

SUMMARY

My thesis is called "Creating 2D game based on 1930-1940s animation style". In my thesis I tried to rediscover my childhood heroes and start to know them better - where they actually were originated from and how they were discovered on screen. The present-day environment is uneasy, it can not stand for long periods of boredom. It's great to find discussions about taste and aesthetics - which looks great and which criticizes one or another creation. The designer's goal is to create something that should last for as long as possible.

All ideas are circulating and interpreted. On this basis my final thesis is to create a computer game based on the animation stylistics of the 1930s-1940s what is based on the first animation of Estonia "The Adventures of Juku the Dog". In the written part of the thesis I describe the work process and progress on this path. The practical outcome of my thesis is a two-dimensional computer game.

Golden age of American animation was also an inspiration for the creation of the first Estonian animation. After knowing more about the origin of the animation art and have been familiarized with the creative process of the Juku the Dog animation I can surely assure that golden age stylistics are difficult to imitate. While designing a two-dimensional computer game I was struggling the most with creating appropriate characters and environments. As a conclusion I hope that created game will be fun and inspiring - all ideas are circulating and waiting to be interpreted.