



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 one may add or subtract from the official requirements found in Scouts BSA Requirements (Pub. 33216 – SKU 653801).

The requirements were last issued or revised in 2015 • This workbook was updated in June 2020.

Scout’s Name: _____ Unit: _____

Counselor’s Name: _____ Phone No.: _____ Email: _____

<http://www.USScouts.Org> • <http://www.MeritBadge.Org>

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

1. **General knowledge.** Do the following:

a. In your own words, describe to your counselor what animation is.

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- b. Discuss with your counselor a brief history of animation.

- 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

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

3. **Projects.** With your counselor's approval, choose two animation techniques and do the following for each:
Technique 1: _____

- a. Plan your animation using thumbnail sketches and/or layout drawings.
- b. Create the animation.
- c. Share your animations with your counselor. Explain how you created each one, and discuss any improvements that could be made.

Technique 2: _____

- a. Plan your animation using thumbnail sketches and/or layout drawings.
- b. Create the animation.
- c. Share your animations with your counselor. Explain how you created each one, and discuss any improvements that could be made.

4. **Animation in our world.** Do the following:

- a. Tour an animation studio or a business where animation is used, either in person, via video, or via the Internet.

Where?	
When?	
How?	

- Share what you have learned with your counselor.

Animation

Scout's Name: _____

- b. Discuss with your counselor how animation might be used in the future to make your life more enjoyable and productive.

- 5. **Careers.** Learn about three career opportunities in animation.

1.	
2.	
3.	

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

Career	
Education	
Training	
Experience	

- Discuss your findings 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>.