



Stop-motion animation animates characters that are often made by shooting one frame at a time, then moving the character into the next position, and shooting again. This process is incredibly tedious because every single frame must be set up by hand and filmed. 3D computer graphics are being used more and more for this type of animation because the computer only requires the important, or key, frames to be defined, and the computer fills in all the intermediate steps. This can be a tremendous time savings, even though the rendering step can add some extra time.