The Eccentric Newspapers



Thursday, December 7, 1989 (15)

Moviemaker's art is animated films

By Kevin Lawrence special writer

Net with the second sec

ne said "THEY LOST SIGHT of WalUS vi-sion And in the never-ending search for more profit, the first thing to go was production values. They said, Do it for less Cut back on defail and color "But that's what makes animation

"That that what makes summition come size Usacy animation even-tually became shallow and pate, like someone three watter into the soup because Walt wasn't there watching the over the pot." Bluth's latest — "All Dogs Go to Heaven" - is a family film for all ages. "The public has come to see animation over the years as some-thing exclusively for kids, for the inservy And that's simply not true. I teel an animated story can entertain

1 COOCHERICE

Montintan

Η

Sizes

16-20 21-25 26-30

31-35 36-40

41-50

'I feel an animated story can entertain both children and adults, at the same time, but on different levels.' — Don Bluth

both children and adults, at the same time, but on different levels." he said Can an animated feature really entertain adults and kids at the same time."

1938)

entertain adults and kals at the same time? "Sure," said Huth, "That's the challenge IV sike writing abook for a 4-year-old and a 35-year-old Your film has to have enough nuellectuad depth in it that a 4-year-old will see one hung and an adult another. "If an event or coacept is beyond the understanding of the child, aivar-baley they II het happy with it. And as the child grows and sees the film again and again — which experience the sile as shown will happen. Inc. or she will discover new meanings.

"VINTAGE DISNEY is like that -- very sophisticated, made for chil-dren and adults, and dealt with some

dren and aduits, and dealt with some very serious issues 'l'incicelina' con-ing of age, and Baubh.' for example, losing your mother.'' And in keeping with vintage Dis-ney, Bluth believes you can't cut evil or danger out of the story because ''if you do, you present an utterly

distorted view of life . . . and chil-dren, in particuler, will suffer." Bluth began his cartooning career at Disney studios in 1955 when he worked with Jack Lounsberg, one of the "nine old men." Bluth explained that "nine oil men" formed a group of veteran animators who were in-volved in all the original Disney pro-ductions, starting with "Snow White and the Seven Dwarfs" (the world's first full-length animated feature, in 1938)

Hist tonrenget administer tetute: In Just out of high school in 1955, Huth was an assistant animator on "Sleeping Reauty" for 18 months-le left bise to more Church in Ar-centra, Later, when he returned to the United States, Buth formed a theater group with his brother in Culver City, Calit, He was back ani-mating in 1968, working on morning cartons at Filmation Studios before regording bisney in 1971. In his first sint with Disney Stu-dues, working with Louisberg, Bluth became familiar with the classical animation techniques he believes

Please turn to Page 8



Although no longer associated with Disney Studios, Don Bluth brings characters to lite in the classic Disney tradition. For Bluth's "All

Dogs Go to Heaven" the animator has created (clockwise trom right) Anne-Marie, Itchy, King Gator, Carface and Charlie B. Barkin,



(0)70