.

The Art of Rube Goldberg

The Historical Dictionary of Animation and Cartoons is an introduction to all aspects of animation history, its development as a technology, and the industry beyond the familiar cartoons from the Disney and Warner Brothers Studios.

Creators of Life

In time-honoured tradition, *If... Bursts Out* contains a huge dose of Steve Bell's *If...* cartoons, stripped from their usual habitat in the pages of the Guardian. This magnificent beast of a book is in full colour.

A Celebration of Animation

The story of the Japanese American artist who created the look of Scooby-Doo and dozens of other unforgettable cartoon icons

Films in Review

An illustrated history of American animation, its legends and its legacy.

Repertory Movie Theaters of New York City

The all-time greatest TV cartoon's psychotic saga! In the 1990s animation boom, *The Ren & Stimpy Show* stood supreme. Animation's most talented and disturbed artists created an entity for the Nickelodeon cable network that pulled the art form out of a 25-year rut. The world has never been quite the same since, and we're eternally grateful! Now you too can join the rollercoaster ride that is the fascinating, insane real-life story of art, money, and ego that gave birth to Ren Höek and Stimpson J. Cat. History Eraser Buttons need not apply. No stone has been unturned, no magic nose goblin unpicked, in this extensively detailed history of the show that defined a generation and changed an entire medium. Fully revised and bursting with new information, interviews, and illustrations, it's everything you wanted to know about *Ren & Stimpy*—but were afraid to ask! "A compelling cautionary tale of rags to riches success in Hollywood. Thad Komorowski's book documents the entire story behind Nickelodeon's first cartoon hit, *The Ren & Stimpy Show*, utilizing extensive interviews with the program's key players, justifying the show's important role in the recent history of animation. A great read." — Jerry Beck, animation historian and author, proprietor of CartoonResearch.com "Animation is a collaborative art form. When inspiration and enthusiasm are ignited among a group of gifted men and women, the results redefine the medium and hold audiences enthralled. In *Sick Little Monkeys*, Thad Komorowski explores the genesis of Nickelodeon's groundbreaking *Ren & Stimpy Show* and details how the talents, passions, and united vision of a once in a lifetime gathering of artists created, and ultimately ended, a cartoon classic." — Paul Dini, animation and comic book writer, author of *Dark Night: A True Batman Story*

Cartoon Animation for Everyone

In *Giants in their Time*, the latest volume in the Representative Americans Series, noted historian Norman K. Risjord uses biographical sketches to create a composite portrait of the United States during this dynamic and trying period. From sketches of Aimee Semple McPherson to Duke Ellington, Robert Oppenheimer to the Nisei Japanese, Risjord makes the past more vivid and concrete, revealing a heritage that present-day readers can feel and experience.

Historical Dictionary of Animation and Cartoons

If ... Bursts Out

[Cartoons In Hard Times](#)

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The Elf Factory

Big Bad Barry

The Wise One
The Old Elf
Old Elf
The Garden Center
The Fairy Car
The Practical Test
The Rescue
Fruit Harvest Dance
Ladybird
The Magic Castle
Giant Sleeping Bag
The Magic Ring
Elf Rescue
Pirates Honor
The Wise Old Elf
The Keys
The Rocket Party
Lads Never Stop Digging
Happy Birthday Lucy
Space Engine
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