

# acmi

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20



## Flipbook

- Try designing your own flipbook.
- You need to do think about how your character moves.
- Then break each movement up into separate frames.
- You can check out this great 'how to' video for inspiration.