

Process paper

I chose to choose the topic of *Toy Story* because I have always been interested in art and the type of media that surrounds it. Growing up, I watched many animated movies, and primarily watched animated cartoons on television. I wanted to pick a topic that interested me somewhat, so I thought this would be a good opportunity to research more on 3D animation and animation in general. Since Pixar and Disney are huge companies, I thought it would be interesting to research more upon them. Most of my research came from the official Pixar website, as it had a lot of information and dates. Other information came from just looking up websites and watching many videos on youtube. For part of my research a creator I watch a lot on Youtube had tons of information I had the opportunity to use in my project and research, so it was also fun to learn more about my topic. Other websites and sources come from History.com, and imdb. Personally, I can't focus all that well when websites only have huge chunks of information in a tiny font, so websites like these help out a lot. I chose to create a website for this specific project because I had never done it before. Usually I'm really bad at making websites and using things coding and tech related. I watched numerous videos on the basics of the website, and how to navigate it. After around an hour of playing around with the website maker, I finally got used to using it. It took me 4 different tries before I got to the finished product. My topic relates to the theme of frontiers in history because *Toy Story* was the first 3D animated full length feature film to be created. Prior to its creation, animated movies were primarily 2D animated by hand drawing each frame. By bringing in 3D animation to the field, work could be done much more efficiently. Many companies and films were produced after *Toy Story* came out, and many of them now primarily focus on 3D animated films.