



**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/class-prep/

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:		





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	rlapping Action: (see an example)
Slow In and Slow Out: (Se	e an example)





2024 Edition	Animation Ment Dauge
Arcs: (see an example)	
Secondary Action: (see an example)	
Timing: (see an example)	
Exaggeration: (see an example)	
Solid Drawing: (see an example)	
Annual (consequence)	
Appeal: (see an example)	



SGOUTMASTER BUGKY

#### **Animation Merit Badge**

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

REQUIREMENT 3:	With your counselor's approval, choose to each:	wo animation techniques and	do the following for
COUNSELOR APPROVAL: PEF OF TIME TO RESEARCH AND P OF THE MERIT BADGE COUNS	RHAPS IMPLIED, THIS REQUIREMENT DOES NOT STAREPARE. PLEASE NOTE, AS WITH ANY REQUIREMEN SELOR.	TE THAT YOU NEED THE COUNSEL T, ACCEPTANCE IS AT THE DISCRET	OR'S APPROVAL AHEAD TION AND SATISFACTION
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 ani	mations 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:	



SGOUTMASTER BUGKY

ANIMATION TECHNIQUE #2			
ANIMATION TECHNIQUE #2 REQUIREMENT 3a:	Plan your ani	mations 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

# 2024 Edition Animation Merit Badge

REQUIREMENT 4a:	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	<b>:</b>
REQUIREMENT 5:	Explain why this profession might interest you.
Notes:	