Making A Flip Book
with Lynn Okimura

A QUICK HOW-TO
Here is how you can make a Flip Book:

Use a small book of sticky notes (or cut blank sheets of paper into equal sized squares and staple them at the top, making sure the bottom edge is even). This will be the Blank Flip Book.

**Idea #1 - The Traveling Dot:** Draw a small dot on the first page of your book and think about the eventual pathway you want it to take as it moves (animates) when the pages are flipped. Where should it begin and end? The bigger the distance between your drawings, the faster the dot will seem to travel; the closer together, the slower it will appear to move. Remember to draw only one dot per page. Use the faint image of the dot on the page below to guide your placement. Then flip the pages to see the dot animate.

**Idea #2 - The Bouncing Ball:** Draw a small, round ball and repeat the exercise above. Draw it in different places on each page, remembering that when a ball bounces on the ground, it will “squish” a bit, returning to its original shape as it moves upward. When finished, flip your book to see your animated ball.

**Idea #3 - Create a Simple Character:** Add a few details - such as eyes, ears, a line for an arm or tail - to turn the circle into a simple character. Lynn made a mouse for Cosmo to chase! Use the same principles as above.

MATERIALS
A pad of sticky notes, or blank paper, scissors, and a stapler; pencil.

THINK ABOUT IT
How did Lynn make her object seem to move faster or slower? What other ideas would work well for a Flip Book?

DIG DEEPER
To learn more about drawing characters for animation, check out The Music Center’s Artsource Curriculum: “Every Picture Tells a Story.”
www.musiccenter.org/education/Teacher-Resources/Artsource-Curriculum/Available-ArtSource-Units/John-Ramirez--Paul-Tracey/

TRY THIS CHALLENGE
Make a short video of your flipbook and see if you can add some dialogue or sound effects!

NEW WORDS

Animation
The technique of photographing successive drawings to create an illusion of movement.

Flip Book
A book where a series of pictures gradually change position or shape when the pages are flipped rapidly, simulating motion.

Character
A person, animal, or object in a novel, play, movie, or flip book.