

GAME ART CHALLENGE

Are you passionate about Skilled Trades and Technologies? Show off your animation skills and send in your own game character!



The deadline to enter your character is Friday May 29th, at 4 p.m. This contest will be judged in two age groups (K-8 and 9-12). The winner of each age group will receive a \$25.00 e-giftcard!

Contest instructions:

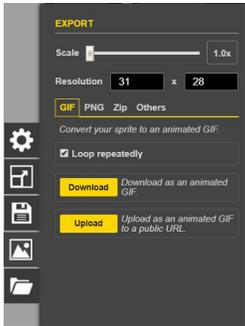
Steps to enter (K-8):

1. Go to <https://www.piskelapp.com/> and click create sprite. (If you want to use other software go ahead.)
2. Make sure you set the size to 128 pixels x 128 pixels before you start. You can do this by clicking the resize button. It is the second button on the right hand side of the screen.
3. Design your character.
4. Download your character. Click the export button (the 4th button down on the right side of the screen). Click download as a GIF. Save it.
5. Submit your entry via email to skillsmb@skillsmanitoba.ca or via direct message on Facebook, no later than Friday May 29th, at 4 p.m.



Steps to enter (9-12):

1. Go to <https://www.piskelapp.com/> and click create sprite. (If you want to use other software go ahead.)
2. Make sure you set the size to 128 pixels x 128 pixels before you start. You can do this by clicking the resize button. It is the second button on the right hand side of the screen.
3. Create an idle animation. An Idle animation is what the character does when they aren't moving. Create an Idle animation by creating 2 OR MORE poses and adjust the frame rate to create a smooth animation.
4. Export your animation as an animated GIF. Keep the size at 128 pixels x 128 pixels. Save it.
5. Submit your entry via email to skillsmb@skillscanada.com or via direct message on Facebook, no later than Friday May 29th, at 4 p.m.



Note: Animations may be posted to Skills Manitoba social media pages unless otherwise requested by the submitter. Animations must be appropriate for all audiences. Any offensive animations will not be posted and are automatically disqualified.

www.skillsmanitoba.ca