This cross-disciplinary, practicum course focuses on contemporary forms of documentation to analyze representations of stillness and movement as it affects Indigenous populations and marginalized communities in the West. Beginning with a close analysis of indigenous mark-making, Mobility, Visibility, and the Other: Rendering 2D Animation will explore analog and digital forms of sequencing through slow animation. Through material exploration, students will be introduced to cultural and creative practices that parse out indigeneity, the global south, race, gender, and ethnic lineage to make thaumatropes, gestural animations, continuous/stop-motion videos, and 2D animations that reflect upon their own relationships to embodied history.