



#### **Animation Merit Badge**

SCOUTS PARTICIPATING IN A SCOUTMASTER BUCKY MERIT BADGE OPPORTUNITY (ONLINE OR IN PERSON), PLEASE CONSIDER ALSO USING THE ANIMATION MERIT BADGE CLASS PREPARATION PAGE FOR CLARIFICATIONS, INSIGHTS, AND EXPECTATIONS.

https://scoutmasterbucky.com/merit-badges/animation/animation-cpp.pdf

ANIMATION MERIT BADGE WORKBOOK		
REQUIREMENT 1a	In your own words, describe to your counselor what animation is.	
Notes:		
DECLUDEMENT 41	Discuss with a surrent and heigh history of an involve	
REQUIREMENT 1b:	Discuss with your counselor a brief history of animation.	
Notes:		





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 exar	nple)
Staging: (see an example)	
Straight-Ahead Action an	d Pose to Pose: (see an example)
Follow Through and Over	lapping Action: (see an example)
Slow In and Slow Out: (se	e an example)





Arcs: (see an example)
Arcs. (See air example)
Secondary Action: (see an example)
Timing: (see an example)
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Exaggeration: (see an example)
Solid Drawing: (see an example)
Anneal (accessorals)
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, each:	choose two animation technique	ues and do the following for
	RHAPS IMPLIED, THIS REQUIREMENT DO REPARE. PLEASE NOTE, AS WITH ANY RE ELOR.		
Animation Technique #1:			
Animation Technique #1:			
Counselor's Name		Phone	
Counselor's Signature		Date	approved
Notes:			



## SGOUTMASTER BUGKY

ANIMATION TECHNIQUE #1			
ANIMATION TECHNIQUE #1 REQUIREMENT 3a:	Plan your animations using thumbnail sketches and/or layout drawings.		



# 3

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:	



SGOUTMASTER BUGKY

ANIMATION TECHNIQUE #2			
ANIMATION TECHNIQUE #2 REQUIREMENT 3a:	Plan your animations using thumbnail sketches and/or layout drawings.		





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:	



#### SGOUTMASTER BUGKY

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:		





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 Opportur	nity:
Educational Requirement	s:
Training Requirements:	
Experience Requirements	::
REQUIREMENT 5:	Explain why this profession might interest you.
Notes:	