



2021
23rd ANNUAL SKILLS CANADA MANITOBA
COMPETITION
VIRTUAL EDITION
CONTEST DESCRIPTION

CONTEST NAME:

2D Character Computer Animation

CONTEST NO:

88

LEVEL:

Secondary (Teams of 2)

CONTEST DEADLINES:

- Registration opens online through the Skills Canada Manitoba website portal on **Monday, February 1, 2021**. Competition Portal address to be announced.
- **Friday, March 12, 2021** - Competitor Registration Deadline
- Skills Canada Manitoba Competition to be held **April 5 – 16, 2021**
- Deadline for student's work to be submitted – **April 14, 2021**
- Students work to be evaluated by – **April 16, 2021**
- Results to be posted on the Skills Manitoba website and social media sites on **Wednesday, April 21, 2021**.
- There will be an **Orientation Session** prior to the competition. Details and time to be announced by the Provincial Technical Committee. Competitor and advisor attendance is mandatory.

CONTEST LOCATION:

Competition will happen at the competitor's school and be supervised by the advising instructor.

CONTEST DATE:

Date:	Tasks:
Monday, April 5, 2021 @ 8:15	Orientation – Google Meets Announcement of Wild Card and Expectations
Wednesday, April 7, 2021	3-Panel Story Breakdown (Due) Pose Tests (Due)
Thursday, April 8, 2021	8:30 – 9:30 – Animatic 9:30 – 2:30 – Animation *Must be supervised by advisor.

PURPOSE OF CHALLENGE:

The animation industry is growing and vibrant, providing an opportunity for creative employment. It requires a combination of technical and artistic skills, the ability to manage time, communicate ideas and work together in a team environment. The purpose of this competition is to provide contestants with an opportunity to compete with others across Manitoba to demonstrate key skills and their understanding of the animation process.

The fundamental concepts of animation will be emphasised and implemented throughout the six-hour event. The competition will focus on the participants' ability to tell a story through expressive characters and engaging storytelling.

Teams will submit a **3-panel story breakdown, pose test, animatic and final product** to the judges at specific times during the competition.

SKILLS AND KNOWLEDGE TO BE TESTED:

- Participants will be challenged to detail and plan the development of a complete animated story based on a **character sneezing** in the conflict while utilizing a **wildcard** element. The wildcard element will be an object, for example, a flower or banana.
- The competition will focus on the participants' ability to tell a story through expressive characters and the animation process.

PROJECT DESCRIPTION:

The main story conflict of the animation must have a **character sneezing**. The final animation must be a **minimum of 6 to a maximum of 11 seconds**. If the animation exceeds the max length or is too short, teams will be disqualified. All animation renders must be completed by 2:30 P.M. and be rendered with a beginning and ending slate. (Slates will be given to competitors to use.)

Date:	Tasks:
Monday, April 5, 2021 @ 8:15	Orientation – Google Meets Announcement of Wild Card and Expectations
Wednesday, April 7, 2021	3-Panel Story Breakdown Pose Tests *Must be handed in by 3:30
Thursday, April 8, 2021	8:30 – 9:30 – Animatic 9:30 – 2:30 – Animation *Must be supervised by advisor *Must hand in animatic at 9:30 *Must hand in animation at 2:30

3-Panel Story Breakdown & Pose Test:

- Using the template provided, produce a 3-panel story breakdown which should include the setup, climax, and resolution of the story.
 - o The animatic and final animation must follow the 3-panel story breakdown. The animatic and final animation will be produced under the supervision of the advisor during the competition.
- Using the template provided, produce a pose test of each character representing the personality which will be portrayed in the final animation, and a short biography of the character.

[1-hour] Pre-Production - Animatic:

- Using their 3-panel story breakdown and the wildcard element, students will create an animatic. The animatic should display timing, pacing and cinematography, while also including appropriate sound effects. The animatic can be created with screen captures from the animating program.
- Resolution is 1280 x 720, 24 fps. File format is .mp4 or .mov.

[5-hour] Production – Animation:

- Competitors are required to create an animation that follows the animatic submission, demonstrates the principles of animation in each section of the plot (setup, conflict, and resolution), has believability, entertainment value, and cinematography. Audio placement and usage matches the animatic.
- Resolution is 1280 x 720, 24 fps. File format is .mp4 or .mov.

Important Information:

- Competitors must demonstrate their knowledge of the 12 principles of animation in their project.
- Competitors are expected to create convincing environments and supporting models.
- Nowhere within the presentation and supporting documents should the name of the students or their school appear.
- There must be an obvious beginning and end to the final animation. This could be through the use of the first frame being black or titling.
- The teams will work independently. Instructors and/or observers will give NO assistance.
- The teams must upload their files hourly to provide record of the work being completed.

EQUIPMENT AND MATERIALS:

Virtual Competition Resource Support Form

A \$40 competition resource subsidy is available to all competitors of the Skills Canada Manitoba Competition – Virtual Edition who are required to purchase items for their respective competition. It is intended for items that were purchased to support competitors. (e.g. food supplies, materials, technical equipment, tools etc.) Please complete the Virtual Competition Resource Support Form found on the Skills Manitoba website. Please note that receipts or a school invoice are required:

SAFETY RULES / REQUIREMENTS:

The health, safety and welfare of all individuals involved with Skills Canada Manitoba are of vital importance.

At the discretion of the judges and technical committees, any competitor submission can be denied should the participant not have the required proper safety equipment and/or act in an unsafe manner that can cause harm to themselves or others.

All competitors must complete and submit a Safety Checklist with your project submission. The Safety Checklist is located in the Skills Manitoba Competition Information package as well as on the Skills Manitoba website.

Submissions will not be judged if the completed Safety Checklist is not included in the submission.

SPECIAL CONDITIONS / ADDITIONAL INFORMATION:

Ethical Conduct: We recognize that participants will be competing individually in their own schools and therefore not all conditions can be monitored. However, we expect all competitors to compete fairly, respecting and abiding by the established rules in the true spirit of Skills Canada Manitoba.

Supervision of Competitor: Competitors will be required to have an adult with them that is qualified /competent in the contest area, to both supervise and ensure safety.

COVID 19 Protocol

Please follow all established COVID 19 protocol as per your school and Manitoba Health guidelines.

NATIONAL COMPETITION ELIGIBILITY:

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

POINT BREAKDOWN/JUDGING CRITERIA:

PRE-PRODUCTION (25 MARKS)

•Story Breakdown Panels

Competitors have an inspiring and entertaining plot that is original. The story plot breakdown demonstrates draftsmanship, has captions and is clear.

•Pose Test

Competitors pose test is creative and consistent in design and style, demonstrates the character(s) personality, and includes a character bio

•Animatic

Competitors animatic includes a clear story setup, conflict and resolution. The expected camera movements have purpose and does not distract or cause uneasiness, the timing and pacing is realistic and believable, the layout (staging) strongly supports the animation, and the characters are expressive with creative poses. Competitors include audio clips in the animatic.

WILD CARD (30 MARKS)

•Element Plot Integration

The wild card element is visible and necessary in each story breakdown. The element has significance and has a creative influence on the character sneeze. The element is used in an unpredictable and engaging way within the animation.

- Appeal**

The element is engaging and evokes emotion from the audience. The element is visually consistent and has a good silhouette throughout the animation.

- Performance of Element**

The element exhibits use of strong animation principles and must include the use of arcs and slow in and slow out.

- Audio Clip Inclusion**

Audio is included, is synced, and supports the action of the element and sneeze.

ANIMATION (40 MARKS)

- Story Setup Animation**

Minimum of 3 principles demonstrated in the story setup. The animation is smooth, believable and makes good use of pauses.

- Story Conflict Animation**

Minimum of 3 principles demonstrated in the conflict. The action of the sneeze is present and creatively implemented. The animation is smooth, believable and makes good use of pauses.

- Story Resolution Animation**

Minimum of 3 principles demonstrated in the resolution. The animation is smooth, believable and makes good use of pauses.

- Design Principles**

Effective visual depth is used to separate foreground and background. The layout strongly supports animation focus and interest. Design/colour harmony is present.

- Cinematography**

Camera movement has purpose and does not distract or cause uneasiness. A variety of shots are used. Sets and props are used to establish shots. Visual depth is present. All shots are present in the final animation.

Final Product (5 marks)

- Pre-production influence**

The story plot is clear and matches the 3-panel story breakdown and animatic. Final performance of characters reflects the personality as shown in the pose test.

- Specifications**

Animation is the required length plus the given title screen and pose test. Resolution is 1280 x 720, 24 fps. File format is .mp4 or .mov.

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.

TECHNICAL COMMITTEE MEMBERS CONTACT INFORMATION:

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