***Important information to accompany* the**

***Pangea Breakup and Continental Drift Movies***

This is a special "flat earth" version of the drift of the continents, starting from the breakup of the super-continent Pangea about 200 million years ago. The continents were hand flattened by Atwater such that they are recognizable and they fit together in both their Pangean and present-day configurations

The motivation of this construction is to depict the breakup and drift of rigid pieces, while obviating common problems with other depictions. (In the most common depiction, the earth's surface is flattened via some projection such as the Mercator projection. Unfortunately, in these projections, drifting pieces artificially change size and shape. Other versions show rigid pieces moving around the surface of the globe, but since you can only see one side, they keep drifting out of view.)

There are two versions of the movie: 1) with plain continents and 2) with continents that include the deformation of southern Eurasia driven by its continental collisions. The first is best for a basic introduction to Pangea and continental drift. The second is more fun, but definitely distracting from the most basic story.

Drawn and animated in Photoshop, Morph, and FinalCut by Tanya Atwater (earlier versions by Ian MacMillan and Grace Giles using Flash. . The work was partially supportedby a National Science Foundation Director's Award for Distinguished Teaching Scholars, and by grants and services from the U.C.S.B. Office of Instructional Development.

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Note that many were constructed in the early 2000s when computer files were much more restricted in size and delivery rate. Hopefully some are still useful.

Complaints, corrections, suggestions, comments on these materials are always welcomed: atwater@geol.ucsb.edu