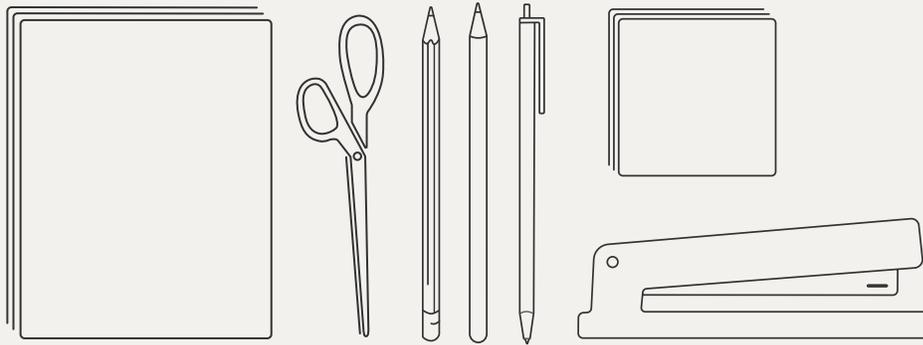


Bring your drawings to life by making flipbook animations with the Seymour Art Gallery's Gallery Assistant Kara Wightman.

What you'll need...

A stack of small pieces of paper or sticky notes, scissors, and your favorite drawing materials. A stapler is handy if you have one, but it is not a must-have.



Where do you start?

In this project you will be filling a stack of paper with drawings to create a short animation when you flip through the pages. So, let's start with a story! A very simple, movement-based story. You could take inspiration from your daily life, or from the life you wish you wish you were living. Maybe you saw a bird fly across the sky, or waved at a friend from across the street, or rode a bike, or learned how to do a cartwheel. Maybe you wish you could fly off in a rocket ship to outer space, or dive deep underwater to watch the fish.

Okay, but now what?

Once you've decided on a movement, try to think about what it would look like if you watched it in slow motion. What would it look like if you took ten pictures of that slow-motion movement in action? Once you've spent some time thinking about the motion, you're ready to go!

Instructions

1. Prepare a small stack of paper - If you're using sticky notes, you're ready to go! Otherwise, use a light-weight paper, such as standard printer paper, and cut it into smaller pieces. It's easier to flip pages when they are a bit smaller, I would recommend cutting an 8.5 x 11 inch sheet into at least four pieces, but you could go even smaller if you wanted! You'll need at least ten small pieces of paper to get a smooth flip.

2. **Along one edge, staple your paper together to form a small book** - If you don't have a stapler, you can just hold it together with your hand to flip through later!
3. **Sketch out your first drawing** - This will be where your animation begins. Think about it as the moment right before the action happens. Use a pencil if you want to plan carefully, or be brave and go right in with ink or full colour!
4. **On the next page, draw the same image moved slightly**- Try to get this drawing in roughly the same place as the first, but with enough difference to begin the animation. It helps to always keep in mind how you want your animation to end, and be working toward that with each new drawing.
5. **Continue the process!** - On each page, continue moving your drawing slightly from the page that comes before it. Look back as you go to get a sense of the animation developing. Do some test flips to see how it feels
6. **Finalize and add detail** - If you started with a sketch, go back through and clean things up!
7. **Flip-through** - But don't flip-out if it isn't perfect. There is beauty and charm in irregularities!
8. **Share it with us!** - We want to see what you make! Post on Instagram or Facebook, use the hashtag #seymouronline and tag @seymourartgallery