



ARTS PLUS

The Sunny Pages

At home art activities to brighten your day

“Simple Flip Book”

This activity is appropriate for ages 7 – 12

Time from start to finish = 45 minutes – 1 hour

You will need the following materials:

- Drawing paper (anything thicker than printer paper, although printer paper will work in a pinch) size 8.5” X 11”
– at least 3 sheets
- Pencil
- Sharpie or dark pen
- Scissors
- Binder clip (a rubber band is a good alternative)



Brief project description:

Try this simple flip book as an introduction to making your own animations!

Steps

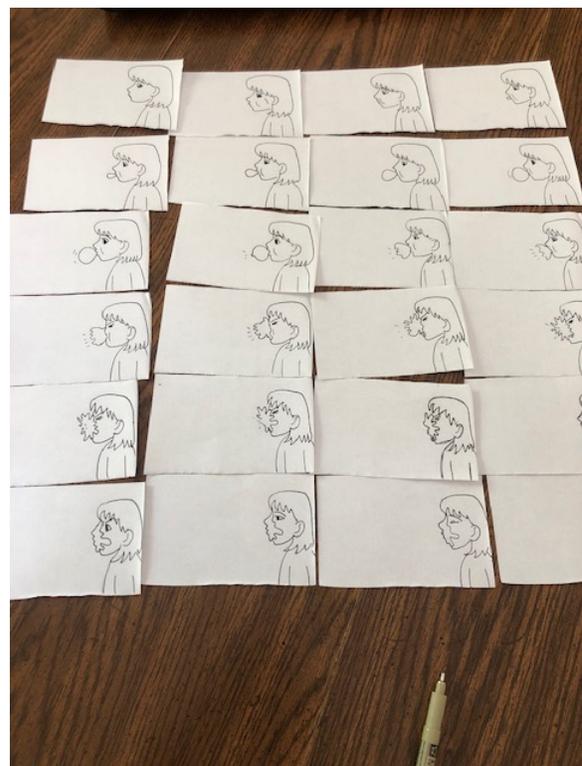
• **#1:** Start with a standard 8.5” X 11” sheet of paper. (This is the standard size of a sheet of computer printer paper.) Fold the sheet in half vertically (“hotdog” style). Next fold the sheet again horizontally (“hamburger” style) and then fold it vertically again. Now unfold the paper. It should be divided into 8 small rectangles. Cut out the small rectangles along the fold lines. It is important that all of these smaller pieces of paper be long rectangles and be exactly the same size.

• **#2:** Decide on your image and the action of the story you want to animate. Your animation story needs a clear start and a clear end. This will help you determine what images to draw in between. Simple images and a short story without too much action are the best for animation flip books. For my example, I chose to draw a girl blowing a bubble gum bubble and then the bubble popping in her face.

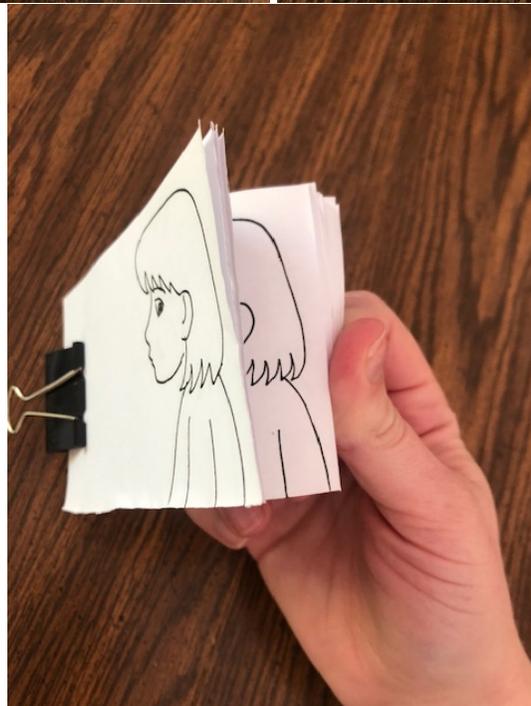
- **#3:** Begin by drawing your first image on one of the smaller rectangles. Draw your image on the right hand side of the rectangle. Anything drawn on the left hand side will not be visible once we bind the flip book together. Start your drawing with a pencil and then trace over the lines with a Sharpie or dark pen. I chose to keep my lines simple without much detail to make the overall task easier. You can choose to erase the pencil lines after you draw with Sharpie, although I find this not necessary since this part of the drawing process can take a long time.

- **#4:** Lay a new rectangle over your first image and trace the first drawing in pencil, altering the drawing just a little bit. You want each consecutive image to only change a small amount, and for the still parts of the image to remain consistent through each drawing. Once you are satisfied with the pencil drawing go over it with Sharpie.

- **#5:** Continue this method, tracing over each previous image until you reach the end of the rectangles. I like to lay out my images as I go so that I know what images I have left to draw. This also helps me determine how many rectangles I have left so that I know how long I have until my story reaches its conclusion. If you find you need more rectangles for a more complex story, cut up another sheet of paper.



• #6: Once you have finished your drawings, stack your rectangles up neatly with the final image at the bottom of the stack and the first image on top. Use your binder clip on the left hand side of the stack to hold all of your drawings together and then use your hand to flip through the images. Try it a few times, flip though quickly, and you will see your animation come to life! You'll find that the more pieces of paper you used, and the more gradual drawings you stacked up, the more fluid and natural the animation seems. Experiment to find the best style and speed for your preference.



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