2025
27TH ANNUAL SKILLS CANADA MANITOBA COMPETITION
APRIL 10, 2025
CONTEST DESCRIPTION

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

CONTEST DATES:

Date:	Tasks:
Tuesday, April 8, 2025 @ 8:30 (Virtual)	Orientation – Google Meets @ 8:30 Question & Answers (link will be provided to registered teams)
Thursday, April 10, 2025 - 7:30 – 2:00 (Sisler High School)	7:30 – 9:30 – Ball with a Tail 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 animation.

The fundamental concepts of animation will be emphasized and implemented throughout the two-day event.

SKILLS AND KNOWLEDGE TO BE TESTED:

The competition will focus on the participants' ability to demonstrate animation techniques and principles of animation. Competitors will demonstrate these skills and principles through two exercises outlined below.

PROJECT DESCRIPTION:

Competitors will be given 6 hours to complete a total of two animated sequences:

Ball Bounce with Tail [2 hours] (30 marks)

Animation Description: Competitors need to animate a ball with a tail entering from off camera screen left, bouncing off three elements, and exiting off screen right. Competitors are required to demonstrate the principles of animation.

Background/Stage: Competitors will need to develop a basic stage that has three elements the ball will "jump off-of".

Aesthetic/Style (3D): No (Real World) textures, simple colours only, and the use of default lighting systems within your respective 3D application of choice.

Camera Movement: There is to be no camera movement, just a stationary camera (locked).

Animation Length: Maximum 5 seconds.

Sound Incorporation: Competitors will be provided with a base library of audio clips (.mp3 and .wav). Audio clips can be edited using sound editing software. No additional sounds may be used or incorporated.

Rig (3D): Competitors will be provided with a ball with tail rig that will be available on the Skills Canada website in advance (January 2025) as an fbx. Competitors should ensure that they test the rig in advance. No alterations can be made to the rig. If the rig is not working competitors need to ensure they are using the recommended software versions.

Submission Requirements (3D):1920 x 1080 (pixels), 24 fps, and .mp4. The submission needs to be named 3DTEAM#_BallBounce. Example 3DTEAM1_BallBounce.

Character Animation Take (Reaction) [4 hours] (70 marks)

Animation Description: Competitors will be required to animate a character having one surprised reaction to a mysterious object entering the screen. Competitors are required to demonstrate the principles of animation. The character must be bipedal (Human or Robot Character with 2 arms, 2 legs, with a head, and a torso). The mystery object will be given at orientation.

Background/Stage: The competitor must develop background elements/assets to adequately stage the action and support the animation.

Aesthetic/Style (3D): Background, character, and mystery object should be coloured. No (Real World) textures, simple colours only, including the use of default lighting systems within your respective 3D application of choice.

Camera Movement: Competitors are allowed and encouraged to include camera movements and cuts to enhance the action/intent of the scene.

Animation Length: Maximum 7 seconds.

Sound Incorporation: Competitors will be provided with a base library of audio clips (.mp3 and .wav) and will also be able to record their own sound on site, using their own equipment. Audio clips and recorded sound can be edited using sound editing software. No additional sounds may be used or incorporated.

Rig (3D): Competitors are required to bring one-character rig to the competition. The character rig cannot include pre-made animations. The character rig can be

downloaded but must be creative commons or free. Please review the terms and conditions of the rig. Acknowledgement of the rig creator must be added to the final submissions (outlined further below). Character rig will be reviewed by the Technical Committee during orientation.

Submission Requirements (3D): 1920 x 1080 (pixels), 24 fps, and .mp4. The submission needs to be named 3DTEAM#_ Reaction. Example 3DTEAM1_ Reaction.

Important Information:
• No AI driven program, 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 jleduc@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 THE 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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