

**Animation** is the process of creating the illusion of continuous motion and shape change by displaying, in a rapid succession, a series of still (static) images that differ from each other in a very tiny way. This creates the impression of movement and is used as a technique within the film and entertainment industry.

**Stop-motion animation** in 2 dimensions can be achieved by creating a sequences of drawings in which the changes are small and gradual. With in a real object, such as a puppet, a clay or plasticine figure, or a lego figure, stop motion animation is created by physically manipulating the figure and photographing it, one photo frame at a time. When these photo frames are replayed, they are shown in a rapid succession, as fast as 24, 25, or 30 frames per second.

**Stop-motion figures** often have a wire frame or armature inside of them to keep them still and steady as well as to allow the movement of a particular joint to be made, whilst the rest of the figure remains in position. Very tiny changes are made as a limb or character feature is repositioned.

Computer technology is also used to create this type of animation but this is more expensive than traditional stop motion animation.

Animations can be recorded and stored using motion picture film, video tape, or on digital devices. To display animations, a digital camera, a computer or a projector can be used.

Raymond Frederick "Ray" Harryhausen (June 29, 1920 – May 7, 2013) was an American visual effects creator, writer, and producer who created the form of stop motion model animation, which we know as "Dynamation."