



CONTEST DESCRIPTION / DESCRIPTION DE CONCOURS

3D CHARACTER COMPUTER ANIMATION

ANIMATION INFORMATISÉE 3D

SECONDARY /
NIVEAU SECONDAIRE

Table of Contents

1 THE ESSENTIAL SKILLS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY	3
2 CONTEST INTRODUCTION	3
3 CONTEST DESCRIPTION	4
4 EQUIPMENT, MATERIAL, CLOTHING	6
5 SAFETY REQUIREMENTS.....	7
6 ASSESSMENT	7
7 ADDITIONAL INFORMATION	7
8 NATIONAL TECHNICAL COMMITTEE MEMBERS	8

1 THE 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. Full implementation is expected in the 2017 Skills Canada National Competition.

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

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 storyboard, 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.

2.1 Description of the associated work role(s) or occupation(s).

<http://skillscompetencescanada.com/en/careers/information-technology/character-computer-animation/>

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 (not including team presentations and viewing)

2.4 Skills and Knowledge to be tested

Employability Skills:

- Team work³
- Time management⁷
- Planning⁷
- Attention to detail⁷

Preproduction⁹:

- Composition
- Asset Design
- Storyboarding
- Character Pose Tests
- Animatic

Production:

- Cinematography
- Asset Construction
- Rendering
- Animation
- Exporting
- File Management
- Appeal of Final Product

3 CONTEST DESCRIPTION

In order to reflect the process used in the animation industry, the project will be structured similar to the 11 Second Club animation competition (<http://www.11secondclub.com>). Competitors will be given 12 hours to develop assets including storyboards, animatics and animations based on the sound clip which will be provided on site.

FAQ:

What do I animate to?

- Competitors will animate to the provided sound clips.

How long is the animation?

- The completed project cannot exceed the length of the sound clip by more than 2 seconds.

What happens if my animation is too long?

- Work that does not conform to the sound clip or exceeds the maximum length will not be judged and will be disqualified.

How much time do I have?

- All animation renders must be completed and fully rendered in the specified format by 1 P.M⁷ on the second day of the competition.

Can I use my own files?

- Competitors are able to bring Character Rigs that are creative commons or copyright free and appropriate for a general U14 audience. No animation can be included.

Can I use the Internet as a resource?

- You can use the internet find reference footage, help videos, and tutorials. However, you cannot install additional plugins and scripts (other than those found in the final shipped version of the software).

Can I use my own tools?

- Digital Drawing tools such as tablets are permitted. If you bring your own tablet, please bring your tablet drivers to the competition. Contestants will responsible to install and troubleshoot their devices.

What files formats will I use?

- You will be required to submit your work at a resolution of 1024 x 720 as an MP4 encoded with the H.264 codec. You are advised to familiarize yourself with this process prior to the competition.

What software can I use?

- Maya, Blender, 3DS Max and the Adobe Suite will be installed on the competition PCs. Use of other software is discouraged. All requests need to be in writing to the NTC at least one month prior to the competition. In such cases, competitors are responsible for installation of their own software.

Do I need to stay in the competition area the whole time?

- Yes, during the competition all competitors must remain within the proximity of the competition area, as specified by the National Technical Committee

Can I communicate with my coaches, friends, and family during the competition?

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

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 2017
Storyboard Template	January 2017
Character Turnaround	January 2017
Competitors' Handbook <ul style="list-style-type: none"> • Principles of Animation • Storyboard symbols • Critical Path • Animatic Example • Storyboard Example 	January 2017

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
 - 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

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

The competition will use the most current applications as of January 2017.

3D Software: 3D Studio Max, Maya, Blender.

2D Software: Adobe CC Animate, ToonBoom Harmony, ToonBoom Storyboard Pro, Autodesk Sketchbook Pro.

Video and Graphic Software: Adobe Photoshop, Adobe After Effects, and Adobe Premiere Pro.

Viewing Software: VLC

4.2 Equipment and material provided by the competitor.

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

4.3 Required clothing (Provided by competitor)

- No special requirements

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. If there is also tie in the Animation Criteria, then the highest score in the Preproduction 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 Organization	Name	Email address
British Columbia	Byron Kask	
Nova Scotia - Chair	Robert Gibson	robert.gibson@nsc.ca
Ontario	Alexi Balian	
Prince Edward Island	Chris Sharpley	
Newfoundland and Labrador	Jason Aue	