JUDGING CRITERIA

3D Character Computer Animation

VIRTUAL SECONDARY

JUDGING criteria -Virtual National Competition

1 PRE-PRODUCTION (25 MARKS)

☐ Story Plot Breakdown (Panels)
Competitors have an inspiring and entertaining plot that is original. The story plot breakdown demonstrates draftsmanship, has captions and is clear.

☐ Pose Test
Competitors pose test is creative and consistent in design and style, demonstrates the character(s) personality, and includes a character bio.

☐ Animatic
Competitors animatic includes a clear story setup, conflict and resolution. The animatic expected camera movement has purpose and does not distract or cause uneasiness, the timing and pacing is realistic and believable, the layout (staging) strongly supports the animation, and the characters are expressive with creative poses. Competitors include the audio clips in the animatic. There is a consistent level of detail with the drawings.

2 WILD CARD (30 MARKS)

☐ Element Plot Integration
The wild card element is visible and necessary in each story breakdown. . The element has significance and has a creative influence in the character(s) required lifting action in the setup. The element is used in a unpredictable and engaging way within the animation.

☐ Appeal
The element is engaging and evokes emotion from the audience. The element is visually consistent and has a good silhouette throughout the animation.

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Performance of Element

> The element exhibits use of strong animation principles and must include the use of arcs and slow in and slow out.

☐ Audio Clip Inclusion
Audio is included, is synced, and supports the action of the element.

3 ANIMATION (40 MARKS)

☐ Story Setup Animation
Minimum of 3 principles demonstrated in the story setup. The action of the lift is present and creatively implemented. The animation is smooth, believable and makes good use of pauses.

☐ Story Conflict Animation
Minimum of 3 principles demonstrated in the conflict. The animation is smooth, believable and makes good use of pauses.

☐ Story Resolution Animation
Minimum of 3 principles demonstrated in the resolution. The animation is smooth, believable and makes good use of pauses.

☐ Design Principles
Effective visual depth is used to separate foreground and background. The layout strongly supports animation focus and interest. Design/colour harmony is present.

☐ Cinematography
Camera movement has purpose and does not distract or cause uneasiness. A variety of shots are used. Sets and props are used to establish shots. Visual depth is present. All shots are present in the final animation.

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4   Final Product (5 marks)

☐ Pre-production influence
The story plot is clear and matches the visual story panels and animatic. Final performance of characters reflects the personality as shown in the pose test.

☐ Specifications
Animation is the required length plus the given title screen, animatic and pose test. Resolution is 1280 x 720, 24 fps. File format is .mp4 or .mov.

NOTE: In cases where teams work past the allotted time, each minute over the time limit, a deduction of 1 point per minute will be taken away from total score; beyond 20 minutes teams will be disqualified automatically.

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