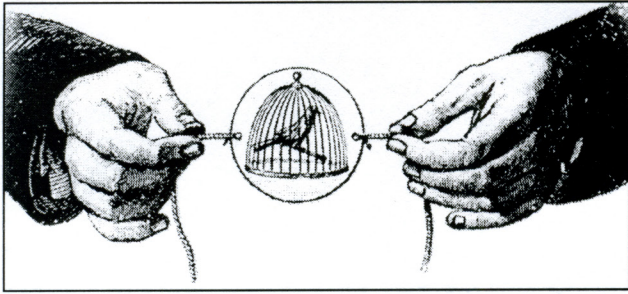


Making The Thaumatrope

Mumm's History of Animation



The year 1825 saw the invention of the thaumatrope, whose name means “turning marvel” or “wonder turner.”

It has often been credited to the astronomer Sir John Herschel. However, it was a well-known London physicist, Dr. John A. Paris, who made this toy popular.

A thaumatrope is a small disc, held on opposite sides of its circumference



by pieces of string. An image is drawn on each side of the disc, and is

designed in such a way that when the disc is spun, the two images appear to become superimposed.

Persistence of vision is the eye's ability to retain an image for roughly 1/20 of a second after the object is gone.

Although this principle had been recognized by the Greek mathematician Euclid and later in experiments by Newton, it was not until 1825 that this principle became firmly established.



1. The Layout Template is provided for your benefit only. You should not return it with the assignment.
2. Use the template to sketch ideas and to test colors.
3. Use the template to build a prototype. Cut out your design and tape it to the wooden disk and test the effect before creating the final thaumatrope.

Do NOT turn in the thaumatrope with the cut-out template attached.
4. Tip: simple design/artwork works best.
5. Tip: High contrast artwork can work well.
6. Tip: Remember that this is two images that together create a complete image... it is NOT a two frame animation.
7. Tip: Dark lines and/or dark color that overlap from side to side will become even darker and won't look good.
8. If you make a terrible mistake on the final Thaumatrope, paint over it, try again. (or, if you have a power sander, sand it down!)
9. Return the assignment in the envelope provided. Write your name in the upper right corner.

Thaumatrope Guide Templates
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