In Class Assignment: The Flip Book: 50 POINTS

- Create your own hand drawn Flipbook.
  - Figure out what you are going to draw in your sketchbook FIRST. Run your ideas by the professor and your fellow classmates.
  - This assignment is completely open for your own creativity!
  - Do not use any copyrighted material. This must be original content.
  - Your animation does not have to loop, but it can if you want it too.
  - Using 4x6 index cards, clip on a large paper clip to keep them together.
  - Use only half of the index card for your drawings. The other half will be obscured when holding it.
    - It's a good idea to number the backs of each card in case they get out of order.
    - Your first drawing should be at the bottom of the stack.
    - Outline your drawings with a thin black marker and erase your pencil lines. The scanner and software will pick them up better.
    - Scan your final images with a scanner.
    - Import your scans into Toon Boom Studio to vectorize them.
    - Color, clean up and add various appropriate effects with the animation software.
  - Final output – Quicktime movie using H.264 compression.
  - Due dates are according to the syllabus.
    - Pencil Animation – DUE – One week from assigned date.
    - Digital Animation – DUE – Two weeks from the assigned date.