

**“Nurture your
desire to learn
constantly.
Be creative,
be practical,
be patient, be
crazy.”**

—Melody Malmberg,
author of *Walt Disney
Imagineering*



Entertainment Technology

There’s an old saying that all work and no play makes life pretty dull. But if you learn the ins and outs of entertainment technology, you can end up with work that’s all about play! Discover the sound waves in a ringtone, the light magic that makes movies, and the topsy-turvy physics of roller coasters.

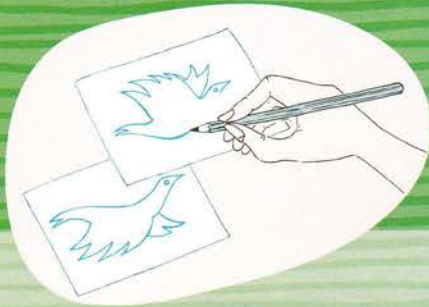
Steps

1. Animate your own artwork
2. Dig into video game development
3. Try the science of amusement park rides
4. Create your own special effects
5. Surf a sound wave

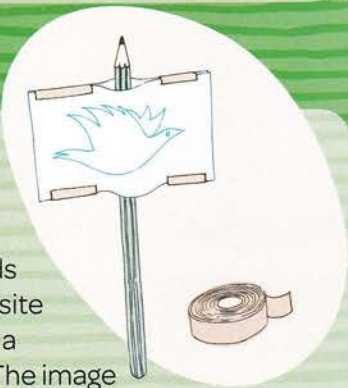
Purpose

When I’ve earned this badge, I’ll know the science behind the world of entertainment.

A THAUMATROPE



1. Cut an index card in half (cut the halves into two equal circles if you like) and draw a picture on each half. A common thaumatrope uses a bird for one image and a cage for the other. Be sure to draw in the middle of each card so the pictures line up.



2. Tape the cards to opposite sides of a pencil. The image should face out on both sides.
3. Tape around the edges of the cards.



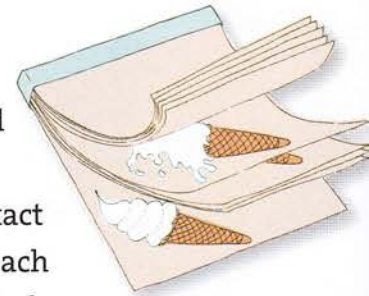
4. Spin the pencil between your hands. If you drew a bird and a cage, the bird should appear to be inside the cage.

STEP 1 Animate your own artwork

Whether you do it digitally or the old-fashioned, hand-drawn way, the secret of animating art is getting 32 frames into one second. Try it yourself!

CHOICES - DO ONE:

Make a flip book. Take a pad of paper or find an old paperback book whose margins you can draw in. Then draw something in the exact same spot on each page, moving it slightly each time. So a ball might move up a tiny bit on each page and then move down the same way. Flip through your pages quickly and the ball bounces up and down.



OR

Play around with stop-action. Stop-action animation is like a digital flip book—it's the process used to make clay or block figures move in films like *Wallace and Gromit*. Take a building block figure, small doll, or a figure made of clay or wire, set up a simple background (like a sheet of paper), and shine a lamp or flashlight on your scene. Then, shoot a series of pictures of your object doing a small action—like waving, bowing, or lifting a leg—moving its position a VERY little bit each time. Load the pictures onto your computer and put them in sequence. Click through quickly—or use slide presentation software, and set the time between each slide at “00:00” seconds—and you’ve got a movie!

FOR MORE FUN: Use a video-editing program to make your movie even smoother (iMovie and Windows Movie Maker come with many computers).

OR

Make your own thaumatrope. A thaumatrope is a disk or card with a picture on each side. The disk is attached to two pieces of string or a pencil. When the pencil or string is twirled, the images appear to combine into one. See the sidebar for help.

STEP 2 Dig into video game development

Some software developers get to play games all day! Think you might like that kind of career? In this step, team up with an adult to find out.

CHOICES - DO ONE:

Use a free downloadable program. With these programs, you can create an interactive story or game using characters they provide. The Massachusetts Institute of Technology has a great one called Scratch, or try the Carnegie Mellon University version, called Alice. Share your creation with friends.

OR

Go onto an interactive site. There are a lot of how-to-be-a-programmer sites out there that walk you through the steps of game programming (“Interactive Logo” and “Challenge You” are two to try). Check one out and do your best to build a game!

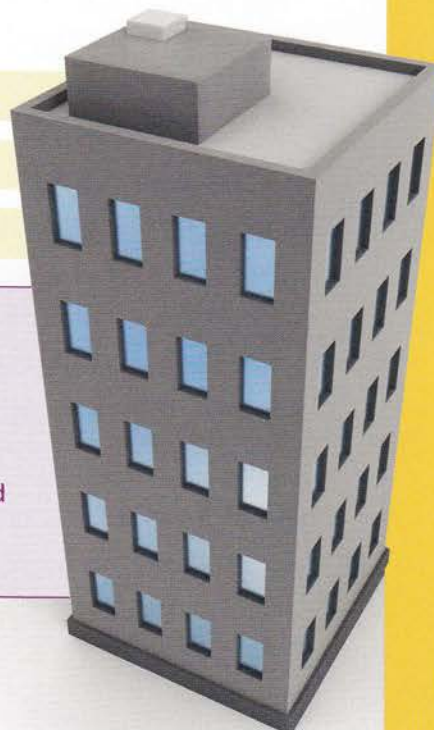
OR

Talk to a developer! Ask someone in the video game field to share their portfolio and creative process with you. You could invite a student, professor, or professional to chat with your group, or see if you can visit a studio.

FOR MORE FUN: Share your own drawings or game concept ideas for feedback.

More to Explore

Make a maquette or a miniature. Despite all the digital advances in moviemaking, many animated projects still begin with a model. Research special-effects models of buildings, called miniatures, and character models, called maquettes. Then create a miniature using recyclables or a maquette using clay.



How to Find Animated Secrets

Frame by frame, play back one minute of your favorite animated movie and search for secrets within.

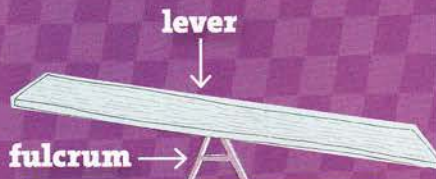
For example, Pixar is known for hiding “Easter eggs” (little jokes for fans) in its movies.

- Several of Pixar’s animators studied in the same classroom at the California Institute of Technology. The **classroom number—A113**—can be seen in many Pixar movies. In *Toy Story 3*, it is the license plate of Andy’s mom’s car.
- A **restaurant** called Pizza Planet can be seen in almost every Pixar film.
- **Nemo** from *Finding Nemo* was first seen in *Monsters, Inc.* as one of Boo’s toys.
- **Buzz Lightyear’s batteries** come from Buy n Large, the company that nearly destroys the Earth in *WALL-E*.
- One of the characters from *Cars*, **Luigi**, can be seen driving across the street in *Finding Nemo*.

Fun FACT

Walt Disney coined the term Imagineer—a combination of “imagination” and “engineer”—to describe employees who used science and creativity in their everyday work.

Today, about 1,000 Imagineers work for the Walt Disney Company.



Words Worth Knowing

A **LEVER** is a rigid object, like a metal bar. A **FULCRUM** is a pivot for a lever.

STEP

3 Try the science of amusement park rides

The science of physics makes most theme park action possible, from the flume to the roller coaster to the merry-go-round.

CHOICES - DO ONE:

- Create a roller coaster with marbles and foam tubing.** Cut 6-foot pieces of $\frac{3}{4}$ -inch or 1-inch foam insulation tubing in half lengthwise (ask an adult to help you) and tape together a track, starting at the edge of a table or another high place. Use books, boxes, or rolling pins to make hills. Make toilet-paper-tube tunnels. Fashion a loop. Check out the Fetch! “Thrill Ride” activity sheet at pbskids.org for details on this project.

FOR MORE FUN: Design a roller coaster online at learner.org/interactives/parkphysics/coaster or ultimaterollercoaster.com.

OR

- Catapult some stuff.** Make a catapult out of household items, like a ruler or yardstick for a lever and a thread spool or banana for a fulcrum. Then have a marshmallow or Ping-Pong-ball launching contest with your friends. Whose object flies the farthest? Trade ideas about why.

FOR MORE FUN: Check out the Fetch! catapult activity sheet called “Target Practice” at pbskids.org.

OR

- Figure out centrifugal force.** This force is what squashes you against your seat in spinning amusement park rides. Try this spinning-water-bucket experiment. Go outside and fill a bucket halfway full of water. Spin it around and around, Ferris-wheel style. Why does the water stay in the bucket?



To Make Your Own Glasses

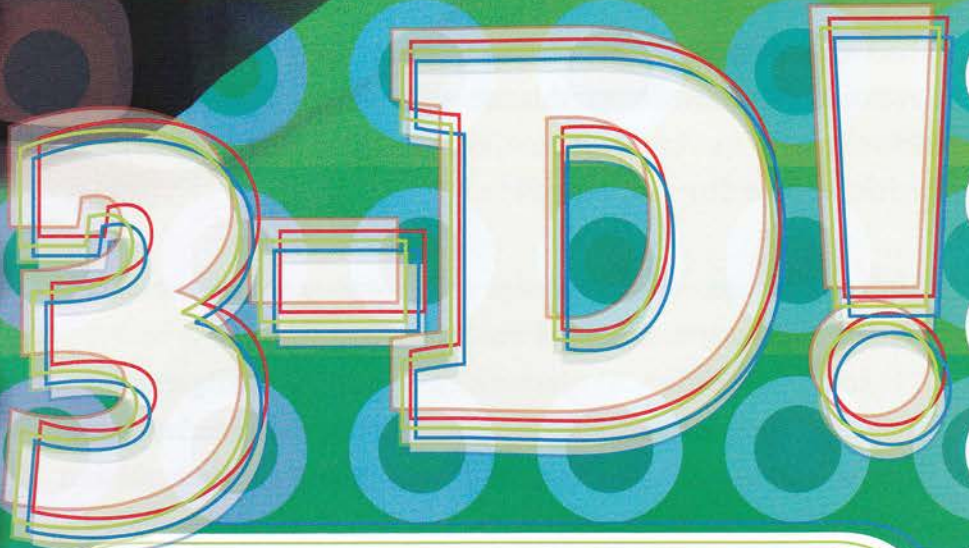
Ask an adult to help you with these steps.

1. Start with an old pair of sunglasses that you don't use anymore. (You could also find an inexpensive new pair at a dollar store.) Carefully pop out the plastic lenses.

2. Cut out two holes the same size as the lenses in a clear sheet of transparency, cellophane, or acetate. (You can use the original lenses as templates.)

3. Use markers to color one lens red and one blue. (Do a little research to see why red and blue are used.)

4. Place the new lenses into the frame. Red goes on the left side, blue goes on the right. Try them out with a 3D photo!



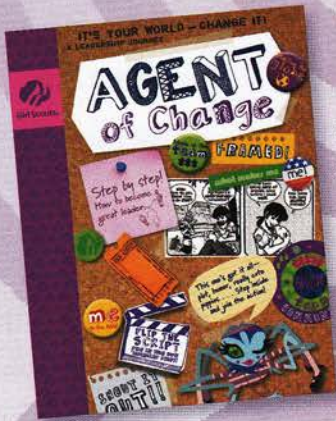
Most human beings see the world in 3-D. Our vision relies on the fact that our eyes are about three inches apart. The space between our eyes means that we can see depth, because each eye sees things slightly differently. 3-D works by copying the way our eyes see things.

Live-action 3-D movies are made with special cameras that film the same scenes from

slightly different angles (computer programs create the same effect in animated movies). In most cases, special glasses are required to filter the images and make them appear in 3-D. Without the glasses, the film appears blurry. This is changing quickly, though, as more companies work with 3-D technology. In the future, people may not need any extra equipment to see movies or TV shows in 3-D!

More to Explore

Create a ghost. The "Pepper's Ghost" illusion was created by John Henry Pepper in the 1860s. It is still used today in many haunted houses and theme parks. Find instructions for creating the illusion, and make your own "ghost" with the help of an adult.



Add the Badge to Your Journey

In step 1, try making a flip book or stop-action video that tells a story about the Power of Team.

Now that I've earned this badge, I can give service by:

- Helping Daisies or Brownies make simple flip books
- Doing makeup for a school play or a dance recital
- Making a special ringtone for a friend or family member



I'm inspired to: