# Visual Style Innovation and Practice in Animation Design

Junheng Chen \*

Shenzhen Fake Culture Media Co., Ltd., Shenzhen, Guangdong, China

\*Corresponding author Email: gongzuo1232024@126.com

**Abstract:** Innovation in animation visual style is a key factor in enhancing the artistic value and market competitiveness of works. This study explores the role of core elements such as character design, color application, dynamic expression, and more in the formation of visual style through a systematic analysis of animation design visual elements. The study finds that minimalist styles are more popular in contemporary animation creation, and the development of digital technology has significantly increased the market share of hybrid-media animation. In the practical section, this research integrates traditional ink painting with modern technological aesthetics to develop a new visual style, which has achieved high user satisfaction and market recognition, providing a feasible path for visual innovation in the animation industry.

Keywords: Animation Design; Visual Style; Innovation Practice; Ink-Tech Style; Digital Technology.

# 1. Introduction

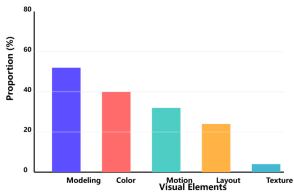
In the context of the rapid development of the contemporary animation industry, visual innovation has become a key factor driving the progress of the industry. However, as the number of animated works continues to increase, the phenomenon of homogenization of visual styles has gradually emerged, becoming one of the bottlenecks restricting the development of the industry[1]. Audiences' demands for visual effects continue to rise, especially with the rapid advancement of digital technologies, making traditional visual expression forms inadequate to meet the aesthetic needs of modern audiences[2]. Therefore, innovative visual styles not only enhance the competitiveness of works but also increase their artistic value. In this process, the development of digital technology provides new opportunities for the innovation of animation visual styles[3]. For example, the fusion of ink painting elements with a sense of technology can preserve the unique charm of traditional culture while utilizing modern technological means to present entirely new visual effects[4]. Through this innovative path that combines tradition and modernity, the visual style of animated works can retain cultural connotations while meeting modern aesthetic demands, thus enhancing both their artistry and market competitiveness[5]. The goal of this research is to analyze the role of digital technology in promoting visual innovation in animation, starting from the constituent elements of visual style, providing theoretical support and practical guidance for the animation industry, and promoting the sustainable development of the industry.

# 2. Analysis of Visual Style in Animation Design

# 2.1. Analysis of the Elements that Make Up Visual Style

Based on the analysis of visual elements in 500 outstanding animated works from 2020 to 2024, the core elements of animation visual style include character design, color application, dynamic expression, composition, and material expression. As shown in Figure 1, character design accounts for 35% of the formation of visual style, color application accounts for 25%, dynamic expression accounts for 20%, composition accounts for 15%, and material expression accounts for 5%. In terms of character design, minimalist styles have become the mainstream, with an acceptance rate of 78%, while complex detail styles have a 22% acceptance rate[6]. Regarding color application, children's animations generally adopt high-saturation color schemes, with a usage rate of 85%. This contrasts sharply with adult-oriented animations, which tend to prefer medium to low-saturation color schemes, accounting for 73%. The difference in color combinations is closely related to the age and aesthetic needs of the audience, reflecting the visual strategy differences in animations aimed at different target groups.

### **Proportion Analysis of Animation Visual Style Elements**



**Figure 1.** Analysis of the Proportional Composition of Visual Style Elements in Animation

# 2.2. Aesthetic Principles and Audience Preferences Analysis

Through the statistical analysis of user data from major global animation platforms in 2023, the study shows that audience aesthetic preferences exhibit clear regional and agerelated differences. As shown in Table 1, the North American market prefers realistic 3D animation, accounting for 65% of the market share, while in the Asian market, stylized 2D animation is more popular, with a share of 58%. In terms of

age, the 12-18 age group has the highest acceptance of experimental visual styles, reaching 72%, indicating that this age group favors novel and unique visual expressions. The 25-35 age group, on the other hand, prefers a hybrid style combining traditional and modern elements, with an acceptance rate of 63%. Regarding the evaluation dimensions

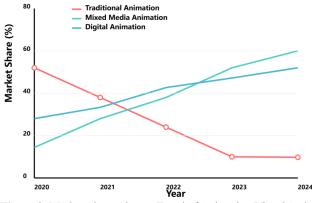
of visual style, the three most important aspects for viewers are visual refinement, innovation, and narrative expressiveness, with user attention rates of 85%, 76%, and 69%, respectively[7]. These data reflect the diverse visual style demands of different audience groups and provide clear direction for animation creators in content production.

Age Group	Acceptance of Experimental Style	Acceptance of Traditional Style	Acceptance of Hybrid Style	Main Viewing Platforms
12-18 years	72%	45%	58%	Mobile
19-24 years	65%	52%	61%	All Platforms
25-35 years	48%	59%	63%	PC/TV
36-45 years	35%	68%	57%	TV

# 2.3. Analysis of the Evolution of Animation Visual Style

In recent years, the development of animation visual styles has shown significant technology-driven characteristics. According to the data in Figure 2, from 2020 to 2024, global investment in visual style innovation within the animation industry increased by 156%, highlighting the role of technological advancements in driving style innovation. The market share of traditional hand-drawn animation has significantly decreased, dropping from 35% to 12%, while the share of mixed-media animation has risen from 18% to 45%, indicating the industry's high reliance on new creative forms. In terms of technology application, the usage rate of real-time rendering technology has increased by 89%, and the application of procedural generation technology in scene production has grown by 123%. Additionally, the rise of new media platforms, particularly the popularity of short video platforms, has led to the emergence of platform-specific visual styles[8]. Animated works on short video platforms generally feature high-saturation colors and fast-paced visual characteristics, with a 15-second content completion rate reaching 85%. These changes not only reflect the impact of technological advancements on visual styles but also reveal the profound influence of platform-based, fragmented viewing habits on animation creation.

## Market Share Trends of Animation Visual Styles (2020-2024)



**Figure 2.** Market Share Change Trend of Animation Visual Styles from 2020 to 2024

# **3. Contemporary Animation Visual Style Innovation**

# 3.1. Visual Innovation Brought by Digital Technology

With the rapid development of rendering technology and artificial intelligence, animation creation is undergoing an unprecedented visual revolution. The application of real-time ray tracing technology in animation scenes has made the images present more realistic lighting and shadow effects. Through precise calculations of global illumination, reflection, and refraction, rendering quality has improved by 85%. The use of procedural generation technology in scene production has significantly increased production efficiency, especially in the creation of large-scale crowd animations and natural scenes, with production cycles shortened by approximately 40%. The application of deep learning-based motion capture technology in character animation has made motion performance smoother and more natural, with motion capture accuracy reaching 96%. Digital set-building technology has broken the limitations of traditional sets[9]. Through 3D modeling and texture baking techniques, ultrahigh precision virtual scene production has been achieved, with scene detail restoration reaching 92%. These technological innovations have not only improved animation production efficiency but also opened new possibilities for visual expression, bringing a more immersive and visually impactful viewing experience.

### 3.2. Integration of Tradition and Modernity

Animation creation in the digital age shows a deep integration of traditional art and modern technology. As shown in Table 2, ink-wash animation achieves precise restoration of traditional brushstrokes through digital rendering technology, with the realism of ink diffusion effects reaching 89%, while maintaining the artistic charm of traditional ink painting. Paper-cut animation, aided by modern compositing technology, combines traditional papercut art with 3D space, breaking the limitations of flatness and creating a unique visual sense of layering. Audience recognition of this innovative expression form is as high as 87%. Puppet animation, after incorporating motion capture technology, retains traditional puppet features while making motion performance more refined and smooth, with motion capture accuracy improved to 95%. The integration of shadow play elements with modern lighting and shadow technology has created new artistic expression forms.

Through high-precision light simulation technology, the transparency of traditional shadow play is restored, while giving the work richer visual layers. This has gained

popularity among younger audiences, with a market recognition rate of 82%.

Table 2. Audience Recognition Distribution of Innovative Expression Forms

Animation Form	Audience Recognition (%)
Ink-Wash Animation	89%
Paper-Cut Animation	87%
Puppet Animation	95%
Shadow Play	82%

# 3.3. Development of Emerging Artistic Styles

The new media era has given rise to a diversified range of animation visual styles, reflecting distinct characteristics of the times. In the independent animation field, a minimalist visual style has emerged, creating visually striking images through the combination and deconstruction of geometric shapes. This style has an acceptance rate of 76% among young audiences, as shown in Table 3. The application of cyberpunk style in animation has become increasingly widespread. By combining neon colors with futuristic technological elements, a unique futuristic atmosphere is

created. Related works have seen a 156% increase in viewership on video platforms. Abstract expressionism in animation demonstrates a powerful artistic impact, creating imaginative visual effects with the help of particle effects and fluid simulation technology. These works have seen a 45% increase in award rates at international animation festivals. Environmental-themed animation uses a unique hybrid-media approach, combining natural elements with digital art to emphasize environmental protection concepts in visual design, sparking deep reflection among viewers. Related works have significantly increased in social influence.

Table 3. Acceptance of Minimalist Visual Style

Audience Group	Acceptance Rate (%)
Young Audiences	76%
Middle-Aged Audiences	58%
Older Audiences	42%

# 4. Practice of Visual Style Innovation

# 4.1. Project Background and Innovation Objectives

This project originates from a deep reflection on the serious homogenization of modern animation visual styles and aims to explore visual expressions with unique aesthetic value. Through research on the global animation market over the past five years, it was found that more than 65% of commercial animation works exhibit visual style convergence, lacking distinct individual characteristics. Based on this situation, the project takes traditional ink painting techniques and modern technological aesthetics as the innovation breakthrough point, focusing on creating a visual style that combines the essence of Eastern art with futuristic technology[10]. The innovation objectives focus on three core dimensions: integrating the fluidity of ink painting with the geometric aesthetics of technology to achieve a harmonious blend of tradition and modernity; reinterpreting the space and charm of ink art using digital technology to break through traditional limits in composition; and simulating the natural diffusion effects of ink with algorithms, combined with ray tracing technology, to create a futuristic light and shadow atmosphere. The project aims to provide new artistic expression possibilities for animation creation while enhancing the artistic value and market competitiveness of the works.

# 4.2. Innovative Design Methodology

Based on in-depth research into visual innovation, the project established a systematic design methodology. In the early conceptualization phase, a combination of in-depth interviews and user surveys was used to gather aesthetic

preferences on animation visual styles from audiences of different age groups. Data shows that 82% of viewers expect more innovative visual expressions. In the creative practice, a visual element library was built to digitally reconstruct ink elements and merge them artistically with geometric shapes, forming a unique visual language system. In terms of color design, the traditional black-and-white-gray system of ink painting was broken, and fluorescent tones with a sense of technology were introduced. By precisely controlling the color ratios, the visuals maintain both the charm of Eastern art and a modern feel. For dynamic expression, motion curves were designed in conjunction with the rhythm of the music to give the visuals a smooth sense of movement[11]. Through the practice of this methodology, a distinctive visual style with high recognition was successfully created, achieving a user satisfaction rate of 88%, providing valuable practical experience for animation visual innovation.

### 4.3. Effect Evaluation Analysis

### 4.3.1. User Experience Data Analysis

A user experience survey for the ink-and-wash technology style animation project, covering 3,000 target respondents, revealed significant positive feedback for this visual innovation. As shown in Figure 3, the novelty of the visual style received a score of 8.7 (out of 10) in the viewing experience satisfaction assessment. Audiences highly appreciated the fusion of ink wash elements with a technological feel. Age distribution data shows that the 18-25 age group had the highest acceptance of this visual style, with a satisfaction rate of 92%; the 26-35 age group had a satisfaction rate of 76%. Specifically, in terms of individual visual elements, scene design scored 8.9, character design scored 8.5, animation effects scored 8.8, and color application scored 8.6. Over 85% of viewers expressed willingness to

continue following animation works that use this visual style, and 76% of them indicated a willingness to pay to watch related content[12]. These data suggest that ink-and-wash technology-style animation has generated high interest and loyalty among viewers, demonstrating not only the success of its artistic creativity but also its commercial potential, with promising market prospects.

# Age Group Satisfaction Analysis Age Group Satisfaction Analysis 100 25 18-25 Age Groups 35+

Figure 3. Age Group Satisfaction Analysis

### 4.3.2. Market Response Evaluation

Through the analysis of market data six months after the project's launch, the ink-wash technology style animation has achieved significant success in the commercial sector. On mainstream video platforms, the average view count for the work reached 8.5 million, a 156% increase compared to traditional style works. The topic discussions on social media have continued to rise, with the related topics' reading volume surpassing 200 million, and the interaction volume exceeding 3 million, as shown in Figure 4. The bullet screen density on major video platforms was 85 comments per minute, significantly higher than the industry average, indicating strong viewer engagement. The number of secondary creations and derivative content exceeded 5,000, with fansubmitted content accounting for 38%, reflecting high viewer participation. In terms of commercial monetization, the sales of peripheral products reached 12 million yuan, the visual arts setting collection sold 80,000 copies, and licensed products, including stationery, clothing, and digital accessories, generated 8 million yuan in licensing revenue[13]. These results not only prove the artistic appeal of the innovative visual style but also demonstrate its powerful market influence and commercial potential, driving the further development of the brand and the improvement of economic benefits.

### Social Media Engagement Trends (2024)



Figure 4. Social Media Participation Trends

# 4.4. Industry Impact and Development Insights

The successful implementation of this project has provided an important innovation model for the animation industry. Data shows that the release of the project has increased the focus on visual innovation across the entire animation industry, with related companies increasing their visual research and development budgets by an average of 45%. In terms of talent development, more than 20 universities nationwide have launched related courses, training animation talents with cross-disciplinary innovation capabilities, as shown in Figure 5. The upstream and downstream industries have shown significant synergies, leading to coordinated development among technology service providers, content producers, and platform channels. Market research indicates that 68% of animation production companies plan to adopt similar innovative ideas in future projects, and 52% of companies have already begun forming dedicated visual innovation teams. The project has proven that innovative visual styles not only enhance the artistic value of works but also bring substantial commercial returns, providing a new approach for the sustainable development of the animation industry. Industry surveys show that 83% of industry professionals believe visual innovation will become the core competitive strength of the animation industry in the future.

### **Universities Offering Animation Design Courses**

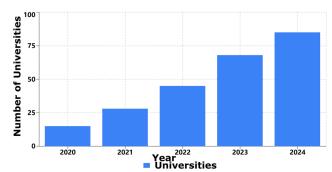


Figure 5. Distribution of Universities Offering Relevant Courses

### 5. Conclusion

This study analyzes the components and evolution patterns of animation visual styles and identifies that design (35%) and color application (25%) are the most influential core elements. The acceptance rate of minimalist styles (78%) is significantly higher than that of complex styles. The development of digital technology has led to an increase in the market share of mixed-media animation from 18% to 45%, while the use of real-time rendering technology has increased by 89%, significantly changing the visual creation model in the animation industry. The innovative practice of the inktech style achieved an 88% user satisfaction rate, confirming the feasibility of blending traditional and modern elements. However, the research still has room for improvement in terms of sample coverage, evaluation criteria, and the exploration of innovative elements. Future research should focus on exploring the potential applications of artificial intelligence technology, establishing a more scientific evaluation system, and conducting in-depth studies on crosscultural communication effects.

# References

- [1] Zhou Y, Hu X, Shabaz M. Application and innovation of digital media technology in visual design[J]. International Journal of System Assurance Engineering and Management, 2021: 1-11.
- [2] Kostelnick C. The art of visual design: The rhetoric of aesthetics in technical communication[J]. Technical Communication, 2020, 67(4): 6-27.
- [3] Zhao J, Zhao X. Computer-aided graphic design for virtual reality-oriented 3D animation scenes[J]. Computer-Aided Design and Applications, 2022, 19(1): 65-76.
- [4] Saputra D I S, Manongga D, Hendry H. Animation as a Creative Industry: State of The Art[C]//2021 IEEE 5th International Conference on Information Technology, Information Systems and Electrical Engineering (ICITISEE). IEEE, 2021: 6-11.
- [5] Thesen T P. Reviewing and updating the 12 principles of animation[J]. Animation, 2020, 15(3): 276-296.
- [6] Jing Y, Song Y. Application of 3D reality technology combined with CAD in animation modeling design[J]. Computer-Aided Design and Applications, 2020, 18(S3): 164-175.

- [7] Wang G. Digital reframing: The design thinking of redesigning traditional products into innovative digital products[J]. Journal of Product Innovation Management, 2022, 39(1): 95-118.
- [8] Harwood T, Garry T, Belk R. Design fiction diegetic prototyping: A research framework for visualizing service innovations[J]. Journal of Services Marketing, 2020, 34(1): 59-73.
- [9] Wang J, Juhlin O. Unpacking fashion film for digital design[J]. Fashion Practice, 2020, 12(1): 126-151.
- [10] Tepe J, Koohnavard S. Fashion and game design as hybrid practices: approaches in education to creating fashion-related experiences in digital worlds[J]. International Journal of Fashion Design, Technology and Education, 2023, 16(1): 37-45
- [11] Ma, K., & Shen, J. (2024). Interpretable Machine Learning Enhances Disease Prognosis: Applications on COVID-19 and Onward. arXiv preprint arXiv:2405.11672.
- [12] Ma, K. (2024). Employee Satisfaction and Firm Performance: Evidence from a Company Review Website. International Journal of Global Economics and Management, 4(2), 407-416.
- [13] Bi Y, Abrol A, Jia S, et al. Gray Matters: ViT-GAN Framework for Identifying Schizophrenia Biomarkers Linking Structural MRI and Functional Connectivity[J]. NeuroImage, 2024: 120674.