

INNOVATIVE METHODS FOR THE DEVELOPMENT OF UZBEK ANIMATION IN THE MODERN PROCESS

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Abstract: the article discusses the idea that animation art was created as a new direction in our country and its place in society. As well as a number of issues that need to be addressed in the above issues, there are important tools for creating modern works in the future. As a result of these recommendations, the effectiveness of Uzbek animation films and the level of scientific and practical knowledge of future specialists will be increased on the basis of modern education. In addition to the films created based on national heritage, using the latest programs, to increase the interest of young people in this field and to promote in the development of animation education.

Key words: modern education, scenario, character, imaginary events, computer animation, 3D movements, visual effects.

INTRODUCTION

The animation art is widely considered as one of the arts in the rapidly developing world community today. It is impossible to create and display various graphic images (animation, 3D movements and etc.) in the electronic textbooks, especially in recent years, without computer support, as well as it plays an important role not only in production, but also in the science process. This art is dealing with a completely new approach to the development of many developed countries, in particular Russia, America, Italy and Japan.

The issue of training specialists in the development of the country, as well as in the fields of production. In the preparation of the specialists required for the future of our country, the higher educational institutions of our country are introducing new trends. Animation art, in particular, was organized in a separate direction. In the bachelor stage of the National Institute of Art and Design in 2017 it is a clear proof of this in the direction of "Cartoon and computer animation". Because the prospects for animation films are certainly related to the training of young professionals who have seen a professional school. "All of us we'll understand that we have to do a lot of work to improve the entire system of work with the specialist to meet the challenges we face" [1, p.25]. In the regard, we need to move to a new form of science so that we can train staff based on modern requirements.

"Modern animation has long ceased to be an entertaining form of art, today it addresses the most pressing problems of our time, touches on the broadest range of political, social, moral and ethical issues of our time" [2, p.239].

THE MAIN RESULTS AND FINDINGS

President of the Republic of Uzbekistan Sh.Mirziyoyev noted that the great attention paid to the development of this art in Uzbekistan. According to President's Decree on August 7, 2017 "On measures for further development of national cinematography", it is possible to understand the creation of animation films by 15 in 2018 and by 50 in 2022. This decision requires more serious responsibility than representatives of the industry.

The human imagination is international in its essence, and animation, like no other art capable of speaking in this language: image and movement – the oldest forms of human expression – underlie the art of animation, so it is easily perceived by people of any nationality and color. Possessing unlimited possibilities for the most daring fantasies, animation can revive forgotten legends and folk heroes, bringing them closer to modernity and new generations [3, p.4].

Modern animation the work represents an amazing symbiosis of all possible kinds, art and technological innovations. It is a high concentration of artistic images and achievements of science, operating at the level of archetypes, simulacra, symbols and collective unconscious, in a single merging stream that broadcasts various ideas to the subconscious of the viewer, influencing with a high degree of efficiency on his psyche [4, p.3].

Modern art practice demonstrates new forms of animation. In this context, the role of continual and synchronous determinations in a wide field of relations with previously formed and functioning art forms, models and animation systems is becoming increasingly important [5, p.3]. Modern volumetric animation has unique possibilities of visualizing the non-physical sphere: the world of memories, dreams, miracles, processes of the spiritual life [6, p.18].

Special effects are used to create pictures, images, events and incidents for the current animated screen. For example, various cataclysms in nature, fantastic fantasy characters, imaginary events, incidents and movements. As well as computer animation and visual effects for animators in the creation of animated films, the desire to qualify for the use of new modern techniques will ensure the further development of the industry. The first full-length film 2D (two-dimensional) "The Pearl of the Sun" (2017) based on computer technology in our country, as well as the first 3D (three-dimensional) 2010 but also in creation of films, such as "Wise's adventure" (2014), "Tortoise" (2016), "Dog" (2016), "The youngest brave" (2017). Nowadays it is necessary to create modern films at the level of modern requirements.

CONCLUSION

In the development of this sphere in modern science in Uzbekistan, one should pay attention to the following actual problems:

- increasing general and specialized subjects by 70-80% according to the program of foreign subjects in the curriculum developed for this area of study in science process and organization of training sessions on main subject;

- involvement of specialists in the field of science to the leading universities and studios of foreign countries during the internship so that they can acquire modern knowledge in the production process (Russian animation – All Union State Cinematography University, Sankt-Peterburg State University, “Soyuzmultfilm”, “Melnitsa”, “Pilot”, “Cristmas Films”, “Animacord”, “Wizart”, American animation – JMS Academy, SAE Institute UK, Bath Spa University, “Pixar”, “Walt Disney”, “Sony Pictures”, “Dream Works”, “Blue Sky”, “Warner Bros”. “Animation”, Italian animation – RUFA, NABA, UCSC, “Rainbow”, “BRB International”, Japanian animation - TUAA, KSU, “Studio Ghibli” and other studies); as well as modern practices demonstrate new forms of animation. From this point of view, the importance of continuing and synchronous identification with previously established and functioning art forms, models and animation systems is increasingly important.

- organization of master classes with training of advanced specialists in foreign countries for the academic year (about programs 3D and 4Cinema);

- writing scenarios for the children with interesting events, dynamics, descriptive heroes characteristic, and rich writing animation language; as well as in the process writing scenarios, taking into account the moral needs, desires, interests and young aspects of children (small, medium and large);

- creating an excellent, modern animation images that will keep young people in the memory of animated films, bringing to the young generation the values and traditions of our people on the basis of universal principles, their outlook and actions, to present children the modern fairy tale;

- creating traditional and contemporary music based on national heritage that is compatible with multiplicative films;

- formation of voice skills and attracting professional actors for film characters to be created;

- students will be able to participate in “short films” contests of world-class students with their creative works;

- creation of animation series themes in various genres;

- to enhance the artistic, audiovisual and quality of the created cartoons, film screening and discussion of animated films regularly with participation of film critics, to evaluate the shortcomings and achievements in films and to develop appropriate recommendations.

It is important to emphasize that as a result of solving the aforementioned problems, the Uzbek animation art is interpreted in a modern science and in new ideas. In addition to the created of films based on national heritage using the latest programs, to enhance the interest of young people in this field and to contribute to the development of animation science.

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