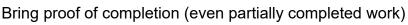


2024 Edition



Expectations

Active interaction/participation is expected and mandatory. Share in your own words – avoid reading your answers. Pay attention to the action verbs.





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
- Scout Uniform

Expectation(s)

Req

3

- 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

This requirement will be completed during the class. While this requirement will be covered in the class, only Scouts who have come to the class prepared with an 2 understanding of these principles will have an op0ortunity for completion of this requirement during the class.

- You need to do TWO different animations prior to the class.
- 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.
- This requirement will be completed as a part of the class. 4
- You will be able to successfully complete this requirement during the class if you have prepared ahead of time. 5
 - 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.
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	7 2 d.d.g.
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 exan	nple)
(
Staging: (see an example)	
Straight-Ahead Action an	d Pose to Pose: (see an example)
on anglic / moda / totion an	a i ooo to i ooo. (<u>ooo an oxampio</u>)
Follow Through and Over	lapping Action: (see an example)
Tollow Tillough and Over	lapping Action. (See an example)
Claur In and Claur Outs (co	an evermula)
Slow In and Slow Out: (se	<u>e an example)</u>





Secondary Action: (see an example)
Timing: (see an example)
Timing: (see an example)
Exaggeration: (see an example)
Solid Drawing: (see an example)
Solid Drawing: (see an example) Appeal: (see an example)





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 techniques	and do the following for
COUNSELOR APPROVAL: PER OF TIME TO RESEARCH AN SATISFACTION OF THE MERIT	D PREPARE. PLEASE NOTE, AS WITH	ES NOT STATE THAT YOU NEED THE COU I ANY REQUIREMENT, ACCEPTANCE IS	NSELOR'S APPROVAL AHEAD AT THE DISCRETION AND
Animation Technique #1:			
Animation Technique #1:			
Counselor's Name		Phone	
Counselor's Signature		Date	approved
Notes:			



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



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:	



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:	



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:	