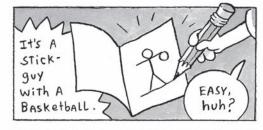
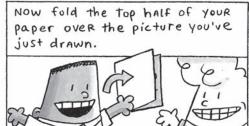
George and Harold's College O'ART Make Your own FLip - O- RAMA!!! 2









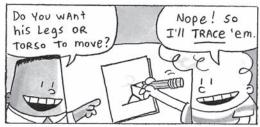


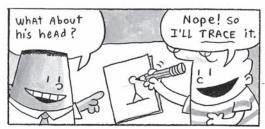


Now we're going to do some tracing on the top page. The Ist Rule is:

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





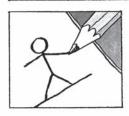


CONTINUED...

₩ SCHOLASTIC







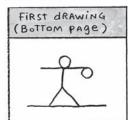


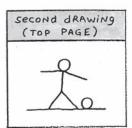
And since he's dribbling the ball on the floor, I'll Re-draw the hall down on the floor.



HAROLD has just shown The 2nd Rule of Flip-O-Rama: If you want Something to move, you must REDRAW it in a New position.

Look at HAROLd'S Two drawings Below... Notice the differences.







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

