

Place Contestant ID Label HERE  
BEFORE Contest Begins.



# Listening Skills

## District Contest

### Grades 4/5 & 6-8



**2017**

Score: \_\_\_\_\_

(Please do not open test until the signal is given to begin.)

## PSIA Listening Passage – District 2017

### *A Brief History of Animated Film*

*Adapted from various internet resources*

Animation has been in existence for thousands of years, from the five panel animation of an Ibex leaping to eat leaves from a branch depicted on an earthen goblet 5,200 years ago to the premiere of *Finding Dory*, which is made through computer animation and tens of thousands of work hours of hundreds of people. French science teacher, Charles-Emile Raynaud, created the first animated projection film, *Pauvre Pierrot* (Pauv'ruh Per'o), on October 28, 1892, at the Musée Grévin (Musay' Gre'vin) in Paris, France.

During the 1910's animated films, often referred to as "cartoons," became an industry standing entirely on its own. John Rudolph Bray, a prominent cartoon director during the early 20th century, used a technique called cel animation. Invented by Earl Hurd, who patented the process in 1914, cel animation uses the animators' drawings traced or photocopied onto transparent sheets called cels, which are filled in with paints in assigned colors or tones on the side opposite the line drawings. Cel animation creates the illusion of movement through drawing each cel slightly differently from the one before it. The completed character cels are photographed one-by-one against a painted background, which greatly reduces the labor needed to produce animation. In 1958, the first fully animated television show, *Huckleberry Hound*, a comedy created by William Hanna and Joseph Barbara, aired with 26 episodes in the first season. By the start of the 21st Century, cel animation became mostly obsolete with the swift rise of computer animation.

Another style of animation, originating in 1898 with *The Humpty Dumpty Forest* by J. Stuart Blackton, is Stop-Motion Animation, a style that is the manipulation of real world objects shot one frame at a time. *The Nightmare Before Christmas*, released in 1993, and produced by Tim Burton, is an example of Stop-Motion Animation, and it is also classified as a Puppet Animation because it involves the manipulation of models on physically constructed sets.

Computer Animation often uses 3D modeling to make films that are entirely constructed with a computer program. One contemporary example of computer animation is Disney's, *Finding Nemo*, released in 2003. The earliest use of 3D modeling was in *Futureworld*, directed by Richard T. Heffron in 1976. The use of computer animation is currently the dominant means to create animated films, which sometimes have as many as 700 people working to produce one movie. John Whitney Sr. is largely considered the father of computer animation, with one of his best-known works being the title sequence from Alfred Hitchcock's 1958 film, *Vertigo*.

3D animation has many different fields and terms, like Machinima (Muh sheen' a muh), which is creating a film that uses screen capture in video games and Virtual Worlds. Motion Capture uses live-action actors wearing special suits that allow computers to copy their movements into computer-generated characters. Photo-realistic animation uses advanced rendering that gives extreme detail to many things, including plants, water, fire, and clouds. With this quickly advancing technology, animated films have now become one of the most popular forms of movie entertainment in the 21<sup>st</sup> century.

**Listening Skills Contest**  
**DISTRICT – 2017**  
**"A Brief History of Animated Film"**

1. In what century did Cel Animation become mostly obsolete?  
A. 18th Century                      C. 21st Century  
B. 19th Century                      D. 20th Century
2. Who created *Pauvre Pierrot*?  
A. Blackton                      C. Heffron  
B. Bray                      D. Raynaud
3. When was *Futureworld* released?  
A. 1970                      C. 1973  
B. 1976                      D. none of these
4. Machinima uses what to create a 3D film?  
A. light                      C. puppets  
B. special suits                      D. video games
5. What was the first fully animated television show?  
A. *Finding Nemo*  
B. *Futureworld*  
C. *The Nightmare Before Christmas*  
D. *Huckleberry Hound*
6. Who is largely considered the father of computer animation?  
A. John Whitney Sr.  
B. Richard T. Heffron  
C. Alfred Hitchcock  
D. Charles-Emile Raynaud
7. What was the first animation printed on?  
A. marble stone  
B. earthen goblet  
C. oak log  
D. cave walls
8. Which of these is not a 3D animation style?  
A. Stop-Motion  
B. Machinima  
C. Photo-realistic  
D. Motion Capture
9. What film premiered at Musee Grevin?  
A. Finding Nemo  
B. FutureWorld  
C. Huckleberry Hound  
D. Pauvre Pierrot
10. When was The Humpty Dumpty Forest premiered?  
A. 1898                      C. 1976  
B. 1956                      D. 1892
11. Who made a title sequence for Alfred Hitchcock's film, *Vertigo*?  
A. Hanna Williams  
B. John Whitney Sr  
C. Tim Burton  
D. Charles-Emile Raynaud
12. When was *Pauvre Pierrot* released?  
A. 1987                      C. 1958  
B. 1892                      D. 1976
13. In what profession was Charles-Emile Raynaud?  
A. scientist  
B. engineer  
C. science teacher  
D. math teacher
14. *Nightmare Before Christmas* was released in what year?  
A. 1990                      C. 1989  
B. 1993                      D. 1999
15. *Finding Nemo* can be classified as what type of animation?  
A. Computer  
B. Puppet  
C. Cel  
D. Projection

**Listening Skills Contest**  
**DISTRICT – 2017**  
**"A Brief History of Animated Film"**

16. How many panels were inscribed on the ancient earthen goblet?  
A. 4  
B. 3  
C. 6  
D. 5
17. J. Stuart Blackton created what animated film?  
A. *Huckleberry Hound*  
B. *Finding Nemo*  
C. *Humpty Dumpty Forest*  
D. *Futureworld*
18. Traditional Cel Animation does not use which of the following?  
A. cameras  
B. colors  
C. transparent sheets  
D. puppets
19. Which of the following is defined by the manipulation of models on physically constructed sets?  
A. Puppet Animation  
B. 3D Animation  
C. Cel Animation  
D. Computer Animation
20. What was an improvement brought about by the invention of Cel Animation?  
A. increased color palate  
B. reduced labor required  
C. lower paper usage  
D. more smooth appearance
21. Who patented Cel Animation?  
A. Charles-Emile Raynaud  
B. Earl Hurd  
C. William Hanna  
D. J. Stuart Blackton
22. *Huckleberry Hound* was created by William Hanna and . . .  
A. Alfred Hitchcock  
B. Richard T. Heffron  
C. John Whitney Sr.  
D. Joseph Barbara
23. What animal was depicted in the 5,200-year-old animation?  
A. Deer  
B. Ibex  
C. Bear  
D. Hawk
24. What caused Cel Animation to become obsolete?  
A. Computer Animation  
B. Transparent sheets  
C. Photo-realistic Animation  
D. Puppet Animation
25. How many episodes were in the first season of *Huckleberry Hound*?  
A. 26  
B. 20  
C. 36  
D. 12
26. Computer Animation uses what type of modeling?  
A. 3D  
B. 2D  
C. Physical  
D. Rounded
27. What role did Tim Burton have in the creation of *The Nightmare Before Christmas*?  
A. Animator  
B. Actor  
C. Director  
D. Producer
28. What type of animation does *The Humpty Dumpty Forest* use?  
A. Stop-Motion  
B. 3D Modeling  
C. Computer  
D. Cel
29. What year did *Finding Nemo* release?  
A. 2006  
B. 2010  
C. 2004  
D. 2011
30. True (T) OR False (F): Photo-realistic animation uses advanced rendering in order to give great detail to many things such as plants, water, fire, and clouds.

**PSIA Listening Skills Contest**  
**Student Answer Sheet - PART 1 - DISTRICT 2017**

CONTESTANT ID NUMBER: \_\_\_\_\_

GRADE LEVEL: \_\_\_\_\_

**INSTRUCTIONS:** Place the CAPITAL letter of each answer choice (A, B, C, or D) in the blank corresponding to the test item number. For True/False items, place a T or F, or "True" or "False" in the blank provided. **SCORING:** +5 for each correct answer; -2 for incorrect, marked through, erased items not resulting in a correct answer. NO points are deducted for skipped or unanswered test items.

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1. \_\_\_\_\_

16. \_\_\_\_\_

2. \_\_\_\_\_

17. \_\_\_\_\_

3. \_\_\_\_\_

18. \_\_\_\_\_

4. \_\_\_\_\_

19. \_\_\_\_\_

5. \_\_\_\_\_

20. \_\_\_\_\_

6. \_\_\_\_\_

21. \_\_\_\_\_

7. \_\_\_\_\_

22. \_\_\_\_\_

8. \_\_\_\_\_

23. \_\_\_\_\_

**Score:    Initials**

9. \_\_\_\_\_

24. \_\_\_\_\_

Grader 1: \_\_\_\_\_

10. \_\_\_\_\_

25. \_\_\_\_\_

Grader 2: \_\_\_\_\_

11. \_\_\_\_\_

26. \_\_\_\_\_

Grader 3: \_\_\_\_\_

12. \_\_\_\_\_

27. \_\_\_\_\_

SCORE Part 1: \_\_\_\_\_

13. \_\_\_\_\_

28. \_\_\_\_\_

SCORE Part 2: \_\_\_\_\_

14. \_\_\_\_\_

29. \_\_\_\_\_

**Total Score: \_\_\_\_\_**

15. \_\_\_\_\_

30. \_\_\_\_\_

*Contest Director ONLY: Match school/student name AFTER tests are scored: \_\_\_\_\_*

# PSIA Listening Skills Contest

DISTRICT —2017

## PART 1 Answer Key

“A Brief History of Animated Film”

**Scoring:** +5 for each correct answer; -2 for each incorrect answer; no points are deducted for skipped or unanswered items. Visible erasures and mark-outs constitute a 2-point deduction ONLY if a correct answer does not result.

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- |       |       |
|-------|-------|
| 1. C  | 16. D |
| 2. D  | 17. C |
| 3. B  | 18. D |
| 4. D  | 19. A |
| 5. D  | 20. B |
| 6. A  | 21. B |
| 7. B  | 22. D |
| 8. A  | 23. B |
| 9. D  | 24. A |
| 10. A | 25. A |
| 11. B | 26. C |
| 12. B | 27. C |
| 13. C | 28. A |
| 14. B | 29. C |
| 15. A | 30. T |