



CONTEST DESCRIPTION

3D Character Computer Animation

VIRTUAL SECONDARY

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1 THE SKILLS FOR SUCCESS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY

In response to the evolving labour market and changing skill needs, the Government of Canada has launched the new Skills for Success (*former Essential Skills*) model defining nine key skills needed by Canadians to participate in work, in education and training, and in modern society more broadly. SCC is currently working with Employment and Social Development Canada (ESDC) to bring awareness of the importance of these skills that are absolutely crucial for success in Trade and Technology careers. Part of this ongoing initiative requires the integration and identification of the Skills for Success in contest descriptions, projects, and project documents. The next phase and very important aspect of our Skills for Success (SfS) initiative is to provide a *Skills Report Card* to each competitor at the Skills Canada National Competition. The purpose of the report card is to inform the competitor about their current level of nine identified Skills for Success based on their competition scores. With this knowledge, the competitor will be made aware which 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 skills for success for the workplace in the legend below:

¹Numeracy, ²Communication, ³Collaboration, ⁴Adaptability, ⁵Reading, ⁶Writing, ⁷Problem Solving, ⁸Creativity and Innovation, ⁹Digital

These Skills for Success have been identified in section 2.4 and/or 3.2 of 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 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.

https://www.skillscompetencescanada.com/en/skill_area/3d-2d-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

During the SCNC 2022, the secondary category will be hosted virtually.

The competition for your skill will consist of a total of 12 hours.

A detailed schedule will be posted on our website.

2.4 Skills and Knowledge to be tested.

Employability Skills:

- Team work³
- Time management¹
- Reading⁵
- Planning
- Attention to detail

□

Preproduction:⁸

- Composition
- Asset Design
- Storyboarding
- Writing⁶
- Character Pose Tests
- Animatic

Production:⁹

- Cinematography
- Asset Construction
- Rendering
- Animation
- Exporting
- File Management
- Appeal of Final Product⁸

3 CONTEST DESCRIPTION

3.1 List of documents produced and timeline for when competitors have access to the documents on the Skills/Compétences Canada website

DOCUMENT	DATE OF DISTRIBUTION
Judging Criteria	January 2022
Storyboard Panel Template	January 2022
Pose Test Template	January 2022
Competitors' Handbook	January 2022
Principles of Animation	
Storyboard symbols	
Animatic Example	
Storyboard Example	January 2022
Sound Library	

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 setup must have a character **lifting an object**.

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: **tire, cast iron stewpot, sandwich, cookie jar, or traffic sign.** 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.

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 action notes. Competitors must use the storyboard panel template provided.
- Pre-Production - 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.
- Story breakdown and pose-test must be submitted after the 1-hour cut-off.

[maximum 2 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. 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 3-hour cut-off.

[minimum 9 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 4:00 PM, Day 2. Consideration for upload speed and difficulties around submission should be taken so please plan accordingly. Competitors will be docked points for not submitting the final compiled video by 4:00 PM.

Technical Requirements:

- The animation must be 11 seconds exactly.

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

Character Rigs:

- Competitors are allowed to bring two-character rigs to the competition.
- No animation should be included.
- Textures are allowed and must have a CC (Creative Commons) license attribution.

Skills for Success – ¹Numeracy, ³Collaboration, ⁵Reading, ⁶Writing, ⁸Creativity & Innovation, ⁹Digital

4 EQUIPMENT, MATERIAL, CLOTHING

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

- Competitors are required to use their own device and software for the 2022 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.
- 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.
- Equipment (including ipads, tablets, laptops, desktops) is required to be set up during the orientation and it is required to remain at their site until the end of competition and only accessible during competition hours.
- Optimum Hardware Requirements:
 - Table and Chair
 - 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)

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 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 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 COVID-19 Protocol

The COVID guidelines already in place within the participants' jurisdiction would need to be followed during the SCNC. 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.

5.3 List of required personal protective equipment (PPE) provided by the competitor and/or host facility

- N/A

Note: Competitors who do not have the required protective equipment will not be allowed to participate in the competition

6 ASSESSMENT

6.1 Point breakdown

Note: This list is subject to change.

TASKS	/100
Preproduction	25
Wild Card	30
Animation	40
Final Product	5

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 the competitor orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE
Use of technology - personal laptops, tablets and mobile phones)	<ul style="list-style-type: none"> Listening to music is permitted during competition hours on any personal device. See 4.1 for bring your own device specifications.
Drawings, recording information	<ul style="list-style-type: none"> All submitted artwork must be completed during the competition hours.
Tools / Infrastructure	<ul style="list-style-type: none"> Sound library will be available along side this competition document
Project Details	<ul style="list-style-type: none"> Competitors will be docked points. One point for each minute the animation exceeds or is shorter than the required length. All animation renders must be completed and fully rendered in the specified format by 4:00 PM on the second day 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 audio, reference, or textures may be found online during, since research and preparation should have been done prior to competition.

	<ul style="list-style-type: none"> You can use the internet to transfer files via google drive and verify licenses. Contestants will be responsible to install and troubleshoot their devices.
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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 may not be guaranteed.

8.2 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.

8.3 Competition rules

Refer to the competition rules of 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 – Co-Chair
Ontario	Alexi Ballan
Manitoba	Justin McGillivray
Alberta	Greg Driedger
British Columbia	Patty Chomseng – Chair

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