



2019 22nd ANNUAL SKILLS MANITOBA COMPETITION CONTEST DESCRIPTION

CONTEST NAME: 2D Character Computer Animation

CONTEST NO: 88

LEVEL: Secondary Maximum 10 Teams – 1 team per school, additional teams as space allows.

CONTEST LOCATION:

April 11, 2019

Tec-Voc High School
1555 Wall Street
Room 346

COME DIRECTLY TO THE COMPETITION ROOM. REGISTRATION WILL TAKE PLACE THERE DUE TO OUR EARLY START.

CONTEST START TIME AND DURATION:

NOTE EARLY START TIME!

7:15 to 7:30:	Contest Orientation
7:30 to 8:00:	Storyboards and Model Sheets (no computer access)
8:00 to 11:30:	Production Time
11:30 to 12:00:	Mandatory ½ Lunch
12:00 to 2:00:	Production Time

- Final player files must be submitted by 2:00 pm.
- 3:30-4:30 Medal Presentation at Notre Dame South Gym

PURPOSE OF CHALLENGE:

INTRODUCTION

- Purpose of the Challenge - To test contestants on their ability to animate 2D characters and settings.
- Duration of contest. 6.0 hours

SKILLS AND KNOWLEDGE TO BE TESTED:

Task

- Create and animate a story that has a setup, conflict and resolution. The resolution must have the two characters hugging.
- During the competition, competitors will be given a wild card story element to add into their story setup, conflict and resolution.

Tasks during Competition:

Preproduction:

The first 30 minutes of the competition will be given to the competitors to create their preproduction files:

- Storyboard - Competitor creates a storyboard that describes with simple but clear sketches, all the story elements, action and timing to be communicated in the final animation. The final product will be compared to the storyboards.
- Audio – Students will be allowed to use the computers and internet to find suitable audio clips for their animation.
- Character Turn Around – The character turn around sheet reflects front, back, side, and $\frac{3}{4}$ perspective views for each major character, in full body view.

Production:

The remaining competition time is given to create the animation. Below is a framework for the animation:

- The animation should be no longer than 15 seconds.
- The animation should be formatted at 1280 x 720 .mov H.264 @24 FPS.
- The animations must be fully rendered and ready for judging by 2:00 pm.
- Digital Drawing tools such as tablets are permitted. The competitor must **bring their own tablet** to the competition. Contestants are responsible for the installation and troubleshooting of their devices.
- Competitors must demonstrate their knowledge of the 12 principles of animation in their project.
- Nowhere within the presentation and supporting documents should the name of the students, their school or province appear.
- The teams will work independently. Instructors and/or observers will give no assistance and are not allowed in the competition area.

Teams must be able to work together, to plan and produce a single player/video file. Teams must be able to combine files together into a single final product. Files must be assembled into one final player, fully rendered and available for judging by the 2:00pm.

POINT BREAKDOWN (100 POINTS):

3D ANIMATION JUDGING CRITERIA

JUDGING CRITERIA:

POINT BREAKDOWN / 100 TOTAL

The final animations from each team will be viewed and assessed by the judges. Tabulation sheets will be given to the members of the technical committee for verification of scores. Judges should direct any questions to members of the technical committee only. To qualify for a medal, competitors **MUST** achieve a minimum of 60 pts.

Preproduction (20)

- Storyboard – the storyboard describes with simple but clear sketches, all the story elements, action and timing to be communicated in the final animation. Each scene/event in the animation should be presented in detail and timed to the second. Camera shots and or movements reflected - The Storyboard uses the industry standard symbols and terminology as provided in the Scope documents (page 6), and clearly indicates the camera movement and framing of the shot.
- Storyboard adheres to Final Animation -The final animation illustrates the story as outlined in the storyboard. Any changes to the story are outlined in new storyboard sheets, with changes indicated clearly on the original pages.
- Character Turn Around – The character turn around sheet reflects front, back, side, and $\frac{3}{4}$ perspective views for each major character, in full body view.

Wild Card (20)

The competitors effectively integrated the wild card into the animation.

- Wild Card Integration – The wild card is integrated into the animation setup, conflict and resolution. The wild card furthers the plot and is implemented well within the main story.

Animation (50)

The competitor animates the characters and the scene according to the criteria below:

- Required Animation ‘Hug’ – Competitors demonstrate good physicality, acting and make good use of the principles of animation during the two characters hugging.
- 12 Principals of Animation – the animation demonstrates the understanding of the 12 Principals of Animation: squash and stretch, timing, anticipation, staging,

follow-through and overlapping action, slow-in and slow-out, arcs, exaggeration, secondary action, and personality/appeal.

- Physicality - Movement within the animation displays the interaction between characters and interaction with physical objects including the influence of mass and gravity.
- Acting - The characters are actors in the scene using expressions of emotion, posing, and movement to provoke empathy and emotion in the audience, and drive the action of the story.
- Cinematography - The final animation integrates changes in camera angle and position, zooms, pans and fades and other visual effects to support the story, as outlined in the storyboard.

Audio (10)

- Audio Integration – Students integrated audio into their final animation. Audio clips are synched with the actions of the elements. Audio makes sense with the action.

EQUIPMENT, TOOLS, MATERIALS TO BE PROVIDED BY COMMITTEE:

TBA

EQUIPMENT, TOOLS, MATERIALS TO BE SUPPLIED BY COMPETITOR:

TBA

Required clothing (Provided by competitor)

- Appropriate Business-casual Attire: **no** school name, provincial name or commercial logo on any visible attire.
- Hats are not permitted in the competition area.

NATIONAL COMPETITION ELIGIBILITY:

A mark of **70% or higher** must be scored by the gold medalist in order to attend the National Skills Competition

WORKSITE SAFETY RULES / REQUIREMENTS:

No safety equipment required - students should report any tripping hazards, overheating equipment, worn power cords, etc.

THE IMPORTANCE OF ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES;

Essential skills are used in nearly every job and at different levels of complexity. They provide the foundation for learning all other skills and enable people to evolve with their jobs and adapt to workplace change. Good Essential Skills means you will understand

and remember concepts introduced in technical training. The level of Essential Skills required for most trades is as high as or higher than it is for many office jobs.

The following 9 skills have been identified and validated as key essential skills for the workplace:

Numeracy, Oral Communication, Working with Others, Continuous Learning, Reading Text, Writing, Thinking, Document Use, Digital.

Top Essential Skills required for 2D Character Computer Animation: Working with Others, Thinking, Digital

FOR MORE INFORMATION PLEASE CONTACT:












CHAIR / NTC Member

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Storyboard Symbols:

Camera Movements		Character Movements	
	Racking		Tilt Up
	Zoom Out		Tilt Down
	Zoom In		Pedestal Down
	Pan Right Pan Left		Pedestal Up
	Dolly In		Track Right Track Left
	Dolly Out		