



# 2020 23<sup>rd</sup> ANNUAL SKILLS MANITOBA COMPETITION CONTEST DESCRIPTION

**CONTEST NAME:** 2D Character Computer Animation

**CONTEST NO:** 88

**LEVEL:** Secondary

**CONTEST LOCATION:**

**April 09, 2020**

Sisler High School  
1360 Redwood Avenue  
Room 57

**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 Pose Tests (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 **conflict** must have one of the characters **sneezing**. Animation must be 15 seconds. Two characters are required.
- During the orientation, competitors will be given a wild card story element to add into their story setup, conflict and resolution. The wild card will be selected from one of the following: feather, flower, fish, banana, or fly swatter.

### Tasks during Competition:

#### Preproduction:

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

- Storyboard - Competitors create 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. Storyboard templates on page 6.
- Character Pose Test – Competitors create a pose test for each of their characters that reflects a strong silhouette, has personality and includes a biography of the character.
- Audio – Competitors will be allowed to use the computers and internet to find suitable audio clips for their animation.

#### Production:

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

- The animation should be 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 will be provided by Sisler High School. Each team will get 1 Cintiq and Wacom drawing tablet.
- 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 competitors, 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):**

### **2D 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 Draftsmanship – simple, clear and recognizable sketches
- Storyboard Actions – story actions and events are appropriately communicated
- Storyboard Timing - story actions and events are timed to the second
- Storyboard Camera Shots - camera movement and framing of the shot clearly communicated
- 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.
- Pose Tests – character pose tests reflect a strong silhouette, has personality and includes a character bio.

#### **Wild Card (25)**

The competitors effectively integrated the wild card into the animation.

- The wild card is integrated into the setup
- The wild card is integrated into the conflict
- The wild card is integrated into the resolution
- Influence on sneeze - the wild card has significance and has a creative influence in the character sneezing
- Engagement - the wild card is unpredictable, engaging and evokes emotion from audience
- Performance – the wild card exhibits use of appropriate animation principles

#### **Animation (50)**

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

- Required Animation ‘Sneeze’ – demonstrates good physicality and use of principles of animation
- Required Animation ‘Sneeze’ – demonstrates good acting
- Principles of Animation - squash and stretch, anticipation, follow-through and overlapping action, slow-in and slow-out, arcs, secondary action

- Principle of Animation – timing, the timing is realistic and believable with appropriate use of visual pauses
- Principles of Animation – staging, exaggeration & 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 - cinematography has purpose and does not distract or cause uneasiness.

#### **Audio (5)**

- Audio Integration “Sneeze” – Students integrated an audio clip of the sneeze. Audio clip is synched with the actions of the elements. Audio makes sense with the action.
- Audio Integration “Other” – Students integrated additional audio clips. Audio clips are synched with the actions of the elements. Audio makes sense with the action.

#### **EQUIPMENT, TOOLS, MATERIALS TO BE PROVIDED BY COMMITTEE:**

- Cintiq
- Wacom drawing tablet
- Laptop/Computers
  - Adobe Animate
  - Harmony

#### **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 - Competitors 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 3D Character Computer Animation: Working with Others, Thinking, Digital

**FOR MORE INFORMATION PLEASE CONTACT:**

Justin McGillivray  
CHAIR / NTC Member  
204-786-1401 ext 564  
[jmcgillivray@wsd1.org](mailto:jmcgillivray@wsd1.org)

Page \_\_ of \_\_

Team: \_\_\_\_\_

Title: \_\_\_\_\_



SHOT: \_\_\_\_\_ PANEL: \_\_\_\_\_

TIME: \_\_\_\_\_

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