



2026
27TH 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:

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

CONTEST DATES

Date:	Tasks:
Tuesday, April 7, 2026 @ 12:00 pm (Virtual)	Orientation – Google Meets @ 12:00 Question & Answers (link will be provided to registered teams)
Thursday, April 9, 2026 - 7:30 am – 2:00 pm (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-camera screen right. The ball with tail should be mimicking a squirrel with tail, the tail is to be considered animal oriented and not string based. 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 (2D):

Background and ball with tail encouraged to be kept as a line drawing with colour fill, no need for elaborate rendering.

Camera Movement:

There is to be NO camera movement, just a stationary camera (locked).

Animation Length:

Maximum 5 seconds.

Sound Incorporation:

Sound will not be judged for this project. If competitors want to add sound, a base library of audio clips (.mp3 and .wav) is provided. Audio clips can be edited using sound editing software. Competitors can also source audio before the competition starts if it is uploaded into their team Google Drive folders. No additional sounds may be used or incorporated.

Submission Requirements (2D):

1920 x 1080 (pixels), 24 fps, and .mov. The submission needs to be named 2DTEAM#_BallBounce. Example 2DTEAM1_BallBounce.

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

Animation Description:

Competitors will be required to animate a character having one surprised reaction to the wild card (a mysterious sound). 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 wild card audio 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 (2D):

Background, character, and mystery object must be coloured.

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). Audio clips can be edited using sound editing software. Competitors can also source audio before the competition starts if it is uploaded into their team Google Drive folders. No additional sounds may be used or incorporated.

Submission Requirements (2D):

1920 x 1080 (pixels), 24 fps, and .mov. The submission needs to be named 2DTEAM#_Reaction. Example 2DTEAM1_ 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:

Macbooks (laptops), Wacom Cintiqs, Adobe Animate, Toon Boom Harmony, Toon Boom Storyboard Pro. Any additional software requests need to be sent to Francesca (fran.musni@gmail.com) and Jamie (jleduc@wsd1.org), deadline March 19, 2026.

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 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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