

TIME AND MOTION PROJECT:

Flipbook Instructions

1 Begin with 15 blank 3" x 5" index cards.

2 Draw the first illustration on the first index card. It can be anything you want it to be, but you should keep it very simple for your first flipbook. Be sure you leave yourself time to add value and texture details. Keep your drawings as close to the right side of your index card as possible.

3 Draw the same image on the next page, BEGINNING IN THE SAME SPOT, but altering it slightly to reflect the action you want in your flip book. If you're drawing something as simple as a character running, the first drawing might show your character standing still, while the next drawing would be basically the same drawing, except your character may have one foot raised slightly off the ground.

4 Add 15 pages to your flipbook, altering each page to illustrate the next action in your flip book animation. The more slight variations you have in your drawing, the more detailed your animation will be when you "flip" the pages. Check your pages as you add new drawings so you can see the progression as you go, which helps you see how your drawing alterations are going.

5 Do a run-through when you finish the flip book. Stack your pages in order, first drawing to last, and flip through them quickly. The drawings viewed this way will show the animation you've created.

6 We will bind our flipbooks in class using construction paper and Gorilla Glue.