**TYPE OF ANIMATION**

Flip-Book

Flip-book is the simplest type of animation, also one of the eldest types of animation. It is created by drawing a “frame” on each page, slightly changing the image on each frame. Once its complete you flick through all of the pages at a speed to create an animation. This technique is quite time taking, audio is also not an option

Cel Animation

Cel animation is when an artist draws on a cell, resembling a film reel. Quite often they use paint in these animations to give a more pleasing visualisation when compared to Flip-Book Animation. To use this type of animation the drawer usually has to be good at drawing in order for the animation to look good.

CGI

CGI stands for Computer Generated Imagery. CGI is when an animator creates, for example, a background which wouldn’t generate naturally in the real world, like a 1000ft tree or a mountain with a large hole in the middle. This can be quite costly due to the price of the programs and potentially hiring experts in the CGI field.

Rotoscoping

Rotoscoping is a technique where a live recording is edited over to create the feeling of the recording looking artificial. Usually this type of animation is not used due to it being not very visually appealing.

Stop Motion/Frame

Stop Motion Is also known as Claymation due to clay being a reliably malleable, so you can slightly move the figure each frame. Photos are taken before each movement; these are as the frames. This is very time consuming due to having to move each individual piece and taking a picture in order to create one frame.

Skeletal

Skeletal Animation is when a “rig” or “skeleton” is used to create a moving figure using an animation program. With skeletal animation you can easily move each of the individual parts of the rig, such as the legs or arms or head.

Motion Capture

Motion Capture, or Mo-Cap, is when an actor wears a suit with little balls on each parts of their body, this is so the animator can capture their actions and use another creature or character, which the movements of which would be identical to the recorded ones from the actor. Using this technique is quite expensive due to the equipment needed along side costs for the people to handle the equipment and actors.