



26TH ANNUAL SKILLS CANADA MANITOBA COMPETITION CONTEST DESCRIPTION APRIL 11, 2024

CONTEST NAME:

3D Character Computer Animation

CONTEST NO:

87

LEVEL:

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

CONTEST DEADLINES:

CONTEST LOCATION:

Sisler High School
1360 Redwood Ave, Winnipeg, MB R2X 0Z1
Room 59

CONTEST DATES:

Date:	Tasks:
Tuesday, April 9, 2024	Orientation – Google Meets @ 8:30 Announcement of Wild Card (link will be provided to registered teams)
Thursday, April 11, 2024 - 7:30 – 2:00 (Please note, 3-Panel Story Breakdown & Pose Test need to be completed before competition)	7:30 – 3 Panel Story Breakdown (Due) 7:30 – Pose Test (Due) 7:30 – 9:30 – Previsualization Blocking 9:30 – 2:00 – Animation (with a 30 minute lunch)

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, previsualization blocking** 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, previsualization blocking, and animation that includes character(s) and the following story plot breakdowns: **setup, conflict, and resolution**. The story must have the following **required action – dodge (zig or zag)**. 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 their story. The wild card must

be a necessary part of the story plot. The wild card should have significance and have a creative influence in the required character action. The wild card will be selected from one of the following: **ball, baseball bat, frisbee, banana, bread loaf, or newspaper**. Audio must be used to support the wild card animation.

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 dodge (zig or zag)	Significant in each story breakdown and to the dodge (zig or zag). Unpredictable use.
Performance of Element (8)	Not engaging in the story.	Loses appeal during story breakdown.	Style and performance are appealing, matches the scene and has a good silhouette.	Engaging and evokes emotions
Principles of Animation (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.	Audio is included.	Audio is synced with the action.	Logical and enhances the action.

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

Competitors are required to submit three storyboard panels. One demonstrating the setup, one demonstrating the conflict and one demonstrating the resolution. Storyboard panels must include captions and action notes. Competitors must use the storyboard panel template provided. This is created before the competition.

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

Competitors are required to create a pose test for the protagonist character that demonstrates the personality of their character and shows a strong silhouette. The pose test directly reflects a dynamic moment taking place within the story. A character name and bio must be included. Competitors must use the pose test template provided. Character pose tests can be screenshots from the program itself. This is created before the competition.

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.	Pose is creative and includes bio.	Pose is creative, demonstrates personality, and includes bio.

Previsualization Blocking [Must be submitted by 9:30] – 13 MARKS

Competitors are required to create a previsualization blocking of their planned animation. Audio clips must be included in each storyboard breakdown within the previsualization (setup, conflict, and resolution). Within the previsualization, teams are required to label the setup, conflict and resolution in the top right corner. The labels must be held for the entire duration. The previsualization needs to include the same shots from the 3-panel story breakdown.

Previsualization Blocking 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 are unclear.	Plot and movements are clearly communicated.
Camera Movements (2)	Camera choices are confusing and do not enhance the story.	Camera choices cause uneasiness or distractions.	Camera choices have some purpose and cause some distraction.	Camera choices have purpose and do not cause distraction.
Timing & Pacing (2)	Unrealistic	Moderately support actions	Appropriate use of visual pauses	Realistic and believable
Layout/Staging (2)	No setting visible.	Setting is suggestive but unclear.	Setting is clear.	Layout strongly supports focus and interest.
Character Poses (2)	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 synced with actions.	Audio included in each story breakdown, sync'd with actions, and enhances the previsualization.

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

Competitors are required to create an animation that follows the preproduction submissions, 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 previsualization. Within the animation, teams are required to label the setup, conflict and resolution in the top right corner. The labels must be held for the entire duration.

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 (4)	Movements are not smooth and believable.	Some movements are not smooth or believable.		Movements are smooth and believable
Good use of Pauses (4)	Pauses are needed.	Some pauses are needed.		Good use of pauses.
Required Action – Dodge (Zig or Zag) (8)	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 (3)	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 included in each story breakdown and synced with actions.	Audio included in each story breakdown, sync'd with actions, and enhances the animation.
Preproduction Influence (1)	Preproduction does not match final animation.	-		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 allowed to bring in **two** fully rigged characters that are created themselves, or creative commons and free.
- No AI driven programs, assets and/or characters can be incorporated.
- Competitors are expected to create convincing environments and other 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.

EQUIPMENT AND MATERIALS:

PCs, Adobe Premiere, Autodesk Maya, Blender. Any additional software requests need to be sent to jmcgillivray@wsd1.org and jeduc@wsd1.org at least two weeks before the competition.

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.

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

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:

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

Jamie Leduc
Provincial Committee Member
jleduc@wsd1.org