

## History and development in Uzbek animated films

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**Annotation.** The topic of this article is related to tradition and innovation in Uzbek animated films, it is important to assess the place of animation in civilization processes as much as possible, to analyze the stages of development of Uzbek animation art, scientific creative research and its prospects in a scientific manner. Today, several problems can be solved by analyzing the process of creating animated films. Undoubtedly, this topical research paper will be useful for future artists and filmmakers.

**Keywords:** Animation, Computer graphics, cinema, television, praxinoscope, video, CD, film, anime, doll, After Effect, Anime Studio Pro, Toon Boom , 2D, 3D,

In fact of history, the development of any country, when analyzing the efforts of any nation is to find its rightful place in the world, do not think about the processes related to the demonstration of pride and dignity of any nation in the world without discriminating against others - the basis of them is that each country has different names and different forms. despite this - the national interests of the state and the people are reflected. The fact that the mature works of Uzbek filmmakers are participating in prestigious festivals and screenings of the world and being recognized also indicates that the field is facing new research. The achieved achievements are the result of the professional skills of creators and the skill of modernizing the film industry, mastering the possibilities of new technology. After all, it is known that in the era of digital technical possibilities, the system of artistic expression of cinema is constantly being updated and enriched. In this regard, the use of computer graphics and animation tools has an impact on the national artistic language, semantics, and metaphorical system, and in turn, these represent the integration of the field into the artistic processes of modern world cinema.

Animated films are popular among young viewers for their interesting portrayal of characters, enthusiasm, and colorful appearance. According to the great director S. Eisenstein, one of the most important tasks of the art of animation (multiplication) is the revival of human understanding, processes occurring in the world, and natural phenomena through the phenomenon of animism. Creating such films involves an extremely complex process. The famous film theorist I. Weissfeld notes that the art of animation has more aspects than cinema. It emphasizes that it helps the viewer to understand the accidental aspects of physical movement, the importance of allegorical and symbolic construction, and the importance of abstract and unifying ideas.

In recent years, filmmakers have been paying more attention to modern directions, innovative updates, creative approaches, and it is noteworthy that this is based on the study of advanced trends in world cinematography. It is known that the introduction of computer graphics and animation tools into the artistic processes of cinema serves to expand the scope of visual expression, strengthen artistic imagery, and focus on metaphorical interpretation.

In modern national cinematography, animation has a great place, role and wide-scale influence. On the one hand, this is reflected in the huge palette of animated films intended for adults and children, and on the other hand, it is manifested in the use of graphic animation technology as a means of visual expression in artistic cinema. The system of creative research in both areas is worthy of attention, and these issues require comprehensive analytical study.

The system of animated films created at the "Multibirlash" under the "Uzbek-film" studio is undergoing new changes today. It is noteworthy that the changes are taking place on the basis of combining animation techniques with modern technologies and the approach to creative processes. It is known that the future development of tomorrow's cinema, as well as the entire field of culture, is closely dependent on the ability to properly form the artistic taste of today's children. The impact of animated films is extremely

important in educating a child's taste, level, worldview from a young age. It is especially important in today's era of globalization to enrich the world of imagination with the help of animation, to inculcate the high spirituality inherited from our great ancestors, to love the motherland, and to be proud of one's people and nation. Today, when informational boundaries have disappeared, it is possible to watch any movie or cartoon on the Internet, which, in turn, has greatly expanded the taste and level of young children. Therefore, providing them with a sense of pleasure, emotion, joy and satisfaction, which is not less than that they get from foreign animated films, sets great tasks for animation experts. Today's film-making is very responsible in these aspects. It is now extremely important to widely use examples of folklore in the creation of animated films, to reflect the image of our ancestors in bright colors, in a circle of qualities such as patriotism, bravery, and courage. Therefore, to date, scientific research of the artistic processes that have occurred in modern Uzbek cinematography is important, in which the experience of creating animated films, the approach to graphic animation technologies, its foundations, existing traditions and new trends are studied, evaluated, and the problems that have arisen are analyzed. opportunity arises. The scientific research of these issues gives impetus to making certain theoretical conclusions about tradition and innovation in modern cinematography, searching for solutions to problems, and in turn shows the relevance of the chosen topic.

Since the millennium BC, humanity has been reflecting reality in pictures and scenes. The first attempts to represent movement through painting are represented in the form of an eight-legged boar found in Egypt around 2000 BC, as well as in the caves of Northern Spain. Later, a new synthetic art - cinematography - was born through various techniques and technologies created by world scientists. Today, the expression of movement is done through the means of animation. Using film, television and computer graphics to provide the perception of movement by artificially viewing a sequence of pictures or frames at a certain frequency is called animation.

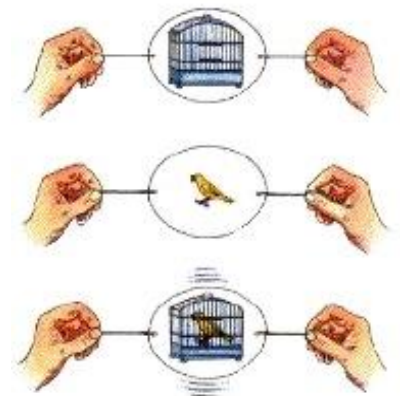
The relevance of the field of "animation" today leaves no doubt. About a century ago, the first cartoons appeared, and everyone was amazed.<sup>1</sup> The emergence of modern animation technologies has become the main element of multimedia projects and presentations, and they are increasing more and more on the Internet. Animation is also widely used in television. For example, many TV companies use computer animation to create their trailers. Professional video elements, computer graphics and animation styles are used in the creation of video products.

Unlike video, which uses continuous motion, animation consists of a series of unrelated images. The synonym "animation" - "multiplication" is very common. Animation and multiplication are two definitions of the art form. The more familiar term "multi" is derived from the Latin word "multi", which means many pictures. To "animate" the character, it is necessary to repeat the pictures in the necessary amount: from 10 to 30 drawn frames per second. However, it is worth noting that in the world "animation" (translated from Latin "anima" - soul) means revitalization. The modern technical and artistic possibilities of animation cannot be described more than this, because animation masters give their love in creating and animating their characters.

Like any fine art, animation has a history. The principle of inertness of perception based on animation was first demonstrated in 1828 by the French scientist P.M.Roger. As a demonstrative object, a disk was taken, with a picture of a bird on one side and a cage on the other. When rotating the disc, the viewer has the illusion that the bird is in a cage.<sup>2</sup>

International Animation Day, celebrated annually on October 28, was established by the French branch of the International Animation Film Association (ASIFA) in 2002 in honor of the 110th anniversary of the first public demonstration of animation technologies.

On this important day - October 28, 1892 - in Paris, artist and inventor Emile Reyno invited the audience to a new, unprecedented spectacle - "optical theater". A gifted inventor presented for the first time his



<sup>1</sup> Ulin .Ru // Den multiplier

<sup>2</sup> [HTTP://en.Wikipedia.org/wiki/Peter\\_Mark\\_Roget](http://en.Wikipedia.org/wiki/Peter_Mark_Roget)

praxinoscope device, which displays moving pictures. After that, this date marked the birth of modern cartoons and the beginning of the era of animated films.

In many countries, holiday activities begin a few days before the appointed date. On the eve of the International Day of Animation, professionals and lovers of animated films from all over the world present their film programs at various festivals. To date, such cartoon sessions are held simultaneously in 104 countries of the world! They are designed to integrate traditional animation in world cinematography, while providing a great opportunity for sharing creative experience, searching for new ideas, methods, and technologies .

The first practical method of creating animation was based on the creation of a photo camera and projector by T. Edison. In 1906, S. Black-ton created a short film "Funny expressions of happy faces". The author draws on the board, photographs it and erases it, draws it, photographs it and erases it...

American director-animator U. Disney (1901-1966) and the studio he founded have an incomparable place in the world of animation. In 1923, he showed the cartoon "Alice in Wonderland". In 1928, based on the character "Mickey Mouse", the musical cartoon "Willie Kemachi" later created the character "Donald Duck". The creators of the Disney studio received 12 "Oscar" awards for their work.

In 1913, the first experiments on creating animated films began in Japan. In 1917, an animated film of up to 5 minutes was developed. Each of these films is the work of artists, and by combining the experiences of European and American multiplication, Japanese-style animation called "anime" is born. In 1917, for the first time, classic anime based on Japanese and Chinese fairy tales drawn in traditional Japanese style was screened.<sup>3</sup> Simokawa Dekoten, Koti Dzyuniti, Kitayno Seitaro, Yamamoto Sanae, Murata Yasudji and Ofudzi Noboru who created during these periods are considered talented animators. The first animation studio in Japan was established in 1932, and the first sound animation film was made in 1933. In 1943, the first full-length animated film "Momotoro, the Sea Eagle" was produced based on the government's decision. Japanese animation in the 60s and 70s is associated with the name Tudzuki Osamu. It has won the audience with impressive anime films. Meanwhile, in the 1970s, anime became the most popular paid commercial art in Japan. In those years, anime television series were developed and shown on TV screens in different countries, including Russia: "Sally the Witch", "Pussy in Boots", "Ghost Ship", "The Adventures of Maya the Bee", "Conan the Kid from the Future" and others.<sup>4</sup>

"Animation" can be distinguished as a type of artistic creativity that belongs to the category of audiovisual art, its distinguishing feature is "animation", giving "soul" to an artificially created image using various technical means <sup>5</sup>. In animation, it is very important what material the artistic idea is embodied in and what method the author uses to implement his plan. The movement of any material used in the film determines the characteristics of the dramatic development in time and space. Since the existence of the art of animation, the search for various technical means and aesthetic development has been in the first place. Animation is divided into the following main types according to the methods of creating moving images: graphic animation; volumetric - doll, Plasticine; cross - flat dolls, clippings; mass equipment, drawing animation, glass paintings, computer graphics, as well as types of non-traditional animation (needle screen, shadow animation, etc.) are available. The method of creating special effects created by J. Meles later became the basis for the creation of modern animated films, including Hollywood special effects. Geniuses such as E. Kol, V. Starevich, V. Disney, gained experience through their continuous research and tireless work, and created a traditional classic style of animating characters in cartoon art. In creating the most interesting and widespread classic animation, each frame is drawn on a separate transparent film (or paper). These frames are then assembled in special editing software. Such animation is highly appreciated for its vivid, smooth, spatial output. Oscar-winning films such as "Mickey Mouse", "Flowers and Trees", "Grandpa and the Seven Dwarfs", "Papay", filmed in 1928-1941 by "The Walt Disney Company" and "Soyuzmultfilm" studios, "Soyuzmultfilm" studio The animated films "Heat in Africa", "Limpopo", "Barmaley", "Moidodyr", "Dyadya Styopa" can be examples of such animation. There is also an animation with a drawing on the bottle. The frames in it are drawn in oil paint, and each one has a special value. A

<sup>3</sup> Japan's oldest animation films/ imprintTALK /29.03.2020

<sup>4</sup> Ivanov B, Vvedenie v japonskuyu animatsiyu - M.: ROF, 2001 - 64 p.

<sup>5</sup> Kurkova N. Animated film and video: alphabet animation . /KemGIK, 2016 – 235 p.

bright manifestation of this direction is the Russian artist Alexander Petrov. One of the more voluminous and complex types of animation is puppet animation. It has various forms that were originally shown on theater stages. According to the information of Herodotus, Xenophon, Aristotle, Horace, Aurelius and others, the appearance of the puppet theater dates back to the V-VI centuries. Puppet theater was performed in rituals such as the deification of nature. All forms of puppet theater existed in the East. Puppet theater has developed in Uzbekistan in the past, and its types "Chadir fyam", "Chadir Jamal", "Fonus fyam" have been operating. From this, the shadow theater ("Fonus miam") is widespread. <sup>6</sup>Also, "Fonus fyam" is given in Navoi's epic "Hayratulabor" and according to other information, "Fonus fyam" was widely developed in XIV-XVI centuries.

Dolls are made flat out of leather or wood, and the clothes are sewn or marked with color. Puppets are mounted on handkerchiefs. By moving the puppets and pulling the strings attached to their joints, they came to life. Performances are shown indoors in the evening and at night. They are moved behind a thin white curtain, very close to it (5-7 cm). Behind the puppets, several lanterns filled with candles or linseed oil were lit. As a result, the puppets reflected on the screen. Fanus fantasy shows depicted the plots of heroic epics and were often shown in palaces.<sup>7</sup>

To date, puppet animation is a step-by-step process, and preparing a puppet for animation is a complex process. Also, to show the facial expression of the dolls, separate copies of the face are made. Additional, replaceable glue wires are attached to the edges of the clothes to make the clothes look realistic when the doll is moved. Therefore, it is required that skilled hands making dolls have the skills of painter, sculptor, seamstress, hairdresser.

A volumetric scene scheme is used to create puppet animation. The scene and the puppet are shot, and after each shot some changes are made to the scene. For example, if a doll needs to walk, it first bends a little, then moves one of its legs and arms in turn. The resulting frames are connected in series in special programs and the doll's movement appears.

Whether we like it or not, old animations will be replaced by new ones. It is also computer graphics. Since computer animation is based on graphic images, it can be divided into two types:

Raster (animation in presentations, GIF-animation);  
Vector (Flash animation).

Frame-by-frame animation is also known as flash animation. There are a number of experimentally tested computer programs for creating 2D animation. For example: After Effect, Anime Studio Pro, Toon Boom Studio and many other paid and free programs. Nowadays, almost all studios deal with 2D computer animation. Today we see this type of animation in television show applications, on the internet, in computer games.

3D graphics technology allows the animator to see the image from any angle, the characters can move on the screen almost like real people; instead of a flat image, a three-dimensional world is created. The computer allows you to draw in any style that has been developed throughout the centuries-old history of animation. And finally, painting on the computer allows you to use brighter, more saturated colors. Since the 1990s, computer-generated animated films have taken their place in the art of cinema.

As the art of animated cinema has a history of more than a hundred years, although the world's first multiplicative film was created using drawing technology, puppet technology entered Uzbekistan in the second half of the 20th century. Conditionally, the history of Uzbek animation can be divided into two periods, these are the period of the former union (traditional multiplication) and the animation of the period of independence. Taking into account the place of cinema in improving the spiritual life of society, in order to develop priorities for the development of this industry based on the harmony of national values, in 1964, a joint venture under "Uzbek-film" was established. D. Salimov created the first multiplication film called "6x6 square". It was a hot topic - the importance of chemicals in cotton pest control. The heroes are puppets, the specialists of the Republic Puppet Theater helped to make them.

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<sup>6</sup>Gavrilov M. Puppet Theater Uzbekistan, T., 1928 - 59 p

<sup>7</sup>Kadyrov M. People's Puppet Theater, T., 1972 - 40 p

There are few experts in the field in the country because of that, the work on the picture was complicated. Therefore, creators had to literally learn how to create a tape. In order to learn the secrets of this art, Y.Petrov presents a nearly 200-page guide to creating an animated film from the "Soyuzmultfilm" studio. The result was highly appreciated and prompted the creation of the puppet animation film "The Magic Box", which D. Salimov was imbued with the national spirit.

Later on, the field progressed day by day and its results began to be seen. For example, in 1969, the first animated film "Brave sparrow" was created with the director and artist V. Arsentev invited from Moscow (directors: A. Kabulov, L. Bobokhanov; director and artist V. Arsentev; opera: N. Gerasimov). In the picture, the main character is a little sparrow, who helps to find and rescue a young man who has been kidnapped by the servants of the Hon.

Uzbek and Icelandic filmmakers studied the laws of this experimental film technology, as a result of which many films were made using this technology, such as "Ayikcha Sayrda", "Fox and Bird", "Kakku's Secret", "Brothers of Fingers".

In 1970, a short puppet cartoon called "Girl and Star" was shot with director K. Kamalova and artist Y.Petrov. This puppet movie is about a little girl who befriends a star and they fly into the sky and see a miracle.

In 1972-1977, in cooperation with screenwriters, directors, artists and composers such as Y. Petrov, Y. Bazarov, Z. Roizman, A. Feinberg, R. Vildanov, "Ayikcha Sayrda", "Kim Sehrgar", "Kichkina demang bizni", "Tell Me About Yourself" Leave a name", "Magic Bow", "Blue Elephant", "Khoja Nasriddin", "The Destruction of Garmsel" and made many fantastic cartoons, making a significant contribution to the formation of Uzbek animation art. In the second half of the 1970s, M. Mahmudov's entry into this art center caused a sharp turn in the theme, style and technologies of Uzbek multiplication. He introduced perekkladka technology, which has interesting and unique rules, among the technologies of Uzbek multiplex films. In 1978, Multbirlashma was transformed into the "Puppet and Picture Films" studio. Soon, director N. Tolakho'jaev's cartoon based on R. Bradbury's story "Lovely Rain" won the main prize of the Leipzig International Film Festival - "Golden Dove" and the "Silver Medal" at the Bilbao Film Festival in Spain. Uzbek animation introduced his art to the world. The film is the first cartoon created for an adult audience, and the plot is covered by a few characters. The film predicts the future and narrates the danger of nuclear war on earth in the form of philosophy. The actor said that Prince Charles, who came from London at that time, invited them to his reception. When the translator introduced the artist to the prince, he gave him warm thoughts about the cartoon and said, "I bought your cartoon to be shown on London TV for 2 years."<sup>9</sup>

In the 1980s, the union fell into a very difficult situation. Due to the lack of materials (necessary paints and equipment) used in the film, work in the studio is difficult. Interview with creator M. Mahmudov about this says: "At that time I was looking for a way out of the situation, then I saw the cartoon "The Adventures of Captain Vrungel" by the Ukrainian director

D. Cherkassky on the TV screen, and immediately got acquainted with the process of creating the film in the cartoon studio under the Kyiv "Scientific-Popular Film Studio" 10M Mahmudov mastered the secrets of this technology, and as a result, in our country, "Khoja Nasriddin" (st. A. Borodin; director M. Mahmudov; post. artists M. Mahmudov, artist-animators A. Pedan, L. Usachev) is rich in humor in our country. , N. Rabinovich, operator V. Nikitin, comp. R. Vildanov 1982) managed to create the first perekkladka film. The fact that the characters of the film were created in a miniature style further enriched the pictorial appearance of the picture. Based on the dialogues typical of the art of Askiya, the film, which relied on the traditions of miniatures representing oriental classical poetry, helped to express the director's ideas. In the creation of this literary work, it was necessary to have playful events and strong dynamics in order to attract an interesting, young audience.<sup>11</sup>

<sup>8</sup>World literature. Uzbek art of animation. 2019 - 6 c

<sup>9</sup>kun.uz/ N. Tolakho'jaev said that Prince Charles bought his cartoon

<sup>10</sup>Astir.uz/ The emergence of the art of multiplication in Uzbekistan (part 2) 2019.08

<sup>11</sup>Astir.uz/ The emergence of the art of multiplication in Uzbekistan (part 2) 2019.08

In the following years, the film "Nightingale" (director and artist M. Mahmudov, 1999), which spread the influence of Uzbek animation art to the world, was also screened. The Danish writer who lived and created in the 19th century G.K. Andersen's fairy tale of the same name was the basis. M. Mahmudov wrote a script based on this tale and made some changes to it. That is, the event that took place in the palace of the Chinese emperor is transferred to Central Asia in the film, and bright characters are introduced into it.

The song, sprinkled with humor, added charm to the central episodes of the film. In 1992, Mahmudov created a multiplex film based on the story "The Happy Prince" by the English writer Oscar Wilde, who lived and worked in the second half of the nineteenth century. The film consists of two parts, in which human feelings are leading, and the emotions, thoughts and psyche of the characters are strongly interpreted. Later, M. Mahmudov, the master of Uzbek animation art, created the cartoon "Nightingale". It is based on the fairy tale of the same name by the Danish writer Hans Christian Andersen. The author writes a script based on this fairy tale and changes some of its plots. This film was awarded the nomination "The kindest film" of the international festival of children's animated films held in Moscow in 1999, and was awarded with the main prize "Golden fish". We witness the creation of a number of films using this technology. These are "Golden Leaf", "Piri Ustoz ertaklari", "Horse", "Well", "Concert", "Angel", "Simbad's Adventures", "Black Palace", "Bird", "Susambil" and others. By the time of independence, our great history inherited from our great ancestors, legendary epic heroes of national creativity and figures of our great ancestors began to be embodied on the multiplication screen.

The national hero, national character and images were created based on the epics of our great thinker Navoi "Khamsa" "Bahrom and Dilorom" (1996), "Farhad and Shirin" (2010), "Epic about Jaloliddin" (1999), "Alpomish" (1999), "To'maris" (2002), "Stamen" (2010), "Legend of Shirok" (2011) was reflected in the films.

E. Vlasov's animated film "Potter" participated in about ten international film festivals around the world. In 2005, he received the "Golden Coin" award at the Tehran International Film Festival, the "For Loyalty to Animation Traditions" award at the "Krok" International Film Festival of Ukraine, and the "Best National Film" award in Hiroshima. D. Vlasov was awarded high prizes at several international animation festivals for the film "White Chicken".

The animated film "Two Neighbors and a Melon" by Aziz Muhamedov, one of the talented young directors, was also well-deserved in the nomination "Best comic character" at the "Shaken Star" and "Animayovka" international film festivals held in Almaty in 2009. Another film of this young director - "Uddaburon Shogird" was also awarded the "Best Foreign Film" nomination at the "Fathers and Children" international film festival held in Oryol in 2016.

For the first time in the history of national cinematography, in 2014, the Multiplication Films Production Association under the "Uzbek-film" film studio started the production of the full-length (1.5 hours) multiplication film "The Pea Wrestler" by the order of the National Agency "Uzbekkino".

First, the terms of the creative competition for the literary scenario of a full-length cartoon were developed and announced in the press and online publications. Many creators and authors participated in the competition. The works submitted by them were examined based on the established criteria. According to the decision of the artistic board of the agency, the literary script "Nokhat Polvan" written on the basis of Uzbek folk tales by the famous creator Ismail Shomurodov was declared the winner.

The head of the group, M. Mahmudov, a culture worker who has served in Uzbekistan, said that a group of multipliers led by famous directors such as N. Tolakhojaev and D. Vlasov was involved in this work. Notably, many talented young animators and artists were also involved in this creative project. In order to improve their knowledge and skills in the field of animation, special training courses were also organized in the association.<sup>12</sup>

In this work, rich in light humor, noble ideas of educational importance for children such as honesty, hard work, truthfulness, and helping others were glorified through the wonderful events experienced by the famous heroes of our national fairy tales.

<sup>12</sup><https://daryo.uz/2014/10/16/ozbekfilm-kinostudiyasi-taliq-metrajli-nokhat-polvon-multifilmi-ustida-ish-bosladi>

But most of the cartoons created by the multi-creators of our country are part of the author's films, and all of them remain out of the attention of the audience, especially children. Our children are becoming more and more interested in foreign cartoons and games that promote brutal and violent violence.

In our country, we can observe the elements of animation art in some feature films created in the 1960s. For example, the stop-frame technique of animation was used in the wedding scene in the film director Sh. Abbasov's feature film "Mahallada duv-duv gap". Of course, the use of such a new style at that time affected the success of the film. This episode served to increase the impact of the film.

Feature films with animated elements have their own legality and aesthetic characteristics. It is a combination of photographed "living" images and "inanimate" characters with things that do not exist in the real world. To date, in the use of such effects, an increase in frame expression is achieved through the unlimited possibilities of computer animation. In the art of cinema, computer animation appears as a new form of artistic consciousness and is effectively used to illuminate real and textured reality.

Cinematography plays an important role in shaping the spiritual world and aesthetic taste of a person. We must not forget that the art of animation has a worthy place in the education of a mature generation, especially in terms of its impressiveness. Animation is a highly valued field compared to other art forms. The income of private studios operating in our country is mainly focused on advertising, clips and orders. In order to create successful films in the future, attracting producers to the field, studying the issue of personnel, and awakening competition among them is the need of the hour.

It is important to form a sense of self-sacrifice for the fate of the nation and the country in children from a young age. For this, it is necessary to make wider use of the forms of introducing our children to the world of things from childhood, specific to our national traditions. It is necessary to keep our children away from toys, cartoons, and movies that are foreign to our national lifestyle, and keep them busy with other things when such series are shown on the TV screen. Games, toys, picture books, cartoons based on national fairy tales, which reflect the noble aspirations of mankind, are useful in the correct formation of ideological views in children from a young age.

For example, through a series of fairy tales such as "Zumrad va Qimmat", "Yoriltash", "Adventures of Khwaja Nasriddin", children can be encouraged to do good, develop feelings of hatred for evil, and instill confidence in the celebration of justice. Every work created for children should serve to enrich the spiritual world of young souls, to introduce them to higher qualities such as goodness and humanity. Therefore, we should always pay attention to what kind of cartoons our children hear and watch.

Fairy tales are a literary genre that is quickly mastered by children who are just starting to step into life, the images are vividly interpreted, and the border between good and bad is clearly defined. The clearer and clearer the fairy tale, the more strongly they affect children. In today's complex and dangerous times, it is more important than ever to warn people about the existing dangers, to draw the attention of our country and the general public to the issues of children's education, and to encourage our future generation to be spiritually healthy and well-rounded. In today's information age, it is necessary to pay attention to the increase of national products, protection from various cartoons coming from abroad, and on this basis, to raise the young generation to be morally perfect.

The creation of animated films in Uzbek cinema is related to the stages of social system, cultural life, and development. The unique creative activity and high artistic and ideological views of talented multipliers such as Damir Salimov, Yuriy Petrov, Qamara Kamalova, Manzur Mahmudov, Nozim Tolahojayev, Dmitriy Vlasov, Aziz Muhammedov are of great importance in the development of modern Uzbek films. The fate of the nation, human fate, happiness and dreams, skillful representation of heartaches in film frames, ensuring the performance of actors at a professional level, and the trends of creating unique styles form the basis of Uzbek animated films.

The roots of the art of animation come from the fields of visual arts, theater, sculpture, pantomime, and are formed from the process of synthesis of many types of art. Therefore, cartoon characters and plots become real and exciting. The artistic image in the cartoon is multifaceted and very complex, but at the same time, it captivates the audience with its simplicity and comprehensibility.

Experiments with motion pictures were carried out for many years, and in 1828 the simplest forms of animation were drawn on a paper disk, and by 1892, the audience was enjoying "optical theater" animation.

The art of animation has created new talents and new trends by adapting to the customs and traditions of different nations. At this point, the introduction of animation art to our country, the cartoons created by Uzbek artists in the 1960s and 1970s still win the love of our children and instill in them goodness, correctness, and universal qualities.

In conclusion, the stages of creation of the art of animation have a history of more than a century, and during this period, in the process of synthesis with other fields, it acquired a new look and unique visual styles. The art of animation has been formed in cinematography for a long time and has gained its place and fans.

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