

BOY SCOUTS OF AMERICA  
MERIT BADGE SERIES

# ANIMATION



*"Enhancing our youths' competitive edge through merit badges"*



BOY SCOUTS OF AMERICA®

# Note to the Counselor

Thank you for offering your talents as a merit badge counselor. The entire merit badge program succeeds because of the dedication and generosity of people like you.

This merit badge is intended to introduce Scouts to the art of animation; how to create their own animations; the ways in which animation is used and experienced not only in cartoons and movies, but also in everyday life; and the fun and exciting career opportunities in animation.

To that end, the requirements are designed to expose Scouts to several types of animation but not to turn them into professional animators. The requirements are written to support all age levels and allow the counselor to guide Scouts in having fun with this merit badge while working within their age-appropriate abilities. Even a Scout with little or no artistic drawing ability can fulfill the badge requirements. (For ideas, see the examples in the Stop-Motion and Experimental Animation sections of this pamphlet.)

In scope, the requirements are limited to animation and do not include visual effects. It is also important to differentiate between animation and video. For the purposes of this merit badge, *animation* is bringing life to inanimate objects by taking multiple still images and building them into a video. *Video* is recording live action and breaking the recording down to single frames—the opposite of animation. Simply taking a video of something moving is not considered animation for this merit badge.

At the online resource for this badge (<http://www.boyslife.org/Animation>), the Scout will find extensive examples, video tutorials, and animation tools, with most of the material provided at a minimal cost or free. These resources are presented with the young Scout in mind and serve as an extension of this merit badge.

You and the Scouts you counsel are encouraged to take advantage of the special features offered in this book, including augmented reality. You can also flip through the pages and see examples of animation running along the margins, and the centerfold section includes cutout pages with which to create an animation flip book. On the reverse side of the centerfold, you will find another example of 2-D animation.

In short, this book marks a new era in Scouting. Now, have fun with it—and let's get some Scouts excited about animation!



# 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 either on paper or using an animation software program.
  - 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.

# Resources

## Scouting Literature

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

With your parent's permission, visit the Boy Scouts of America's official retail website, [www.scoutshop.org](http://www.scoutshop.org), for a complete listing of all merit badge pamphlets and other helpful Scouting materials and supplies.

## 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: [www.scoutlife.org/Animation](http://www.scoutlife.org/Animation)

### Blender Foundation

Website: [www.blender.org](http://www.blender.org)

### DAQRI 4D Studio

Website: [daqri.com](http://daqri.com)

### Ryan Woodward Art & Animation

"Advice for Parents With Artistic Children"

Website: [ryanwoodwardart.com/info/advice-for-parents-with-artistic-children](http://ryanwoodwardart.com/info/advice-for-parents-with-artistic-children)