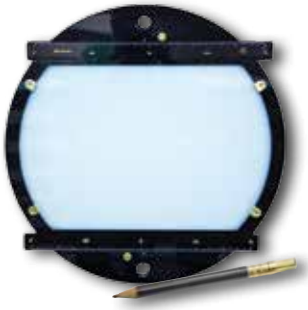
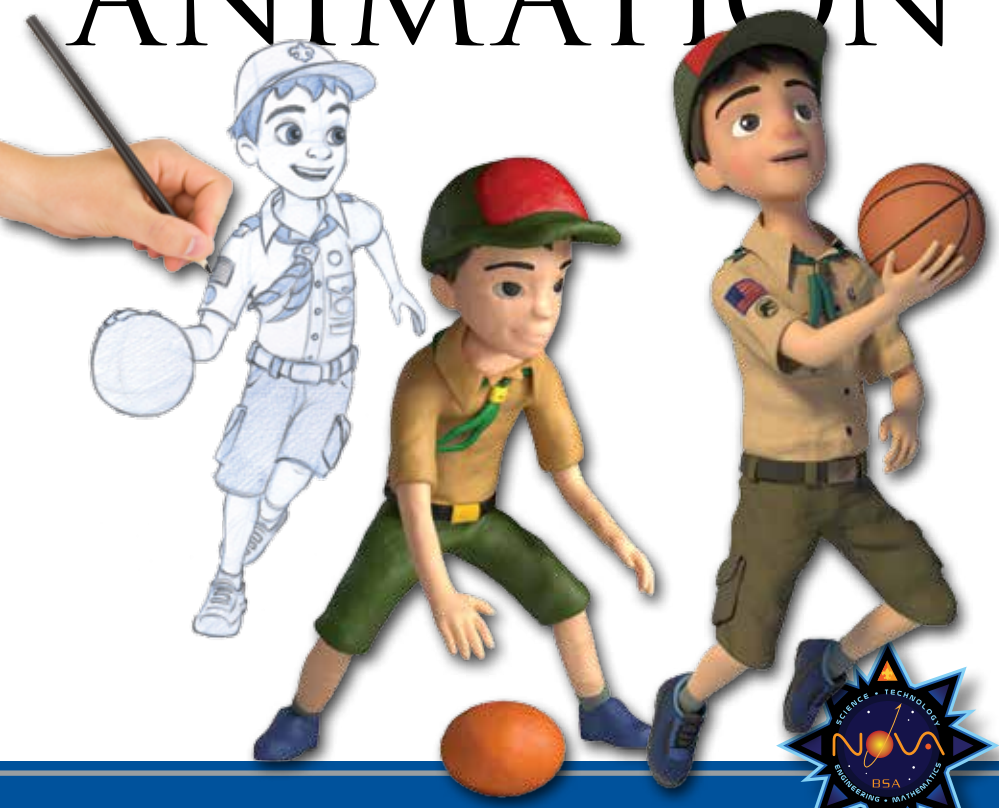
MERIT BADGE SERIES







ANIMATION



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STEM-Based

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ANIMATION



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Requirements



1. General knowledge. Do the following:
   a. In your own words, describe to your counselor what animation is.
   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.
3. Projects. With your counselor's approval, choose two animation techniques and do the following for each:
   a. Plan your animation using thumbnail sketches and/or layout drawings.
   b. Create the animations.
   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. Share what you have learned with your counselor.
   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. 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.



Animation Resources

Visit the Boy Scouts of America's official retail website (with your parent's permission) at http://www.scoutstuff.org for a complete listing of all merit badge pamphlets and other helpful Scouting materials and supplies.

Scouting Literature

Art, Communication, Digital Technology, Drafting, Graphic Arts, Model Design and Building, Moviemaking, Photography, Programming, Robotics, and *Theater* merit badge pamphlets

Books

Bancroft, Tom. *Animator: The Coolest Jobs on the Planet.* Raintree, 2014.

———. *Creating Characters With Personality: For Film, TV, Animation, Video Games, and Graphic Novels*. Watson-Guptill, 2006.

Blair, Preston. *Animation 1: Learn to Animate Cartoons Step by Step*. Walter Foster Publishing, 2003.

———. *Cartoon Animation*. Walter Foster Publishing, 1994.

Goldberg, Eric. *Character Animation Crash Course!* Silman-James Press, 2008.

Johnston, Ollie, and Frank Thomas. *The Illusion of Life: Disney Animation*, 3rd edition. Disney Editions, 1995.

Stanchfield, Walt. *Drawn to Life: 20 Golden Years of Disney Master Classes*, volumes 1 and 2. Focal Press, 2009.

Williams, Richard. *The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators*, 4th ed. Faber & Faber, 2012.

Online Resources

Animation merit badge
Website: http://www.boyslife.org/Animation

Blender Foundation
Website: http://www.blender.org

DAQRI 4D Studio
Website: http://daqri.com

Ryan Woodward Art & Animation
"Advice for Parents With Artistic Children"
Website: http://ryanwoodwardart.com/info/advice-for-parents-with-artistic-children

To get a taste of the digitally enhanced version of the *Animation* merit badge pamphlet now available, search "Animation" at www.scoutstuff.org, and let the fun begin!