

Animation

Merit Badge Workbook



This workbook can help you but you still need to read the merit badge pamphlet.

This Workbook can help you organize your thoughts as you prepare to meet with your merit badge counselor. You still must satisfy your counselor that you can demonstrate each skill and have learned the information. You should use the work space provided for each requirement to keep track of which requirements have been completed, and to make notes for discussing the item with your counselor, not for providing full and complete answers.

If a requirement says that you must take an action using words such as "discuss", "show", "tell", "explain", "demonstrate", "identify", etc, that is what you must do.

Merit Badge Counselors may not require the use of this or any similar workbooks.

No	o one may add or subtract from the official requirements found The requirements were last issued or revised in 2015 •		
Scout's Nam	me:	_ Unit:	
	s Name:		
	http://www.USScouts.Org •		
Comn	Please submit errors, omissions, comments or suggestions ments or suggestions for changes to the <u>requirements</u> for the		
1. Ge l □ a.	eneral knowledge. Do the following: In your own words, describe to your counselor what ar	nimation is.	

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Animation		Scout's Name:
	Discuss with your counsel	or a brief history of animation.
0 B :		
ani foll	mation appear more believa	ose five of the following 12 principles of animation, and discuss how each one makes an able: squash and stretch, anticipation, staging, straight-ahead action and pose to pose, action, slow in and slow out, arcs, secondary action, timing, exaggeration, solid drawing,
	Squash and stretch	
	Anticipation	
_	_	
	Staging	
_	7	
	Straight-ahead action and pose to pose	
Г		
L	Follow through and overlapping action	
Г	Slow in and slow out	
L	J SIOW III AIIU SIOW OUL	

Animation		Scout's Name:			
	Arcs				
	Secondary action				
	Timing				
	Evaggeration				
	Exaggeration				
	Solid drawing				
	Appeal				
3. Projects . V	Vith your counselor's ap	proval, choose two animation techniques and do the following for each:			
Techni □ a.	Technique 1:				
	b. Create the animation.				
C.	Share your animation that could be made.	s with your counselor. Explain how you created each one, and discuss any improvements			
	1				

	Ted	chnia	ue 2:
		a.	Plan your animation using thumbnail sketches and/or layout drawings. Create the animation.
		b. c.	Share your animations with your counselor. Explain how you created each one, and discuss any improvements
			that could be made.
4.	Animat		our world. Do the following:
	☐ a.		r an animation studio or a business where animation is used, either in person, via video, or via the Internet.
		WI	nere?
		WI	nen?
		Ho	w?
		Sha	re what you have learned with your counselor.

Animation

Scout's Name:

ation	5.	Scout's Name:
] b.	Discuss	with your counselor how animation might be used in the future to make your life more enjoyable and produc
i. Ca	areers le	arn about three career opportunities in animation.
). G a		and about three career opportunities in animation.
2.		
3.		
Pi	ck one <u>and</u>	find out about the education, training, and experience required for this profession.
Ca	areer	
Ed	ducation	
Tr	oinina	
11	raining	
Ex	xperience	
Die	SCHES VOLI	r findings with your counselor. Explain why this profession might interest you.
	Journal Jour	Thirdings with your counsciol. Explain why this profession might interest you.

When working on merit badges, Scouts and Scouters should be aware of some vital information in the current edition of the *Guide to Advancement* (BSA publication 33088).Important excerpts from that publication can be downloaded from http://usscouts.org/advance/docs/GTA-Excerpts-meritbadges.pdf.

You can download a complete copy of the Guide to Advancement from http://www.scouting.org/filestore/pdf/33088.pdf.