



Animation

Scouts BSA · Arts

Name

Started

Completed

Animation brings drawings, clay, and objects to life one frame at a time. This badge teaches you the ideas animators use to make movement feel real and lets you make your own short animations. All you need is patience, imagination, and a phone, tablet, or flip book to start.

Requirements

Every official requirement, in plain language. Check the official wording when you sign off (scouting.org/merit-badges/animation/). Tips and examples are ideas, not extra requirements.

1 General knowledge

Tips for this section: Watch a few old and new cartoons back to back and notice how the style and smoothness have changed over time.

Example for this section: Make a quick history strip of five moments: early flip books and the zoetrope, the first cartoons with sound, hand-drawn feature films, the first fully computer-animated feature film in 1995, and today's video games. Add one sentence on what each made possible.

- ☐ **1a** Tell your counselor, in your own words, what animation is

- ☐ **1b** Discuss a short history of animation with your counselor

- ☐ **2** Pick five of the 12 animation principles and explain how each makes animation more convincing: anticipation; appeal; arcs; exaggeration; follow through and overlapping action; secondary action; slow in and slow out; solid drawing; squash and stretch; staging; straight ahead and pose to pose; timing

Tip: Pick five principles and find an example of each in a favorite movie. Pause and replay scenes to really see them.

Example: For each of five principles, find a clip: squash and stretch (a ball flattening when it lands), anticipation (a character crouching before a jump), follow-through (hair still moving after a stop), slow in and slow out, and exaggeration.

3 Projects in two different techniques

Tips for this section: Try a simple flip book and a stop-motion clip with toys or clay. Free stop-motion apps on a phone or tablet work well.

Example for this section: Project one could be a 5-second flip book of a ball bouncing over a fence. Project two could be a stop-motion clip of a clay snail crossing a desk, shot at 12 frames per second, with the camera taped down so it doesn't wobble.

3a First technique

- ☐ **3a1** With counselor approval of your first technique, plan the animation with thumbnail sketches and/or layout drawings, on paper or in animation software

- ☐ **3a2** Make the animation

- ☐ **3a3** Show it to your counselor, explain how you made it, and discuss how it could be improved

3b Second technique

- ☐ **3b1** With counselor approval of a second, different technique, plan the animation with thumbnail sketches and/or layout drawings

- ☐ **3b2** Make the animation

- ☐ **3b3** Show it to your counselor, explain how you made it, and discuss how it could be improved

4 Animation in our world

Tips for this section: Ask your counselor about nearby studios, game companies, or ad agencies. Think about how animation is used in ads, games, medicine, and education.

Example for this section: After a tour, talk about uses beyond entertainment: animated diagrams that show surgeons how a procedure works, weather maps on the news, safety videos at work, and lessons that show how a cell divides.

- ☐ **4a** Tour an animation studio or a business that uses animation, in person, by video, or online, and share what you learned with your counselor

- ☐ **4b** Discuss with your counselor how animation might make your life more fun and productive in the future

- ☐ **5** Learn about three animation careers; pick one, find out its education, training, and experience needs, discuss it with your counselor, and explain why it might interest you

Tip: Look into roles like storyboard artist, character animator, or visual effects artist, and what skills each needs.