Skills Canada National Competition

88
2D CHARACTER COMPUTER ANIMATION
Judging Criteria
Secondary Level

POINT BREAKDOWN / 1000 TOTAL

The final animations from each team will be viewed and assessed by the judges. Tabulation sheets will be given to the members of the NTC for verification of scores. Judges should direct any questions to members of the NTC only, ith the exception of the interview. To qualify for a medal, competitors MUST achieve a minimum of 600 pts.

Story is King; all areas are assessed in how well they support the creation and communication of an entertaining story.

Brackets indicate the item to be used for assessment.

Storytelling

- Clarity of Message (Storyboard) – the storyboard describes with simple but clear sketches, all the story elements, action and timing to be communicated in the final animation. Each scene/event in the animation should be presented in detail and timed to the second.

- Story Quality (Storyboard and Final Animation) - The storyline illustrates a clear, strong, connection to the theme provided and utilizes story elements such as character, protagonist, antagonist, point of view, setting, conflict, description, emotion, suspense, humor, rising action, to tell the story in an interesting and entertaining, original way.

- Storyboard Symbols/Cinematography (Storyboard) - The Storyboard uses the industry standard symbols and terminology as provided in the Scope documents, and clearly indicates the camera movement and framing of the shot.

- Storyboards/Changes (Storyboard and Final Animation) - The final animation illustrates the story as outlined in the storyboard. Any changes to the story are outlined in new storyboard sheets, with changes indicated clearly on the original pages.

- Final Cinematography (Final Animation) - The final animation integrates changes in camera angle and position, zooms, pans and fades and other visual effects to support the story, as outlined in the storyboard.

Note: For practical reasons, it is suggested you make your animation 20 to 60 seconds in length, including titles. This is suggested so that your animation is long enough to tell an interesting story, but not so long that you are unlikely to finish it on time. The exact length of your animation is up to you, however the timing of your animation must match your storyboards.

Character Design

- Model Sheets - The Model sheet reflects front, back, side, and ¾ perspective view for each major character, in full body view.

- Character Design (Model Sheets and Final Animation) - The major character's appearance includes exaggeration in proportions to create visual interest. Models contain a level of detail consistent with the story and setting.

- Model Structure and Expression (Model Sheets and Final Animation) - The major characters are detailed and structured enough to allow for expression of emotion. The main characters display a large range of expressions.

- Model Structure and Control (Model Sheets and Final Animation) - The major characters' bodies are detailed and structured enough to move in a manner consistent with their character and the story.

- Overall Appeal (Model Sheets and Final Animation) - The characters are appealing and show expressions of their personality, with clear differences between characters.

Art Direction

- Artistic Style (Final Animation) - There is a consistent visual style in the characters, setting and props that unifies all the visual elements and supports the theme and story.

- Production Quality (Final Animation) - All scenes including titles and credits have a consistent level of quality and visual interest.

- Colors and/or Textures (Final Animation) - The colors and/or textures used support the personality of the characters and the visual style of the story in a creative and original way.

- Sound (Final Animation) - The animation incorporates audio elements, such as voices, sounds, sound effects, music clips, in a way that enhances the telling of the story.

- Setting (Final Animation) - The setting supports the interaction of the characters in the story, has sufficient detail, and is an integral part of the animation.

Animation

- Staging (Final Animation) – the position, and movement of the camera, and the framing of scenes supports the expression of emotions by the characters and the action in the scenes, and the variety of shots adds interest to the animation.

- Animation Principles (Final Animation) - There is effective application of the animation principles outlined in the supporting documents for the competition, such as exaggeration, anticipation, squash and stretch, secondary motion.

- Physicality (Final Animation) - Movement within the animation displays the interaction between characters and interaction with physical objects including the influence of mass and gravity.

- Timing (Final Animation) - The timing of actions within the scene is consistent between characters and supports the story. Actions by one character affect the actions of another in a manner that flows consistently.

- Acting (Final Animation) - The characters are actors in the scene using expressions of emotion, posing, and movement to provoke empathy and emotion in the audience, and drive the action of the story.