



2021 SKILLS CANADA VIRTUAL NATIONAL COMPETITION

CONTEST DESCRIPTION

2D character computer animation

SECONDARY

Table of Contents

1 THE ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY	3
2 CONTEST INTRODUCTION.....	3
3 CONTEST DESCRIPTION.....	4
4 EQUIPMENT, MATERIAL, CLOTHING	6
5 HEALTH AND SAFETY	7
6 CONTEST SPECIFIC RULES	8
7 ADDITIONAL INFORMATION.....	8
8 NATIONAL TECHNICAL COMMITTEE MEMBERS	9

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:

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

These essential skills have been identified in your Contest Description and if applicable, 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 one-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.

<https://www.skillscompetencescanada.com/en/skills/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

6 hours

2.4 Skills and Knowledge to be tested

Employability Skills:	Preproduction: ⁹	Production: ⁹
<ul style="list-style-type: none"> • Team work³ • Time management⁷ • Reading⁵ • Planning⁷ • Attention to detail 	<ul style="list-style-type: none"> • Composition • Asset Design • Storyboarding • Writing • Character Pose Tests • Animatic 	<ul style="list-style-type: none"> • Cinematography • Asset Construction • Rendering • Animation • Exporting • File Management • Appeal of Final Product

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

3 CONTEST DESCRIPTION

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

- All competition documents will be posted as they are ready for distribution
- Assessment Process
- Judging criteria
- Competitor handbook
- Storyboard
- Pose

3.2 Tasks that may be performed during the contest.

Competitors will be given 6 hours to develop the animatic and animation that includes a minimum of two characters (a character can be an object) and the following story plot breakdowns; **setup, conflict, and resolution**. The **conflict** must have a character **sneezing**.

3.2.1 Wild Card

During the orientation competitors will be given an additional wild card that must be included in the setup, conflict and resolution of their story. The additional wild card must be a necessary part of the story plot. The single wild card will be selected from one of the following: feather, fish, or fly swatter. Competitors will also be provided with audio clips (.mp3 and .wav) that must be used to support the wild card animation and be present in the setup, conflict, and the resolution.

3.2.2 Pre-Competition Submission

- Must be submitted at orientation.
 - 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 action notes. Competitors must use the storyboard panel template provided.
 - Pose Test: Competitors are required to create one pose test per character that demonstrates the personality of their character and shows strong silhouette. A character name and bio must be included. Competitors must use the pose test template provided. Character pose tests can be screenshots from the program itself.

3.2.3 Competition Breakdown

- [1 hour]
 - 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. Audio clips must be included in each storyboard breakdown within the animatic (setup, conflict, and resolution). An audio library will be provided with sound effects. Provided sound effects can be altered within the software. No outside sound effects can be used. Animatics can be screenshots from the program of choice. Animatic must be submitted by the 1-hour cut-off.
- [minimum 5 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 placement and usage matches the animatic.
 - All completed pose tests, animatic, animation, and provided slates/title must be compiled into a final mp4 video submitted to the submission location by end of 6 hour competition. Extra time may be provided due to unforeseen technical difficulties at the discretion of the NTC committee (software and/or skill knowledge difficulties will not be considered for time extensions). Competitors will be docked points for not submitting the final compiled video by end of competition.

3.2.4 Technical Requirements:

- The animation must be minimum 6 to a maximum of 11 seconds.

- Animatic and animation must be formatted at 1280 x 720 (HDTV_720, 24) in either .mp4 @ 24 FPS. Competitors are responsible for converting any animation file outputs to mp4 for final submission.

3.2.5 Character Rigs:

- Competitors are not allowed to bring 2D original builds.
- No animation should be included.

4 EQUIPMENT, MATERIAL, CLOTHING

4.1 Equipment and/or material provided by the competitor and/or the host facility.

- Table and Chair
- Competitors are required to bring their own device and software for the 2021 competition. Each competitor may choose their own device and software to ensure 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 using a computer or laptop from their school (instead of their personal computer), please ensure that the computer is unlocked to be able to access documents and software which can be saved/installed to the hard drive. This is for accessibility for technical support which may be provided onsite and may require access to CMOS settings.
- Equipment (including ipads, tablets, laptops, desktops) is required to be set up and tested during the orientation. 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, Final Cut Pro (Mac)
 - Viewing Software
VLC

- Additional Equipment and material suggested.
 - Tablet and driver (Driver compatible with your system)
 - Headphones
 - Drawing materials
 - Empty USBs (Recommended USB 3)

4.2 Required clothing provided by the competitor.

- No special requirements

5 HEALTH AND SAFETY

5.1 Safety program

SCC has implemented a comprehensive safety program as health and safety is an integral part of our competitions. Our safety program includes guidelines and procedures in order to make the work environment in each skill area safer.

5.1.1 Safety manual

As part of our program a safety manual has been created in order to monitor and document health and safety within each skill area. It includes a definite plan of action designed to prevent accidents. The safety manual will be provided for every skill and these instructions must be followed and respected by all participants and officials at the SCNC.

5.1.2 Safety workshop

During orientation, 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 the competitor.

- N/A

5.3 COVID-19 Protocol

The final COVID-19 guidelines will be shared with participants closer to the event.

The COVID guidelines already in place within the participants' jurisdiction would take precedence to the below protocol.

The following are suggested COVID-19 protocols that might be in place for the duration of the competition. It is the responsibility of the participants (Competitor, Proctors, NTC members, and anyone onsite during the competition) to ensure that the COVID guidelines are respected.

- Participants to complete and sign electronically a self-screening form at the beginning of each day of the competition. If a competitor is showing any symptoms, they might not be allowed to participate in the competition.
- Participants will be assigned a workspace in which they must remain at for the duration of the competition.
- Participants to ensure a minimum of 2m physical distancing from others at all times.
- Participants entering the competition space must use hand sanitizer provided at each entrance/exit.
- Participants to wipe work surfaces (e.g. desks, tables, and chairs) and objects (e.g. headsets, keyboards, equipment) with antibacterial wipes before and after use.
- Face covering as per the local health authority requirement.

6 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	RULE
Project Details	<ul style="list-style-type: none"> • Competitors will be docked points if the animation exceeds the maximum length or is too short. • All animation renders must be completed and fully rendered in the specified format by end of the competition. • No files are allowed to be brought into the competition except for the suggested under section 3.2. No additional plugins and scripts can be used (other than those found in the final shipped version of the software) • No music, reference, or textures may be found online as research and preparation should have been done prior to competition. • You can use the internet to transfer files via google drive and verify licenses. • 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.

7 ADDITIONAL INFORMATION

7.1 Interpreter

If a competitor requires the help of an interpreter once onsite, 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 may not be guaranteed.

7.2 Ties

- Tiebreaker #1: The competitor 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 sub criteria will be declared the winner.

7.3 Competition rules

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

8 NATIONAL TECHNICAL COMMITTEE MEMBERS

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

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