Animation is an ever expanding art from the past to the present that continues to grow. The beginning of animation, before they're drawn or made, starts off with our peripheral vision. In the book written by Richard Spilsbury, the human eye can sense the patterns of light and shade as well as color and shape which come from the nerves that carry messages that the eye has sensed directly to the brain which then processes the information into an image. The brain then compares it to other images we have seen before and allows us to recognize things so when the brain processes information about an image, it retains the image for a brief moment of time before it is ready to process another image. Because of that, many inventions were created to capture the motion that we see, some of these inventions included the flipbook, magic lanterns, and most importantly the movie camera. Multiple animated films were released following after the creation of the movie camera, each one bringing with them something new to add onto the animation repertoire. But it was Walt Disney that really changed how animation was done by creating the first animated films with sound, Technicolor, and multiplane camera.

There are many reasons why animation is spectacular, but there are some very important negative aspects as well. The most major one stems from whether 2d animation, or traditional, is better or worse than 3d animation, or CG animation or computer animation. Steve Roberts writes that 2D animation consists of a series of drawings shot one after another and played back to give the illusion of movement. He writes that animation shot in film and projected is played at 24 FPS. According to the book, *Digital Creativity : Techniques For Digital Media And The Internet,* designing for 3D animation requires the ability to think in four dimensions: the three dimensions of space and the fourth dimension of time.

The argument continues on with the talk of animation programs, software's that are suitable for animation. In the book Flash Professional CS5 Bible, Todd Perkins writes that since its humble beginnings

as FutureSplash in 1997, the Flash authoring tool and the Flash platform have matured into a powerful tool for deploying a wide range of media content along with animation. Though Flash is a popular animation program for 2D animation, there is also a popular animation program for 3d animation. Enter Alias Wavefront's Maya, a somewhat difficult but powerful program where one can not only animate but build their own models. Both 2d animation as well as 3d animation have both very good qualities about them, they both offer very strong techniques and programs to progress the ongoing evolution of quality animation but they are both neither better than the other or worse than the other.