

I DON'T HAVE A SKULL... OR BONES:
MINOR CHARACTERS IN DISNEY ANIMATION



Presentation done by: George Molai, Oliver Ferguson, Tori Howells,, Ellie McKeever, Cor Mcgettigan

WHAT THE ARTICLE TOLD US



Introduction

- Paul Wells observed that the “topsy-turvydom” of the early Disney shorts were largely abandoned in favour of a style that was closer to that of live action films and their realism rules
- The “topsy-turvydom” has been redirected into the minor characters.
- Character contrast = expanded narrative and believable world building



Body

- Minor characters are often histrionic, flamboyant and eccentric in comparison to their main leads. These characters can then offer relief from the nuance and seriousness that are present in the narrative and protagonist.
- Minor characters are flat with limited character traits that can be reused. These characters are less likely to be affected by plot development and character growth



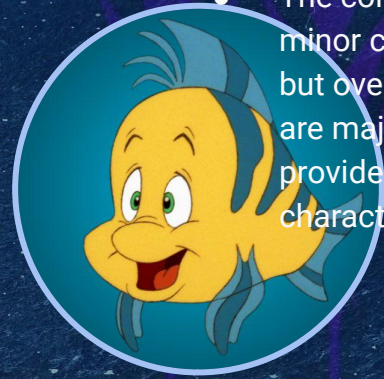
Conclusion

- Minor characters are largely overlooked in Animated Studies
- The contrasting expressions and forms widen the scope, dimensions, environments and strictures of the plot and characters

DO WE AGREE WITH THIS ARTICLE?

Overall yes we do agree with what the article has to say!

- Lönroth main argument is that minor characters are extremely important to any narrative portrayed by Disney
- Lönroth talks about how minor characters create a full fictional environment, creating an “animated world”.
- The conclusion of the article is that Disney minor characters are extremely important but overlooked. I couldn't agree more, they are major comic relief, drive narratives and provide development for the main characters.
- Another argument that Lönroth talks about heavily is how the minor characters of Disney don't follow the physics of main character.
- An example she uses is how in the “Lion King” When simba expresses emotions it's more subtle and aesthetically pleasing. Versus when Timon and Pumbaa emote they often have extreme expression with screaming.



MINOR CHARACTERS 'BREAK THE REALISM' OF THE NARRATIVE



The article explains that despite the fact that Disney has changed their animation style over the years from their highly cartoonish squash and stretch style to their more realistic style, the minor/side characters still retain this cartoonish exaggeration.



The main character throughout the films are animated in a very realistic way, Simba is used as an example, when he is sad his ears droop and his steps become much shorter careful steps, this is very much similar to how cats/ young lions would behave in real life.

Whereas characters like Timone and Pumbaa are highly exaggerated in their actions and emotions thus breaking the realism that Disney implements into their stories. When the pair feel fear their faces begin to stretch and their eyes bulge out of their heads, when they cry their mouths widen and tears flood out from their eyes like sprinklers.

This can be seen across many of Disney's films and is done to have moments of comic relief from their serious and sometimes tragic and heartbreaking stories.



WHERE STEREOTYPES COME INTO PLAY



Animation Stereotypes

When It comes to the major and Minor characters the various stereotypes that come about from the animation is that the main characters are very static in their motions to show the normalcy wail the minor characters are incredibly cartoony to show a manner of Personality. The author of the article buy Linn Lönroth in his notes it is stated that minor (existentialist characters) are mainly 'to be looked at' wail major (essential) characters are 'to be looked at'.

Method Stereotypes

The various different animation styles that they have cycled over through the years are as listed: Technicolor, Rotoscoping, 3D Models, Backgrounds & Windscreens, Xerography, Computer animation, Live action. 2D & 3D and finally CGI . The manners animation have been implemented in all Disney onward the main and minor characters different greatly .

General Stereotypes

The general stereotypes I will be walking about not only the tropes, animation but the characters and info on them such as the the racial stereotypes that we conductive and we also animated in an overly bombastic manner portraying them as caricatures. I will say that at the very least the way that they they are animated are incredibly expressive in the movement so much so that you can gather their personality every quickly.



COMPARISON BETWEEN MAIN AND MINOR CHARACTERS



COR McGETTIGAN

Main characters

- The main characters are made with hyperrealism aesthetic
- The main characters have more realistic movements and expressions.
- Main characters have more depth, backstory, and complex arcs.
- The main characters are the leading stars of the film. Impacting the story with their choices that either benefit them or ultimately doom their fate

Minor characters

- Minor characters break the hyper-realism aesthetic
- Minor characters' bodies can squash and stretch like elastic rubber balls
- Minor characters are made from certain tropes than story example: pumba character main gimmick is gas. From burping to farting to even giving him a backstory for comedic effect.
- Minor characters add little to none to the main story. Being more supportive characters than actually having to contribute to the final film

THAT'S ALL FOLKS

