Skills Canada National Competition

SCOPE DOCUMENT	
Competition Year	2012
Competition location	Edmonton, AB
Trade Number	88
Trade Name	2D Character Computer Animation
Level	Secondary

1. INTRODUCTION

1.1 Purpose of the Challenge.

To evaluate each team's ability, skill and knowledge of animation as they prepare for employment in the animation field. Competitors must have strong drawing skills and captivate the audience with a good story. Character Animation deals with the creation and animation of characters used in storytelling. They may take the shape of any object in response to the project provided. The structure of the project will be provided to the competitors at the orientation session on the evening prior to the competition. The details of the project will be provided immediately prior to the competition. The "main characters" should be the focus of the production. There are no limitations as to the realism of the characters; however, the ability of characters to express emotion is a major component of the competiton . A good animated character is one that creates empathy**.** Upon completion of the animation, teams will present their storyboard, model sheets and animation to the judges in a structured presentation.

1.2 Duration of contest.

14.5 hours (including team presentations and viewing)

1.3 Skills and Knowledge to be tested.

Participants will be challenged to detail and plan the development of a complete animated story based on a given theme. The competition will focus on the participants' ability to tell a story through expressive characters and the animation process. By scripting and storyboarding the competitors outline their idea on paper, then bring their story to life by creating, animating and compositing the scenes outlined in their storyboard.

2. CONTEST DESCRIPTION

2.1 List of documents produced and timeline for when competitors have access to the documents.

DOCUMENT	DATE OF DISTRIBUTION VIA WEBSITE
Judging Criteria	Nov, 2011
Storyboard sample	Nov, 2011
Storyboard symbols	Nov, 2011
Model Sheet	Nov, 2011
Principles of Animation	Nov, 2011

2.2 Tasks that may be performed during the contest

- In order to reflect the process used in the animation industry, the project will be structured in duration and required form. The project will have a specified theme. The theme of the project will **NOT** be released until the beginning of competition on Day one.
- Produce a storyboard and character model sheets on paper that sets out their proposed animation following the project provided.
- After the first hour of competition students will be allowed access to the computer workstations.
- Storyboards and model sheets will be collected at the end of the first day of competition. The final product will be compared to the storyboards. The photocopied storyboards will be returned to each team at the beginning of day 2 of the competition.
- Competitors should note that model sheets MUST include front, profile (side), ¾, and back views of the character.
- Competitors must demonstrate their knowledge of the 12 principles of animation in their project.
- Competitors are expected to create convincing environments (Colour, texture, and lighting) and supporting models
- Nowhere within the presentation and supporting documents should the name of the students, their school or province appear.
- There must be an obvious beginning and end to the presentation. This could be through the use of the first frame being black or titling.
- The teams will work independently. Instructors and/or observers will give no assistance and are not allowed in the competition area.
- Teams will prepare a presentation to the judges. The presentation will cover storyboard and character design and the planning and execution process. The schedule of the presentation will be approximately as follows:
  - Presentation of products (storyboard, model sheets, and animation)
  - View animation
  - Questions from judges
  - The judging and presentation process will take approximately 5 minutes per team.

- o During the judging/presentation all competitors must remain within close proximity of the competition area, as specified by NTC.

3. EQUIPMENT, MATERIAL, CLOTHING

3.1 Equipment and material provided by <u>Skills/Compétences Canada</u>

- 2 Workstations/Team
- Hardware Requirements –
  - o Intel Graphics Workstation i7 Quad Core Processors
  - o 2X4MB l2 cache
  - o 500Gb HD
  - o 500Gb HD
  - o 8Gb RAM
  - o Dedicated video card as approved by Autodesk 2011
  - o DVD Writer
  - o Flat Panel Display 1920 X 1080
  - o Sound card or integrated sound; DVD ROM.
  - o Operating System –Windows 7 64 Bit
  - o Software: **Adobe Master Collection 5 or 5.5 , Audacity 1.3 or later, ToonBoom Studio 6 or later.**
    Viewing software will be Quicktime, and MS Media Player 12.

  Sound effects library- provided by NTC

Note: All applications will run on demonstration/trial mode. Any application/s requiring licensing, teams are responsible to forward license files and or dongles accordingly prior to competition to NTC chair member.

Versions of software may vary depending on availability; Check with NTC for details.

- No external support programs, plug-ins, or documentation (other than those found in the final shipped version of the software) may be used.
- Image input devices (scanner and digital camera) provided for all to access and share.
- Standard storyboard and model sheets (see below)

3.2 Equipment and material provided by the **competitor**

- Teams **ARE REQUIRED** to contact the technical chair by **May 02, 2012** to advise the Committee what software they will be using **if it is not listed above**. If the committee is not contacted prior to May 02, 2012, the committee will make all efforts to have the software available to the competitors before the start of the event. Due to the nature of installing software, competitors should be prepared to use the software provided by the committee if installing their desired software is unsuccessful.

- **Tablet and driver** (driver compatible with Windows 7 64 bit)
- **headsets with microphone**
- English keyboard
- Audio devices, including CD players, iPods, and mp3 players, or usb(provided by adviser only at end of competition to make copy of work) devices are not permitted in the competition area
- Storyboard and model sheet (not permitted-NTC will provide sheets)
- Pencils and erasers.
- Fine-tip markers.

3.3 Required clothing (Provided by competitor)

- Appropriate Business-casual Attire: **no** school name, provincial name or commercial logo on any visible attire.
- Hats are not permitted in the competition area.

4. SAFETY REQUIREMENTS

4.1 List of required personal protective equipment(PPE) provided by <u>competitors</u>

☑ No PPE required

4.2 List of required personal protective equipment(PPE) provided by Skills/Compétences Canada (SCC)

☑ No additional PPE will be supplied by SCC ☑ No PPE required

5. ASSESSMENT

5.1 Point breakdown

POINT BREAKDOWN	/1000
Storytelling	250
Character Design	250
Art Direction	250
Animation	250

Please see Judging Criteria document for detailed mark breakdown.

6. ADDITIONAL INFORMATION

6.1 Consecutive translation

If consecutive translation is required on site, 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 might not be guaranteed.

6.2 Software requirements

If French software is required 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 software might not be guaranteed.

6.3 Computer keyboard requirements

English Keyboards will be provided, if a French keyboard is required 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 keyboard might not be guaranteed.

6.4 Tie (No ties are allowed)

In the event of a tie, one member of the NTC will be selected as an additional judge.

6.5 Competition rules

Please refer to the competition rules for all general SCNC information.

7. NATIONAL TECHNICAL COMMITTEE MEMBERS

Region	Name	Email address
Ontario	Alexi Balian	alexi.balian@peelsb.com
Atlantic Region	Christina Cox	christinacox@esdnl.ca
Pacific Region	Joe Crawford	joetainment@gmail.com
West Region	Jamie Leduc	jleduc@wsd1.org