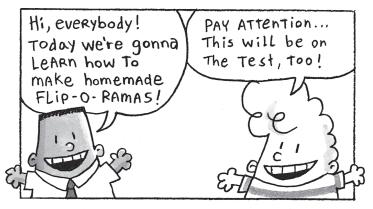
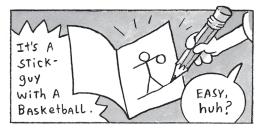
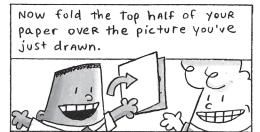
George and Herold's College O'ART Make Your own FLip - O- RAMA!!! 2









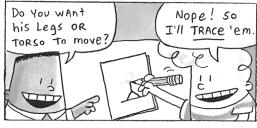




Now we're going to do some tracing on the top page. The Ist Rule is:

If you DON'T WANT something to Move, TRAGE IT III



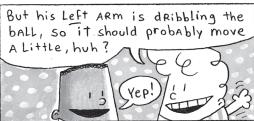


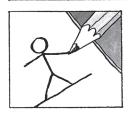


CONTINUED...

■ SCHOLASTIC







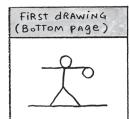


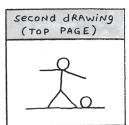
And since he's dribbling the ball on the floor, I'll Re-draw the ball down on the floor.



HAROLd has just shown The 2nd Rule of Flip-O-RAMA: If you want Something to move, you must RE-DRAW it in a New position.

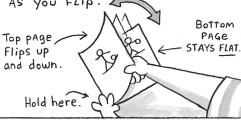








NoTe: When flipping your homemade Flip-O-Ramas, ONLy flip The Top Page. Also, Make sure That you can see both pictures AS you FLip.



You might need some Adjustments To make it work better. I'm going to draw



