



Classic cel animations, such as Walt Disney's *Beauty and the Beast*, have started to incorporate 3D computer-generated images into the scenes. One of the more notable scenes was the *Beauty and the Beast* ballroom scene, where all the backgrounds for the dance scene were created on computer. It would have been very difficult to draw this moving background by hand.

In Disney's *Aladdin*, the magic carpet was computer generated. This is one of the first instances of an actual character being done on the computer. One of the main reasons for going with computer animation on this instance was that the intricate pattern on the carpet would have been almost impossible to draw by hand with all its movements and gyrations, whereas the computer could apply the texture map perfectly every time.

