

Moving figurines!

Artists about 5000 years ago depicted the human body in the shape of a musical instrument strongly resembling a violin! The human figure is the starting point! Start from there and gradually change its shape to create new shapes that can resemble anything you want! The way to do this is linked to the origins of animation and it is a technique known as flipbook.

Get ready and start flipping!

Materials

- 1 Black cardboard sheet, 50 x 70 cm in size, to cut out your shapes
- 20 white A4 125gr pages, cut in half.
- Paper clip
- Pencil
- Eraser
- Scissors
- Glue stick



Instructions

Cut the white papers in half and secure the shorter side with a large paper clip. Now you have up to 40 pages for your flipbook. Feel free to use all of them or as many as you need to achieve the result that you want.

On the black cardboard, draw the outline of a human figure and write the number 1 on it. Cut out the figure, trying to follow the traced outline closely. This figure will go on the front page of your flipbook, but it's not time to glue it down yet.

Place figure 1 on the black cardboard and use a pencil to outline it one more time. Use your eraser to make teeny-tiny modifications to the outline of figure 1 by erasing and redrawing certain parts. Now you have the figure for the second page, figure 2. Cut it out and write the number 2 on it.

Repeat the same process to slowly change the outline until you reach the result you want. Just make sure your changes are very small to get a smooth result.

When you are done with your figures, place them in order in front of you and glue them one by one on the blank pages of your flipbook...

**In other words, your analogue animated film is ready!
Happy flipping!**