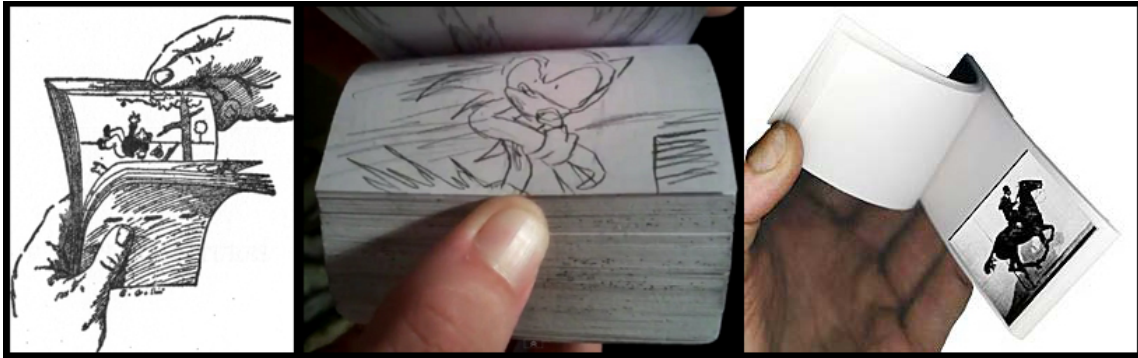
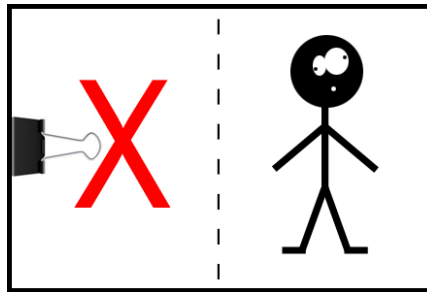


In Class Assignment: The Flip Book: 50 POINTS



- 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.**