

Title: Animals as character: Anthropomorphism as personality in animation.

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## Abstract

Anthropomorphism in animation is a common appearance, but often referred to exceptionally briefly by those who analyse the medium at any length. The aim of this research is to define and understand how animals in animation are used to define a character's personality quickly and effectively. Anthropomorphism will first be defined within the context of this paper. Thereafter myth and fable and the animals found therein to be analysed as an influence on animation. The fantastic nature of animal casts is analysed, as well as the manners in which humans are drawn to an animal cast. Animation history is analysed to give context to the above mentioned investigations as well as to the case studies, which include Disney Studio's *Robin Hood* and Dreamworks' *Kung Fu Panda*, where the use of animals to portray personalities will be discussed and compared between films.