

Upcoming era of 'ANIMATION'

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Abstract

As we have already discussed many aspects of traditional and modern animation in pre-independence to post modern era in India. The development of computer generated animation and motion capture to motion graphics the nature of its evolution is still continuing through research and development in the field of computer science. The primary foundation of animation is still intact because of its nature and the changing platforms for engagement of viewers, audiences and influencers. In the era of short reels on social media platforms and YouTube videos have changed the viewers' perspective or engagements. It has also dragged back the artists and animators to re-strategize their creations according to recent trends. Even the production studios are mainly focusing on the trends and profit centric project development.

Key Words

Animation, Technology, Virtual world, Animation principles, Cloud base server, Research and development, Digital animation, Adobe animate, Toon boom, YouTube Entertainment, Animation industry, Modernization, etc.....

Introduction

The Animation and visual effects (VFX) industry is a key player in the digital revolution that is taking the world by storm right now. With advanced technology and creative minds collaborating around the globe, we are all set to witness a year where animation trends focus on innovation and growth.

2025 is likely to make AI-powered hyper-realistic animations mainstream, while real-time rendering and AR/VR technology continue to create new and immersive animations that draw more viewers and foster engagement. The future of animation holds immense opportunities for young aspiring animators.

From animated collage that holds people's attention and minimalistic motion graphics in ads to bringing back the '80s and '90s retro vibes and adapting to sustainable ways – the next few months will shape the craft and how we perceive it.

Keep reading to know more about the animation and motion graphics trends that will set the pace of the industry in 2025

While animation and visual effects are advancing faster than ever, thanks to smart technologies, experts are also focusing on ways to reduce resource consumption and adopt more eco-conscious practices. 2025 is expected to be the year of steady growth in market share and an increase in career opportunities.

Methodology

The shift toward cloud-based production has been accelerated by the need for remote collaboration, and this trend is set to continue in the coming years. Cloud-based animation tools allow artists and studios to work together from anywhere in the world, breaking down geographical barriers and fostering a global creative community. Platforms like Toon Boom and Adobe Animate offer cloud-based solutions that streamline project management, asset sharing, and real-time feedback. The cloud also enables scalable rendering, allowing studios to leverage powerful remote servers to render complex animations faster than ever before. This reduces the need for expensive in-house hardware and makes high-quality animation accessible to smaller teams. As cloud technology advances, we can expect more seamless integration of cloud-based workflows, enhancing collaboration and efficiency in animation production.

Conclusion

As the technology behind animation continues to evolve, it

will reshape the way stories are told and experienced across mediums. From entertainment to education, marketing, and beyond, the future of animation is bright, bold, and boundless. By embracing these innovations, creators can push the boundaries of what's possible and captivate audiences in ways we've never seen before.

References

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