Q1-Fill in the table with the missing information.

Time period	1)_____	20th century	4) ---------------- **1980s**
Devices method	Magic lantern used to make images of cartoon.	2)_____ ------------------------- 3) Continuing to use different methods from drawing to -------------------	-------------------- replaced the traditional method.

Do you like playing video games with cool graphics or watching action movies with amazing special effects? Today, digital technology helps animation create detailed and realistic images that move very fast. We can see animation everywhere—from cartoons on TV to emojis on our phones.

Animation is not something new. People have been trying to make pictures move for hundreds of years.

The first animation tools appeared in the 17th century, such as the magic lantern. In the 19th century, people invented new devices that made images move when they were spun. By the early 20th century, artists were creating short animated films using hand-drawn pictures. They had to draw thousands of images to make just one cartoon!

During the 20th century, animation continued to improve. Artists used different methods, such as drawings and clay models. In the 1980s, digital animation began to develop. It quickly replaced traditional methods because it allowed cartoons to be produced in less time and with less money.

Today, animation is used in cartoons, video games, and movies. It has become so advanced that sometim̲e̲s̲ ̲i̲t̲ ̲l̲o̲o̲k̲s̲ ̲v̲e̲r̲y̲ ̲r̲e̲a̲l̲.̲ LIVEWORKSHEETS