



# Moviemaking

## 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

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

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.

No one may add or subtract from the official requirements found on Scouting.org.

The requirements were last issued or revised in 2024 • This workbook was updated in November 2023.

Scout's Name: \_\_\_\_\_ Unit \_\_\_\_\_ Date Started \_\_\_\_\_

Counselor's Name: \_\_\_\_\_ Phone No.: \_\_\_\_\_ Email: \_\_\_\_\_

Please submit errors, omissions, comments or suggestions about this **workbook** to: [Workbooks@USScouts.Org](mailto:Workbooks@USScouts.Org)  
Comments or suggestions for changes to the **requirements** for the **merit badge** should be sent to: [Merit.Badge@Scouting.Org](mailto:Merit.Badge@Scouting.Org)

1. Discuss and demonstrate the proper elements of a good motion picture. In your discussion, include visual storytelling rhythm, the 180-degree axis rule, camera movement, framing and composition of camera shots, and lens selection.

Visual storytelling:


Rhythm:


The 180-degree axis rule:


Camera movement:


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b. Prepare a storyboard for your motion picture (This can be done with rough sketches and stick figures.)


c. Demonstrate the following motion picture shooting techniques.

- |  |   |
|--|---|
| <input type="checkbox"/> 1. Using a tripod   | <input type="checkbox"/> 4. Selecting an angle        |
| <input type="checkbox"/> 2. Panning a camera | <input type="checkbox"/> 5. Selecting proper lighting |
| <input type="checkbox"/> 3. Framing a shot   | <input type="checkbox"/> 6. Handheld shooting         |

d. Using motion picture techniques,, plan ONE of the following programs. Start with a treatment, and complete the requirement by presenting this program to a pack or your troop, patrol, or class.

- 1. Film or videotape a court of honor and show it to an audience.
- 2. Create a short feature of your own design using the techniques you learned.
- 3. Shoot a vignette that could be used to train a new Scout in a Scouting skill.

3. Do ONE of the following:

- a. With your parent or guardian's permission and your counselor's approval, visit a film set or a television production studio and watch how production work is done.
- b. Explain to your counselor the elements of the zoom lens and three important parts.


4. Find out about three career opportunities in moviemaking.

1.	
2.	
3.	

Pick one and find out about the education, training, and experience required for this profession.

Career:	
Education:	
Training:	
Experience:	

Discuss this career with your counselor. 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>.**