



CONTEST DESCRIPTION

# 2D Character Computer Animation

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:

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

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.

## 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

## 2.4 Skills and Knowledge to be tested.

Employability Skills:

- Team work<sup>3</sup>
- Time management<sup>1</sup>
- Reading<sup>5</sup>
- Planning
- Attention to detail
- Preproduction:<sup>8</sup>
- Composition
- Asset Design
- Storyboarding
- Writing<sup>6</sup>
- Character Pose Tests
- Animatic
- Production<sup>9</sup>
- Cinematography
- Asset Construction
- Rendering
- Animation
- Exporting
- File Management
- Appeal of Final Product<sup>8</sup>

*Skills for Success - <sup>1</sup>Numeracy, <sup>3</sup>Collaboration, <sup>5</sup>Reading, <sup>6</sup>Writing, <sup>8</sup>Creativity & Innovation, <sup>9</sup>Digital*

## 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
Storyboard Panel Template	December 2023
Pose Test Template	December 2023

Competitors' Handbook Principles of Animation Animatic Example Previsualization Example Pose Test Example	December 2023
Sound Library	December 2023
Judging Criteria	December 2023

### 3.2 Tasks that may be performed during the contest.

**Project Overview.** Competitors will be given 12 hours to plan and create an 11-15 second animation. Competitors will need to develop a story breakdown, pose test, animatic, and animation that includes character(s) and the following story plot breakdowns: **setup, conflict, and resolution**. The story must have the following required character action – **Dodge (zig or zag)**.

**Wild Card (30 marks).** 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 wild card must be a necessary part of the story plot. The wild card should have significance and have a creative influence in the required character action. The wild card will be selected from one of the following: **ball, baseball bat, frisbee, banana, bread loaf, or newspaper**. Audio must be used to support the wild card animation.

**Wild Card Judging Criteria:** Judging criteria will be released in a separate document titled “Judging Criteria”.

### Contest Deliverables

#### Pre-Production<sup>8</sup> (25 marks)

- 1. 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.
- 2. Pre-Production - Pose Test:** Competitors are required to create a pose test for the protagonist character that demonstrates the personality of their character and shows a strong silhouette. The pose test directly reflects a dynamic moment taking place within the story. 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 & Pose Test Submission Timeline:** *The story breakdown and pose test must be submitted at the end of the 1<sup>st</sup> hour. Late submissions will not be graded.*

**Story Breakdown & Pose Test Submission Requirement<sup>9</sup>:** *The story breakdown and pose test must be submitted as PNG, JPG, or PDF files using the template provided. Competitors need to use screen grabs and/or rendered individual frames from within their respective 3d application.*

**Story Breakdown & Pose Test Judging Criteria:** Judging criteria will be released in a separate document titled “Judging Criteria”.

- 3. Pre-Production Animatic<sup>6,9</sup>:** Competitors are required to create an animatic of their planned animation. Audio clips must be included in each storyboard breakdown within the animatic (setup, conflict, and resolution). Within the animatic, teams are required to label the setup, conflict and resolution in the top right corner. The labels must be held for the entire duration. The animatic needs to include the same shots from the 3-panel story breakdown.

**Animatic Submission Timeline:** *The previsualization must be submitted at the end of the 4th hour. Late submissions will not be graded.*

**Animatic Submission Requirement<sup>9</sup>:** *The previsualization must be submitted as a .mp4 file. Resolution is 1280 x 720. 24 fps. 11 - 15 seconds. The previsualization needs to be created with screen grabs and/or rendered individual frames from within their respective 3d application.*

**Animatic Judging Criteria:** Wild card judging criteria will be released in a separate document titled “Judging Criteria”.

### **Production<sup>8,9</sup>:**

- 4. Animation (40 marks).** Competitors are required to create an animation that follows the preproduction submissions, 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.

**Animation Submission Timeline:** *The animation will be submitted in the final product described in the section below and must be submitted at the end of the 12th hour. Late submissions will not be graded.*

**Animation Judging Criteria:** Wild card judging criteria will be released in a separate document titled “Judging Criteria”.

## 5. Final Product (5 marks)

There are two final video submissions:

- Final animation which will include:
  - Team Title Slate (will be provided)
  - Animation Title Slate (will be provided)
  - Animation 11 - 15 seconds
  - References (template will be provided) - Hold for 5 seconds  
Please provide reference to your character rigs used. If you build your own please indicate “Rigs created by \_\_\_\_\_”. Only use your province name, not your real name.
- Final sequence which will include:
  - Team Title Slate (will be provided)
  - Pose Test Title Slate (will be provided)
  - Pose test - Hold for 5 seconds
  - Animatic Title Slate (will be provided)
  - Animatic 11 - 15 seconds
  - Animation Title Slate (will be provided)
  - Animation 11 - 15 seconds
  - References (template will be provided) - Hold for 5 seconds.  
Please provide reference to your character rigs used. If you build your own please indicate “Rigs created by \_\_\_\_\_”. Only use your province name, not your real name.

**Final Product Submission Timeline:** *The final submissions must be submitted at the end of the 12th hour. Late submissions will not be graded.*

**Final Product Submission Requirement:** *The final submissions must be submitted as a .mp4 file. Resolution is 1280 x 720. 24 fps. The title slates mentioned above must be included.*

**Final Product Judging Criteria:** Wild card judging criteria will be released in a separate document titled “Judging Criteria”.

## Other Important Information:

**Technical Computer Skills<sup>9</sup>.** Although marks aren't given for technical computer skills, you must be able to use your chosen software to complete the project tasks outlined below. NTC will not provide you with any diagnosing, technical, and/or troubleshooting assistance. Projects that are not submitted on time or in the required formats will not be graded.

**Sound Requirements.** Competitors will be provided with a base library of audio clips (.mp3 and .wav) and will also be able to record their own sound on site, using their own equipment. Audio clips and recorded sound can be edited using sound editing software. Specific audio requirements for the project are provided in the sections below.

**Characters, Props and Environment.** Characters must be created on site, without the use of any external references. Assets must be created during competition. No AI driven programs, assets and/or characters can be incorporated. No reference can be used from the internet.

**Filming Reference (Animation).** Competitors will be allowed to record animation references in the provided space. Equipment for filming will be provided by the National Technical Committee.

*Skills for Success - <sup>6</sup>Writing, <sup>8</sup>Creativity & Innovation, <sup>9</sup>Digital*

## 4 EQUIPMENT, MATERIAL, CLOTHING

### 4.1 Equipment and material provided by the competitor

- Competitors are required to use their own device (no cell phone) and software (no AI driven artwork acceptable) for the 2024 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. Multiple monitor setup is acceptable. Backup computers are acceptable.
- Audio recording equipment is permitted.
- 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, monitors) 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
  - Wi-Fi 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
  - Audio software: Audacity
- 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 List of required personal protective equipment (PPE) provided by Skills/Compétences Canada

- N/A

### 5.3 List of required personal protective equipment (PPE) provided by the competitor.

- 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"> <li>● Listening to music is permitted during competition hours on any personal device.</li> <li>● See 4.1 for bring your own device specifications.</li> </ul>
Drawings, recording information	<ul style="list-style-type: none"> <li>● All submitted artwork must be completed during the competition hours.</li> </ul>
Tools / Infrastructure	<ul style="list-style-type: none"> <li>● Sound library will be available alongside this competition document</li> </ul>
Additional Competition Details	<ul style="list-style-type: none"> <li>● Length of animatic and animation must be between 11 - 15 seconds. Submissions under or over that time will not be marked.</li> <li>● All submissions must be completed by the times listed above. Late submissions will not be marked.</li> <li>● If any technical issues arise during the competition, competitors should notify NTC immediately. The NTC committee will decide if any additional time will be allotted.</li> <li>● No files are 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>● Internet usage. You can only use the internet to transfer files via google drive and verify licenses.</li> <li>● Contestants will be responsible for installing and troubleshooting their own personal devices.</li> </ul>

## 8 ADDITIONAL INFORMATION

### 8.1 Interpreter

If a competitor requires the help of an interpreter once onsite 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 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 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 - Co-Chair
Nova Scotia	Suzanne Labrecque
Ontario	Alexi Balian - Chair
Manitoba	Justin McGillivray
British Columbia	Patty Chomseng
Saskatchewan	Tracey Martin

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