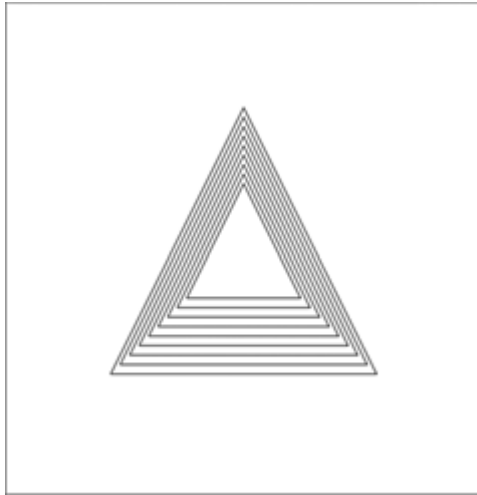# UPA 6 - Animation

Create interesting geometric animations by the use of turtle graphics and the stack module provided in the chapter. A snapshot of an example is shown below.

To do this, create a geometric shape in turtle graphics. Then, create multiple invisible turtle objects of this shape, each scaled down to a smaller size than the previous and pushed on a stack. Once the stack has been "loaded" with a sufficient number of such turtle objects, continually pop the stack and make each visible on the screen, pushing the popped turtle object onto a second stack. When the first stack is empty, reverse the process using the second stack (pushing the popped turtle objects from the second stack back onto the first stack), making each visible again. Use the `sleep` function of the time module of Python to control the speed of the animation.