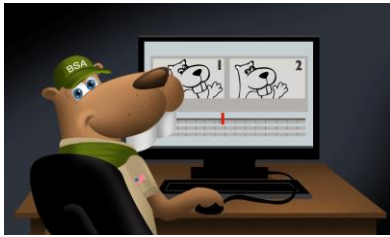




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www.ScoutmasterBucky.com

SCOUT'S INFORMATION	MERIT BADGE COUNSELOR INFORMATION
<p>Name _____</p> <p>Phone _____</p> <p>Organization _____</p>	<p>Name _____</p> <p>Address _____</p> <p>City State Zip _____</p> <p>Phone _____</p> <p>Mobile _____</p> <p>Email _____</p>
WORKBOOK INFORMATION	
<p>Scoutmaster Bucky Workbook based off of <i>Boy Scout Requirements</i> – 2018 Edition</p> <p>Visit www.ScoutmasterBucky.com for more information.</p>	
REQUIREMENT 1A: IN YOUR OWN WORDS, DESCRIBE TO YOUR COUNSELOR WHAT ANIMATION IS.	



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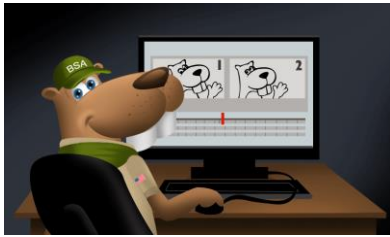
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REQUIREMENT 1B:

DISCUSS WITH YOUR COUNSELOR A BRIEF HISTORY OF ANIMATION.



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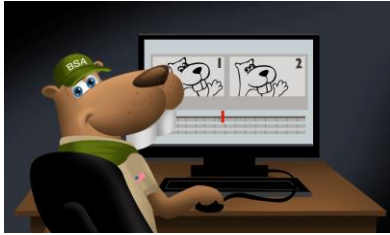
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REQUIREMENT 2: CHOOSE FIVE OF THE FOLLOWING 12 PRINCIPLES OF ANIMATION, AND DISCUSS HOW EACH ONE MAKES AN ANIMATION APPEAR MORE BELIEVABLE:

SQUASH AND STRETCH:

ANTICIPATION:

STAGING:



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STRAIGHT-AHEAD ACTION AND POSE TO POSE:

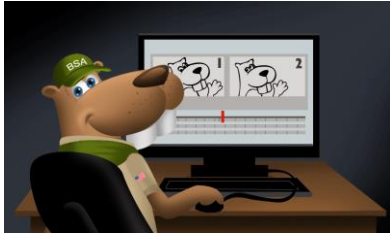
Large empty rectangular box for drawing straight-ahead animation.

FOLLOW THROUGH AND OVERLAPPING ACTION:

Large empty rectangular box for drawing follow-through and overlapping animation.

SLOW IN AND SLOW OUT:

Large empty rectangular box for drawing slow in and slow out animation.



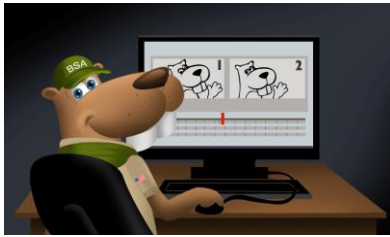
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ARCS:

SECONDARY ACTION:

TIMING:



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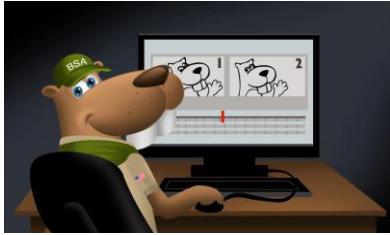
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EXAGGERATION:

SOLID DRAWING:

APPEAL:



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REQUIREMENT 3:

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

Animation Technique #1:

Animation Technique #2:

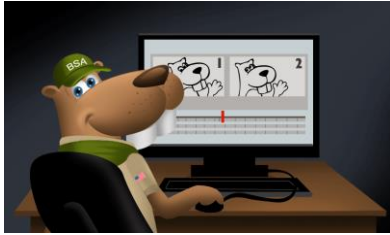
Counselor's Name

Phone

Counselor's Signature

Date

approved



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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.

This requirement does not require any workbook entry.
You will need to create your animations separately from this workbook

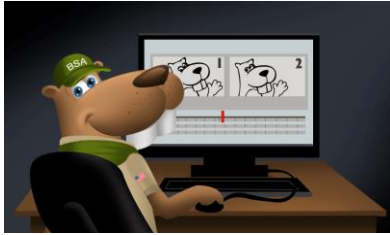
**ANIMATION
TECHNIQUE #1
REQUIREMENT 3C**

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

This requirement does not require any workbook entry.
Make sure you have your animations with you to share with your counselor

**ANIMATION
TECHNIQUE #1
REQUIREMENT 3C**

DISCUSS ANY IMPROVEMENTS THAT COULD BE MADE.



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ANIMATION

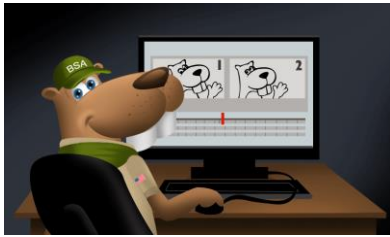
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ANIMATION TECHNIQUE #2

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

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



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**ANIMATION
TECHNIQUE #2
REQUIREMENT 3B**

CREATE THE ANIMATIONS.

This requirement does not require any workbook entry.
You will need to create your animations separately from this workbook

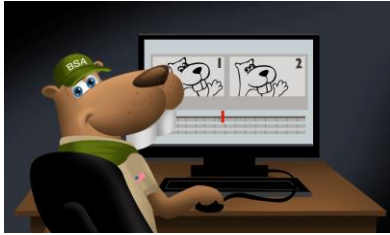
**ANIMATION
TECHNIQUE #2
REQUIREMENT 3C**

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

This requirement does not require any workbook entry.
Make sure you have your animations with you to share with your counselor

**ANIMATION
TECHNIQUE #2
REQUIREMENT 3C**

DISCUSS ANY IMPROVEMENTS THAT COULD BE MADE.



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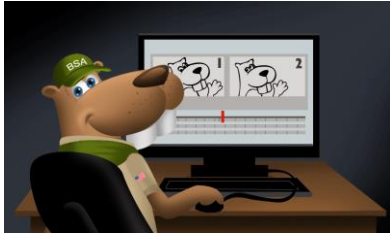
REQUIREMENT 4A:

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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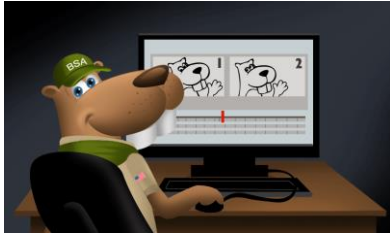
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REQUIREMENT 4B:

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:

Career Opportunity #2:

Career Opportunity #3:

Selected Animation Career:

Educational Requirements:

Training Requirements:

Experience Requirements: