



2023
25TH ANNUAL SKILLS CANADA MANITOBA
COMPETITION
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 LOCATION:

Room 57
Sisler High School
1360 Redwood Avenue
Winnipeg, MB R2X 0Z1

CONTEST DATES:

Date:	Tasks:
Tuesday, April 11, 2023	Orientation – Google Meets @ 8:30 Announcement of Wild Card (link will be provided to registered teams)
Thursday, April 13, 2023 – 7:30 – 2:00 (Please note, 3-Panel Story Breakdown & Pose Test need to be completed before competition)	7:30 – Competition Starts 7:30 – 3-Panel Story Breakdown (Due) 7:30 – Pose Test (Due) 7:30 – 8:30 – Animatic 8:30 – 2:00 – Animation ** half an hour lunch break will be given between 11:00 – 1:00

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 animation** 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 develop a story breakdown, pose test, animatic, and animation that includes character(s) and the following story plot breakdowns: **setup, conflict, and resolution**. The story must have the following **required action – sit to stand OR stand to sit**. The final animation must be a **minimum of 6 to a maximum of 11 seconds**.

Wild Card – 30 MARKS

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: **beverage container, bookbag, table lamp, mobile device, book/magazine.**

Wild Card Judging Criteria				
Criteria	Level 1	Level 2	Level 3	Level 4
Element Plot Integration (10)	Visible but not necessary in each story breakdown.	Visible and necessary in each story breakdown.	Significant in each story breakdown and to the stand to sit or sit to stand.	Significant in each story breakdown and to the stand to sit or sit to stand. Unpredictable use.
Appeal (8)	Not engaging in the story.	Loses appeal during story breakdown.	Style is appealing, matches scene and has good silhouette.	Engaging and evokes emotions
Performance of Element (10)	No animation principles present.	Animation principles are lacking.	Expected principles of animation present.	Expected principles with appropriate exaggeration.
Audio Clip Inclusion (2)	Audio is not included for the wildcard.	Audio is included for the wildcard.	Audio is synced with the action of the wildcard.	Audio is synced and enhances the action of the wildcard.

3-Panel Story Breakdown [Must be submitted at 7:30] - 7 MARKS

Using the template provided, produce a 3-panel story breakdown which should include the setup, climax, and resolution of the story.

Story Breakdown Judging Criteria				
Criteria	Level 1	Level 2	Level 3	Level 4
Plot (4)	Plot is unclear.	Plot is bland and unengaging.	Plot shows signs of creativity.	Plot is inspiring and/or entertaining.
Layout/Staging (3)	No setting visible.	Setting is suggestive but unclear.	Visually describes the setting of the story.	Layout strongly supports the story.

Pose Test [Must be submitted at 7:30] – 5 MARKS

Using the template provided, produce a pose test for the protagonist representing the personality which will be portrayed in the final animation, and a short biography of the character.

Pose Test Judging Criteria				
Criteria	Level 1	Level 2	Level 3	Level 4
Pose Test (5)	Pose test not included.	Pose is consistent in design and style to the 3-panel breakdown.	Pose is creative and includes bio.	Pose is creative, demonstrates personality, and includes bio.

Animatic [Must be submitted by 8:30] – 13 MARKS

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.

Animatic Judging Criteria				
Criteria	Level 1	Level 2	Level 3	Level 4
Clarity (4)	Plot is unclear.	Plot is unclear in one story breakdown.	Plot is clear in each breakdown. Some movements unclear.	Plot and movements are clearly communicated.
Camera Movements (2)	Camera choices are confusing and does not enhance story.	Camera choices cause uneasiness or distractions.	Camera choices have some purpose and causes some distraction.	Camera choices have purpose and does not cause distraction.
Layout/Staging (3)	No setting visible.	Setting is suggestive but unclear.	Setting is clear.	Layout strongly supports focus and interest.
Character Poses (3)	Static, lifeless, and with no expressions.	Basic with few expressions.	Expressive with uncreative poses.	Expressive with creative poses.
Audio Clips (1)	Audio not included.	Audio is missing from one story breakdown.	Audio included in each story breakdown and sync'd with actions.	Audio included in each story breakdown, sync'd with actions, and enhance the animatic.

Animation [Must be submitted by 2:00] - 45 MARKS

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.

Animation Judging Criteria				
Criteria	Level 1	Level 2	Level 3	Level 4
Principles of Animation Set Up (6)	Principles are lacking.	Missing key principles for the movements.	Expected principles are demonstrated for the movements.	Appropriate level of exaggerated movements.
Principles of Animation Conflict (6)	Principles are lacking.	Missing key principles for the movements.	Expected principles are demonstrated for the movements.	Appropriate level of exaggerated movements.
Principles of Animation Resolution (6)	Principles are lacking.	Missing key principles for the movements.	Expected principles are demonstrated for the movements.	Appropriate level of exaggerated movements.
Smooth and Believable (3)	Movements are not smooth and believable.	Some movements are not smooth or believable.		Movements are smooth and believable

Good use of Pauses (3)	Pauses are needed.	Some additional pauses are needed.		Good use of pauses.
Required Action – Stand to Sit or Sit to Stand (9)	Action is not present.	Action is present but not clear.	Action demonstrates appropriate principles of animation.	Action is present and creatively implemented.
Design Principles (4)	Lacking in design principles.	Design & colour harmony present.	Effective visual depth used to separate foreground and background.	Layout strongly supports focus and interest.
Cinematography (4)	Cinematography is confusing and does not add to overall animation.	Cinematography causes uneasiness or is a distraction.	Cinematography has some purpose and causes little distraction.	Cinematography has purpose and does not distract or cause uneasiness.
Audio (2)	Audio not included.	Audio is missing from one story breakdown.	Audio is included in each story breakdown and sync'd with actions.	Audio included in each story breakdown, sync'd with actions, and enhance animatic.
Preproduction Influence (1)	Preproduction does not match final product.	-		Preproduction matches final product
Specifications (1)	File format does not match specifications.	-		Resolution is 1280 x 720, 24 fps. File format is .mp4.

Important Information:

- 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.
- Title slates will be provided and must be used for the final animation.
- The teams will work independently. Instructors and/or observers will give NO assistance.
- In the event of a tie, the highest mark in the animation criteria will be used to determine winner, followed by wildcard criteria, and then followed by animatic criteria.

EQUIPMENT AND MATERIALS:

The following equipment will be provided by Sisler High School:

Mac OS and Cintiqs

Harmony, Storyboard Pro, and Adobe Suite is available.

(If Adobe Animate is needed please contact jmcgillivray@wsd1.org and jleduc@wsd1.org)

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.

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

THE IMPORTANCE OF SKILLS FOR SUCCESS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY;

In response to the evolving labour market and changing skill needs, the Government of Canada has launched the new Skills for Success (former Essential Skills) model defining nine key skills needed by Canadians to participate in work, in education and training, and in modern society more broadly. SCC is currently working with Employment and Social Development Canada (ESDC) to bring awareness of the importance of these skills that are absolutely crucial for success in Trade and Technology careers. Part of this ongoing initiative requires the integration and identification of the Skills for Success in contest descriptions, projects, and project documents. The following 9 skills have been identified and validated as key skills for success for the workplace: 1.Numeracy, 2.Communication, 3.Collaboration, 4.Adaptability, 5.Reading, 6.Writing, 7.Problem Solving, 8.Creativity and Innovation, 9.Digital

TECHNICAL COMMITTEE MEMBERS CONTACT INFORMATION:

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