hearts and minds, if we admit that art creation is free, then should this freedom have some kind of bottom line, should it present a kind of positive, friendly and respectful artistic beauty in the composition of art creation and artworks. If we acknowledge the freedom of artistic creation, then should there be a certain bottom line to this freedom, should we not present a positive, friendly and respectful artistic beauty to humanity, to society and to life. Realistic painting is struggling to take on this historical task, even as it is being attacked and discouraged. The problems of modern painting itself are a cause for alarm and reflection. We have reason to believe that realistic painting will still have a basis for existence and a broad future.

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SHADOW ART AND FALSH ANIMATION COMBINED WITH THE STATUS QUO

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Shadow play is a kind of folk traditional art performance form, first born in the Western Han dynasty two thousand years ago, is a kind of light animal skin or cardboard figure silhouette to perform the story of the folk drama. Below we separately from several aspects of the shadow play art elements in Flash animation analysis and research: Shadow play art elements can be distinguished from other art forms, smooth application in Flash software and obtain good results, thanks to their own many commonalities [2].

Material and methods. Materials of this article are traditional Shadow Art and contemporary Flash animation. In order to understand the Shadow Art and Flash animation combined with the status quo, we will use this part of the content of descriptive analysis and comparison methods.

Findings and their discussion. Modern paper-cut animation has a large number of folk art elements, such as paper-cut, shadow puppetry, New Year Pictures and cloth art. Among them, the elements of shadow play art are deeply loved by the audience because of its strong folk art style and flexible performance form, some of the earliest shadow puppetry works include the Shanghai Animation Film Studio "Zhang Fei examines the melon" and "Ji Gong fights the cricket" [1] – Figure 1.

Figure 1

With the emergence of Flash and other software, making the traditional two-dimensional animation in many of the production process to the computer, and because Flash software itself based on the advantages of vector graphics processing, make the paper-cut model of animation production more convenient, but also make Flash animation production began to spread slowly. From the perspective of the principle of software animation, Flash animation and traditional shadow play have similar performance methods, but the performance and dissemination methods of traditional shadow play have obviously been unable to meet the needs of modern audiences, so to speak, using digital means to develop national traditional art forms for the development of the two are complementary, but also modern animation can not be ignored as a part of the creation.

The principle behind the curtain of shadow play is the traditional one person behind the curtain shadowy shadow props, so that it can walk, turn over, translation, through the translucent curtain, in front of the audience to stage an instant animation, this and FLASH software in the "Complementary animation", "Arbitrary deformation" and other tools can be achieved in principle is very similar. For example, "The Peach Blossom Spring", a Chinese shadow play animation that won the first prize in the 2006 Asian Digital Content Competition, incorporates elements of shadow play, using Chinese landscape paintings to depict the background and portraying figures in shadow puppetry, create a strong Chinese aesthetic characteristics of the animation style. Traditional painting art in addition to the people's ideal of paradise. The entire film through FLASH technology to shadow puppetry in the shape, color, background and lens language have brought a larger stand-in, fart props and shape, color are not subject to the constraints of traditional materials, can make the quality of the entire animation more realistic (Figure 2).

Figure 2

Conclusion. In recent years, with the development of computer, the original animation art has produced a new transformation, the development of animation art has a new way. We can use the internet, borrow FLASH animation, artists can also show the world a different kind of animation art. Flash animation can let shadow art break the traditional form of expression, let shadow art can use lower cost to let more people accept, this also brings shadow art new development space.

1. Liang Jiu What is Folk Art [J]. Chinese Handicraft, 2004 (1): 18
2. Jin Zhilin Chinese Folk Art [M] Beijing: Wuzhou Communication Press, 2004