Are you ready to take the ordinary, and make it extraordinary? Since the early 1900s, animation has brought motion, color, wonder and excitement to things we normally consider dull and still. In order to celebrate the past, present, and future of animation, COSI challenges you to submit an original piece of artwork for our Animation Alley gallery: A Flip Book! We challenge you to have fun, get creative, and channel your inner cartoonist!

**HOW IT WORKS**

1. Create your flip book! (Need a little help getting started? We’ve got a Flip Book 101 – next page.)
2. Take a video (no specific quality needed), or up to 5 photos, that represent your flip book
4. All submissions will be due on site by April 30, 2020
5. We will review your artwork, and contact you by May 2nd regarding the status of your submission.
6. If you are selected, we will need a hard copy of your flip book! You can mail it in to COSI Art Contest / 333 W. Broad St. / Columbus OH 43215, or drop it off at the front desk on a day COSI is open to the public. Upon delivery, if any accepted artwork is found to have been misrepresented it may be disqualified.

**Timeline**

- April 30: All Submissions Due
- May 2: Accepted Artists Notified
- May 5: Accepted art must be On Site
- June 6: The Animation Academy and Animator’s Alley galleries open, Awards Ceremony
- September 7: Gallery Closes

*timeline subject to change*

7. We will film your flip book to display in the hallway, and we will select a single page to frame on the wall.
8. We will select first place winners in three groups: Youth, Teen, and Adult. Winners will be honored on the gallery’s opening day and will receive a special prize package.
9. Every artist selected to be on display in the Animation Alley will receive two admission tickets to view their artwork at COSI any day the Gallery is open.

**THE FINE PRINT**

- This exhibit will feature three age categories: Adult (18+), Teen (12-17) and Youth (11-)
- Limitations:
  - There are no length limitations on your flip book
  - There are no physical size limitations of the book, but it must be flippable by hand.
- Artists may enter only their original artwork
- All accepted artwork must remain part of the exhibition for the duration of the gallery (June 8 – September 7, 2020)
- Please Note: Your submission may be displayed in COSI’s gallery hallway. Anything that is deemed inappropriate or explicit by the Judging Panel or COSI’s Projects Team will not be accepted for review.
- Please Note: Accepted artists will be asked to sign a Loan Agreement in order for their work to be displayed at COSI.
- Submission of an entry shall constitute agreement on the part of the artist or artist’s representative that said images may be used without restriction by COSI for the purpose of promoting the exhibition (e.g., press releases, posters, social media promotion, grant requests and reports).
- The jury process is a closed and confidential process.

Questions? Contact artcontest@cosi.org | 333 West Broad St. Columbus Ohio 43215 | 614-228-2674 | cosi.org
FLIP BOOK 101
Need a little extra help? Check out our preferred “Flipbooker” Andymation on YouTube!

1. Think about what you want to draw. We recommend starting by just moving an object such as a bouncing ball! Then get creative!
2. Begin with a stack of paper (we recommend index cards!). You can play around a bit with flipping the paper before you draw, that will give you an idea of how fast or slow your animation will move.
3. Using a pencil, draw your first image – which will be the starting point of your animation!
4. Once you've got your first image, you can draw the other key points of your animation (where your animation is heading). This will help give you an outline and a finishing point.
5. Using your key images as the outline, you can add in your filler images! On the second paper, draw the same image, in the same place, but with a slight variation. Pro Tip: If you have access to a light board or window, place the original image and the second image on the light, so that you can easily trace the original.
5. Continue using the most recent image to trace the next, adding small changes each time.
6. Once you are happy with your book, you can replace the pencil with pen, and even add in some color if you'd like.
7. Depending on how thick your book is, you can attach the individual frames with a binder clip or staples.
8. You did it! Flip through the pages fast enough (but still one-by-one) to watch your animation come to life.
9. Take a few pictures or video and send it to us so the world can see your book!

THE BASIC “BOUNCING BALL” ACTION

The ball follows a definite path of action: Study the spacing of the ball along this path. Notice the similarity of the ball action to the hop and jump below. This action also relates to the walk, run, leap, skip, etc.

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