TRENDS OF ANIMATION

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The emergence of new technical processes is a fundamental challenge to established conceptions of animation. Computer-driven interactive real-time displays of created imagery seem like animation to the average user such as media, but will the traditional animation community allow inclusion of such production methods? With the future digitization of all media, all forms of production will use animation as anything else.

With the advancement of technology, computer animation lends itself to many fields. The increasing accessibility of technological products and its applications has created ever-changing new trends in computer animation.

Indeed, computer animation is rapidly expanding industry that is ripe with creative opportunities. The growth of the interactive games and videos on the internet have opened more trends in computer arts and animation than ever before. We are seeing spectacular examples of computer animation in the most unexpected places. Creative new ideas are being applied to industries all around us, making it easier for business to relay useful information and services.

Gone are the days when computer animation has been geared mainly towards television and big screen film makers. Animated, computer-generated, and multimedia features have become increasingly popular in both television and film and have drawn interest from adults and children. Award-winning graphic film such as "Avengers" have gained worldwide attention and recognition for special effects and animation.

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In its trend, the field of computer animation only promises to expand into the infinite future.

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