EXPERIMENT-13

ANIMATION

**Animation** is a dynamic medium in which images or objects are manipulated to appear as moving images. In [traditional animation](https://en.wikipedia.org/wiki/Traditional_animation), images are drawn or painted by hand on transparent [celluloid sheets](https://en.wikipedia.org/wiki/Cel) to be photographed and exhibited on [film](https://en.wikipedia.org/wiki/Film).

Today most animations are made with [computer-generated imagery](https://en.wikipedia.org/wiki/Computer-generated_imagery) (CGI). [Computer animation](https://en.wikipedia.org/wiki/Computer_animation) can be very detailed [3D animation](https://en.wikipedia.org/wiki/3D_computer_graphics), while [2D computer animation](https://en.wikipedia.org/wiki/2D_computer_graphics) can be used for stylistic reasons, low bandwidth or faster real-time renderings. Other common animation methods apply a [stop motion](https://en.wikipedia.org/wiki/Stop_motion) technique to two and three-dimensional objects like [paper cutouts](https://en.wikipedia.org/wiki/Cutout_animation), [puppets](https://en.wikipedia.org/wiki/Puppet) or [clay figures](https://en.wikipedia.org/wiki/Clay_animation). The stop motion technique where live actors are used as a frame-by-frame subject is known as [pixilation](https://en.wikipedia.org/wiki/Pixilation).

Commonly the effect of animation is achieved by a rapid succession of sequential images that minimally differ from each other. The illusion—as in motion pictures in general—is thought to rely on the [phi phenomenon](https://en.wikipedia.org/wiki/Phi_phenomenon) and [beta movement](https://en.wikipedia.org/wiki/Beta_movement), but the exact causes are still uncertain.

[Analog](https://en.wikipedia.org/wiki/Analog_device) mechanical animation media that rely on the rapid display of sequential images include the [phénakisticope](https://en.wikipedia.org/wiki/Phenakistiscope" \o "Phenakistiscope), [zoetrope](https://en.wikipedia.org/wiki/Zoetrope), [flip book](https://en.wikipedia.org/wiki/Flip_book), [praxinoscope](https://en.wikipedia.org/wiki/Praxinoscope) and film. [Television](https://en.wikipedia.org/wiki/Television) and [video](https://en.wikipedia.org/wiki/Video) are popular electronic animation media that originally were [analog](https://en.wikipedia.org/wiki/Analog_device" \o "Analog device) and now operate [digitally](https://en.wikipedia.org/wiki/Digital_media). For display on the computer, techniques like [animated GIF](https://en.wikipedia.org/wiki/Animated_GIF) and [Flash animation](https://en.wikipedia.org/wiki/Flash_animation) were developed.

Apart from [short films](https://en.wikipedia.org/wiki/Short_films), [feature films](https://en.wikipedia.org/wiki/Feature_films), animated gifs and other media dedicated to the display moving images, animation is also heavily used for [video games](https://en.wikipedia.org/wiki/Video_game), [motion graphics](https://en.wikipedia.org/wiki/Motion_graphics) and [special effects](https://en.wikipedia.org/wiki/Special_effect).

The physical movement of image parts through simple mechanics in for instance the moving images in [magic lantern](https://en.wikipedia.org/wiki/Magic_lantern) shows can also be considered animation. Mechanical animation of actual robotic devices is known as [animatronics](https://en.wikipedia.org/wiki/Animatronics).

Techniques

* Traditional animation

#### Full animation

#### Limited animation

#### Live-action/animation

* Stop motion animation





















