**Flash Animation: The Beginning**

**“Flip Book”**

**Assignment:** Your job is to create your very own flip book. This assignment is open to whatever short you want to create. Just make sure that it includes the 5 principles of animation that we went over in class…as well as the following requirements:

Steps to take while creating the flipbook:

* Create a short that will use the 5 principles we went over. It doesn’t have to have a complete story.
* Once you have the idea of the scenes, start on a rough of how you would like it to look like using the storyboard sheets
* Choose between straight ahead or pose to pose
* Begin drawing your frames

Flip book requirements:

* Short scene that is smooth
* Make use of the 5 principles of animation
* Animate it with “time” in mind: how fast will you go through these frames when flipped? Will the viewer be able to see the action happening?

**Due Date:** ­­­­\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**See rubric 🡪**

**Rubric:**

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| **Standard(s) Addressed:** *working towards…*  **ANA 3.0:**  Synthesize concepts and techniques to create animated media that targets a specific audience |

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| --- | --- | --- | --- | --- |
|  | **0** | **2** | **3** | **4** |
| **Animation/Fluidity** | Animation contains no fluid movements in action. | Animation lacks fluidity and is jumpy at times. | Animation is smooth. The number of frames used works and isn’t jumpy. | Animation is smooth and well timed. The number of frames used creates very fluid actions. |
| **Storyboard** | No storyboard submitted. | ------ | ------ | Storyboard submitted. |
| **Flipbook Requirements** | Does not meet any of the listed requirements (see front page) | Missing 1-2 of the listed requirements (see front page) | Met all requirements (see front page) | Meets all of the listed requirements and goes beyond to create a smooth animation (see front page) |
| **Principles of Animation** | No principles of animation used. | Missing 1-4 principles of animation. | Uses all 5 principles of animation | Uses more than 5 principles of animation |

Score: \_\_\_\_\_\_\_\_\_

Comments: