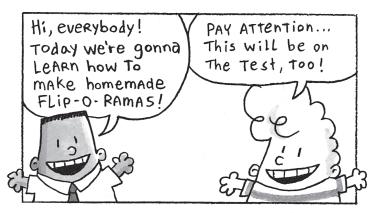
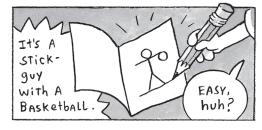
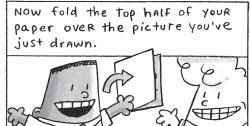
George and Herold's College O'ART Make Your own FLip - O- RAMA!!! 2









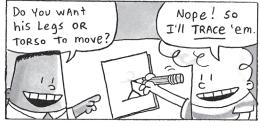


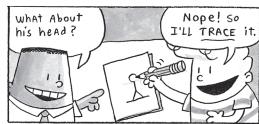


Now we're going to do some tracing on the top page. The Ist Rule is:

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

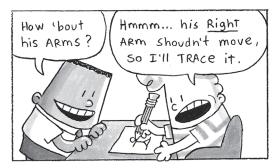


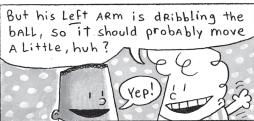


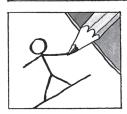


CONTINUED...

₩ SCHOLASTIC







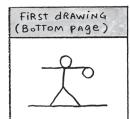


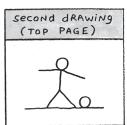
And since he's dribbling the ball on the floor, I'll re-draw the ball down on the floor.



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

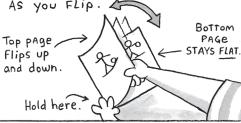








NoTe: When flipping your homemade Flip-O-Ramas, ONLy flip The Top Page. Also, Make sure That you can see both pictures As you Flip.



You might need some Adjustments
To make it work better.



