**Animation:**

Animation is a filmmaking technique by which [still images](https://en.wikipedia.org/wiki/Image) are manipulated to create [moving images](https://en.wikipedia.org/wiki/Motion_picture). In [traditional animation](https://en.wikipedia.org/wiki/Traditional_animation), images are drawn or painted by hand on transparent celluloid sheets ([cels](https://en.wikipedia.org/wiki/Cel)) to be photographed and exhibited on film. Animation has been recognized as an artistic medium, specifically within the [entertainment industry](https://en.wikipedia.org/wiki/Entertainment#Industry). Many animations are either traditional animations or [computer animations](https://en.wikipedia.org/wiki/Computer_animation) made with [computer-generated imagery](https://en.wikipedia.org/wiki/Computer-generated_imagery) (CGI). [Stop motion animation](https://en.wikipedia.org/wiki/Stop_motion_animation), in particular [Claymation](https://en.wikipedia.org/wiki/Claymation), has continued to exist alongside these other forms.

Animation is contrasted with [live-action film](https://en.wikipedia.org/wiki/Live-action_film), although the two do not exist in isolation. Many moviemakers have produced [films that are a hybrid of the two](https://en.wikipedia.org/wiki/Films_with_live_action_and_animation). As CGI increasingly [approximates photographic imagery](https://en.wikipedia.org/wiki/Photorealism), filmmakers can easily [composite](https://en.wikipedia.org/wiki/Compositing) 3D animations into their film rather than using [practical effects](https://en.wikipedia.org/wiki/Practical_effect) for showy [visual effects](https://en.wikipedia.org/wiki/Visual_effects) (VFX).

A [cartoon](https://en.wikipedia.org/wiki/Cartoon) in the animation sense is an animated film, usually short, featuring an exaggerated visual style. The style takes inspiration from [comic strips](https://en.wikipedia.org/wiki/Comic_strip), often featuring [anthropomorphic animals](https://en.wikipedia.org/wiki/Anthropomorphic_animal), [superheroes](https://en.wikipedia.org/wiki/Superhero), or the adventures of human protagonists. Especially with animals that form a natural predator/prey relationship (e.g. cats and mice, coyotes and birds), the action often centers on [violent](https://en.wikipedia.org/wiki/Cartoon_violence) [pratfalls](https://en.wikipedia.org/wiki/Physical_comedy) such as falls, collisions, and explosions that would be lethal in real life. A cartoon can also be a still humorous drawing, often with the same elements as animated cartoons but with still versions.

The illusion of animation as in motion pictures in general has traditionally been attributed to the [persistence of vision](https://en.wikipedia.org/wiki/Persistence_of_vision) and later to the [phi phenomenon](https://en.wikipedia.org/wiki/Phi_phenomenon) and [beta movement](https://en.wikipedia.org/wiki/Beta_movement), but the exact neurological causes are still uncertain. The illusion of motion caused by a rapid succession of images that minimally differ from each other, with unnoticeable interruptions, is a [stroboscopic effect](https://en.wikipedia.org/wiki/Stroboscopic_effect). While [animators](https://en.wikipedia.org/wiki/Animator) traditionally used to draw each part of the movements and changes of figures on transparent cels that could be moved over a separate background, computer animation is usually based on programming paths between [key frames](https://en.wikipedia.org/wiki/Key_frame) to maneuver digitally created figures throughout a digitally created environment.

**Digital Art:**

Digital art refers to any artistic work or practice that uses [digital technology](https://en.wikipedia.org/wiki/Digital_electronics) as part of the creative or presentation process. It can also refer to computational art that uses and engages with digital media. Since the 1960s, various names have been used to describe digital art, including [computer art](https://en.wikipedia.org/wiki/Computer_art), [electronic art](https://en.wikipedia.org/wiki/Electronic_art), [multimedia art](https://en.wikipedia.org/wiki/Multimedia_art), and [new media art](https://en.wikipedia.org/wiki/New_media_art).

Subcategories for the art include digital painting, where artists use software to emulate techniques using in physical painting, digital illustration, which involves creating rendered images for other media, and 3D modeling, where artists craft three-dimensional objects and scenes. Pieces of digital art range from captured in unique displays and restricted from duplication to popular [memes](https://en.wikipedia.org/wiki/Internet_meme) available for reproduction in commercial products.

Repositories for digital art include pieces stored on physical media, galleries on display on websites, and collections for download for free or purchase.

Digital art can be purely computer-generated (such as [fractals](https://en.wikipedia.org/wiki/Fractal) and [algorithmic art](https://en.wikipedia.org/wiki/Algorithmic_art)) or taken from other sources, such as a [scanned photograph](https://en.wikipedia.org/wiki/Image_scanner) or an image drawn using [vector graphics](https://en.wikipedia.org/wiki/Vector_graphics) software using a [mouse](https://en.wikipedia.org/wiki/Computer_mouse) or [graphics tablet](https://en.wikipedia.org/wiki/Graphics_tablet). Artworks are considered [digital paintings](https://en.wikipedia.org/wiki/Digital_painting) when created similarly to non-digital [paintings](https://en.wikipedia.org/wiki/Painting) but using [software](https://en.wikipedia.org/wiki/Software) on a computer platform and digitally outputting the resulting image as painted on [canvas](https://en.wikipedia.org/wiki/Canvas).

Despite differing viewpoints on digital technology's impact on the arts, a consensus exists within the digital art community about its significant contribution to expanding the creative domain that it has greatly broadened the creative opportunities available to professional and non-professional artists alike.