

CONTEST DESCRIPTION
DESCRIPTION DE CONCOURS

**3D CHARACTER COMPUTER ANIMATION
ANIMATION INFORMATISÉE 3D**

**SECONDARY
NIVEAU SECONDAIRE**

CONTINUOUS LEARNING



FORMATION CONTINUE

DIGITAL



COMPÉTENCES NUMÉRIQUES

DOCUMENT USE



UTILISATION DE DOCUMENTS

NUMERACY



CALCUL

ORAL COMMUNICATION



COMMUNICATION ORALE

READING TEXT



LECTURE

WORKING WITH OTHERS



TRAVAIL D'ÉQUIPE

WRITING



RÉDACTION

THINKING



CAPACITÉ DE RAISONNEMENT

1. The Importance of Essential Skills for Careers in the Skilled Trades and Technology

SCC is currently working with Employment and Social Development Canada (ESDC) in order to bring awareness to the importance of Essential Skills that are absolutely crucial for success in the workforce. Part of this ongoing initiative requires the integration and identification of Essential Skills in contest descriptions, projects, and project documents. The next phase and very important aspect of our Essential Skills (ES) initiative is to provide an ES report card to each competitor at the Skills Canada National Competition. The purpose of the ES report card is to inform the competitor about their current level of essential skills based on their competition scores. With this knowledge, the competitor will be made aware which essential skill may require improvement. This will be piloted in a number of areas for 2016 with full implementation in the 2017 Skills Canada National Competition.

This is part of an ongoing initiative that requires the integration and identification of Essential Skills in contest descriptions, projects, and project documents. Essential skills are used in nearly every job and at different levels of complexity. They provide the foundation for learning all other skills and enable people to evolve with their jobs and adapt to workplace change. Good Essential Skills means you will understand and remember concepts introduced in technical training. The level of Essential Skills required for most trades is as high or higher than it is for many office jobs. The following 9 skills have been identified and validated as key essential skills for the workplace in the legend below:

¹Numeracy, ²Oral Communication, ³Working with Others, ⁴Continuous Learning,
⁵Reading Text, ⁶Writing, ⁷Thinking, ⁸Document Use, ⁹Digital

These essential skills have been identified with in section 2.3 and/or 3.2 of your Contest Description. The top three Essential Skills for your area of competition have been identified on your Project and all other supporting project documents.

2. CONTEST INTRODUCTION

In order to reflect the process used in the animation industry, the project will be structured similar to the «11 Second Club» animation competition. Competitors will create storyboards, animatics and animations according to the contest description and their interpretation of the prescribed sound bite on site.

3D Teams are provided with rigged characters that must be used during the competition. The rigs will be provided in advance of the competition.

Upon completion of the preproduction phase, teams will present their storyboard and animatic to the judges. The animation will be presented at the end of the competition.

2.1 Purpose of the Challenge.

- To evaluate strong traditional animation art and storytelling skills.
- To provide competitors with the opportunity to demonstrate their knowledge and skill of Character Animation as they prepare for employment in the animation field.

2.2 Duration of contest.

12 hours (not including team presentations and viewing)

2.3 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 sound bite.
- The competition will focus on the participants' ability to tell a story through expressive characters and the animation process.
- Through storyboarding the competitors outline their idea on paper, create an animatic and then bring their story to life by creating, animating the scenes outlined in their storyboard.

3. CONTEST DESCRIPTION

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

DOCUMENT	DATE OF DISTRIBUTION VIA WEBSITE
Judging Criteria	January, 2016
Storyboard sample	January, 2016
Storyboard symbols	January, 2016
Character Rigs	January, 2016
Principles of Animation	January, 2016

3.2 Tasks that may be performed during the contest

- The project will have a specific sound bite to dictate animation. The completed project cannot exceed the length of the sound bite by more than 2 seconds. Work that does not conform to the sound bite or exceeds the maximum length will not be judged and will be disqualified. All animation renders must be completed and fully rendered by 1 P.M⁷ on the second day of the competition. Final work will be incorporated into a presentation template provided by Skills/Compétences Canada. (Slate: identification, 2D or 3D and group number.)
- Competitors may create up to three supporting models to be used in their animation. These props will not be judged.
- At the beginning of the competition, competitors will be given a sound bite to animate to.⁷
- Competitors will be provided with blank storyboard sheets. The sheets must be used to plan the story being told through their animations. Once completed, the storyboards must be scanned and used to create an animatic.⁹
- The final product must follow the storyboards and be synchronized with the animatic.
- Competitors must demonstrate their knowledge of all 12 principles of animation in their project.
- Nowhere within the presentation and supporting documents should the name of the students, their school or province appear. Only use the slates provided to title and identify your presentation.
- Teams will be prepared to introduce their work to the judges and public. Their presentation will cover storyboard and character design, animatic and the planning and execution process. The schedule of the presentation will be approximately as follows:
 - Introduction of competitors by judges
 - Presentation of products (storyboard, model sheets, animatic and animation)
 - View animation
 - The presentation process will take approximately 5 minutes per team.
 - During the judging/presentation all competitors must remain within proximity of the competition area, as specified by the National Technical Committee

Essential Skills – Working with Others, ⁷Thinking (Job task planning and Organizing), ⁹Digital

4. EQUIPMENT, MATERIAL, CLOTHING

4.1 Equipment and material provided by Skills/Compétences Canada

- 2 Workstations/Team
- Hardware Requirements:
 - Intel Graphics Workstation i7 Quad Core Processors
 - 2X4MB I2 cache minimum
 - 1 TB HD
 - 16Gb RAM
 - Dedicated video card (suggested 2GB) as approved by Autodesk
 - DVD Writer
 - Flat Panel Display 1920 X 1080
 - Sound card with headsets; DVD ROM.
 - Operating System –Windows 7 or 10 64 Bit

Note: All applications will run on demonstration/trial mode.

- The competition will use the **most current applications as of January 2016**.
- 3D Software: 3D Studio Max, Maya, Blender.
- 2D Software: Adobe Flash, ToonBoom Studio, ToonBoom Animate Pro.
- Video and Graphic Software: Adobe Photoshop, After Effects, and Premiere Pro.
- Viewing Software: VLC.

No external support programs, plug-ins, or documentation (other than those found in the final shipped version of the software) may be used.

4.2 Equipment and material provided by the competitor:

- Tablet and driver (Driver compatible with Windows 7/10 64 bit)
- Headphones.
- Pencils and erasers.

Note: Communication with non-competitors is not permitted during the competition through any means. (i.e. Cell phones, text, email)

4.3 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.

5. SAFETY REQUIREMENTS

5.1 List of required personal protective equipment (PPE) provided by competitors

- No (PPE) required

6. ASSESSMENT

6.1 Point breakdown

POINT BREAKDOWN	/100
Preproduction	40
Animation	40
Final Product	20

Please see Judging Criteria document for detailed score breakdown.

7. ADDITIONAL INFORMATION

7.1 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.

7.2 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.

7.3 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.

7.4 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.

7.5 Tie (No ties are allowed)

In the event of a tie, the team with the highest score in the Animation criteria will be declared the winner.

7.6 Competition rules

Please refer to the competition rules for the Skills Canada National Competition

8 NATIONAL TECHNICAL COMMITTEE MEMBERS

Member Organisation	Name	Email address
British Columbia - Chair	Byron Kask	byron_kask@sd34.bc.ca
Nova Scotia	Robert Gibson	
Ontario	Alexi Balian	
Prince Edward Island	Chris Sharpley	
Newfoundland and Labrador	Jason Aue	
Saskatchewan	Mike Oleskiw	