

Build Your World with Continental Drift (Video)



We've got a new video online!

This video tip explains a simple way to simulate continental drift by creating a "Pangaea" type proto-globe, and "growing your continents" from that basis.

This is an easy method to model some big earth-shaping geological processes. It's great how-to for map-makers, writers of fiction and game designers who want a rational geological basis for how their fictional world looks. If you have ever wondered if the position of continents on your world makes sense, or if you prefer that your final world map has some basis in reality, this is worth checking out.

Incidentally, this is a fun project to do with **kids** if you want them involved in designing a world, because the "moving continental plates" part of this is like a grade-school art project or something. You'll see what I mean if you watch the vid. In any case, it's an easy point of entry to get kids into building a world from the ground up, and if you're so inclined, also offers a lot of teachable moments about geology and geography along the way.

This video also complements Geo Tip #9 in our free weekly world-building tip series. (If you're not getting our tips yet, [sign up here](#) to get free tips, how-to, and more from the World Building Academy.)

If you like this, please share with friends with the social buttons below. When time allows, I will probably add a worksheet to accompany this video, too, so do be sure to check back here in the

future. (If you're on the WBA list, you'll be notified when that worksheet is online.)