الجوانب الفنية والتقنيه لفن خيال الظل وأثره فى أفلام الرسوم المتحركة The artistic and technical aspects of the shadow puppet art and its impact in the animation films

The research summary:

The research shows shadow puppetry types and forms and characteristics which distinguish them, shadow puppetry associated with legends and epics

When the cinema invented and widely known shadow puppetry began to fade, shadow puppetry enriches human imagination, the beginnings of cinema affected by shadow puppetry and this is shown by "lotte reingier "silhouette animated films which Paved the way for other Artists then, Attempts appeared to merge shadow puppetry style with 2d and 3d techniques and also attempts appeared to make a new shadow puppetry shows using new techniques, enriching shadow puppetry shows will make them popular again.

Hence, the following questions have been asked: Can a new window be found for the interaction of the shadow puppetry with society? Is it possible to recreate a shadow puppetry with its interactive and moving values and using them in animation films? The research aims to formulate the shadow puppetry in a template that is compatible with contemporary techniques to create technical treatments for the shadow puppetry with the aim of reviving a traditional art that has been associated with customs and traditions as a shadow puppet theater, using descriptive and analytical approach to study shadow puppets shows and analysis silhouettes models.

The research reached many results, the most important of which is that the art of silhouette is rich and inspirational for artists in many fields and the connection of the shadow puppetry with the epic works demonstrating its role in spreading ideas and values, And the research has found that there many forms and patterns of shadow puppets, which is full of many technical and formative features, And the effect of shadow puppetry is no longer limited to twodimensional animation films, but extended to three dimensional animation films too