

# Studies in American Animation: An Annotated Bibliography

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## Collection Description

The New Yevon Library at Bevelle College, a small liberal arts school, serves a campus of approximately 1,900 full and part-time undergraduate students. The New Yevon Library holds 195,000 volumes and subscribes to approximately 800 different periodicals. Additionally more than 10,000 titles are available through electronic subscription databases.

The reference collection makes up approximately 10% of the collection, and the collections are specifically tailored to the needs of the programs at Bevelle, and the American Studies department would like to begin a program focusing on animation. This program will be unique to the area, with few American Studies programs in the nation having a specialization in Animation Studies.

The library, in its efforts to support this new endeavor, will be developing a collection to support this area of study. The collection will focus specifically on animation in America. The collection will be used for scholarly study, and focus on the history and cultural effects of animation in America. This will mainly include the development and creation of American animation, but also include animation that has affected and influenced American culture, such as the pop culture love affair with anime.



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## Journals and Newspapers

Animation: An Interdisciplinary Journal. (2006-Current; Bi-annual). Animation Research Centre. Thousand Oaks, CA: Sage Publications.

While Animation has an international focus, an international perspective is critical in studying American culture and media. Animation discusses all techniques used in the creation of animation, as well as its implications on society, culture, and the form itself.

Animation Blast (1996-Current; Annual). Encino, CA: Animation Blast. Available online at <http://www.animationblast.com>

Available both in print and online, this magazine provides news and commentary on animation and the industry.

Animation Journal (1991-Current; Annual). Society for Animation Studies. Tustin, CA: A J Press.

Beginning in 1991, Animation Journal focuses on animation history and theory. It is scholarly in nature and peer-reviewed, with contents discussion the national origins and techniques of animation.

Animation Magazine (1987-Current; Monthly). Agoura Hills, CA: Terry Thoren Publications.

Available in print with an additional web presence which is updated daily [available at <http://www.animationmagazine.net/>], this magazine provides up-to-date information on all aspects of animation and its sub-genres (including video game and commercials) and the animation business.

Animation Studies (2006-Current; Online). Society for Animation Studies. Available online at <http://journal.animationstudies.org/>

This peer-reviewed online publication from the SAS is the latest addition to animation studies publications, and it publishes submissions from SAS members and the SAS conference proceedings.

Animatrix: A Journal of the UCLA Animation Workshop (1984-Current; Annual). Los Angeles, CA: UCLA Department of Film and Television.

This refereed publication covers a variety of topics, including the techniques used and contextual analysis in animation. Also contains many interviews and comparative analysis.

Animerica: Anime and Manga Monthly (1992-Current; Monthly). San Francisco, CA: Viz Communications, Inc.

Though it has changed formats and distribution, Animerica is still the leading print source of anime and manga reviews in America.

Film & History: An Interdisciplinary Journal of Film and Television Studies (1970-Current; Semi-annual). Historian's Film Committee. Newark, NJ: Historian's Film Committee.

Film & History focuses on how history shapes media, and how the media is shaped by history. It includes historical discussions on the development and changes in film and its sub-genres.

The Journal of American Culture (1978-Current; Quarterly). American Culture Association. Malden, MA: Blackwell Publishing, Inc.

As a multidisciplinary publication, The Journal of American Culture includes analysis of American life as it is portrayed in literature, history and the arts.

Journal of American Studies (1967-Current; 3/Year). British Association for American Studies. New York, NY: Cambridge University Press.

Publishing works from international scholars, the JAS provides a unique perspective on American culture, film, politics, and related topics. While not specific to animation, it does contain articles that apply to the field of American animation studies.

The Journal of Popular Culture (1967-Current; Bi-monthly). Popular Culture Association. Malden, MA: Blackwell Publishing, Inc.

This scholarly, peer-reviewed publication focuses on American pop culture and its relation to society. Articles discuss the multimedia, including animation, which reflect American culture.

Journal of Popular Film and Television (1971-Current; Quarterly). Washington, DC: Heldref Publications.

Offering scholarly articles on popular media, this publication discusses the social and cultural contexts of film and television, including animated features and series.

Media, Culture & Society (1979-Current; Bi-monthly). Thousand Oaks, CA: Sage Publications.

This journal allows for an international discussion of mass media and its impact on the historic, economic, and political impacts on society and culture. It is particularly useful in gaining an understanding of the contextual analysis applied to media.

Newtype USA: The Moving Pictures Magazine (2002-Current; Monthly). Houston, TX: A.D. Vision.

Newtype USA is the English translation of the popular Japanese publication on anime and manga. With news, interviews, and reviews, this publication provides current information about the world of anime.

Quarterly Review of Film and Video (1976-Current; 5/Year). New York, NY: Routledge.

Critical, historical, and theoretical essays are included in this international and interdisciplinary publication. It also contains book reviews and interviews, all with a focus on moving image studies.



## Indexes or Abstracting Sources

America: History & Life. From ABC-CLIO (2006). Subscription.

This database provides abstracts for books, dissertations, and journals used in the study of American culture. Though it covers many other aspects of culture as well, it inevitably covers the moving image in America and its history.

American Film Institute Catalog. From ProQuest Information and Learning Company (2006). Subscription.

The catalog from the American Film Institute (AFI) is a national filmography documenting American films from 1893-1970. An extensive amount of search fields allows for a focused search.

Big Cartoon Database. Maintained by Dave Koch (2006). Available online at <http://www.bcdb.com/>

Searchable by title, director, animator, producer, writer, character, voice talent, description, production notes, and other crew members, this database provides a detailed record of each cartoon episode.

Communication and Mass Media Complete (2006). Subscription.

A merging of CommSearch and the Mass Media Articles Index, this database allows for researching areas related to the mass media, such as film and television. It is an excellent resource for finding scholarly literature on animation.

Film Literature Index. From the Film and Television Documentation Center (2006). Subscription.

Covering publications from 1976 through current, the Film Literature Index (FLI) include over 150 international publications from both scholarly and popularly serials. The FLI is searchable and can be browsed by subject headings, personal or corporate names, and production titles.

FIAF International Film Archive Database. From the International Federation of Film Archives (2006). Subscription.

The FIAF Database contains information from a variety of film and television related indexes with articles from over 300 periodicals. Each record holds a bibliographic citation, subject headings, and an abstract.

Humanities Abstracts. From H.W. Wilson Company (2006). Subscription.

This database covers many aspects of the humanities, which includes the media and the study of American life. This database has abstracts of many articles that could be of use in studying animation in American culture.

International Index to the Performing Arts. From ProQuest Information and Learning Company (2006). Subscription.

This searchable, full text database provides publications on a variety of entertainment industries, including animation studies.

Internet Movie Database's Animation Guide. (2006). Available online at

<http://www.imdb.com/Sections/Genres/Animation/>

The IMDB serves as an online index of movies and television, and animated works are no exception. It gives a complete filmography of main animators, voice actors, etc., a complete cast listing of each animated work, and includes other tools such as a list of the most popular (determined by user votes) animated works.

Moc's Animation Page. Maintained by Nobuo Mochizuki (n.d.) Available online at

<http://www.quilts-club.com/animation/>

Despite the uninspiring appearance of this site, it holds a very valuable tool: a searchable database of nearly 5,000 shorts. This database is searchable by keyword only, with each record containing information about the date (ex. 19280515. read as 1928 – May 15), company, series, character, director, and title.

Warner Brothers Cartoons Filmography. Maintained by Dave Mackey (n.d.). Available online at <http://www.davemackey.com/animation/wb/index.html>

This complete index to Warner Brothers films includes profiles of each Warner Brothers cartoon. Profiles include title, screenshot, cast and production information, and video release information (if any).

Beck, Jerry et al (2005). *The Animated Movie Guide*. Chicago, IL: A Cappella Books.

Arranged alphabetically, this guide abstracts and indexes animated feature-length films released in the United States since the first in 1926. Each entry gives the credits, consumer tips, an abstract, and author commentary.

Beck, Jerry and Will Friedwalk (1989). *Looney Tunes and Merrie Melodies: A Complete Illustrated Guide to the Warner Bros. Cartoons*. New York, NY: Henry Holt and Company.

This book is a complete chronology of all the Warner Bros. animation. Each entry gives the title and release date, list of characters, the screen credits, and an abstract of the animated work. With surprisingly few illustrations, it is arranged chronologically with additional indexes in the back.

Gifford, Denis (1990). *American Animated Films: The Silent Era, 1897-1929*. Jefferson, NC: McFarland & Company, Inc.

This book is a complete index to all the animated cartoons of the silent era. It is arranged chronologically by animated series title, with individual films chronologically within the series. Finding aids include name and title indexes.

Ledoux, Trish et al. (1997). *The Complete Anime Guide: Japanese Animation Video Directory & Resource Guide*. Issaquah, WA: Tiger Mountain Press.

This anime guide is included here for its invaluable abstracts of anime works, including a complete listing of anime on video (listed alphabetically, with a synopsis and purchase information) and a directory of anime video suppliers and retailers. Additional information is given regarding the history, fandom, and American broadcasts, which make this guide the recommended "first stop" in any anime research.



## Encyclopedias, Dictionaries, Word Books, etc.

Toonarific Cartoons – Encyclopedia. (2006). Available online at <http://www.toonarific.com/article.php?id=11>

This encyclopedia can be searched or browsed by categories and an alphabetical title list, this online encyclopedia provides a comprehensive look at movies, television, and all other things cartoon. This site includes many lesser known animated works, and provides a brief synopsis with additional information about characters and voices, production companies, and air date and channel (if applicable). Additionally, each record contains (if applicable and available) an episode list and/or guide, screen captures, and theme song lyrics.

The Walter Lantz Cartune Encyclopedia. (2006). Available online at <http://lantz.goldenagecartoons.com/>

The Walter Lantz-o-pedia includes a thorough year-by-year description of Lantz's works. There are also profiles of Lantz's characters, including Woody Woodpecker, Chilly Willy, and Oswald the Lucky Rabbit. Additional features include Academy Award nominations, a filmography, and frequently asked questions.

Blandford, Steve et al. (2001). *The Film Studies Dictionary*. New York, NY: Oxford University Press.

Defining terms both specific to film as well as how other terms are defined in film studies, this dictionary is an excellent primer to the vocabulary of film studies and theory. While not specific to animation, many of the themes present in film studies are applied to animation as well, making this book a necessary resource.

Bognár, Desi K. (2000). *International Dictionary of Broadcasting and Film*, 2<sup>nd</sup> Edition. Boston, MA: Focal Press.

This international dictionary provides definitions to industry terms in a manner understandable to the general population. This dictionary is useful in understanding a variety of terms that may appear in relation to studying animation and anime.

Clements, Jonathan and Helen McCarthy (2001). *The Anime Encyclopedia: A Guide to Japanese Animation since 1917*. Berkeley, CA: Stone Bridge Press.

While admittedly not comprehensive, this encyclopedia focuses on Japanese animation that has had an English release and does its best to translate names into the English language. Regardless, this is an excellent resource for information related to anime. The book includes cross-references and an index.

Erickson, Hal (2005). *Television cartoon shows: an illustrated encyclopedia, 1949 through 2003*. Jefferson, NC: McFarland and Company.

Including all made-for-television animated series, this two-volume set is arranged alphabetically by the title of the series. Entries include a synopsis, author commentary, and broadcasting information.

Grant, John (1993). *Encyclopedia of Walt Disney's Animated Characters*. New York, NY: Hyperion.

Divided into three separate sections for animated shorts, television series, and feature films, the works in each section are arranged chronologically. Works include a plot synopsis and a thorough treatment of main and primary supporting characters.

Horn, Maurice (ed.) (1999). *The World Encyclopedia of Cartoons, 2<sup>nd</sup> Edition. (7 volumes)*. Philadelphia: Chelsea House.

This set covers all aspects of cartoons, including those that are animated and those who have made the transition from the comics to animation. Arranged alphabetically, this series discusses historical, social, and cultural aspects of cartoons on an international scale.

Lenburg, Jeff (1999). *The Encyclopedia of Animated Cartoons. Second edition*. New York, NY: Checkmark Books.

After giving a brief history, this encyclopedia divides the animation by types (television, feature film, etc.) and each record contains a brief synopsis, production information, and voice actors. Additionally, there is a section listing award winners and nominees dating back to 1931.

Malone, Patrick. (2006). The Encyclopedia of Disney Animated Shorts. Online at <http://disneyshorts.toonzone.net>. Accessed July 20, 2006.

This site provides a synopsis, credits, and release information for all of Disney's animated shorts. The index allows for browsing by title, though the site is also searchable.

Markstein, Donald D. (2006). Toonopedia: A Vast Repository of Toonological Knowledge. Online at <http://www.toonopedia.com/index.htm>. Accessed July 20, 2006.

Markstein's online encyclopedia of cartoons contains a description of many cartoons, characters, animators, and studios. In addition, a glossary defines many common terms related to animation.

Poitras, Gilles (1999). The Anime Companion: What's Japanese in Japanese Animation? Cerkeley, CA: Stone Bridge Press.

This book provides common terms found in anime as well as their definitions. This dictionary of otaku also provides notes on where one can see the term or theme in an animated work.

Schneider, Steve (1988). That's All Folks! The Art of Warner Bros. Animation. New York, NY: Henry Holt and Company.

In all senses this book is an encyclopedia of Warner Brothers characters, profiling all the Warner Brothers characters. The profiles give a biography of the character which includes full color illustrations, often with accompanying sketches and a filmography.


Taylor, Richard (1996). Encyclopedia of Animation Techniques. Philadelphia, PA: Running Press.

This encyclopedia focuses on the techniques of both drawn and model (clay and puppet) animation. Additional attention is given to the timing and inclusion of sound and music, as well as techniques used to convey drama, comedy, and other themes.

Webb, Graham (2000) The Animated Film Encyclopedia: A Complete Guide to American Shorts, Features and Sequences, 1900-1979. Jefferson, NC: McFarland.

Arranged alphabetically, each entry includes production and release information, accompanied by a brief plot synopsis. This work includes hard-to-find information on many independent and rare works, making this an invaluable resource for animation history.

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## Directories, almanacs, handbooks, etc.

Animation World Network (2006). Animation Industry Database. Available online at <http://www.aidb.com/>

The Animation Industry Database (AIDB) is the ultimate online directory to the animation business. Searchable by name, location, type, specialty, etc., it is international in scope (thus including both American and Japanese animation business profiles) and includes both studios and schools.

Beck, Jerry (2003). *Looney Tunes: The Ultimate Visual Guide*. New York, NY: Dorling Kindersley.

The fully illustrated guide to Looney Tunes characters is more complete than any other, with profiles of the main characters as well as minor characters such as Michigan J. Frog, Pete Puma, and Ralph Wolf (Wile E. Coyote's red-nosed counterpart). Blurbs about each character accompany the illustrations, with reference to the running gags and themes throughout.

Ebert, Roger (1999-Current; Annual). *Roger Ebert's Movie Yearbook*. Kansas City, MO: Andrews McMeel Publishing.

This annual movie directory includes Ebert's famous assessments, ratings, and character information. Including animated feature film, this resource is an excellent place for reviews on popular animated works released in the United States.

Gardner, Garth (2001). *Gardner's Guide to Multimedia & Animation Studios: The Industry Directory*. Fairfax, VA: GGC Inc.

The directory is broken down by region, with indexes to provide access by state or company name. Each company listing contains a brief profile, the area of

specialization, number of employees, and contact information. The listings include companies dealing in all areas of animation, and can be used to find comparable studios in the study of animation.

Hoffer, Thomas W. (1981) *Animation: A Reference Guide*. Westport, CT: Greenwood Press  
This reference guide gives an overview animation and its history, research, and publications related to animation. This resource is an excellent starting point for any research on animation.

Inge, M. Thomas (1989). *Handbook of American Popular Culture*. New York, NY: Greenwood Press.

While slightly dated, this handbook is still useful for its discussion of American pop culture elements. Including an essay on animation, there are also other cultural phenomena discussed which can be used to form an understanding of culture which can be applied to researching animation.

Lawson, Tim (2004). *The Magic Behind the Voices: A Who's Who of Cartoon Voice Actors*. Jackson, MS: University Press of Mississippi.

This book serves as a directory of actors that have voiced some of the most popular cartoons characters over time. Unfortunately this work is not comprehensive, and excludes those who have voiced equally popular supporting characters (for example, the voice actors for Patrick Starr on *Spongebob Squarepants* or Lisa Simpson in *The Simpsons* are excluded). Nonetheless, it provides a biographical sketch and list of voice work, with some insight on their coming into the business of voice work.

Laybourne, Kit and John Canemaker (1998). *The Animation Book: A Complete Guide to Animated Filmmaking – From Flip-Books to Sound Cartoons to 3- D Animation*. New York, NY: Three Rivers Press.

From the techniques to the tools, this revised edition covers animation in the computer age as well. It is useful in gaining an understanding of the developing animation process so that one can see the points the animator does or does not have control of their work.

Lenbug, Jeff (2006). *Who's Who in Animated Cartoons: An International Guide to Film and Television's Award-Winning and Legendary Animators*. New York, NY: Applause Theatre and Cinema Books.

Lenburg's book is a biographical directory of the most important figures in animation history. With international coverage, it includes the masters of American animation as well as the best of anime directors.

Locke, Lafe (1992). *Film Animation Techniques: A Beginner's Guide and Handbook*. White Hall, VA: Betterway Publications.

This handbook details the physical act of creating animation. While many books detail other aspects of the creative process, this guides the reader through the techniques and equipment used to create moving pictures.

McCall, Douglas L. (2005). *Film Cartoons: A Guide to 20th Century American Animated Features and Shorts*. Jefferson, NC: McFarland & Company.

Arranged alphabetically, this book is broken into three main sections covering feature-length animated works, films with animated sequences, and animated shorts. Detailed profiles of each work are given, which includes credits and a plot synopsis.

Raugust, Karen (2004). *The Animation Business Handbook*. New York, NY: St. Martin's Press.

This book is an outstanding guide to the business of animation, an understanding of which is absolutely necessary in any analysis of American animation. With explanations of distribution, marketing, copyright and ownership, and the development process, Raugust gives a start-to-finish explanation of how an animated work gets delivered to the public.

Woolery, George W. (1983). *Children's Television: The First Thirty-Five Years, 1946-1981*. Metuchen, NJ: Scarecrow Press.

This guide to the early years of children's television is a "compendium of animated cartoon series" shown on television in the United States. Arranged alphabetically, an abstract of each show is given along with the principal characters and their voice actors, syndication history, and a "network history" giving the premier date and show times.

Woolery, George W. (1989). *Animated TV Specials: The Complete Directory to the First Twenty-Five Years, 1962-1987*. Metuchen, NJ: Scarecrow Press.

By focusing on the first twenty-five years, Woolery is able to give a thorough treatment on the earlier animated television specials. Descriptions include production and broadcast information and a summary, as well as purchase information. Unfortunately, the purchasing information is now dated, but is valuable in its historical context.

Yang, Jeff et al. (1997) *Eastern Standard Time: A Guide to Asian Influence on American Culture from Astro Boy to Zen Buddhism*. Boston, MA: Houghton Mifflin.

This book, though lacking clear organization, is divided into sections such as “Art and Design” and “Film and Television” (among others). Within each section is an alphabetically arranged guide to Japanese popular culture. While only briefly touching on anime, it is useful in the analysis of the Japanese culture and its relation to animation and anime.

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## Visual Resources

*Akira* (1989). West Hollywood, CA: Streamline Pictures.

Released in Japan a year earlier, and then brought to the U.S. and translated, *Akira* is widely regarded as the film responsible for a renewed American interest in Japanese animation.

*Animation, the Beginning* (2 volumes, 1987). Phoenix, AZ: Grapevine Video.

Covering the early years of animation, from 1906 through the late 1920's, this set features classic silent animated movies and shorts.

*Before Mickey: An Animated Anthology* (1982). Los Angeles, CA: Direct Cinema Ltd.

This anthology of 25 animated silent shorts focuses on the years prior to 1928, and many of the films included are rare films unavailable for distribution elsewhere.

*The Cartoons that Time Forgot: The Ub Iwerks Collection* (2 volumes, 1999). Chatsworth, CA: Image Entertainment.

This collection profiles Ub Iwerks' animation produced at between the years of 1930 and 1936 at his own animation studio, rather than the work that Iwerks produced for Walt Disney.

Chuck Jones: Extremes and In-Betweens, a Life in Animation (2000). Burbank, CA: Warner Home Video.

This documentary takes a behind-the-scenes look at the creator and his classic animations. Discussions include critiques of Jones' work and his many contributions to the world of animation

Fantasia (1940). Burbank, CA: Disney Enterprises.

This groundbreaking feature-length film from Disney is a must-see for both its innovative qualities as well as its social and historical commentary.

The Golden Age of Cartoons (6 volumes, latest released in 2006). Littleton, CO: Mackinac Media.

It is difficult to find such a diverse collection of cartoons in one place, but this anthology includes some of the best known cartoons from Popeye to Betty Boop. Additional volumes focus on themes such as the war effort as portrayed in cartoons.

Looney Tunes Golden Collection (3 volumes, latest released in 2005). Burbank, CA: Warner Home Video.

This three-volume collection provides the best of the best in Looney Tunes animation. Each volume contains four discs, with each disc generally devoted to a character or group of characters (e.g. Bugs Bunny Classics or Looney Tunes All Stars). Of particular interest is Disc Two of Volume 3, which feature Hollywood caricatures and parody which is highly reflective of the era.

Max Fleischer's Color Classics (2002). Tulsa, OK: VCI Video.

Digitally restored, this two-disc set features the complete collection of Fleischer's "Color Classics" series. Also included is a documentary about the Max and Dave Fleischer.

Princess Mononoke (2000). Burbank, CA: Miramax Home Entertainment.

Initially released in Japan in 1997, and translated to English and released in the United States in 2000, Princess Mononoke is one of the top feature-length anime films, and a must-see for anyone studying anime in the United States.

Spirited Away (2003). Burbank, CA: Walt Disney Video.

Widely regarded one of the best full-length anime features, Spirited Away is an excellent example of animation from Japan's "master of animation", Hayao Miyazaki.

Tex Avery's Screwball Classics (4 volumes, 1992). Los Angeles, CA: MGM.

Four volumes of "screwball classics" provide a snapshot of Avery's best known and loved works. Additionally, the selections featured within are highly reflective of the World War II era in which they were created.

Tom and Jerry, Spotlight Collection (2 volumes, latest released in 2005). Burbank, CA: Warner Home Video.

Each volume comes with 2 discs packed full of remastered classic shorts. Additional commentary and special features provides context to these beloved characters.

Walt Disney Treasures (Series, latest released in 2006). Burbank, CA: Disney Enterprises.

The Disney Treasures collection currently has 11 titles available, each focusing on a different aspect of Disney. Six of the volumes specifically focus on Disney animation, generally profiling a character (such as Donald Duck) or a type (rare shorts). Each set includes two discs.

The World's Greatest Animation (1994). Los Angeles, CA: Expanded Entertainment.

This collection of international animation boasts a variety of animation that has been nominated and selected for the Academy Award between the years 1978 and 1990. It is an excellent compilation that allows for contrast to American animation.



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## Web Sources

Akemi's Anime World: Anime Reviews and More. Maintained by Marc Marshall (2006). Available online at <http://animeworld.com/>

While living up to its promise of reviews and more, the most valuable resources provided by this site are under its reference section. This area includes a glossary of commonly used anime terms, a cast index, a dictionary of Japanese terms, and links to other anime sites.

Animation World Network. From AWN, Inc (2006). Available online at <http://www.awn.com/>

Animation World Network bills itself as the largest animation-related publishing group on the web. This is an excellent source of news and information about animation and its industry. Of particular note is the Animation Industry Database, with profiles on more than 8,000 companies dealing in animation.

Anime News Network. From ANN (2006). Available online at <http://www.animenewsnetwork.com/>

Billing itself as the "internet's most trusted anime news source", this site not only provides news, but also has its own encyclopedias of anime, people, and companies.

AnimeResearch.com: Anime, Manga, and Japanese Popular Culture Research. Maintained by Brian Ruh (2006). Available online at <http://www.animeresearch.com/index.html>

This academic research guide to anime includes links to academic papers on anime, as well as links to other academic sites about anime. Unfortunately, many links to papers are broken, but the citations are still helpful for a starting point in academic research.

ASIFA-Hollywood. From the Hollywood, CA chapter of the International Animated Film Society (2006). Available online at <http://www.asifa-hollywood.org/>

The ASIFA-Hollywood site contains an animation archive, blog, and historical information about animation.

Cartoon Brew. Maintained by Jerry Beck and Amid Amidi (2006). Available online at <http://cartoonbrew.com/>

This blog features news and commentary on animation from the web's two most prominent animation fans.

Cartoon Research. Maintained by Jerry Beck (2006). Available online at <http://www.cartoonresearch.com/>

Jerry Beck's Cartoon Research site includes comprehensive lists of animated features and classic shorts, including descriptions and screenshots. Additionally, the FAQ section includes many popular unknowns, such as Tweety Bird's gender.

Chilly Willy's Sub-Artic World. Maintained by S. Wolff. (n.d.) Available online at <http://www.chillywillyfan.com/>

This site provides information on the Chilly Willy cartoons, including downloadable videos, audio theme songs, and scans of the Chilly Willy comic. Additional information includes photographs of Chilly Willy memorabilia and information about the creators of Chilly Willy.

Chronology of Animation. Maintained by Richard Llewellyn (2006). Available online at <http://www.public.iastate.edu/%7Erleew/chronst.html>

This site provides an outline to the history of animation, both American and International. It includes brief information about the animated works, including title, place names, studio name, and production type (e.g., video game, music video, or feature film).

Chuck Jones. From Chuck Jones Enterprises (2006). Available online at <https://www.chuckjones.com/>

This official home page for Chuck Jones includes biographical information about the animator and a filmography. There is also a store and links to his galleries and studios.

DreamWorks Animation SKG. From DreamWorks Animation LLC. (2006). Available online at <http://www.dreamworksanimation.com/>

In depth information about the DreamWorks animated feature films from both the past and for those currently in production. Additionally, there is information available about the studio itself and the company history.

A Feminist Critique of Animation. From Genevieve Petty (2006). Available online at <http://animation.memory-motel.net/>

This site discusses, as the title suggests, animation from a feminist perspective. This includes both American and Japanese animation, and provides a wealth of information about the studios, animators, and characters in all. The site also includes an anime dictionary and timeline.

Golden Age Cartoons. Maintained by John Cooke et al. (2004). Available online at <http://www.goldenagecartoons.com/>

Devoted to the classic cartoons and characters from the Golden Age of Hollywood, this site includes resources about the major animation studios and animators, as well as news, reviews, and other "feature attractions".

History of Animation. From Wikipedia (2006). Available online at [http://en.wikipedia.org/wiki/History\\_of\\_animation](http://en.wikipedia.org/wiki/History_of_animation)

This Wikipedia entry includes that of animation in the United States, with links to separate entries focusing on the four different eras (silent era, golden age, television era, and modern).

Looney Tunes. From Warner Brothers Entertainment, Inc. (2005). Available online at <http://looneytunes.warnerbros.com/>

This site from Warner Bros. includes a variety of new and classic Looney Tunes videos available for online viewing, as well as games and other entertainment resources. While lacking in information, this site does provide instant online access to a variety of Looney Tunes animations.

The Official Annie Awards Website. From ASIFA-Hollywood (2005). Available online at <http://www.annieawards.com/>

The Annie Awards have been given out to outstanding animation films, animators, and other production and individual achievement awards since 1972. Of particular interest is the database of past winners.

Origins of American Animation, 1900-1921. From the Motion Picture, Broadcasting, and Recorded Sound Division of the Library of Congress (1999). Available online at <http://memory.loc.gov/ammem/oahtml/oahtml.html>

Collection of 21 animated films available for viewing online. The collection is can be searched or browsed by keyword or a listing viewed chronologically or by title.

Pixar Animation Studios. From Disney-Pixar (2006). Available online at <http://www.pixar.com/>

The homepage for Pixar Animation Studios includes their filmography as well as information on the animation process. Additional information about the company includes artist profiles as well as the history of the studio. Finally, you can view some animation samples in the online theatre.

Ron Kurer's Toon Tracker. Maintained by Ron Kurer (2006). Available online at <http://www.toontracker.com/>

With links to over 100 animated television series, this site profiles each series with some information about episodes, animators, and links to other sites. The site also contains some cartoon themes, animated commercials, and a video gallery.

The Simpson's Archive. Maintained by Gary Goldberg et al. (2006). Available online at <http://www.snpp.com/>

With a complete episode guide, character files, and bibliography, this site provides extensive information related to the FOX animated series. There are also many reference lists, including a description of the gag (e.g. Prank calls to Moe's Tavern), the text of the script and scene description, and a link to the episode referenced.

Society for Animation Studies. From the SAS. (2006). Available online at <http://www.animationstudies.org/>

The homepage from the Society for Animation Studies, an international organization for studying the history of animation history and theory, has a wealth of resources including news, conferences, and links to other sites.

ToonHub. Maintained by Craig Richardson (2006). Available online at <http://toonhub.com/>

ToonHub provides links to a wide variety of animation information, specifically that relating to Emmy, Oscar, and Annie and other award nominees and winners. The site also attempts to catalog articles in all publications related to animation, and links to online content where available.

Toon Zone. Maintained by Brian Cruz, Eileen Delgadillo, and Colin Feder (2006). Available online at <http://www.toonzone.net>

Toon Zone is an animation news and information website, with interviews, reviews, opinion pieces and headlines.

Vault Disney for the Disney Enthusiast. From Disney (2006). Available online at <http://disney.go.com/vault/today/>

With a variety of historical information on Disney animation, the most valuable resource available on this site is located in the "Disney Archives". This provides information about each movie and the characters.

Webrock: The Flintstones and Hanna-Barbera Page. Maintained by John Paul Murphy (2005). Available online at <http://www.tophat.net/webrock/>

With the least information available about the Hanna-Barbera productions, this site provides an alphabetical listing of all Hanna-Barbera shows with special treatment given to The Flintstones. Additional links are provided to other Hanna-Barbera related pages.

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## Other Reference Books

Adamson, Joe (1985) *The Walter Lantz story: with Woody Woodpecker and friends*. New York: G.P. Putnam's Sons.

As a biography of Walter Lantz, this book begins with a look at the Lanza family's coming to America, their changing name, and Walter's childhood. The author then continues with his life with Woody Woodpecker and his marriage to Grace, the voice of Woody Woodpecker.

Alberti, John (2004). *Leaving Springfield: The Simpsons and the Possibility of Oppositional Culture*. Detroit, MI: Wayne State University Press.

This collection of essays discusses *The Simpsons* in relation other animated shows (such as *South Park*) as well as discussing the stereotypes, satire and counterculture present in the series.

Baricordi, Andrea et al. (2000). *Anime: A Guide to Japanese Animation (1958-1988)*. Montreal, Canada: Protoculture.

Chronologically listing anime works by format, each entry gives the translated title as well as the literal translation, production and distribution information, a summary or description, and additional information about the series (if applicable). A drawback of the work is problems with the translation (translated from a 1993 Italian work), but this resource is still valuable for factual information.

Barrier, Michael (1999). *Hollywood Cartoons: American Animation in Its Golden Age*. New York, NY: Oxford University Press.

Barrier follows the popularity of animation in America through its beginnings until the end of the Golden Age in the late 60's. Part I covers the animation itself, and Part II covers the business aspect of the studios and animators.

Bell, Elizabeth; Lynda Haas and Laura Sells (ed.) (1995). *From Mouse to Mermaid: The Politics of Film, Gender, and Culture*. Bloomington, IN: Indiana University Press.

This collection of essays focuses on the cultural subtext of Disney animation. Identity, gender construction, and film as cultural pedagogy are the three main areas of focus in which authors discuss Disney films and their relations to these topics.

Bendazzi, Giannalberto (1995). *Cartoons: One Hundred Years of Cinema Animation*. Bloomington, IN: Indiana University Press.

With large sections devoted specifically to American animation, this international and historical approach can be considered a definitive textbook for animation history. Beginning in 1888 and outlining the development of animation into the 1990's with the introduction of feature films using computer animation.

Blanc, Mel (1988). *That's Not All Folks!: My Life in the Golden Age of Cartoons and Radio*. Mel Blanc was the voice of many beloved cartoon characters, and this autobiography discusses his career and animation from that perspective. Full of anecdotes about the origins and development of each character, this book offers a unique perspective on American animation.

Brown, Steven T. (ed.) (2005). *Cinema Anime: Critical Engagements with Japanese Animation*. New York, NY: Palgrave Macmillan.

This anthology covers the cultural politics and imagery in feature-length Japanese Animation. Gender identity and body anxiety are some of the topics discussed.

Burke, Timothy and Kevin Burke (1998). *Saturday Morning Fever*. New York, NY: St. Martin's Griffin.

This book discusses the history of Saturday morning cartoons as well as their impact on "Generation X". Topics include advertising, the portrayal of superheroes, and a discussion of the most popular shows.

Canemaker, John (1991). *Felix: The Twisted Tale of the World's Most Famous Cat*. New York, NY: Pantheon Books.

This history of Felix follows the Cat as he makes the transition from strip to screen, and his antics along the way.

Canemaker, John (1996). *Tex Avery: the MGM years, 1942-1955*. Atlanta, GA: Turner Publishing.

Fully illustrated, Canemaker takes a chronological look at Avery's works with MGM. With page-long synopsis and analysis of selected works, this book is one of the few in-depth looks at Tex Avery's cartoons.

Cohen, Karl F. (1997) *Forbidden Animation: Censored Cartoons and Blacklisted Animators in America*. Jefferson, NC: McFarland.

Cohen looks at what animation and animators have been censored and the reasons for that censorship, but also takes a look at what happens when the censors allow animator to “run amok in cartoon land.” Also of note is Cohen’s discussion of stereotypes and racism in animation.

Crafton, Donald (1993). *Before Mickey: The Animated Film, 1898-1928*. Cambridge, MA: MIT Press.

This work gives the history of animation as it was prior to 1928. While many works discuss animation history as a whole, by focusing on the early years Crafton is able to give a thorough treatment of the works, animators, and techniques.

Drazen, Patrick (2003). *Anime Explosion! The What? Why? & Wow! Of Japanese Animation*. Berkeley, CA: Stone Bridge Press.

Drazen takes a scholarly approach to the discussion of anime by focusing on contextual analysis in both general and specific analyses. The first half of this book covers interpreting anime and themes expressed throughout all anime. The second half focuses on specific films and discusses the plots and their themes.

Edera, Bruno (1977) *Full Length Animated Feature Films*. New York, NY: Hastings House.

Edera gives one of the most thorough international treatments of animation available up to the time of writing. Including a catalogue and index in the second half of the book, the first half deals mainly with the production and history of animation in America, as well as animation from Europe, Asia, and the Middle East.

Fleischer, Richard (2005). *Out of the Inkwell: Max Fleischer and the Animation Revolution*. Lexington, KY: The University Pres of Kentucky.

Written by the son of the famous animator, this book profiles the life and works of the creator of characters such as Betty Boop and Popeye.

Foster, Walter T. (1998) *The Art of Cartooning*. Laguna Hills, CA: Walter Foster Publishing.

As a step-by-step guide on drawing characters, this book gives insight into the way emotion and characteristics are expressed by animated characters. It can be used in studying animation to become more aware of the appearance of sentiment in animation.

Friedwald, Will and Jerry Beck (1981). *The Warner Brothers Cartoons*. Metuchen, NJ: The Scarecrow Press, Inc.

This invaluable resource provides a comprehensive listing of all Warner Brothers characters (with a brief profile) and animated works. The works are arranged chronologically by date, and includes a brief plot synopsis of each.

Frierson, Michael (1994). *Clay Animation*. New York, NY: Twayne Publishers.

No discussion of American animation is complete without also touching upon clay animation. Frierson begins with a primer on the techniques and the evolution of clay animation, and includes a history of clay animation which touches upon such beloved characters as Gumby and the California Raisins. It also includes a chronology and selected filmography.

Furniss, Maureen (1998). *Art in Motion: Animation Aesthetics*. London, UK: John Libbey.

This introductory text in animation studies covers both form and process in American animation. A comprehensive approach is taken as it tackles every aspect of animation and the industry, including representation and methods of animation.

Grant, John (2001). *Masters in Animation*. London, UK: BT Batsford.

This biographical work features over thirty-five animators, treating both individuals and groups (for example, Hanna & Barbera). Each entry details the life of the animator(s) and highlights major works with color illustrations and summaries.

Hart, Christopher (1997). *How to Draw Animation*. New York, NY: Watson-Guptill Publications.

While this is strictly a how-to book, its contents can be used in the study of animation for analysis. With instruction on drawing archetypes and giving personality traits to a character, this book provides a basis for interpretation of animation.

Kenworthy, John and Leslie Iwerks (2001). *The Hand Behind the Mouse: An Intimate Biography of the Man Walt Disney Called "The Greatest Animator in the World"*. New York, NY: Disney Editions.

Written by his with the help of his granddaughter, this biography of Ub Iwerks details his life and career. This biography explores the role that Ub Iwerks played in Disney's studio, and the catalysts behind the formation of his own studio.

Jones, Chuck (1989) *Chuck Amuck: The Life and Times of an Animated Cartoonist*. New York, NY: Farrar Straus Giroux.

In this autobiography, Jones takes a humorous look at himself and his work. Many sketches, notes, and transcripts from his work are integrated into this text. A filmography of his work is included.

Kanfer, Stefan (1997). *Serious Business: The Art and Commerce of Animation in America from Betty Boop to Toy Story*. New York, NY: Scribner.

Kanfer outlines the profitable business that is animation, and the way animation studios have become "merchants of laughter". Most importantly, Kanfer gives a detailed account of the theft and deception that led to Walt Disney striking out on his own and developing the most successful animation empire in history.

Kinsey, Anthony (1970). *How to Make Animated Movies*. New York, NY: Viking Press.

While outdated, this book can be used to for its historical context in the process of animation; it begins with a history of animated film, and moves into the equipment used and the creative process behind animation in the late 1960's.

Klein, Norman M. (1993). *Seven Minutes: The Life and Death of the American Animated Cartoon*. New York, NY: Verso.

This historical analysis looks at the graphics, scripts, production, and marketing of animation in the Sound Era. Additionally, there are comparisons to other avenues of entertainment; one example parallels the relationship between Popeye and Bluto to that of Abbott and Costello.

Lent, John A. (ed.) (1994). *Animation, Caricature, and Gag and Political Cartoons in the United States and Canada*. Westport, CT: Greenwood Press.

While this international bibliography touches on areas outside of animation, the bibliography of works discussing American animation is an invaluable collection. Citing magazines, newspapers, books, and scholarly publications on animation, it

includes works about animation in general, historical aspects, animators, characters, studios, technical aspects, and business and legal aspects.

Leslie, Esther (2002). *Hollywood Flatlands: Animation, Critical Theory and the Avant-Garde*. New York, NY: Verso.

Leslie approaches animation from a unique standpoint; discussing Mickey Mouse in relation to utopia, and Dumbo as relating to class struggle. Animation is also discussed in relation to art history and theory.

Levi, Antonia (1996). *Samurai from Outer Space: Understanding Japanese Animation*. Peru, IL: Open Court Publishing Co.

In discussing the American otaku (Americans obsessed with anime), Levi touches on the cultural and thematic representations in anime and their American interpretations. This text includes color illustrations with contextual analysis.

Lotman, Jeff (1996). *Animation Art: The Later Years 1954-1993*. Atglen, PA: Schiffer Publishing, Ltd.

While specifically a book dedicated to the collection and preservation of animation art, this book provides visual references for many movies and characters.

Mallory, Michael (1998). *Hanna-Barbera Cartoons*. Westport, CT: Hugh Lauter Levin Associates.

This fully illustrated book opens with an overview of the Hanna-Barbera Studio history and its cartoons. Additionally, a thorough treatment is given to their most popular series, both the classic cartoons, such as Scooby Doo and The Flintstones, as well as their new works like The Powerpuff Girls and Dexter's Laboratory.

Maltin, Leonard (1980). *Of Mice and Magic: A History of American Animated Cartoons*. New York, NY: McGraw-Hill Book Co.

*Of Mice and Magic* takes a look at the best known animators and animation studios and their place in animation history. Also included is each studio's filmography up until 1980.

Martinez, Dolores P. (1998). *The Worlds of Japanese Popular Culture: Gender, Shifting Boundaries and Global Cultures*. New York, NY: Cambridge University Press.

In order to understand the effects of anime on American culture, one must first understand the popular culture of Japan that is reflected in anime. This compilation of essays discusses gender identity, which is evident in many anime works.

Merritt, Russell and J.B. Kaufman (1993). *Walt in Wonderland: The Silent Films of Walt Disney*. Baltimore, MD: The Johns Hopkins University Press.

Profiling Disney's silent animation, this book is full of screen captures, sketches, and photographs of those who played a role in the creative process. Treated in an historical manner, the major characters and works are included, with a complete filmography at the end.

Napier, Susan J. (2000) *Anime from Akira to Princess Mononoke: Experiencing Contemporary Japanese Animation*. New York, NY: Palgrave.

Gender roles and cultural identity are discussed at length in relation to Japanese animation. Of particular interest in this work is the view of the female body in anime, as well as the historical and cultural progression presented in anime.

Neuwirth, Allan (2003). *Makin' Toons: Inside the Most Popular Animated TV Shows and Movies*. New York, NY: Allworth Press.

Neuwirth takes a look at the humble beginnings of many of today's popular animated series and movies. From the first sketch of a character through the actors who did and did not voice a character, this book tells the stories that are skipped over elsewhere.

Pardew, Les and Ross S. Wolfley (2005). *The Animator's Reference Book*. Boston, MA: Thomson Course Technology.

Strictly meant for animators, this work is essentially a guide to the human figure and its actions useful for correctly portraying the human form in animation. However, in the study of animation, this work can give insight into the context of an animated sequence.

Patmore, Chris (2003). *The Complete Animation Course: The Principles, Practice and Techniques of Successful Animation*. Hauppauge, NY: Barron's Educational Series.

This illustrated book gives an overview of the process and equipment used in various types of animation. A glossary of terms is included, and can be used to develop a broad understanding of the terms and process involved in creating an animated sequence.

Pilling, Jayne (1997). *A Reader in Animation Studies*. Sydney, Australia: John Libbey & Company Pty Ltd.

From technologies to history, this compilation covers aspects of animation that are not included elsewhere, such as treatments of computer animation while also addressing the typical animation subjects of Disney, Warner Brothers, and anime. Cultural studies and theoretical approaches are also included.

Poitras, Gilles (2001). *Anime Essentials: Every Thing a Fan Needs to Know*. Berkeley, CA: Stone Bridge Press.

Poitras gives a complete overview of the anime genre, with discussions that include how anime is released, its history, and some commentary on the social and cultural representations. He also touches upon the connection of anime to other products, such as manga and video games.

Sandler, Kevin S. (1998). *Reading the Rabbit: Explorations in Warner Bros. Animation*. New Brunswick, NJ: Rutgers University Press.

Focusing on the animation of Warner Brother Studio, this collection of essays provides information on the history, social themes, and character representations in Warner Bros. animation.

Smoodin, Eric (1993). *Animating Culture: Hollywood Cartoons from the Sound Era*. New Brunswick, NJ: Rutgers University Press.

Sex and politics are certainly not taboo topics in this Smoodin work. Smoodin discusses the legal and political strategies animation studios have used, as well as the way animation has affected public opinion.

Smoodin, Eric (ed.) (1994). *Disney Discourse: Producing the Magic Kingdom*. New York, NY: Routledge.

The global impact of American culture as produced by Disney is studied in this collection of essays. The business and animation of Walt Disney is discussed on both a national and international level, including the merchandising associated with the animation.

Solomon, Charles (1994). *Enchanted Drawings: The History of Animation*. New York, NY: Wings Books.

This book provides a thorough history of animation through the 1900's. Many full-color images are included that show screen captures as well as various aspects of the animation process.

Stabile, Carol A. and Mark Harrison (ed.) (2003). *Prime Time Animation: Television animation and American Culture*. New York, NY: Routledge.

This collection of essays focuses on the animated television series, with essays on the general appeal and success of animation in prime time, as well as essays featuring some of the most popular shows.

Thomas, Frank and Ollie Johnston (1995). *The Illusion of Life: Disney Animation*. New York, NY: Hyperion.

Thoroughly outlining the animation process and its history, this book touches upon the many ingredients that make up an animated work. Including the action of an animated creature, to the dialogue and sound, this book provides a background for understanding the animation process that is necessary for accurate and thoughtful analysis.

Turner, Chris (2004) *Planet Simpson: How a Cartoon Masterpiece Defined a Generation*. Cambridge, MA: Da Capo Press.

The author takes a look at *The Simpsons* and the social and cultural impacts the show has had on America.

Watts, Steve (1997). *The Magic Kingdom: Walt Disney and the American Way of Life*. Boston, MA: Houghton Mifflin Company.

Watts outlines the life and works of Walt Disney and the impact that Disney has had on American culture. This historical look at Disney includes the Golden Age of Disney in the 1930's as well as the war-time troubles Disney faced in the 1940's.

Wells, Paul (2002). *Animation and America*. New Brunswick, NJ: Rutgers University Press.

Wells successfully treats animation in a socio-historical context, by discussing animation as an American art form that has borrowed from various other art forms and literatures. Touching upon the commercialism and technical aspects of animation, the focus is on animation as a reflection of America, rather than its product.