





Scouts participating in a Scoutmaster Bucky merit badge opportunity, whether online or in person, should consider using the Animation merit badge pamphlet for discovery and knowledge, along with the class preparation pages for clarifications, insights, and expectations.

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

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

REQUIREMENT 3 REQUIRES COUNSELOR APPROVAL	R	FC	JC	Ш	RF	IV	ΙF	N.	Γ:	3	R	F	ດ	U	Π	R	F	S	C	O	U	N	S	F	П	O	R		۱F	Þ	اد	RI	O	V	Δ	Ι.
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REQUIREMENT 1a:	In your own words, describe to your counselor what animation is.
Notes:	
REQUIREMENT 1b:	Discuss with your councilor a brief history of animation
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#### **REQUIREMENT 2:**

Choose five of the following 12 principles of animation, and discuss how each one

staging, straig	imation appear more believable: squash and stretch, anticipation, that ahead action and pose to pose, follow through and overlapping and slow out, arcs, secondary action, timing, exaggeration, solid al.
Squash and Stretch: (see an example)	
Anticipation: (see an example)	
Staging: (see an example)	
Straight-Ahead Action and Pose to Pose	e: ( <u>see an example</u> )
Follow Through and Overlapping Action:	(see an example)
Slow In and Slow Out: (see an example	





Arcs: (see an example)
Secondary Action: (see an example)
Timing: (see an example)
Exaggeration: (see an example)
Solid Drawing: (see an example)
Solid Drawing. (See all 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 following for each:	approval,	choose	two an	imation	techniques	and	do	the
Animation Technique #1:									
Animation Technique #2:									
COUNSELOR APPROVAL: IS	REQUIRED.								
Counselor's Name				Phone or	· Email				
Counselor's Signature				Date		□ approved			
Notes:									





# SCOUTMASTER BUCKY

ANIMATION TECHNIQUE #1:		
REQUIREMENT 3a1: Plan your control of the paper of the pa	our animation using thumbnail sketche or using an animation software program.	es and/or layout drawings either on





ANIMA	TION T	ECHNIC	QUE #1
REQ	UIRE	MENT	3a2:

Create the animation.

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

ANIMATION TECHNIQUE #1 REQUIREMENT 3a3:

Share your animations with your counselor. Explain how you created each one, and discuss any improvements that could be made.

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

ANIMATION TECHNIQUE #1 REQUIREMENT 3a3:

Discuss any improvements that could be made.

Notes:





# SCOUTMASTER BUCKY

ANIMATION TECHNIQUE	#2:		
ANIMATION TECHNIQUE #2 REQUIREMENT 3b1:	Plan your paper or us	animation using thumbnail sketche sing an animation software program.	s and/or layout drawings either on





<b>ANIMATION TECHNIC</b>	QUE #2
<b>REQUIREMENT</b>	√3b2:

Create the animation.

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

ANIMATION TECHNIQUE #2 REQUIREMENT 3b3:

Share your animations with your counselor. Explain how you created each one, and discuss any improvements that could be made.

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

ANIMATION TECHNIQUE #2 REQUIREMENT 3b3:

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 will be completed 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:	





# SCOUTMASTER BUCKY

REQUIREMENT 9:	Learn about three career opportunities in animation.
Career Opportunity #1:	
Career Opportunity #2:	
Career Opportunity #3:	
REQUIREMENT 9:	Pick one and find out about the education, training, and experience required for this profession. Discuss your findings with your counselor.
Selected Career Opportu	unity:
Educational Requiremen	nts:
Training Requirements:	
Experience Requirement	ts:
REQUIREMENT 9:	Explain why this profession might interest you.
Notes:	