## Create a Flip Book

## **Creative Moments**



RESPOND to an animated scene by moving your body as you envision the character, vehicle, or other object would move. Repeat, slowing down your movements, so they progress in small steps. Speed up again so the movement feels smooth and fluid.





CONNECT animation to other forms of storytelling. Animation combines a series of successive images to create the illusion of movement. How the images align and progress in sequence influences the movement your eye perceives. Animators convince our eyes that objects are moving, even when we know we are seeing a series of still images.





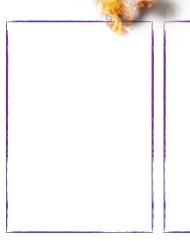


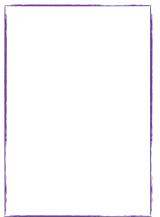


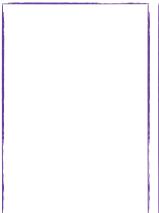




CREATE sketches to help you plan your Flip Book. Prepare for your hand-drawn animation by sketching a character, vehicle, or other object several times. After you draft a few sketches, draw the images on firm card stock or index cards. Each image should be drawn slightly farther to the right or a little higher in the space, so that when the cards are flipped, the images appear to move.











PRESENT your Flip Book. Practice holding the cards firmly between your thumb and forefinger. Use the other hand to strum through the cards. This action reveals each individual image, one at a time, in sequential order. Try using different flip speeds to see how your eye perceives the movements. When you present to family and friends, provide sound effects and narration for your animation.



