

Game Art Challenge



**Are you passionate about Skilled
Trades and Technologies?**

**Show off your animation skills and
send in your own game character!**

**Contest starts
January 18th and
ends January 24th
at 12:00 p.m.**

**Contest will be judged in three age groups:
Grade K-4 / Grade 5-8 / Grade 9-12.**

Each age group will have 1st, 2nd, and 3rd place winners.

1st place-\$75, 2nd place-\$50, 3rd place-\$25.

All winners will receive Amazon e-gift cards.

Contest Instructions: Steps to Enter - K to 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@skillsCanada.com no later than Sunday, January 24th at 4:00 p.m.

Steps to Enter - 9 to 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 no later than Sunday, January 24th at 4:00 p.m.