



THE ROLE OF GENRES IN ANIMATION

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Annotation

In multiplication, genre is of great importance. It is impossible to imagine cartoons without them. Focusing on the stages of the evolutionary development of animation, we can observe that from year to year the genres in it change, one is replaced by another. To date, the number of genres in the art of multiplication is quite large.

Keywords: Animation, computer graphics, technology, three-dimensional image, two-dimensional image, script.

Introduction

Of no small importance is the fact that cartoons created today are based on various genres and technologies. What happens in the image can embody drama, comedy, tragedy, and other genres. Thus, different genres are reflected in one film and directly one genre, giving way to another, determines the development, dynamics of events in cinema and animated cinema. Each genre is divided into many genre subtypes peculiar only to it. As a result, only one film and an animated film can be assigned to a group of several genres. This situation is reflected not so much in movies as in animated films. In our country, cartoons are created using some of these genres. One can give an example of works created on historical and modern themes, in the genres of drama, comedy, adventure, fiction, fairy tales.

Material and methods: Let's look at the genres one by one and analyze them.

Discussion: The role of genres in the art of multiplication.

Historical genre – this is a kind of cinematography, and the narration of events in it is characterized by what happens exactly in history, in periods of the past. Themes and scenarios based on the historical genre are written on the basis of historical events, concrete evidence, as well as a certain period of time. During the application of these scenarios in movies or animated films, special importance is attached to the typography of heroes, feuilletons, historical costumes, objects, regions, various props. Any small mistake made during the shooting process will also lead to big changes. Therefore, the creation of films, theaters or animated films in this genre imposes not only great difficulties, but also responsibility on the creators.



An example of this genre is the Uzbek animated film "The Legend of Shirak" (2011), which reflects the military legends left by our ancestors (screenwriter: Elmira Hasanova, production director: Nozim Tulakhodjaev, production designer: Alexey Guardin, animators: Aliye Gulenkova, Elmira Ismanova, Peter Kochmar, director: Victoria Magdieva).

The animated film is based on computer graphics, which attracts the attention of viewers of all ages, mainly due to the abundant use of bright colors. In each image in the frame, we see cases full of dynamics, the behavior of the heroes and the most elementary battle scenes, executed with high skill.

Between the two rivers there is a green oasis with a view of the Saka tribes, where a snake named Shirak lived with his wife and son. At that time, the Persian king Darius conquered all the lands of Asia, and gold - he was the owner of salt deposits. And from the occupied countries, he demanded sympathy, selling men into slavery and women into slavery. Recently, he was walking with a dream of conquering the Sogdian lands. An animated movie starts with this frame or text. And the picture shows that Chirac lives a quiet life with his family in front of his fireplace, which he restored last summer. On one of the days of the exchange of shots, Darius came to these lands with his soldiers and started a fire, as a result of which the scenes of Chirac's wife and Halok's son were reflected. After that, Chirac goes to the city, informs everyone about it and encourages people to fight evil. The fact that the battle scenes were expressed in great dynamics, in bright dazzling colors, made the animated film even more emotional. The inhabitants of the city fought with the enemy until midnight, Jov sees a huge talofat in the Army, an angry Darius orders to retreat. And the city has been under siege for 2 months. Animated films of the analyzed historical genre are of great importance in educating young viewers in the spirit of patriotism, reminding them of our brave heroes who fought for freedom and freedom in our history.



Melodrama - this is a genre in which good prevails over evil, embodies the image of an ideal hero, heroes who have fallen into grief, their feelings and many other similar situations. The search for the director of the melodrama q.In the 10th animated film "Rahim and the Beetle" (1967), Kamalova's puppet technology is clearly visible. The author of the script "Rahim and the Beetle": L.Babakhanov, A. Kabulov, director K.Kamolova artist: Yu.Petrov, cameraman: I. The composition and technique of Gavrilenko's film is much more complicated. This film, created on a modern theme in a melodrama, is notable for the fact that many of the characters' confessions, the inner world of the dolls are vividly reflected in their appearance. For example, those who give the command without ignoring anyone, without thinking about themselves - a beetle, thoughtless – only those who execute the command - a pig, a cunning man who uses everyone in his own way - are ruined in the image of a worm.

However, in the aforementioned animated film, the authors laid the foundations only of real life. But they were able to fruitfully use visual means of animation, such as fairy tales, conventionality, generality, mental situations that were permeated with a philosophical worldview, as a result of which



the idea was clearly, clearly explained. This indicates that even the most relevant topics can be expressed in the art of animation.

Drama, the composition of which is considered a genre of drama, also plays a special role in animated films. Everyday life, the joyful in it, joyful and sad, mournful days, events that lead children to upbringing and education, and many similar cases are characteristic of the same melodrama.

As a result of a long study of Uzbek animation, the creation of news about the manifestation of the drama genre in the state of animation, the first animated puppet film "Square 6x6" was created. It is worth noting here that from the point of view of the success of the first animated puppet film "In a 6x6 square", the artist, initiator, creative world Yu. Associated with the name of Perov. No, it's not. At a time when Perov iktidori's multilingualism lacked ready-made frames, he participated both as an artist and as a puppeteer director in the animated film "Square 6x6", and as a screenwriter. This can be seen when a mature psychological work is created in collaboration with Salimov. "This animated film, consisting of straight dolls, is based on the use of chemical achievements in the fight against pests of "white gold", the most relevant topic of which is the wealth of the Uzbek people. The nature of the art of animation - the hero and the conventionality of the environment do not interfere with the description of the current topic in the film, as well as the understanding that the event takes place on Uzbek soil.

In the animated puppet film "square 6x6", the world of humanity is depicted through allegorical images. The experience is quite successful in the film ishlangan, although the actions of beetles, worms, May bugs, ants are natural, some human qualities are expressed in each of them. Positive and negative characters are created thanks to the nature of insects, which confirms that each of them represents a certain group of images, structure, and actions.

The Colorado beetle, which secretly flew in under the guise of a button beetle to "attack" the cotton fields in this animated film, its "hoods" here on worms and grasshoppers, philosophically and psychologically expressed egoistic morality. A compact receiver with a transmitter hidden in the body of a Colorado beetle, an ambulance pistol under the wing, a map of a cotton field divided into squares, an antenna with two long whiskers, the use of two eyes instead of a periscope - once again convinced that it was a steering wheel that did not come with good intentions.

Such a well-armed Colorado Potato beetle walks through cotton fields with worms and grasshoppers, turning into an omniscient two-button Beetle with a goose in the trunk, a chimney sweep who sleeps on duty. However, the tubular soldiers achieved in modern machines with the message of a wounded button beetle are able to protect cotton from pests thanks to chemical preparations.

The uncontrolled riding of a Colorado Beetle on an abandoned car and the cast behind it remind viewers of absurd detective adventure films, making the viewer worry.

Since the ant is one of the most time-consuming and useful insects, it is also often positively described in any works. In order to depict an Uzbek peasant in a white yacht, a belt, a harpoon on a saddle in a "6x6 square", the authors use these allegorical images. Unaware of anything, the attitude of the ants resting in the Teahouse, Ant Teahouse, Ant Teahouse, which drove a cart for folding chess with the



addition of a turtle, to the staff of the chase, was watered with warm mutoyiba. As long as their disposable images will appear on the screen, the viewer sitting in excitement will be tickled.

While the Colorado Potato beetle survives in the animated film, it looks like a craft made of salt and salt on the other side of the ditch. This means that the fate of the invader, who came with bad intentions, will end this way.

Comedy is a genre in which events, events and characteristics are shown in a funny way. The reason is that this genre is built on humor, selfless laughter, sobriety and a great mood. In comedy, through laughter, the shortcomings of public life, the consciousness of people and the unfavorable qualities and habits of a weak person are criticized, and outdated phenomena in the life of society are also cited.

For example, we can meet similar comic cases in the animated film "I can't believe it" (2011). Screenwriter and director of the animated film director: Bekzod Salakhutdinov, director of the artist: Faniya Mutigullina, artists: Medina Salakhutdinova, Faniya Mutigullina, Albina Salakhutdinova, Tatiana Itsenko, Vasily Bursev, Aliye Gulenkova, Marina Kudrina, assistant artist: Medina Salakhutdinova, composer: Albert Halmurzaev, artistic

director: Tema Mahmudov, film director: Victoria Magdieva.

The animated film "You won't believe it if I tell you", we can say, is the most successful in the works presented by the creators of a private studio. It contains the story of Luffy from the life of a man. "You can't believe it," the hero of the film deceives everyone, who opened his eyes wide and tried to show Pasha an elephant until he stuffed his mouth. He is

so committed to cheating that he eventually becomes self-confident. The neighbor opens his eyes and pours. Meanwhile, very interesting events are taking place.

It is worth saying that this animated film also meets the requirements of the time, as well as the needs of an audience consisting of young viewers. The narration of events in it, out of humor, was used normally, the clarity and brilliance of words, the harmony of colors were well implemented by the creators.



Fantasy Fiction is a multifaceted genre, it is clearly manifested in cinematography and animated films, both as an additional and as an independent genre. As a result of using this genre, the narration of events becomes more interesting and saturated with excitement, which does not attract the viewer to itself in one zone.

Another interesting aspect of the genre of fiction is that the events inherent in it are close to real life, that is, they reflect images of the past or the future by themselves. Among the animated films in which this situation was embodied, one can cite the example of "Pleasant Rain", "the history of billiards" and others.

"It's Raining Nicely" (1984) an animated film was shot at the Svema Cinema. The author and director of the script: Nazim Tulyakhodzhaev, director of photography artist: S. Alibekov, cameraman:



V. Nikitin, animators: V. Zhirnov, I. Krivosheeva, artists:

S. Ryabiks, A. Kharitonova, K. Say, A. Say, E. Shcherbina, A. Heavyova, composer: F. Yanov-Yanovsky, director: A. Razendorn. The novel by the American science fiction writer Ray Bradbury "It's Raining Pleasantly" is included in the collection "Chronicles of Mars", in which the future from the threat of an atomic war asrsh, the issues of the sorrow of humanity of tomorrow are taken as a theme.

The events taking place in the Animasion movie take place inside a bunker. The family enters the bunker to get rid of the symptoms of the atomic war, and tries to keep the soul in it. For their convenience, the bunker will be automated, which means that they will have the task of preparing food, preparing a table-chair, seats, etc., while from head to toe it will work automatically. After the last signs of the times, the whole family with the head in the bunker will die. But since everything is automated, the dishes will be prepared, a table will be written on the table, music will be put on it. And the family was burned and turned into ashes. One day, a snow-white bird bursts into the workshop from the bunker. The robot in the bunker is trying to eliminate him because it discovers an unknown living, flying body. The bird will hit the landing site with a robot tattoo, and eventually the entire head bunker will explode. And the bird flies out. Thus, the event is coming to an end. From the created work, it can be concluded that, that is, the writer's despair, reflecting the danger of the future, is replaced by the director's cheerfulness, which points to the employee's past, and changes the nature of the impact.

The adventure genre is considered the most interesting, rich in various events and, most importantly, a genre that deserves special attention as an impeccable genre. On the other hand, this genre is directly used in combination with historical, comedic, fairy-tale and a number of other genres during the selection of the theme, the creation of the script.

Susambil (2007) is one of such animated films. The screenwriter of this animated film: Jasur Iskhakov, production director and animator production designer: Manzur Mahmudov, production operator: Olga Barok, artist: Murad Karabaev, animators: Svetlana Ryabikh, Kamila Asimova, Hamida Mullaho'jaeva, director of the film: Natalia Ulyanova. This animated film tells about the genres of adventures, fairy tales and musicals, about pets and various creatures who dream of going to a space called the legendary Susambil, who in pursuit of this dream witnessed interesting events on the road, sweating. The most important aspect of the animated film is that the animals are incessantly singing about Sesame Harbor on the road. This position highlights the entire dynamics of the cartoon.

The animated film is rich in color palette, each character and the background behind him are created in the technique of perestroika (rearrangement), directly based on hand drawings.





The genre of fairy tales is inextricably linked with folklore in terms of its artistic structure, structure, with its means of typification, humor and sarcasm, bright optimism. Among these genres, the fairy tale genre is more attractive to multiculturalists. The reason is that fairy tales on earth originated from the bosom of our people and reached us from century to century. In addition, such ideas as good and evil, good and evil, justice, kindness always win are widely covered in Uzbek folk tales. This, in turn, has a positive effect on the worldview of the naked audience, motivates them to do good and good, to be kind to each other.

In the first years of our independence, there was increased attention to Uzbek folk tales and the development of children's playwrights in this direction, raising the processes of creating films and animated films in this genre to a new level. After that, animators in collaboration with playwrights worked on the creation of many animated films based on the genre of fairy tales. In this regard, an example can be given: Damir Salimov, Tema Makhmudov, Svetlana Muradkhodzhaeva, Nazim Tulyakhodzhaev and other creators.

It would not be an exaggeration to say that the animated film (1966) took a leading place in the history of world animation as the first animated film based on the fairy tale genre in our country. The screenwriter of the film: Yu.Petrov, director: D.Salimov, artist: Yu.Petrov, operator: I. Gavrilenko.



The basis of the beloved children's fairy tale "Emerald and Dear" was the animated film "The Magic Chest" directed by Damir Salimov and artist Yuri Petrov. This work, similar to the Russian folk tale about Santa Claus, was written by adapting it to the art of fur animation: making decisions about high moral ideas through vivid images of nature is explained by a clear description of good and evil, without any Band-Aids.

In this fairy tale, which was created in the past, passed from mouth to mouth and has reached us, such noble virtues as kindness, kindness, diligence are opposed to laziness, capriciousness and stupidity. Of the positive images, an old man dressed in national clothes - yaktak, doppi, belt - resembles an ordinary Uzbek peasant, a hunchback on his back, an emerald with thin hair is a typical Uzbek girl, while a wizard in a shirt is more intelligent, a wise old woman is considered positive characters about appearance. Tintik, lazy, greedy and the rudeness of this tale is manifested in the appetizing mass, behavior and dialogues. His mother is also more animated in the tale that he was created in accordance with the same feuilleton-purgatory.

Director To revive this fairy tale, D.Salimov made amendments to his script, which contributed to the full performance of the images. For example, the image of an old man is not passive, defenseless, as in a fairy tale in an animated film, but positively resolved. When the old woman drives the emerald out of the house, the old man also takes his head out of the house with his daughter - raising his head against the injustice with which he cannot agree. In the animated film, the father does not take his daughter into the forest, as in a fairy tale, the girl leaves with a sigh and loses her way until she looks for a sleigh for a sleigh.



In fairy tales, as in life, there are good and bad people. If one goes through the day with conscientious, honest work, expels the need for people to do good, others obey everything in their own way. In the past, our people introduced the image of wizards into fairy tales to punish villains. The sorceress in this fairy tale, an old woman of pure soul, destined for the work of a modest Emerald, punishes her for a stubborn, priceless act. This situation, in turn, serves to further strengthen the dynamics of fairy tales.

In the fairy tale, the fact that the stepmother and her daughter swallowed the dragon was in search of a Feat! But the fact that in the interpretation of the animated film, the Dragon is replaced by a box containing a mother and child is equivalent to the punishment that is presented in the fairy tale, and also allows us to draw conclusions.

From what is known above, we can say that D. Salimov's animated film "The Magic Chest" is a step forward in Uzbek cinema. Although there is still a lack of tenderness and subtle movements in the movements of the characters of this animated film, we can directly witness that these shortcomings are gradually beginning to be eliminated. Since cartoons are divided into several genres, they are also divided into many technologies. The peculiarity of each technology lies not only in its expressive means, but also in the fact that it has the power of influence.

The fact that cartoon technologies, in turn, work with sand, work with plasticine, work in the style of painting on a window, work with dolls, computer graphics, 3D (three-dimensional image), does not attract human attention. In our country, only some of these cartoon technologies are used holographically. For example, we do not meet such technologies as working with sand in Uzbek multiplication, work in the style of painting on a mirror. However, if the technologies of cartoons are as numerous and vivid as their genres, young viewers are so interested in seeing them and want to observe, express their own free opinion.

Conclusion

In conclusion, we can say that cartoons created in the above genres and technologies play an important role and importance in shaping the consciousness and worldview of young viewers, that is, children. There are a number of aspects of Uzbek cartoons that distinguish them from world animated films, they praise our national values, traditions, lifestyle. It's worth it if we treat children from tomorrow, when they grow up, watching such cartoons.

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