



2010 13th ANNUAL SKILLS MANITOBA COMPETITION CONTEST SCOPE – #87 3D ANIMATION

CONTEST NAME: 3D Character Animation

CONTEST NO: 87

LEVEL: Secondary

CONTEST LOCATION:

Red River College - Princess Street Campus
Rm W308

COME DIRECTLY TO THE COMPETITION ROOM. REGISTRATION WILL TAKE PLACE THERE DUE TO OUR EARLY START.

CONTEST START TIME AND DURATION:

NOTE EARLY START TIME!

Contest Orientation at 7:15 - Contest starts at end of orientation approx. 7:30.

7:30-8:00 – Storyboards and Model Sheets, no access to computers

8:00 to lunch - Production time until

Mandatory 1/2 hr. Lunch at approx. 11:30-12:00PM

12:00 - 2:00- Production Time.

Final player files must be submitted by 2:00 pm.

Shuttle Bus to Notre Dame Campus at 2:30 (Elgin St. Entrance)

3:30-4:30 Medal Presentation at Notre Dame South Gym

PURPOSE OF CHALLENGE:

INTRODUCTION

- Purpose of the Challenge. - To test contestants on their abilities to design and produce 3D animated characters, and settings.
- Due to time restraints it is impossible to complete an elaborate story. The focus of this challenge will be the design of a two characters, setting and a single 'gag'.

Last year the 'gag' was based on the idea of 'Making an Entrance'

- Duration of contest. 6.0 hours

SKILLS AND KNOWLEDGE TO BE TESTED:

- Participants will be challenged to sketch and then model at least two characters and a setting, and animate the characters according to a theme provided.

Tasks to be performed during the contest

- In order to reflect the process used in the animation industry, the project will be structured in duration and required form. The project will have a specified theme. The theme of the project will not be released until the beginning of competition.
- Produce character model sheets on paper that sets out their proposed animation following the project provided.
- Competitors should note that model sheets **MUST** include front, profile (side), $\frac{3}{4}$, and back views of the character.
- Storyboard the characters movement.
- After the first 1/2 hour of competition competitors will be allowed access to the computer workstations.
- The final product will be compared to the storyboards.
- Competitors must demonstrate their knowledge of the 12 principles of animation in their project.
- Competitors are expected to create convincing environments (Colour, texture, and lighting) and supporting models
- Nowhere within the presentation and supporting documents should the name of the students, their school or province appear.
- There must be an obvious beginning and end to the presentation. This could be through the use of the first frame being black or titling.
- The teams will work independently. Instructors and/or observers will give no assistance and are not allowed in the competition area.

Teams must be able to work together, to plan and produce a single player/video file. Teams must be able to combine files together into a single final product. Files must be assembled into one final player, fully rendered and available for judging by the 2:00pm.

POINT BREAKDOWN (1000 POINTS):

Story is King, all areas are assessed in how well they support the creation and communication of an entertaining story.

Brackets indicate the item to be used for assessment.

Storytelling (250)

- Clarity of Message (Storyboard) – the storyboard describes with simple but clear

sketches, all the story elements, action and timing to be communicated in the final animation. Each scene/event in the animation should be presented in detail and timed to the second.

- Story Quality (Storyboard and Final Animation) - Although the story will be simple, the storyline illustrates a clear, strong, connection to the theme provided and utilizes story elements such as character, protagonist, antagonist, point of view, setting, conflict, description, emotion, suspense, humor, rising action, to tell the story in an interesting and entertaining, original way.
- Storyboard Symbols/Cinematography (Storyboard) - The Storyboard uses the industry standard symbols and terminology as provided in the Scope documents, and clearly indicates the camera movement and framing of the shot.
- Storyboards/Changes (Storyboard and Final Animation) - The final animation illustrates the story as outlined in the storyboard. Any changes to the story are outlined in new storyboard sheets, with changes indicated clearly on the original pages.
- Final Cinematography (Final Animation) - The final animation integrates changes in camera angle and position, zooms, pans and fades and other visual effects to support the story, as outlined in the storyboard.

Character Design (250)

- Model Sheets - The Model sheet reflects front, back, side, and $\frac{3}{4}$ perspective view for each major character, in full body view.
- Character Design (Model Sheets and Final Animation) - The major character's appearance includes exaggeration in proportions to create visual interest. Models contain a level of detail consistent with the story and setting.
- Model Structure and Expression (Model Sheets and Final Animation) - The major characters are detailed and structured enough to allow for expression of emotion. The main characters display a large range of expressions.
- Model Structure and Control (Model Sheets and Final Animation) - The major characters' bodies are detailed and structured enough to move in a manner consistent with their character and the story.
- Overall Appeal (Model Sheets and Final Animation) - The characters are appealing and show expressions of their personality, with clear differences between characters.

Art Direction (250)

- Artistic Style (Final Animation) - There is a consistent visual style in the characters, setting and props that unifies all the visual elements and supports the theme and story.

- Production Quality (Final Animation) - All scenes including titles and credits have a consistent level of quality and visual interest.
- Colors and/or Textures (Final Animation) - The colors and/or textures used support the personality of the characters and the visual style of the story in a creative and original way, establishing and sustaining the sense of space in the scenes
- Lighting and Shading (Final Animation) - The lighting of the scene has been manipulated to enhance the mood of the story establishing and sustaining the sense of space in the scenes.
- Setting (Final Animation) - The setting supports the interaction of the characters in the story, has sufficient detail, and is an integral part of the animation.

Animation (250)

- Staging (Final Animation) – the position, and movement of the camera, and the framing of scenes supports the expression of emotions by the characters and the action in the scenes, and the variety of shots adds interest to the animation.
- Animation Principles (Final Animation) - There is effective application of the animation principles outlined in the supporting documents for the competition, such as exaggeration, anticipation, squash and stretch, secondary motion.
- Physicality (Final Animation)- Movement within the animation displays the interaction between characters and interaction with physical objects including the influence of mass and gravity.
- Timing (Final Animation) - The timing of actions within the scene is consistent between characters and supports the story. Actions by one character affect the actions of another in a manner that flows consistently.
- Acting (Final Animation) - The characters are actors in the scene using expressions of emotion, posing, and movement to provoke empathy and emotion in the audience, and drive the action of the story

EQUIPMENT, TOOLS, MATERIALS TO BE PROVIDED BY COMMITTEE:

2 Workstations/Team

Hardware Requirements –

- Graphics Workstation Core2 Quad Processors
- 2X4MB I2 cache
- 300gb HD
- 500gb HD
- 4Gb RAM

- Dedicated video card compatible with Autodesk 2010 Animation Academy
- DVD Writer
- HP L1908M 19" Flat Panel Display
- Operating System - Windows XP Professional

Software:

3D Studio Max 2010, Maya 2010, Cinema 4D version 11, Blender 2.45,
Compositing software will be Adobe Premiere Pro CS4, Adobe After Effects CS4, Adobe Flash CS4, Graphic Software Adobe Photoshop CS4. Viewing software will be Quicktime, and MS Media Player 11. Versions of software may vary depending on availability; Check with PTC for details.

***important*- Set up for the contest is provided by Red River College the night before the competition. There is always the possibility of software and hardware issues. Students should report any issues, ie repeated freezing immediately. We will NOT provide instruction on how to use software or hardware.**

- 1 Wacom Graphics tablet per team provided by RRC, no other tablets will be allowed.
- No external support programs, plug-ins, or documentation (other than those found in the final shipped version of the software) may be used.
- Standard storyboard and model sheets provided.

EQUIPMENT, TOOLS, MATERIALS TO BE SUPPLIED BY COMPETITOR:

- Teams **ARE REQUIRED** to contact the technical chair by **Mar. 8th 2010** to advise the Committee what software they will be using **if it is not listed above**. Due to the nature of installing software, competitors should be prepared to use the software provided by the committee if installing their desired software is unsuccessful.
- **Audio devices, including CD players, iPods, and mp3 players, or usb devices are not permitted in the competition area. COMPETITORS FOUND IN POSSESSION OF USB DEVICES DURING THE COMPETITION ARE SUBJECT TO SUSPENSION.**
- Students may save their own competition files to a USB device **ONLY AT THE END OF THE COMPETITION.**
- Pencils and erasers.
- Fine-tip markers.

Required clothing (Provided by competitor)

- Appropriate Business-casual Attire: **no** school name, provincial name or commercial logo on any visible attire.
- Hats are not permitted in the competition area.

WORKSITE SAFETY RULES / REQUIREMENTS:

No safety equipment required - students should report any tripping hazards, overheating equipment, worn power cords, etc.

FOR MORE INFORMATION PLEASE CONTACT:

CHAIR AND PRAIRIE NTC

Jim Thomson

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Hints:

1. Congratulations on reading the scope, that is hint number one.
2. Cover all the points in the scope at least to some degree, but don't spend ages on details only worth a few points.
3. Don't neglect the storyboard, and character sheets (turn around sheets)
4. Practice as a team how you would share files between networked workstations.
5. Practice how to build the final file from separate parts
6. ENTERTAIN your audience