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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Introduction / Maureen Furniss -- Global perspectives -- Fine art animation / Cecile Starr -- Some critical perspectives on Lotte Reiniger / William Moritz -- It's Mickey Mouse / Esther Leslie -- Norman McLaren : His UNESCO work in Asia / Terence Dobson -- Conventions versus clichés / Patrick Drazen -- My neighbor Totoro / Helen McCarthy -- Glocalisation vs. Globalization : The work of Nick Park and Peter Lord / Marian Quigley -- Toward a postmodern animated discourse : Bakhtin, intertextuality and the cartoon carnival / Terry Lindvall and Matthew Melton -- Innocent play or the copycat effect? Computer game research and classification / Jørgen Stensland -- Winsor McCay / John Canemaker -- The live wire : Margaret J. Winkler and animation history / J. B. Kaufman -- Disney and the art world : The early years / Bill Mikulak -- The art of Chuck Jones : John Lewell interviews the veteran Hollywood animator / John Lewell and Chuck Jones -- The Disney studio at war / Charles Solomon -- UPA / Jules Engel -- Blacklisted animators / Karl Cohen -- Clay animation and the early days of television : The "Gumby" series / Michael Frierson -- Commercial breaks / Bill Hanna and Tom Ito -- "Cartoon, anti-cartoon" / George Griffin -- Computers, new technology and animation / James Lindner, Tina Price, Carl Rosendahl, and John Lasseter -- The illusion of "identity" : Gender and racial representation in Aladdin / Sean Griffin --

Selling Bugs Bunny : Warner Bros. and character merchandising in the nineties / Linda Simensky.

Sommario/riassunto

Animation-Art and Industry is an introductory reader covering a broad range of animation studies topics, focusing on both American and international contexts. It provides information about key individuals in the fields of both independent and experimental animation, and introduces a variety of topics relevant to the critical study of media-censorship, representations of gender and race, and the relationship between popular culture and fine art. Essays span the silent era to the present, include new media such as web animation and gaming, and address animation made using a variety of techniques.
