

SCOUTMASTER BUCKY

Animation Merit Badge

2024 Edition



Expectations

- Active interaction/participation is expected and mandatory.
- Share in your own words – avoid reading your answers.
- Pay attention to the action verbs.
- Bring proof of completion (even partially completed work)



Things to Remember to Bring

1. Your BSA ID# and / or your Merit Badge Blue Card properly filled out and signed off by your Scout Leader
2. Animation Merit Badge Pamphlet
3. Scout Uniform
4. Supporting documentation or project work pertinent to this merit badge which may also include a Merit Badge Workbook for reference with notes.
5. A positive Scouting focus and attitude

Requirements Insights

Req	Expectation(s)
1	<ul style="list-style-type: none">• This requirement will be completed during the class.
2	<ul style="list-style-type: none">• While this requirement will be covered in the class, only Scouts who have come to the class prepared with an understanding of these principles will have an opportunity for completion of this requirement during the class.
3	<p>You need to do TWO different animations prior to the class.</p> <ul style="list-style-type: none">• Only a small portion of class will be allocated for animation development. Be Prepared!• Time will be allotted for Scouts to share their work for sign off consideration.
4	<ul style="list-style-type: none">• This requirement will be completed as a part of the class.
5	<p>You will be able to successfully complete this requirement during the class if you have prepared ahead of time.</p> <ul style="list-style-type: none">• The merit badge counselor will facilitate discussion on this requirement.



ANIMATION MERIT BADGE WORKBOOK

REQUIREMENT 1a In your own words, describe to your counselor what animation is.

Notes:

REQUIREMENT 1b: Discuss with your counselor a brief history of animation.

Notes:



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REQUIREMENT 2:

Principles of animation. Choose five of the following 12 principles of animation, and discuss how each one makes an animation appear more believable: squash and stretch, anticipation, staging, straight-ahead action and pose to pose, follow through and overlapping action, slow in and slow out, arcs, secondary action, timing, exaggeration, solid drawing, appeal.

Squash and Stretch: ([see an example](#))

Anticipation: ([see an example](#))

Staging: ([see an example](#))

Straight-Ahead Action and Pose to Pose: ([see an example](#))

Follow Through and Overlapping Action: ([see an example](#))

Slow In and Slow Out: ([see an example](#))



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Arcs: ([see an example](#))

Secondary Action: ([see an example](#))

Timing: ([see an example](#))

Exaggeration: ([see an example](#))

Solid Drawing: ([see an example](#))

Appeal: ([see an example](#))



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WITH YOUR COUNSELOR'S APPROVAL, CHOOSE TWO ANIMATION TECHNIQUES AND DO THE FOLLOWING FOR EACH:

REQUIREMENT 3: With your counselor's approval, choose two animation techniques and do the following for each:

COUNSELOR APPROVAL: PERHAPS IMPLIED, THIS REQUIREMENT DOES NOT STATE THAT YOU NEED THE COUNSELOR'S APPROVAL AHEAD OF TIME TO RESEARCH AND PREPARE. PLEASE NOTE, AS WITH ANY REQUIREMENT, ACCEPTANCE IS AT THE DISCRETION AND SATISFACTION OF THE MERIT BADGE COUNSELOR.

Animation Technique #1:

Animation Technique #1:

Counselor's Name

Phone

Counselor's Signature

Date

☐

approved

Notes:



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ANIMATION TECHNIQUE #1

ANIMATION TECHNIQUE #1 REQUIREMENT 3a:

Plan your animations using thumbnail sketches and/or layout drawings.



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**ANIMATION TECHNIQUE #1
REQUIREMENT 3b:**

Create the animations.

You will need to create your animations separately from this workbook.

**ANIMATION TECHNIQUE #1
REQUIREMENT 3c:**

Share your animations with your counselor. Explain how you created each one.

Be sure to have your animations with you to share with your counselor.

**ANIMATION TECHNIQUE #1
REQUIREMENT 3c:**

Discuss any improvements that could be made.

Notes:



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ANIMATION TECHNIQUE #2

ANIMATION TECHNIQUE #2 REQUIREMENT 3a:

Plan your animations using thumbnail sketches and/or layout drawings.



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ANIMATION TECHNIQUE #2 REQUIREMENT 3b:

Create the animations.

You will need to create your animations separately from this workbook.

ANIMATION TECHNIQUE #2 REQUIREMENT 3c:

Share your animations with your counselor. Explain how you created each one.

Be sure to have your animations with you to share with your counselor.

ANIMATION TECHNIQUE #2 REQUIREMENT 3c:

Discuss any improvements that could be made.

Notes:



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REQUIREMENT 4a:

Tour an animation studio or a business where animation is used, either in person, via video, or via the internet. Share what you have learned with your counselor.

This requirement component will be done as a part of the class.

REQUIREMENT 4b:

Discuss with your counselor how animation might be used in the future to make your life more enjoyable and productive.

Notes:



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REQUIREMENT 5: Learn about three career opportunities in animation.

Career Opportunity #1:

Career Opportunity #2:

Career Opportunity #3:

REQUIREMENT 5: Pick one and find out about the education, training, and experience required for this profession. Discuss your findings with your counselor.

Selected Career Opportunity:

Educational Requirements:

Training Requirements:

Experience Requirements:

REQUIREMENT 5: Explain why this profession might interest you.

Notes: