



2017 20th ANNUAL SKILLS MANITOBA COMPETITION CONTEST DESCRIPTION

CONTEST NAME: 2D Character Computer Animation

CONTEST NO: 88

LEVEL: Secondary Maximum 12 Teams – 1 team per school, additional teams as space allows.

CONTEST LOCATION:

April 13, 2017

Red River College – The Roblin Centre Campus
Room – TBA

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!

| | |
|-----------------|---|
| 7:15 to 7:30: | Contest Orientation |
| 7:30 to 8:00: | Storyboards and Model Sheets (no computer access) |
| 8:00 to 11:30: | Production Time |
| 11:30 to 12:00: | Mandatory ½ Lunch |
| 12:00 to 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 2D 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 and animation of two characters and a setting according to a sound bite/theme provided at the competition.
- 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 sound bite/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 sound bite /theme. The sound bite /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 (100 POINTS):

2D ANIMATION JUDGING CRITERIA

JUDGING CRITERIA:

POINT BREAKDOWN / 100 TOTAL

The final animations from each team will be viewed and assessed by the judges. Tabulation sheets will be given to the members of the technical committee for verification of scores. Judges should direct any questions to members of the technical committee only. To qualify for a medal, competitors **MUST** achieve a minimum of 60 pts.

Storyboarding (20)

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.

- Camera shots and or movements reflected - 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.
- Storyboard adheres to 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.

Character and Design (20)

Characters appearance is designed to create visual interest. Models contain a level of detail consistent with the story and setting.

- Model Sheets - The Model sheet reflects front, back, side, and $\frac{3}{4}$ perspective views for each major character, in full body view.
- Character(s) Design- Characters are appealing, have personality, and show clear differences between characters.
- Model of environment and or set - Modeled assets or elements are created in relation to sound bite.
- Continuity amongst assets - There is a consistent visual style in the characters, setting and props that unifies all the visual elements and supports the theme and story.

Animation (40)

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.

- Staging – 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.

- **Physicality** - Movement within the animation displays the interaction between characters and interaction with physical objects including the influence of mass and gravity.
- **Timing** - The timing of actions within the scene is consistent between characters and supports the sound bite. Actions by one character affect the actions of another in a manner that flows consistently.
- **Acting** - 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.

Final Product (20)

The final product is the end result. It is an accumulation of all animation that is synchronized to the sound bite provided. The product is presented to judges at end of competition.

- **Overall appeal** - Elicits an emotional response by audience
- **Clarity of message** - The interpretation of the sound bite is evident throughout the final animation.
- **Final Cinematography** - 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.
- **Execution of Animation relates to sound theme** - The final product illustrates a clear, strong, connection to sound clip 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.

EQUIPMENT, TOOLS, MATERIALS TO BE PROVIDED BY COMMITTEE:

[Based on 2016 competition. Updated information will be provided at later date]

2 Workstations/Team

Software: Compositing software will be Adobe Premiere Pro CC, Adobe After Effects CC
Graphic Software Adobe Photoshop CC, Adobe Flash CC (Adobe Animate CC). Audio
Software: Audacity. Viewing software will be Flash Player 10, Quicktime, and MS Media
Player 11. Sound effects library.

***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, beyond location of files and processes for submitting work.**

- 2 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. 3rd 2017** 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.

NATIONAL COMPETITION ELIGIBILITY:

A mark of **70% or higher** must be scored by the gold medalist in order to attend the National Skills Competition

WORKSITE SAFETY RULES / REQUIREMENTS:

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

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.

Top Essential Skills required for 2D Character Computer Animation: Working with Others, Thinking, Digital

FOR MORE INFORMATION PLEASE CONTACT:

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