# 2022
# 24th ANNUAL SKILLS CANADA MANITOBA COMPETITION
# VIRTUAL EDITION
# CONTEST DESCRIPTION

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

**CONTEST NO:**
88

**LEVEL:**
Secondary (Teams of 2. Maximum of 3 teams per school unless space is available)

**CONTEST DEADLINES:**
- Registration opens online through the Skills Canada Manitoba website portal on **Monday, February 7, 2022.**
- **Friday, March 18, 2022** - Competitor Registration Deadline
- 2D Character Computer Animation orientation will be held on **Wednesday, April 6th at 8:30.** The six-hour competition will be held on **Thursday, April 7th at 8:30 – 2:30.**

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

## CONTEST DATES:

| Date: | Tasks: |
|---|---|
| Wednesday, April 6, 2022 | Orientation – Google Meets @ 8:30 (link will be provided to registered teams)<br><br>Teams will have until Thursday, April 7th, 2022 at 8:30 to prepare the 3-Panel Story Breakdown and Pose Tests. |
| Thursday, April 7, 2022 | 8:30 – 3-Panel Story Breakdown (Due)<br>8:30 – Pose Test (Due)<br>8:30 – 9:30 – Animatic*<br>9:30 – 2:30 – Animation*<br><br>*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:

• The competition will focus on the participants' ability to tell a story through expressive characters and the animation process.

## PROJECT DESCRIPTION:

Competitors will be given 6 hours to develop a story breakdown, pose test, animatic, and animation that includes **two characters** and the following story plot breakdowns: **setup, conflict, and resolution.** The **setup** must have a character lifting an object.

**Wild Card**

During the orientation competitors will be given an additional wild card that must be included in the setup, conflict and resolution of the story. The additional wild card must be a necessary part of the story plot. The single wild card will be

selected from one of the following: **tire, cast iron stewpot, sandwich, cookie jar, or traffic sign.**

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 slate. (Slates will be given to competitors to use.)

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**[Pre-Competition] 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.
    - Each breakdown (setup, climax and resolution) should be on a separate sheet.
    - 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.

*Please see POINT BREAKDOWN/JUDGING CRITERIA for a summary of the grading criteria.*

**[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 or 1920 X 1080 at 24 fps.  File format is .mp4 or .mov.

*Please see POINT BREAKDOWN/JUDGING CRITERIA for a summary of the grading criteria.*

**[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 or 1920 X 1080 at 24 fps.  File format is .mp4 or .mov.

*Please see POINT BREAKDOWN/JUDGING CRITERIA for a summary of the grading criteria.*

**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.
• Competitors are allowed to bring two, 2D original builds. No animation should be included.
• Nowhere within the presentation and supporting documents should the name of the students or their school appear.
• The teams will work independently. Instructors and/or observers will give NO assistance.

## 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 in 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 (5 marks)**
Competitors have an inspiring and entertaining plot that is original. The story plot breakdown demonstrates draftsmanship, has captions and is clear.

**•Pose Test (5 marks)**
Competitors pose test is creative and consistent in design and style, demonstrates the character(s) personality, and includes a character bio.

**•Animatic (15 marks)**
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. Audio is included, is synced, and supports the action of the element and lifting an object. Audio clips are present in each story breakdown.

## WILD CARD (30 MARKS)

**•Element Plot Integration (12 marks)**
The wild card element is visible and necessary in each story breakdown. The element has significance and has a creative influence on the character lifting an object. The element is used in an unpredictable and engaging way within the animation.

**•Appeal (6 marks)**
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 (6 marks)**
The element exhibits use of strong animation principles and must include the use of arcs and slow in and slow out.

**•Audio Clip Inclusion (6 marks)**
Audio is included, is synced, and supports the action of the element and lifting an object.

## ANIMATION (40 MARKS)

**•Story Setup Animation (14 marks)**
Minimum of 3 principles demonstrated in the story setup. The action of the lift is present and creatively implemented. Exaggeration used in the lift. Anticipation/reaction used in the lift. Timing of the lift showcases good weight and arcs. The animation is smooth, believable and makes good use of pauses.

**•Story Conflict Animation (7 marks)**
Minimum of 3 principles demonstrated in the conflict. The animation is smooth, believable and makes good use of pauses.

**•Story Resolution Animation (7 marks)**
Minimum of 3 principles demonstrated in the resolution. The animation is smooth, believable and makes good use of pauses.

**•Design Principles (6 marks)**
Effective visual depth is used to separate foreground and background. The layout strongly supports animation focus and interest. Design/colour harmony is present.

**•Cinematography (6 marks)**
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.

## Final Product (5 marks)

**•Pre-production influence (3 marks)**
The story plot is clear and matches the 3-panel story breakdown and animatic. Audio is included in each story breakdown of the final animation. Final performance of characters reflects the personality as shown in the pose test.

**•Specifications (2 marks)**
Animation is the required length plus the given title screen.  Resolution is 1280 x 720, 24 fps or 1920 X 1080 at 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:

Justin McGillivray
Provincial Technical Chair
NTC Member
jmcgillivray@wsd1.org

Jamie Leduc
Provincial Technical Chair
jleduc@wsd1.org