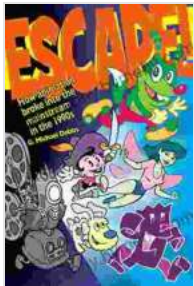


Escape: How Animation Broke Into The Mainstream In The 1990s



Escape - How Animation Broke into the Mainstream in the 1990s by G. Michael Dobbs

★★★★★ 5 out of 5

Language	: English
File size	: 4607 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 280 pages
Lending	: Enabled



In the 1990s, animation broke into the mainstream like never before. This was due in part to the rise of computer-generated imagery (CGI), which allowed animators to create more realistic and complex worlds. Another factor was the growing popularity of home video, which made it possible for people to watch animated films in their own homes.

Prior to the 1990s, animation was largely seen as a children's medium. However, the success of films such as *Who Framed Roger Rabbit* (1988) and *Beauty and the Beast* (1991) showed that animation could appeal to adults as well. These films were both critical and commercial successes, and they helped to pave the way for the animation boom of the 1990s.

One of the most significant developments in animation during the 1990s was the rise of CGI. CGI allowed animators to create more realistic and complex worlds than ever before. This was evident in films such as *Toy Story* (1995) and *Antz* (1998), which were both groundbreaking in their use of CGI. CGI also made it possible to create animated films that were more adult-oriented, such as *The Simpsons Movie* (2007) and *South Park: Bigger, Longer & Uncut* (1999).

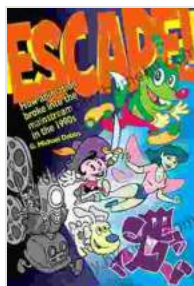
Another factor that contributed to the mainstream success of animation in the 1990s was the growing popularity of home video. In the early 1990s, VCRs became increasingly common in homes, and this made it possible for people to watch animated films in their own homes. This led to a surge in the sales of animated films on VHS and DVD, and it helped to make animation more accessible to a wider audience.

The 1990s was a watershed decade for animation. It was during this decade that animation broke into the mainstream and became a major force in the entertainment industry. This was due in part to the rise of CGI and the growing popularity of home video. Today, animation is more popular than ever before, and it continues to be a major source of entertainment for people of all ages.

The 1990s was a decade of great change for animation. It was during this decade that animation broke into the mainstream and became a major force in the entertainment industry. This was due in part to the rise of CGI and the growing popularity of home video. Today, animation is more popular than ever before, and it continues to be a major source of entertainment for people of all ages.

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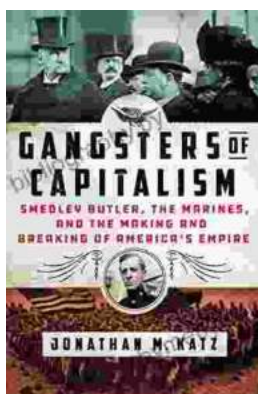


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