

Experimental Senior-High School of Patras

ANIMATION

Students (B1 Class):

Maria Athanasopoulou

Niki Amariotaki

Sophia Andonopoulou

Stephanos Dimopoulos

Anastasia Dokou

English Course 2016-2017

Animation

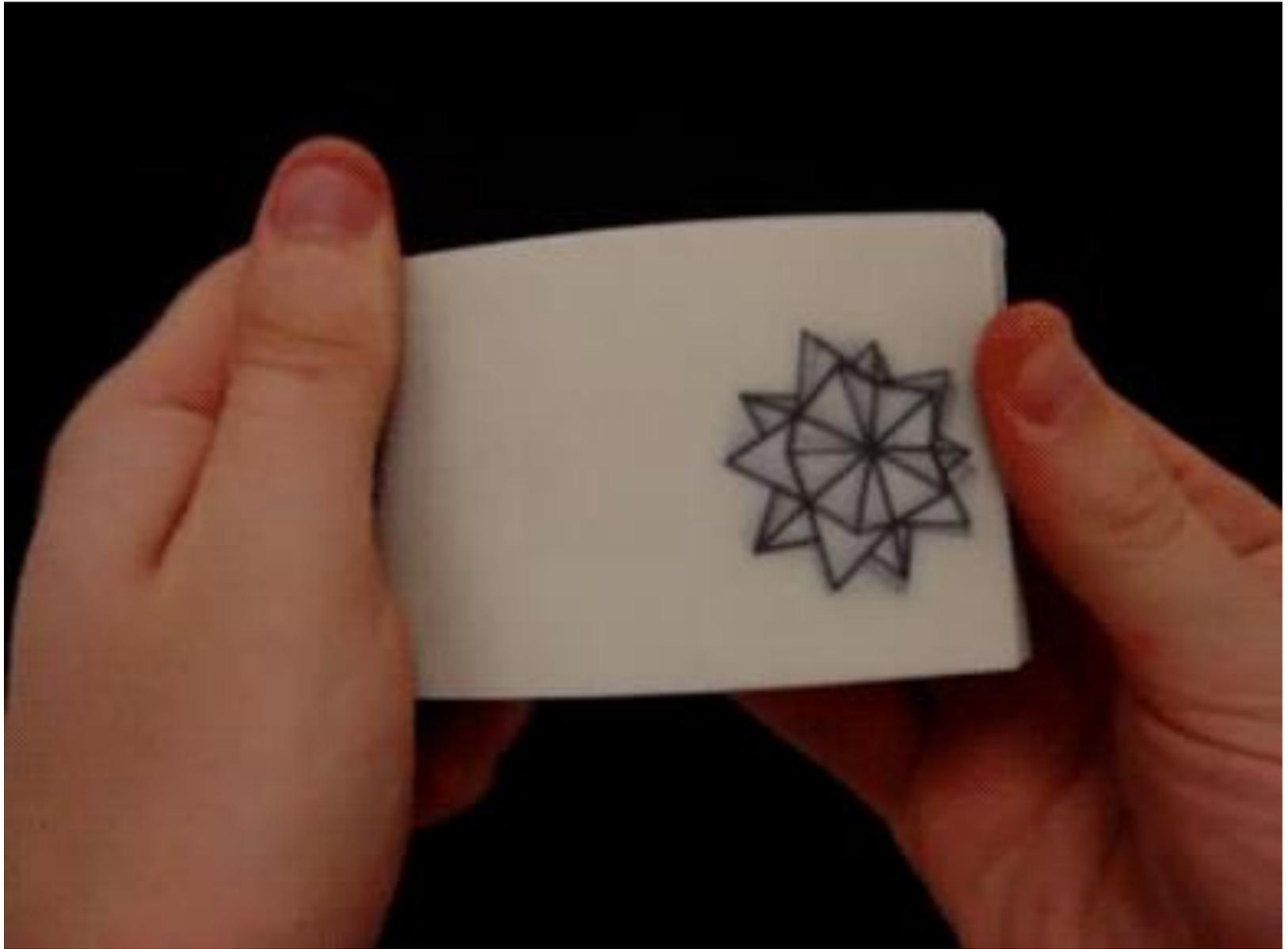
Animation is the process of making the illusion of motion and the illusion of change by means of the rapid display of a sequence of static images that minimally differ from each other.

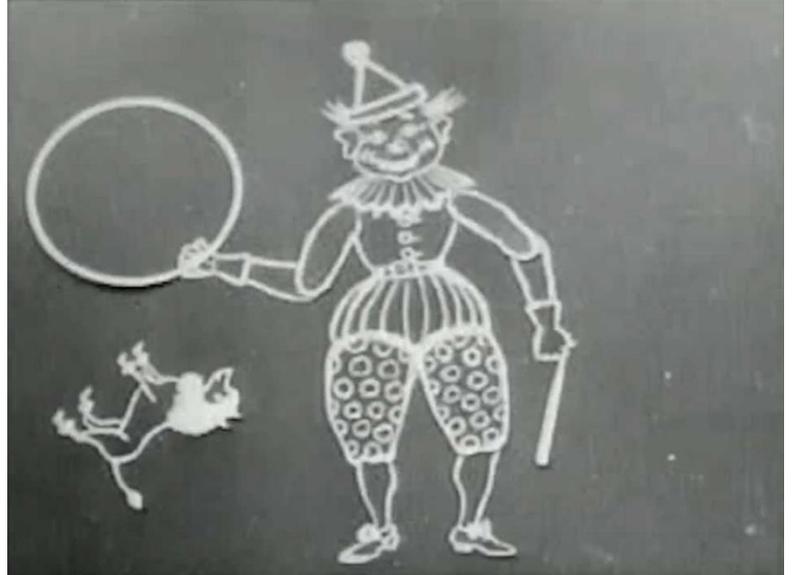
The illusion—as in motion pictures in general—is thought to rely on the phi phenomenon.

Early examples of attempts to capture the phenomenon of motion into a still drawing can be found in **Paleolithic cave paintings**, where animals are often depicted with multiple legs in superimposed positions, clearly attempting to convey the perception of motion.



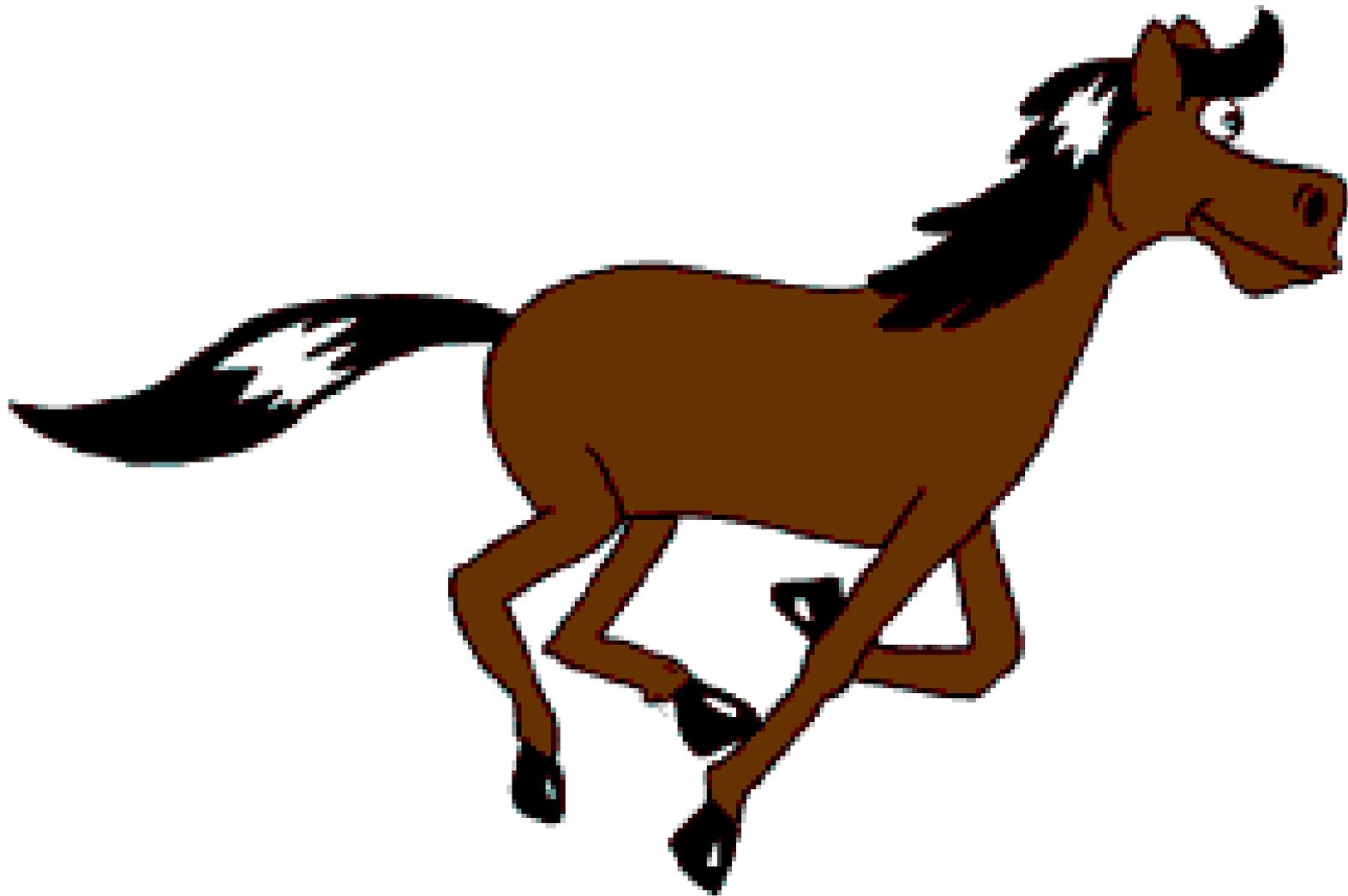






Animation techniques

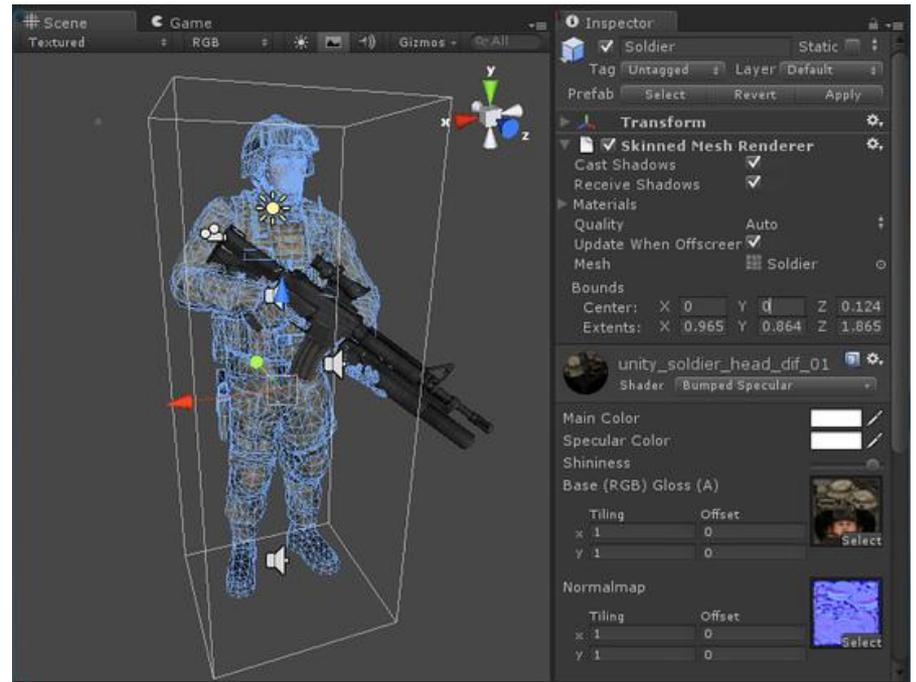
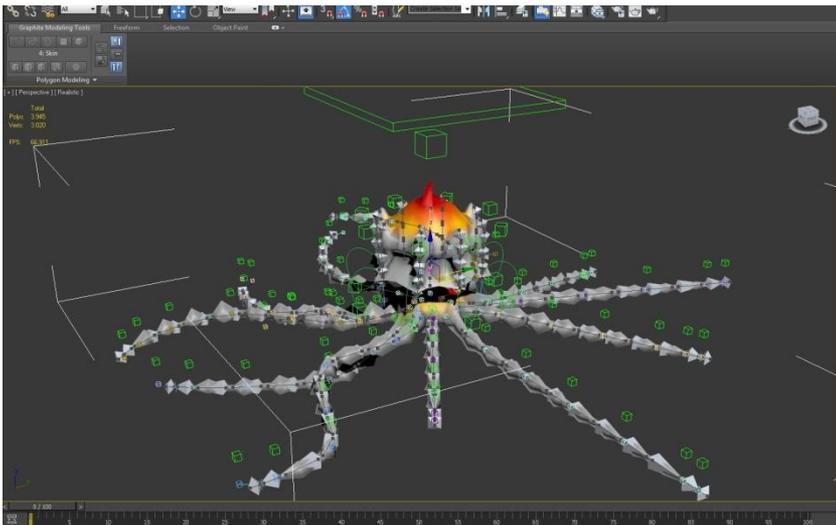
- Animation creation methods include the traditional animation creation method and those involving stop motion animation of two and three-dimensional objects, paper cutouts, puppets and clay figures. Images are displayed in a rapid succession, usually 24, 25, 30, or 60 frames per second.





Computer Animation

Computer animation encompasses a variety of techniques, the unifying factor being that the animation is created digitally on a computer





PARAMOUNT PICTURES/HERB ROUNDSART





