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## Prospectus

Animation continues to grow for over 400 centuries. Animation has always provided people of all ages a certain amount of entertainment throughout the world. Though it continues to grow, most people have forgotten how animation first started, how there are more than one way to do animation and how different they all are.

This story will go over how animation has come along in history as well as how animation of both 2d and 3d are made.

Questions that will be answered:

- What is animation?
- How does it affect society?
- Who does it affect?
- When did animation start?
- What are the steps for animating?
- How far has animation come along?
- How long does it take to animate?
- What's the difference between the two?
- What other styles of animation are there?
- How is the animation process different?
- Why are they so different?

**Introduction:** Animation: Not just for cartoons.

- Introduce topic
- Go over how it has affected society.
- Questions that needs answering:
  1. What is animation?
  2. How did it affect society?
  3. Who does it affect?

**Subtitle:** early animation (working title)

- Explain how animation first began.
- Questions:
  1. Where did animation start?

Insert picture relating to early animation; can be of an optical toy, prehistoric drawings, or an early animation picture.

**Subtitle:** 2D animation and 3D animation (working title)

- Questions:
  1. What are the steps to animating?
  2. How long does it take to animate?
  3. What's the difference between the two?

Insert picture of a 2d cartoon or a 3d cartoon.

**Subtitle:** Traditional and Digital animation (working title)

- Questions:
  1. What other styles of animation are there?
  2. How is the animation process different?
  3. Why are they so different?

Insert picture icons of an animation program like Adobe flash or Maya.

**Conclusion:** The whole story will be summed up in a conclusion section.

The following is a list of research materials that will be used for the article.

Barron's, "All about techniques in drawing for animation production", ISBN-13: 979-0-7641-5919-0

Williams, Richard, "The Animator's Survival Kit," ISBN: 978-0-86547-897-8

Thomas, Bob, "Disney's Art of Animation,"

Spilsbury, Richard, "Cartoons and Animation"