

# Scoutmaster Bucky ANIMATION Merit Badge Workbook

[www.ScoutmasterBucky.com](http://www.ScoutmasterBucky.com)

## ANIMATION MERIT BADGE

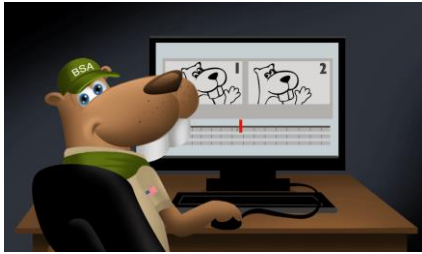
Scoutmaster Bucky Workbook based off of 2020 Scouts BSA Requirements

**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 AND EXPECTATIONS.**

<http://www.scoutmasterbucky.com/Scoutmaster-Bucky-Merit-Badges-Animation-ClassPrep.htm>

Scout's Name:

**REQUIREMENT 1A:** IN YOUR OWN WORDS, DESCRIBE TO YOUR COUNSELOR WHAT ANIMATION IS.



# Scoutmaster Bucky

## ANIMATION

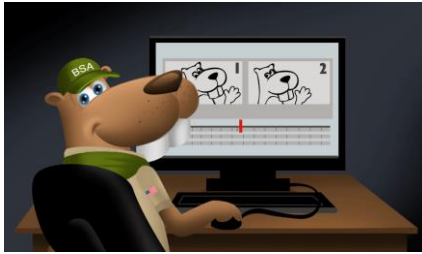
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**REQUIREMENT 1B:** DISCUSS WITH YOUR COUNSELOR A BRIEF HISTORY OF ANIMATION.

**REQUIREMENT 2:** CHOOSE FIVE OF THE FOLLOWING 12 PRINCIPLES OF ANIMATION, AND DISCUSS HOW EACH ONE MAKES AN ANIMATION APPEAR MORE BELIEVABLE:

Squash and Stretch:



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## **ANIMATION**

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Anticipation:

Staging:

Straight-Ahead Action and Pose to Pose:



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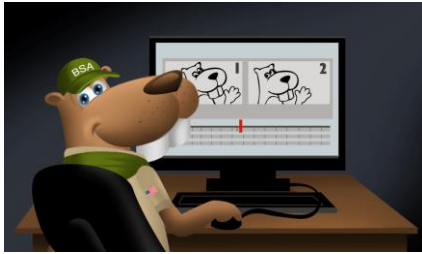
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Follow Through and Overlapping Action:

Slow In and Slow Out:

Arcs:



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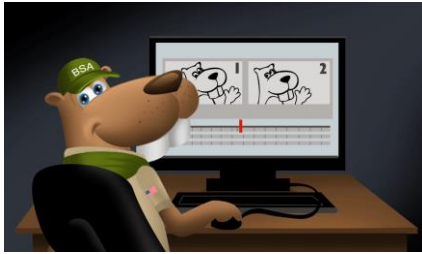
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Secondary Action:

Timing:

Exaggeration:



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Solid Drawing:

Appeal:

### REQUIREMENT 3:

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

Animation Technique #1:

Animation Technique #2:

\_\_\_\_\_

Counselor's Name

\_\_\_\_\_

Phone

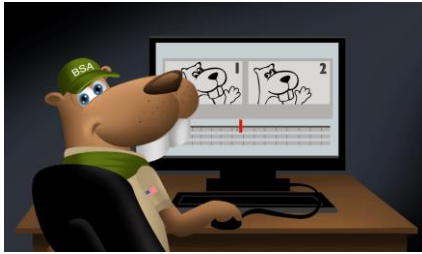
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Counselor's Signature

\_\_\_\_\_

Date

approved



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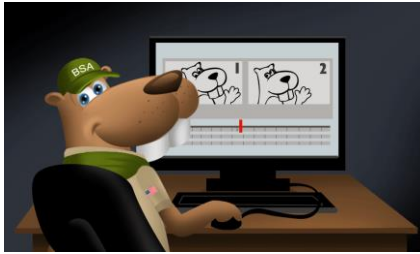
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#### ANIMATION TECHNIQUE #1

**ANIMATION  
TECHNIQUE #1  
REQUIREMENT 3A:**

PLAN YOUR ANIMATIONS USING THUMBNAIL SKETCHES AND/OR LAYOUT DRAWINGS.

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**ANIMATION  
TECHNIQUE #1  
REQUIREMENT 3B**

CREATE THE ANIMATIONS.

You will need to create your animations separately from this workbook

**ANIMATION  
TECHNIQUE #1  
REQUIREMENT 3C**

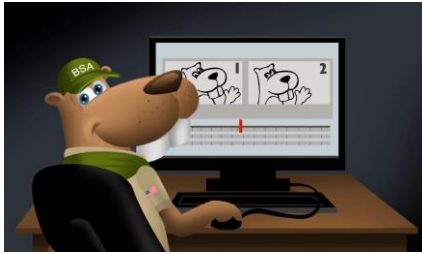
SHARE YOUR ANIMATIONS WITH YOUR COUNSELOR. EXPLAIN HOW YOU CREATED EACH ONE.

Make sure you have your animations with you to share with your merit badge counselor

**ANIMATION  
TECHNIQUE #1  
REQUIREMENT 3C**

DISCUSS ANY IMPROVEMENTS THAT COULD BE MADE.





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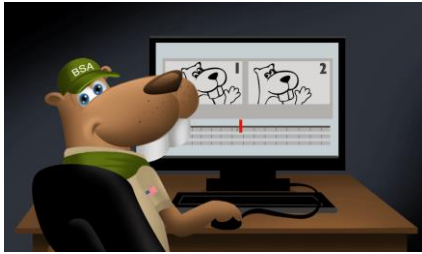
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#### ANIMATION TECHNIQUE #2

**ANIMATION  
TECHNIQUE #2  
REQUIREMENT 3A:**

PLAN YOUR ANIMATIONS USING THUMBNAIL SKETCHES AND/OR LAYOUT DRAWINGS.

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## ANIMATION

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**ANIMATION  
TECHNIQUE #2  
REQUIREMENT 3B**

CREATE THE ANIMATIONS.

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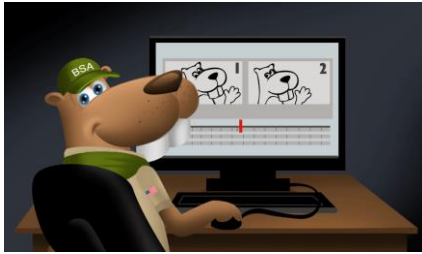
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**ANIMATION  
TECHNIQUE #2  
REQUIREMENT 3C**

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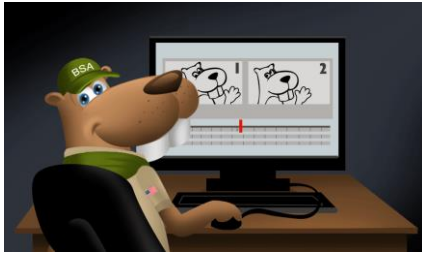
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**REQUIREMENT 4A:** TOUR AN ANIMATION STUDIO OR A BUSINESS WHERE ANIMATION IS USED, EITHER IN PERSON, VIA VIDEO, OR VIA THE INTERNET. SHARE WHAT YOU HAVE LEARNED WITH YOUR COUNSELOR.

Studio or Business:

Location:

Date and Time of Visit:



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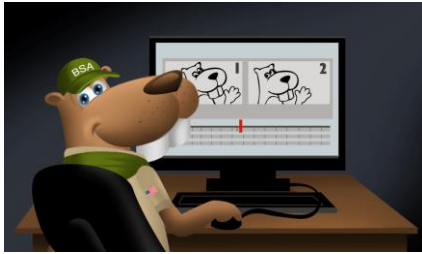
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**REQUIREMENT 4B:**

DISCUSS WITH YOUR COUNSELOR HOW ANIMATION MIGHT BE USED IN THE FUTURE TO MAKE YOUR LIFE MORE ENJOYABLE AND PRODUCTIVE.



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#### REQUIREMENT 5:

LEARN ABOUT THREE CAREER OPPORTUNITIES IN ANIMATION. PICK ONE AND FIND OUT ABOUT THE EDUCATION, TRAINING, AND EXPERIENCE REQUIRED FOR THIS PROFESSION. DISCUSS YOUR FINDINGS WITH YOUR COUNSELOR. EXPLAIN WHY THIS PROFESSION MIGHT INTEREST YOU.

Career Opportunity #1:

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Career Opportunity #2:

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Career Opportunity #3:

Selected Career:

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Educational Requirements:

Training Requirements:

Experience Requirements: