Experiment with material and matter in animated film. Various methods and techniques are illustrated with work of regarded authors of animated films, who deal with that sort of experiment. A brief history of animated film and experiment with material in art constitutes the base of the theme. The relation of a child and an animated film and a material experiment in game is described in the didactic part. I also pay a deeper attention there to the process of making an animated film, so that I was able to design a didactic project about the title subject. In the applied part I clarify the sources of my inspiration and impulses leading to the realization of my art project.