In the Doodle Dimension episode from Season 11, Spongebob and Patrick become trapped in the Doodle Dimension, an alternate dimension where anything they draw comes to life! In this exercise, we will build our own storyboard and create a flipbook that will bring our drawings to life. A flipbook is a type of book that uses a series of pictures that vary slightly from one page to the next. When flipped with enough speed, the still images appear to animate. Create a compelling story about an experience at your afterschool program, share it, and gift your knowledge of animation to a friend!

**MATERIALS:**
- Pencil
- Paper
- Eraser
- Stapler/paper or binder clips
- Don’t forget your imagination!

**STEP 1:**
For our first step, we’ll want to create a storyboard to give us an idea of how we will lay out our pages. These drawings do not need to be perfect. Animators use storyboards to organize their ideas and illustrations before they get into the real deal. Here, we’ve drawn Doodlebob in the different poses we’d like to animate him in. Each page shows a similar pose, with a slight adjustment. Here, Doodlebob is moving his eyes, arms, and mouth.

**STEP 2:**
You can use index cards as the paper for your flipbook, sticky notes, or you can take a regular piece of paper and divide it into 8 separate rectangular sections. Each rectangle will be a page in your flipbook. Keep in mind that the more pages you have, the more detailed and fluid your animation will be. If you want more than 8 pages, repeat this step and create as many as you’d like!

**STEP 3:**
Cut your rectangles out and begin with your first page. This first page will be the archetype for the rest of your flipbook, so make sure that you are happy with it before you move on to the rest of your pages! Draw your images close to the edge of the paper where you will be flipping. You can number your pages (top left corner is a good option) to keep everything organized in case your pages get mixed up.

**STEP 4:**
To draw your second page, you’ll place a new piece of paper over your first page. Trace your first drawing, but adjust the necessary areas. For this drawing, we’re keeping most of it the same, but we’ll make slight adjustments to indicate movement in the eyes, arms, and mouth. If you can’t quite see your drawing under your page, place it on top of a light source.

**STEP 5:**
Repeat Step 4, this time tracing over your second page. Notice how we are continually adjusting our drawing according to what we drew on our storyboard. Here you can see Doodlebob’s right arm has been slightly lowered to indicate that he is lowering his arms. His mouth is growing narrower as he begins closing it. Small, gradual adjustments work best for flipbook animations.

**STEP 6:**
Bind your flip book with clips or some staples and flip through your animation! Once you get the hang of it, challenge yourself to create stories of nautical nonsense that you can share with friends and family!

For more P.S. Arts to go! projects, please visit psarts.org/to-go