JUDGING CRITERIA

2D Character Computer Animation

SECONDARY

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1   Bouncing ball (20pts)

1.1   Animation (14pts) - Competitors illustrate core animation principles by animating a ball with a tail. Judges will focus on timing, squash and stretch, arcs, anticipation, and follow-through. The movement should feel clear, controlled, and believable.

1.2   Technical Specifications (6pts) - Competitors must include technical requirements as described in the project scope.

2   Flour Sack (30pts)

2.1   Environment (4pts) - Competitors create a simple stage and props that support the animation and match the scene references. Judges will focus on clear composition, readable settings, and how well the environment supports the flour sack's actions.

2.2   Animation (20pts) - Competitors apply core animation principles to bring the flour sack to life. Judges will focus on timing, arcs, squash and stretch, anticipation, moving holds, personality, and how creatively the sack interacts with objects or surfaces. The animation should feel expressive, intentional, and engaging.

2.3   Technical Specifications (6pts) - Competitors must meet all required technical guidelines outlined in the project scope, including duration, background style, volume consistency, tassel movement, and audio requirements

3   Take (44pts)

3.1   Environment (7pts) - Competitors create a visually clear and appealing setting that supports the animation. Judges will focus on composition, depth, originality, and how well the environment helps guide the viewer's attention.

3.2   Cinematography (4pts) - Competitors use camera shots and movement to support the action and story. Judges will look for purposeful shot choices and camera motion that enhance clarity without distracting from the animation.

3.3   Character Animation (26pts) - Competitors apply core animation principles to create clear, expressive, and engaging character movement. Judges will focus on clarity of action, timing, anticipation, fluidity, personality, originality, and creative use of the required wildcard. The animation should feel intentional, readable, and well executed.

3.4   Technical Specifications (7pts) - Competitors must meet all required technical guidelines outlined in the project scope, including character type, duration, color, audio use, and scene consistency.

4   Final Production (6pts)

4.1   Final Sequence Specifications (6pts)

5 ADDITIONAL INFORMATION

5.1 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.

5.2 Ties

• Tiebreaker #1: The competitor with the highest score in the Character Animation Take (Reaction) criteria will be declared the winner
• Tiebreaker #2: The competitor with the highest score in the Flour Sack Jump criteria will be declared the winner.
• Tiebreaker #3: The competitor with the highest score in the Ball with Tail Bounce sub criteria will be declared the winner.

5.3 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.

5.4 Competition rules

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

6 NATIONAL TECHNICAL COMMITTEE MEMBERS

MEMBER ORGANIZATION	NAME
Prince Edward Island	Tiffany Baxter
Nova Scotia	Suzanne Labrecque
Ontario	Alexi Balian – Chair
Manitoba	Justin McGillivray – Co-Chair
British Columbia	Timothy Tang

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