



**SCNC**  
**SKILLS CANADA**  
**NATIONAL**  
**COMPETITION**



**OCMT**  
**OLYMPIADES**  
**CANADIENNES**  
**DES MÉTIERS**  
**ET DES**  
**TECHNOLOGIES**

  
**SkillsCompétences**  
**Canada**  
Halifax2019

CONTEST DESCRIPTION / DESCRIPTION DE CONCOURS

**3D CHARACTER**  
**COMPUTER**  
**ANIMATION**  
**ANIMATION**  
**INFORMATISÉE 3D**

SECONDARY / NIVEAU SECONDAIRE



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## **1 THE ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY**

SCC is currently working with Employment and Social Development Canada (ESDC) in order to bring awareness to the importance of Essential Skills that are absolutely crucial for success in the workforce. Part of this ongoing initiative requires the integration and identification of Essential Skills in contest descriptions, projects, and project documents. The next phase and very important aspect of our Essential Skills (ES) initiative is to provide an ES report card to each competitor at the Skills Canada National Competition. The purpose of the ES report card is to inform the competitor about their current level of essential skills based on their competition scores. With this knowledge, the competitor will be made aware which essential skill may require improvement. Full implementation is expected in the next Skills Canada National Competition.

The following 9 skills have been identified and validated as key essential skills for the workplace in the legend below:

<sup>1</sup>Numeracy, <sup>2</sup>Oral Communication, <sup>3</sup>Working with Others, <sup>4</sup>Continuous Learning, <sup>5</sup>Reading Text, <sup>6</sup>Writing, <sup>7</sup>Thinking, <sup>8</sup>Document Use, <sup>9</sup>Digital

These essential skills have been identified in your Contest Description and if application, in your Project and supporting documents.

## **2 CONTEST INTRODUCTION**

### **2.1 Description of the associated work role(s) or occupation(s)**

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 from across Canada to demonstrate key skills and their understanding of the animation process.

The fundamental concepts of animation will be emphasised and implemented throughout the two-day event. The competition will focus on the participants' ability to tell a story through expressive characters and engaging storytelling.

Teams will present their story breakdown, pose test, animatic and final product to the judges at specific times during the competition. The final animations will be presented at the end of the competition.

<http://skillscompetencescanada.com/en/careers/information-technology/character-computer-animation/>

## 2.2 Purpose of the Challenge

To provide competitors with the opportunity to experience the production process and demonstrate their knowledge and skill.

## 2.3 Duration of contest

12 hours (not including team presentations and viewing)

## 2.4 Skills and Knowledge to be tested

Employability Skills:	Preproduction <sup>9</sup> :	Production:
<ul style="list-style-type: none"> <li>• Team work<sup>3</sup></li> <li>• Time management<sup>7</sup></li> <li>• Reading<sup>5</sup></li> <li>• Planning<sup>7</sup></li> <li>• Attention to detail</li> </ul>	<ul style="list-style-type: none"> <li>• Composition</li> <li>• Asset Design</li> <li>• Storyboarding</li> <li>• Writing</li> <li>• Character Pose Tests</li> <li>• Animatic</li> </ul>	<ul style="list-style-type: none"> <li>• Cinematography</li> <li>• Asset Construction</li> <li>• Rendering</li> <li>• Animation</li> <li>• Exporting</li> <li>• File Management</li> <li>• Appeal of Final Product</li> </ul>

*Essential Skills – <sup>3</sup>Working with Others, <sup>5</sup>Reading Text, <sup>7</sup>Thinking (Job Task Planning & Organising), <sup>9</sup>Digital*

## 3 CONTEST DESCRIPTION

### 3.1 List of documents produced and timeline for when competitors have access to the documents.

DOCUMENT	DATE OF DISTRIBUTION VIA WEBSITE
Judging Criteria	January 2019
Storyboard Panel Template	January 2019
Pose Test Template	January 2019
Competitors' Handbook Principles of Animation Storyboard symbols	January 2019

Animatic Example Storyboard Example	
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### 3.2 Tasks that may be performed during the contest.

Competitors will be given 12 hours to develop a story breakdown, pose test, animatic, and animation that includes two characters and the following story plot breakdowns; setup, conflict, and resolution. The resolution must have the two characters hugging.

#### **Wild Card**

During the orientation competitors will be given an additional element that must be included in the setup, conflict and resolution of their story. The additional element must be a necessary part of the story plot.

- Competition Breakdown [1 hour]
  - Pre-Production - Story Breakdown:

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 timing.

- Pre-Production - Pose Test:

Competitors are required to create one pose test per character that demonstrates the personality of their character. A character bio must be included.

- Story breakdown and pose-test must be submitted after the 1-hour cut-off. [maximum 3 hours]
  - Pre-Production - Animatic:

Competitors are required to create an animatic that demonstrates timing and pacing, cinematography and clarity of story plot while ensuring quality of layout and character drawings. A minimum of three different audio effects need to be included in the animatic. An audio library will be provided with sound effects. No outside sound effects can be used.

- Animatic must be submitted by the 3-hour cut-off. [minimum 8 hours]
  - Animation:

Competitors are required to create an animation that follows the animatic submission, demonstrates the principles of animation in each section of the plot (setup, conflict, and resolution), has believability, entertainment value, and cinematography. Audio is synced to the animatic.

Animations must be submitted by 2:00 PM, Day 2.

- Technical Requirements:
  - The animation must be 11 seconds exactly.
  - Animate and animation must be formatted at 1280 x 720 in either .mp4 or .mov @ 24 FPS.
- Character Rigs:
  - Competitors are allowed to bring two character rigs to the competition.
  - No animation can be included.

## **4 EQUIPMENT, MATERIAL, CLOTHING**

### **4.1 Equipment and material provided by Skills/Compétences Canada.**

- Table and Chair

### **4.2 Equipment and material provided by the competitor.**

- Competitors are required to bring their own device and software for the 2019 competition. Each competitor can choose their own device and software so their workflow and process is to what they are familiar with. Competitors are only able to have a maximum of two computers running at a time. Backup computers are acceptable. Desk space will be limited.
- If competitors are bringing a computer or laptop from their school (instead of their personal computer), please ensure that the computer is unlocked so documents and possibly software can be saved/installed to the hard drive and technology support can be provided onsite. This may require access to CMOS settings.
- Optimum Hardware Requirements:
  - Intel Graphics Workstation i7 Quad Core Processors
  - 1 TB HD
  - 16Gb RAM
  - Dedicated video card (suggested 2GB) as approved by Autodesk
  - Flat Panel Display 1920 X 1080
  - Sound card
  - Operating System –Windows 7 or 10 64 Bit
  - WiFi enabled computer system.
- Suggested software:
  - 3D Software: 3D Studio Max, Maya, Blender.
  - 2D Software: Adobe CC Animate, ToonBoom Harmony, ToonBoom Storyboard Pro.
  - Video and Graphic Software
    - Adobe Photoshop, Adobe After Effects, and Adobe Premiere Pro.
  - Viewing Software
    - VLC



- Additional Equipment and material suggested.
  - Tablet and driver (Driver compatible with your system)
  - Headphones
  - Drawing materials

#### 4.3 Required clothing provided by the competitor.

- No special requirements

### 5 SAFETY REQUIREMENTS

#### 5.1 Safety workshop

Upon arrival at the Skill area, Competitors will participate in a Safety workshop and they will be expected to work and maintain a safe working area during the competition. Any Competitor breaking any health, safety and environmental rules, may be required to undertake a second safety workshop, this will not affect the Competitor's competition time.

#### 5.2 Personal protective equipment (PPE) provided by Skills/Compétences Canada

- N/A

#### 5.3 Personal protective equipment (PPE) provided by the competitor.

- N/A

### 6 ASSESSMENT

#### 6.1 Point breakdown

POINT BREAKDOWN	/100
Preproduction	25
Wild Card	30
Animation	35
Final Product	10

Please see Judging Criteria document for detailed score breakdown.

### 7 CONTEST SPECIFIC RULES

Contest specific rules cannot contradict or take priority over the Competition Rules. They do provide specific details and clarity in areas that may vary from contest to contest. Any additional contest rules will be reviewed during competitor orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE
Project Details	<ul style="list-style-type: none"> <li>• Competitors will be disqualified if the animation exceeds the maximum length or is too short</li> </ul>

	<ul style="list-style-type: none"> <li>• All animation renders must be completed and fully rendered in the specified format by 2 P.M on the second day of the competition</li> <li>• No files will be allowed to be brought into the competition. No additional plugins and scripts can be used (other than those found in the final shipped version of the software)</li> <li>• You can use the internet to find reference footage, help videos, and tutorials. However, you cannot install additional plugins and scripts (other than those found in the final shipped version of the software). Be aware of plagiarism rules from copying other people's work.</li> <li>• Digital Drawing tools such as tablets are permitted. If you bring your own tablet, please bring your tablet drivers to the competition. Contestants will be responsible to install and troubleshoot their devices.</li> </ul>
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## **8 ADDITIONAL INFORMATION**

### **8.1 Interpreter**

If a competitor requires the help of an interpreter during the competition, the Skills/Compétences Canada Provincial/Territorial offices must advise Skills/Compétences Canada National Secretariat a minimum of 1 month prior to the competition or this service might not be guaranteed.

### **8.2 Ties**

- Tiebreaker #1: The team with the highest score in the Animation criteria will be declared the winner.
- Tiebreaker #2: The competitor with the highest score in the Wildcard criteria will be declared the winner.
- Tiebreaker #3: The competitor with the highest score in the Animatic criteria will be declared the winner.

### **8.3 Test Project change at the Competition**

Where the Test Project has been circulated to Competitors in advance, NTC shall change a maximum of 30% of the work content. Please refer to the Competition Rules.

### **8.4 Competition rules**

Refer to the competition rules for the Skills Canada National Competition which can be found on our website.



## 9 NATIONAL TECHNICAL COMMITTEE MEMBERS

Member Organization	Name
Prince Edward Island	Tiffany Baxter
Nova Scotia	Suzanne Labrecque
Ontario	Alexi Balian
Newfoundland and Labrador	Jamie Lewis
Manitoba – Chair	Justin McGillivray
British Columbia – Co Chair	Patty Chomseng

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Nathalie Maisonneuve ([nathaliem@skillscanada.com](mailto:nathaliem@skillscanada.com)).