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ANIMATION - POPULAR CULTURE

- (a) Animation is originated in a global district.
The four origins to popular culture include;
- Associating with commercial products
 - Developing from a local to a national to a global level
 - Allowing consumers to have a widespread access to it.
 - Constantly changing and evolving.

(B) In population culture, animation can be assumed to have a target audience of children. The mythology of princess's and Heroes allow children to predict a fantasy world. The hero attracts the target audience (children) to consume and buy the paraphernalia that comes with it such as video games, magazines, toy statues due to the wanted and heroic nature of the character in which "every boy wants to be" and "every girl wants to be saved by", immediately attracting consumers to buy the animation allowing for a unrealistic, imaginative fantasy.

Additional writing space on back page.