

Review of Related Literature (Digital Arts Group)

ANIMATION

When we talk about animation, we mean animation, by definition, is the art of animating drawings or the process of photographing and modifying a series of pictures, models, or puppets to seem like moving images. There are many types of animation style that works best for your project that will be determined by the goals you have in your mind. Moreover, the price and time requirements for various designs must be considered, according to [Krisha Studio 2022](#). Of course, it still depends on you what do you want to learn and what you love the most. [IndiFolio Network](#) stated that a lot of work goes into animating through these techniques. The backgrounds and characters used in animation are created through various processes and techniques, depending upon the technique used in the animation. It would be nearly impossible to incorporate all this information into a single article, because it takes some time as always to gather an important and well-researched information and ideas. So in order to stay faithful to the animators and their work, three more articles shall follow in this multi-part series to provide a detailed insight into the different styles of 2D animation.

Here are the types of animation, including the techniques used that you might want to know for you to decide:

Traditional

Traditional animation required precise hand-drawing of every frame, which took a long time. Digital tools and techniques are now available to animators, making the 2D animation process more efficient. More detailed graphics and characters are used to tell stories in this manner. Given how many characters and aspects are employed to tell the story in the explainer videos I described earlier, they would also fall under this category.

Digital

2D house figures are animated using the Digital 2D animation technique. Traditional approaches, such as drawing frames and other non-digital fashions, have some similarities to this approach. There's a lot of motion to a lot of animated pictures. Software like Adobe Flash helps creators by complementing their efforts and making their jobs easier. Changes can be made right away to things like body pricing, skin tones, and many other things.

Stop-motion

It is taking photographs in a specific sequence of static objects and then stringing these photographs together to give the impression of movement. Due to the lack of expensive equipment and facilities, stop motion animation is also a cost-effective animation approach.

Computer Animation / CGI

This refers to the drawing of three-dimensional models and sets on the computer. Images can be scanned into the computer using digital photography or made within the computer itself. Human characters can be built from clay whilst sets and furnishings are modeled using design systems similar to architects' drawings. These models are scanned into the computer as wire-frame models, which are gradually built up into a colored and textured form

Cut-out

A type of stop-motion animation can be most readily associated with the hit cartoon series South Park. For creating a cut-out animation, animators use characters cut out of paper and place them over animated backgrounds. Modern cut-out animation uses scanned paper cut-outs to expedite the process rather than traditional shadow puppets. Cartoons, storytelling videos, and explainer videos benefit greatly from cut-out animation.

Techniques in Animation

2D animation styles and techniques with examples. KrishaStudio. (2021, November 25). States that for the most part there isn't much to say on 2d animation other than Traditional animation really requires a good hand and eye coordination to make every frame, which it will take a long time. Digital tools and techniques are always available for the animators, making every animation work smoothly and efficiently.

According to *(2D animation styles and techniques with examples 2021)* the Cel animation which is invented by the American animators known as Earl Hurd and John Bray during 1915, this technique involves drawing or painting objects on a transparent sheet known as cel. The proposition on this technique was to paint efficiently by saving time on repainting every object from a single scene while making different frames.

Sources:

<https://krishastudio.com/2d-animation-styles-and-techniques-with-examples/>

<https://blog.indiefolio.com/techniques-and-methods-used-in-2d-animation/>

http://www.filmeducation.org/resources/primary/teaching_with_film/primary_animation/animation_techniques/?fbclid=IwAR2i2VmeAh8_b5ykC7a8FtBTXGWKA1s91eF5YZ6ozSBI0losko3uqExUEN0

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