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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

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 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.

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 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.

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| ⬜ | Squash and stretch |  |
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| ⬜ | Anticipation |  |
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| ⬜ | Staging |  |
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| ⬜ | Straight-ahead action and pose to pose |  |
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| ⬜ | Follow through and overlapping action |  |
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| ⬜ | Slow in and slow out |  |
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| ⬜ | Arcs |  |
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| ⬜ | Secondary action |  |
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| ⬜ | Timing |  |
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| ⬜ | Exaggeration |  |
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| ⬜ | Solid drawing |  |
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| ⬜ | Appeal |  |
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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.

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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.

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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.

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| Where?  |  |
| When? |  |
| How? |  |

⬜ Share what you have learned with your counselor.

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

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

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| 1. |  |
| 2. |  |
| 3. |  |

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

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| Career |  |
| Education |  |
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| Training |  |
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| Experience |  |
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⬜ Discuss your findings with your counselor. Explain why this profession might interest you.

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**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**](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**](http://www.scouting.org/filestore/pdf/33088.pdf)**.**