

## Contest Description

<b>COMPETITION DATE:</b> Saturday, April 24	<b>CONTEST AREA NAME:</b> 88 - 2D Character Computer Animation
<b>CONTEST AREA NUMBER:</b> 88	<b>LEVEL:</b> Secondary
<b>DURATION OF CONTEST:</b> 5.5 Hours	<b>LOCATION:</b> Online (Zoom meeting check-in, judges accessible via email and Zoom for the duration of the contest)

## CONTEST INTRODUCTION

Purpose of the Challenge.

- To provide competitors with the opportunity to experience the animation production process and demonstrate their knowledge and skill
- To evaluate strong traditional animation art and storytelling skills

Skills and Knowledge to be tested.

- Detail and plan the development of an animated story based on the given action/theme
- Show their ability to tell a story through expressive characters, character development, and the animation process
- Outline their ideas on paper, then bring their story to life by creating, animating, compositing and rendering the scenes outlined in their storyboard

### Employability Skills:

Teamwork  
Time management  
Reading  
Planning  
Attention to detail

### Preproduction:

Composition  
Asset Design  
Contest Description 4  
Storyboarding  
Writing  
Character Pose Tests

**Production:**

- Cinematography
- Asset Construction
- Rendering
- Animation
- Exporting
- File Management
- Appeal of Final Product

**Essential Skills:**

- Working with Others
- Reading Text
- Thinking (Job Task Planning & Organizing)
- Digital

**CONTEST DESCRIPTION**

List of documents produced and timeline for when competitors have access to the documents.

DOCUMENT	DATE OF DISTRIBUTION VIA WEBSITE
Character turnaround sheet	March 15
Storyboard sheet	March 15
12 Principles of animation	March 15
Judging criteria	March 15

**Tasks that may be performed during the contest:**

Competitors will be given 5.5 hours to develop a story breakdown (storyboard), pose test, and animation that includes two characters and the following story plot breakdowns: setup, conflict, and resolution. The conflict must include an action given below.

**Pose Tests/Character Turnaround**

Produce character model sheets of their primary characters and submit electronically. Competitors should note that model sheets **MUST** include front, profile (side),  $\frac{3}{4}$ , and top views of the character. **Pose tests must be submitted to judges prior to lunch break via email.**

### **Storyboard/Story Breakdown**

Storyboards should use the symbols provided alongside drawings that set out the proposed animation and sequence of action provided. Sequence of actions should be as follows; setup, conflict, and resolution. The panels must include captions and action notes using template provided.

### **Audio**

An audio sound clip will be provided at the beginning of the competition for the competitors to download via a digital link. No other audio may be used, and final render must contain the audio provided.

**The theme chosen for this competition will be “laughter”. Competitors must incorporate “laughter” into their animation.**

**On the morning of the competition, ONE wild card will be chosen from the following items: rock, pencil or plant. The additional wild card must be a necessary part of the story plot.**

**Competitors should prepare for the possibility of animating and including any one of these options into their overarching story.**

### **Presentation:**

In lieu of in-person presentations, competitors will prepare a short writeup/rationale of one paragraph for the judges explaining their work and submit both the exported .mp4 animation file and the rationale to all judges.

Students are encouraged to plan and practice however all competition materials must be produced on the competition day.

Competitors must demonstrate their knowledge of the 12 principles of animation in their project  
Competitors are expected to create suitable environments and supporting assets.

**The teams will work independently. Instructors and/or observers will give NO assistance.**

## **Competition Breakdown**

### **Pre-Production - Story Breakdown:**

Competitors are required to submit three storyboard panels. One demonstrating the setup, one demonstrating the conflict and one demonstrating the resolution. Storyboard panels must include captions and action notes. Competitors must use the storyboard panel template provided.

### **Pre-Production - Pose Test:**

- Competitors are required to create one turnaround/pose test per character that demonstrates the personality of their character, shows top, 3/4, and front view and shows strong silhouette. A character name and bio must be included. Competitors must use the pose test/ character turnaround template provided.
- **Story breakdown and pose-test should be submitted before lunchtime.**

### **Animation:**

- Competitors are required to create an animation that follows the story breakdown submission, demonstrates the principles of animation in each section of the plot (setup, conflict, and resolution), has believability, entertainment value, and cinematography.
- All completed animation must be compiled into a final **.mp4** video submitted to the submission location by competition end time. Animation must be formatted at 1280 x 720 (HDTV\_720, 24) at 24 FPS. Competitors are responsible for converting any animation file outputs to .mp4 for final submission. Extra time may be provided due to unforeseen technical difficulties at the discretion of the PTC committee.

### **Software and/or skill knowledge difficulties will not be considered for time extension.**

- Competitors will be docked points for not submitting the final compiled .mp4 video by the end of the competition.

### **Technical Requirements:**

- The animation must be a **minimum 5** seconds to a **maximum 11** seconds in length.
- Animation must be rendered as a movie format that can be played on a competitor's device and submitted to the judges.
- Since the animation is shortened, competitors are expected to focus on producing a quality animation (blocking, acting, poses and timing).
- The teams will work independently. Instructors and/or observers will give NO assistance.

### **Character Rigs:**

- 2D animation competitors are not allowed to bring character rigs.

### **Notes on virtual competition:**

- We require that each competitor/team submit three photos of their production process/in-progress animation (screenshots are acceptable).
- Judges will be accessible via email for queries, and via Zoom should the need arise; however, it should be noted that skill knowledge questions will be answered at the discretion of judges. Judges can answer any issues involving technical difficulties.

**Equipment and material provided by the competitor:**

- **Competitors are required to have/bring their own devices and software for the 2021 competition. Each competitor may choose their own device and software to ensure their workflow and process is to what they are familiar with.**
- **Competitors are required to bring their own audio devices (headphones)**
- **Competitors are required to bring materials for planning and sketching**

**Optimum Hardware Requirements:**

Intel Graphics Workstation i7 Quad Core Processors

1 TB HD

16Gb RAM

Dedicated video card (suggested 2GB) as approved by Autodesk

Flat Panel Display 1920 X 1080

Sound card

Operating System –Windows 7 or 10 64 Bit

Wi-Fi enabled computer system.

**Suggested software:**

**3D Software:** 3D Studio Max, Maya, Blender.

**2D Software:** Adobe CC Animate, ToonBoom Harmony, ToonBoom Storyboard Pro.

**Video and Graphic Software**

Adobe Photoshop, Adobe After Effects, and Adobe Premiere Pro, Final Cut Pro (Mac), iMovie, Windows Movie Maker

**Viewing Software**

VLC

NOTE: No external support programs or plug-ins are allowed.

**Additional Equipment and material suggested.**

Tablet and driver (Driver compatible with your system)

Headphones

Drawing materials

**Note: Competitors are responsible for the technical knowledge of their software of choice.**

## EQUIPMENT, MATERIAL, CLOTHING

Equipment and Material Competitor must supply:

- Computer/device (i.e. personal computer or tablet) and software
- Audio devices (headphones)
- Materials for planning and sketching

## SAFETY REQUIREMENTS

The health, safety and welfare of all individuals involved with Skills Canada NL are of vital importance. Safety is a condition of participation and shall not be sacrificed for the sake of expediency. At the discretion of the judges and technical committees, any competitor can be denied the right to participate should they not have the required proper safety equipment and/or act in an unsafe manner that can cause harm to themselves or others.

- There is no protective equipment (PPE) required for this competition!

## EVALUATION/JUDGING CRITERIA

Point Breakdown - How we will assess your project.

POINT BREAKDOWN	/100
Storyboard	20
Character and asset design	20
Animation	40
Final product	20

## ADDITIONAL INFORMATION

Tie (No ties are allowed)

In the event of a tie, the team with the highest score in the Storyboard criteria will be declared the winner. Please refer to the competition rules for all general SCPC information.

## PROVINCIAL TECHNICAL COMMITTEE MEMBERS

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