

**Increasing trends of Learners towards Animated Courses**  
**A Case Study of Animation Institutions Karachi**

Dr. Waqar Un Nisa Faizi \*  
Rakhshanda Mushtaq \*\*  
Junaid Babar \*\*\*

**Abstract**

*This paper identified major causes of increasing trends towards animation courses at several Karachi city's centers. This study is carried out through surveys. The views and opinions of male and female college students and educators were examined about the increasing focus on animation. One hundred respondents including twenty-five lecturers and seventy-five students have been selected randomly. The questionnaires were used as a screening tool that have nineteen and twenty items, respectively. The data collected were analyzed by exploiting the direct measurement method. Most respondents had the study that an animation system had the ability to meet the needs of modern times. The short list of the respondents was of the view that the student of these specific courses lead satisfied and prospered life and the direction of the animation created the power of strong decisions among college students.*

**Keywords:** Animation, Institutions, Academics, New Trends, Teaching

**Introduction:**

One cannot forget the effect of schooling on the humans. Education now guides not only the thoughts of men but also inspires us to seek the right path. Through this information technology, knowledge will be gained and exposed anywhere in the world. As the Wikipedia encyclopedia (2008) clarifies that training within a greater experience is any action or knowledge that uses the best outcome for one's thoughts or abilities. Education is one of the first major issues of human society, which is not only perfect in Pakistan but yet universally accepted. For Pakistan, however, its urgency seems to be suppressed. Nearby Pakistanis are a national unit that is growing exponentially at the level of freedom while a large amount of war and dependence on distant authorities. They want to rebuild the future at the end so they cannot recover what was lost but jointly use what is to be gained. And training is a critical need for that end. As a global leader addressed (2001) that the powerful weapon in current era is education and one can use it with skilled forces to conquer the whole world mostly, formal training has good value because of its organized nature. Don Berg (2007) points out that the relevant training program is how to educate and nurture people in the records, skills,

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\* Assistant Professor, Department of Education, Islamia College Peshawar

\*\* Assistant Professor, University of Wah, Wah Cantt, Punjab, Pakistan

\*\*\* Lecturer, Pakistan Studies, Poonch University, AJK

minds, and character in formal and accredited manner. This training is offered at colleges, universities and study centers of other academic institutions reached there with intend to exchange behaviors and shaping the child's behavior at all times in the form of specific positions. Merriam, Caffarelli and Baumgartner (2003) argue that formal education can be a formal, program-driven, and internally recognized program with marks, diplomas or certificates. This approach to school learning is deliberately planned and works through a well-defined gadget making program, with the expert growing into several who will deliver and drive practical changes in their lives. The formal school has 3 tiers such as first, secondary and high grade. Higher Education does an excellent job related to the ability enhancing of the individual. In line with the encyclopedia Britannica (2008) higher level education looks at the length of teaching.

The founding of high school designation is now not only for colleges and universities but for the combined ability to integrate into fields such as law, religion, health, business, music, art and computers. At the course of study for a bachelor's, degree, diploma or certificate, High school scholars are often mature enough to decide on a college or topics of their choice or interests because there are numerous recent courses available in days. Among the lessons that are the highest and most engaging students are internet planning, internet browsing, internet growth, internet running and animation. As we can see that in today's world it is broadly based, and as a result students are becoming more and more interested in computer studies. In dictionary of science (2005) Computer study is the operation and design of Computer Software and Hardware for component related to mechanical, commercial and engineering equipment, besides the arts. For all PCs operating's, animation lessons emerge as the best course among students that testify to its authenticity and importance. In Latin, the "Anima" method is Soul. Your personality. It is about changing one thing, which cannot spread by self.

**Research Objectives:**

1. To study institutions role about learners in guiding them about animated courses.
2. To compare the regulatory significance of animation in different levels of presence.
3. Judging that how these courses have been effective enough to develop legitimacy for students.

4. Find out the motivation behind the increased hobbies and interest of students in relation to animation.

#### **Related Literature Reviews:**

When we go back to the history of animation, we see that animation has a long and glorious history of its own. Ancient Egyptian archaeological studies note that the Egyptians made a beautiful decorative pattern that dates back to the year 2000. Even ancient Greek paintings reflect a hypothetical sense of thinking. Leonardo de Vinci used other types of images in his famous illustrations. So the ideas behind the animation are nothing new and the feature is there for centuries now with the increasing effect of technology. The development of a dynamic digital camera and projector, with the help of Thomas A. Edison and others, provided the first practical animation techniques. Fantasmagoria (1908) film was made using the traditional (hand-drawn) art of ordinary photography. Georges Melies, author of unique impact films, becomes the first man to use images without the opposite effect. In addition, McCay made several of animated films, most referred to as the miniature Nemo (1911) Gertie the dinosaur (1914) and the Sinking of the Lusitania (1914). McCay's episode had impacted the audience of every era.

According to a European Cultural Foundation record in 1973, images that stimulate people's mental, physical, and emotional lives in an area that inspires them to embrace a broader experience in which they have gained a better level of confidence are aware, expressive and recognizable of the network name they can influenced Simpson (1989).

Later on, computer software and software additions have truly revolutionized the way images are transformed. Now nothing is possible as the pictures go. Using modern animation software, you can create stunning images. Smooth, not forgetting the countless Walt Disney characters, with ambitious, endorsing American icons. Animation comes in the most logical sense from the experience that it is easy to make real, real-world duplicates of the use of graphic software. According to Chuck (1961) this artificial has more force and attraction for the targeted peoples as compared to the basic and original work, because there is no good like faith. There are many of animations that can be used in our modern world.

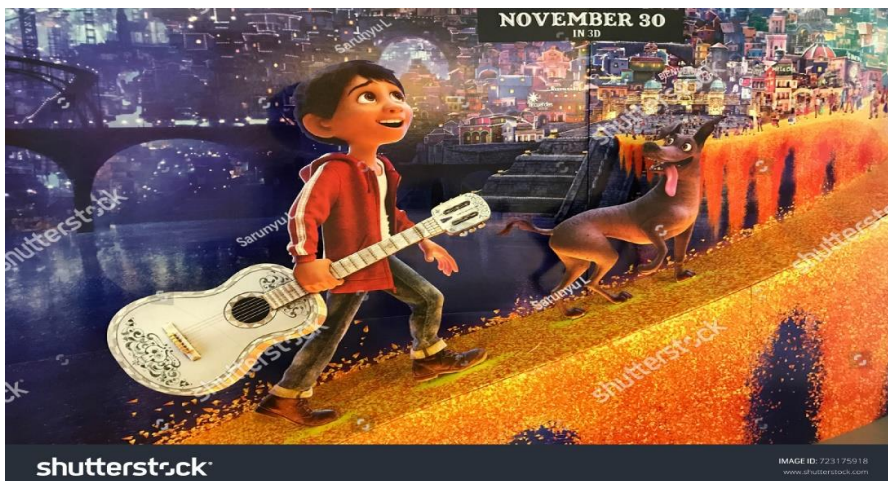
The six main one are:

**(a) Clay Animation:**



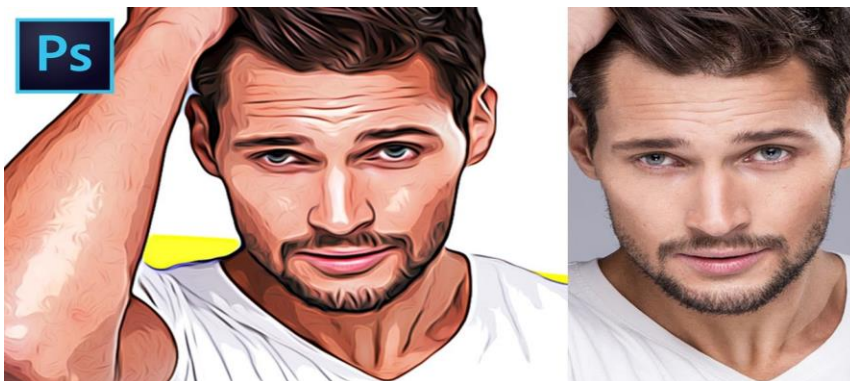
Clay photos are definitely not as innovative due to the very old culture of photography and paint arts. The children were more involved in such innovative art because they were not familiar to it before.

**(b) Computer Animation:**



PC use has added a new approach to photography. PC-Produced images used in successful movies including big name war, Jurassic park, Nemo acquisition, etc. these devices were easy in operational and movement than those of old devices and machines.

**(c) Regular Animation:**



It started by using an old shape of sulfide and it was the most interesting and funny invention and spreading art of that time. It was not only popular amongst youngsters but also in drama and film making places all the globe.

**(d) Cell-shaded Animation:**



This technology made the mechanics of photo shooting as unique as was unbelievable in past. The photo made by using such tricky technology was as original as made by the then expert hand made photographer.

**(e) Stop-movement Animation:**



Stop-motion images used to describe images made with the help of manipulating the realities of words and images are taken by altering and modifying its different aspects and positions.

**(f) 2D and 3D Animation:**

**2D/3D Animation**



2D animation techniques have a tendency to perceive images at the same time as the 3-d process often creates digital worlds when characters and objects rotate and interact with each other.

A 2D object can be easily measured in length and width and appears in a 2D area, much like paper, while a 3-D object has a surface, shading, and can be measured in height, width, depth, or weight.

**Animal Studies are Conducted in two Stages:**

1. Certificate courses: Duration (four to six months)

**Animal Animation Modules:**

- Lights, digital photos
- Animated concept
- 3-D simulation

**Advance Animation Tutorial:**

- Animated concept
- 3-D simulation
- Lights, digital camera and photos
- Imitation with Maya
- Text messaging
- Development of Multimedia Portfolios

Today computers are used with the help of several graphic designers, cartoon characters or ordinary people for his work. These artists, who worked on this invention like PC animators and those specialists earn a few exceptions to monetary terms but in addition earn the fame, respect and prestige of their industry. They also work with online design companies to develop exclusive package agreement for various IT lines. The animation revenue can range anywhere from Rs.15.000 to \$ 30,000 per month and guaranteed collections from the animator will receive a huge payout as mentioned above. An animator with a diploma or certification from any reputable institution may have a rewarding career abroad. The first element in another aspect of the animation system is that it provides not only the basic information for the learners but has also revealed the skills within them. In addition, it raises the barrier of confidence in a person because that is the way of the expert and somehow of this direction and over the course one can have relations with special groups of many nations. In particular, this index accepts all concepts of free and creative flow that



provides real like feeling and images and made the views surprised and wonder due to the best original like work of art.

Photography plays an important role in many aspects of our lives.

The main purpose of this study is to examine the reasons for the increase in children's attention towards animation pathway in the city of Karachi. According to the researchers, the important functions of increasing attention along this path are:

- (a) It provides excellent employment opportunities.
- (b) Accept free and accurate human flow ideas.
- (c) Another reason is that this approach provide not only the historians with insight but, in addition, make them to be technologically enabled to get true understanding.
- (d) This method additionally plays an important role in the effort to maximize the broadcasts of the animator.
- (e) By the animation a person gets the chance of investigating their hidden skills, such as when adjusting their new skills, confidence level, reinforcement of language or verbal skills, analyzing the process of expressing or giving their transformative and related ideas.
- (f) An animation course prepares a person to deal with current fast running world challenges.
- (g) Students are afforded the opportunity to be satisfied with a variety of people associated with specific groups of nations.

### **Methodology:**

This is a descriptive study. Data details have been achieved through quality questionnaires.

The following notable features are related to the analysis. All UCs of the of Karachi city are included. The sample comprised of twenty five lecturers and fifty-five college students. The names of institutions are given below from where the information is gained by the researchers.

- 1. Employment Training Center infra
- 2. Indus is a higher education institution
- 3. CTLC (Center for Public Technology Learning)
- 4. Karachi School of Arts
- 5. Areena (Campus I, II, III)
- 6. Ami-Apex Computer Center

7. Orion
8. PAF KIET
9. Prison
10. Computer Collegiate (Campus I, II)
11. Web X Zone
12. Auto cad
13. Creative Computer Institute
14. Information Station
15. Red Hat Computer Center
16. Solution to Solve
17. Council for skills development
18. 3-D instructors
19. Techno guys centers

The research tool comprised of various components containing several factors that increase interest in the animation path. They were:

1. Meet the current demand and requirements
2. Find statistics related to graphics, Adobe Photoshop, flash, etc.
3. Theoretical and rational understanding

### **Analysis**

**Table # 1:**

Ideas and perspectives of academics (male, female) of animation institutions

S. No	Statements	A	DA	UD
1	It made ready the nation for today life	80	8	12%
2	Information approximately related to adobe Photoshop, flash and so on	84%	8%	8%
3	Knowledge bank increase	84%	8%	8%
4	Increase professional skills	84%	8%	8%
5	Learning of fast technologies	76%	20%	4%

It was deduced from the above table that 80% of teachers agreed that animation courses were prepared to meet current needs and requirements, 8% of them disagreed and 12% of teachers had showed last option to choose. Approximately 84% of educators watch that expert find lots of imagery etc. While 8% of them disagreed and 8% opted for a single



election. Approximately 84% of teachers felt that the course offered more theoretical than practical understanding, at the same time as 8% of the academics were inconsistent and, 8% of them encountered another way to keep the anonymity. Almost 88 percent of teachers agreed that it plays a positive role in expanding students' skills, while 8% of them adhere to this disagreement and 4% go nonchalantly. Approximately 76% of teachers consider this method to provide records, 20 percentage were disagree and 4% were not decided.

**Table # 2:**

Perceptions of students (male, female) about animated institutes

S. No	Statements	A	DA	UD
1	need of modern-day time	76%	21.33%	2.66%
2	Photoshop, flash etc.	88%	8%	4%
3	Realistic know-how	78.67%	18.66%	2.66%
4	Developed competencies	88%	5.33%	6.66%
5	New technologies learning	72%	20%	8%

It is cleared from the above statistics that amongst the total, 80 percent of the students had agreed that the technically made machinery which runs animation courses is ready to meet the requirements, 21.33% were disagreed and 2.67% showed that option of not sure. Almost 88% of students admit that animation courses provide records almost only with, animations and flash animations. While 8% went unchallenged and 4% continued to choose not to split. Approximately 78.67% of students observed that animation allow theoretical and practical training while 18.67% of students preferred disagreements and 2.67% associated with indirect choices. About 88% of students go with animation to expand their technical talent, while 5.33% disagree and 6.67% continue with the remaining options. Approximately 72% of students agree that the animation system offers almost new technology records and methods, at the same time as 20% were disagreed that was inconsistent, while 8% of students went with the other way.

## **Discussion**

Today time technological growth and development made the man as skilled as was impossible in the past. Modern technology and mostly computer based technology enhanced the ability of the practitioner to the person of the time. Therefore this trend is popular among teens. The pedagogical approach when the trainer uses all this method helps to increase the confidence level of the individual because that is how one has to interact with the personal

type combined with the various businesses, know about the logical implementation of the course. To get students organized, to deal with situations that require hardship and difficulty in an effective way. In this modern world, the simplest of all those peoples' worlds are gaining the most successful achievements in their discipline. And by the gentleness of this agreement, they work for the community and their status.

The basic purpose of this study is to find out the reason for the growth of youth desire in the realm of animation and to know how this role plays a role in furthering the progress of a country. This approach accepts all kinds of ideas of change and construction and provides economic and social equality for someone. It is now very easy for an artist to draw many photos without wasting hours and days by using software's and cameras. These sort of photo of animated cartoons were not possible in past and if were made by some skilled painting personals, it would have spent months. Now the life of technical assistance and machines are very rapid and very receptive and one can get all the desired items in very short time by using such technologies and software's. These courses are the need of the day and our today youth must be upgraded and educated with these modern educational courses.

### **Conclusion**

After analyzing the results, it is concluded that animation are the provision of specific skills and creativity to learners. These courses are truly prepared to fulfill the desires and needs of the modern era. On top of all of this, this approach provides the arts and crafts experience for college students. Through these lessons the student gets to see how to work with the use of Adobe Photoshop, images and lighting are all about. Now when life is so fast and everyone is interested to complete his/her tasks in seconds, our life needs technical assistance and machinery for the rapid and very receptive results, and one can get all the desired items in very short time by using such technologies and software's. These types of IT based, courses are the need of the day and our today youth must be upgraded and educated with these modern educational courses. The government should give access to all the centers of learning to get advantages from the current day technology. It is also fact that due to very lazy climate develop by today peoples are also leading to use all such tools which could made the work easy and quicker, and that all is possible by tday technology.

### **Recommendations**

1. In Karachi, there are far more Private institutions with animation courses as compared to Public institutions. Government should therefore give more attention to this sector.
2. All institutions of these courses should has good relationship to each other.

3. Students might be given required scholarships.
4. An animation channel framework should have a rich approach that requires incorporating different software's in order for academics to gain a variety of knowledge through a single course.
5. The descriptive method and outline of the courses should be attractive and can grab the attention of students.
6. Trips, tours or conferences should be arranged for student, So that students interact with the best professional and can learn a variety of strategies and ideas of development.
7. The government should give access to all the centers of learning to get advantages from the current day technology.

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