Provincials 3D Animation Competition

3D Animation (Secondary)

Team of Two

Contest Length: 6 hrs

Check-in time: 8:00am
Contest Start: 8:30am

1. Introduction

Notice major changes to challenge
3D Teams are permitted to send two 3D Character Rigs to the competition. The Tech Chair must receive and review Character Rigs for approval 15 days prior to the competition day.

The wildcard will be provided at the morning of the competition for the students to use in their animation.

1.1 Purpose of the Challenge.

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 across BC to demonstrate key skills and their understanding of the animation process.

The fundamental concepts of animation will be emphasised and implemented throughout the **one-day event.** The competition will focus on the participants' ability to tell a story through expressive characters and engaging storytelling.

Teams will submit their story breakdown, pose test, animatic, and final product to the judges at specific times during the competition.

2. Contest Description
2.1 Skills and Knowledge to be tested.

• Participants will be challenged to detail and plan the development of a complete animated story based on a **character sneezing in the conflict** while utilizing the sound library and wildcard.

• 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/digitally and then bring their story to life by creating, animating and compositing the scenes outlined in their storyboard.

2.2 Tasks that may be performed during the contest

The project will have a sound library and the **main story conflict of the animation must have a character sneezing.** The sound library will be released prior to the beginning of competition. The completed project must be a minimum of 6 to a maximum of 11 seconds. If animation exceeds the max length or is too short, teams will be deducted points. All animation renders must be completed by 2:30 P.M. and be rendered with a beginning and ending slate. (Slate: identification, 2D or 3D and group number.)

• Produce a 3 panel storyboard breakdown which should include the setup, climax, and resolution of the story, character pose tests, and final animation while implementing the sound library and wildcard provided.

• The final product must follow the 3 panel storyboard breakdowns.

• Competitors should note that pose test sheets MUST include 1 pose representing each character's personality in which will be portrayed in the final animation, and a short biography of the character.

• Competitors must demonstrate their knowledge of the 12 principles of animation in their project.

• Competitors are expected to create convincing environments and supporting models.

• Nowhere within the presentation and supporting documents should the name of the students or their school appear.

• There must be an obvious beginning and end to the final animation. This could be by the first frame being black or titling.

• The teams will work independently. Instructors and/or observers will give NO assistance.

• Internet may be used for references only.

• Listening to music is allowed during the competition.

3. Equipment, Material, Clothing

3.1 Equipment and material provided by Skills/Competences Canada

• N/A

4. Equipment and material provided by the competitor:

• Students must compete in the school with the equipment provided by the school.
• Bringing your own computer/devices is allowed.
• Competitors are only able to have a maximum of two computers running at a time. Backup computers are acceptable.
• Tablet and driver (Driver compatible with Windows 7 or 10, 64 bit)
• Headphones/earphones

- Drawing materials
- Two 3D character rigs. (Must already be a file within the laptop/computer itself)
- 2 Empty USB for teams to transfer files between computers.

4.1 Required clothing (Provided by competitor)

Appropriate Business-casual Attire: no school name, provincial name, or commercial logo on any visible attire.

5. Proctor Tasks:

The proctor must view the "**BC_2D3DAnimation_ProctorInfo**" document prior to the competition.

6. Submission Process

All submissions must be submitted by **2:30pm**. Any submission received after 2:30pm will have a minus of 1 point for each minute passed.

Submissions must include:

Pre-competition Submissions: 8:00am-8:30am	- **3 Storyboard Breakdown** - **Character Pose Tests**	
8:30am-9:30am	**Animatic**	**Format:** 1280 x 720 (HDTV_720, 24) in .mp4 @ 24 FPS
2:30pm	**Final Animation**	

Submit final animations to the **Google Drive folders corresponding to your team number**.

7. Assessment

7.1 Point breakdown

POINT BREAKDOWN	/100
Preproduction	25
Wild Card	30
Animation	40
Final Product	5

Please see **Judging Criteria** document for detailed score breakdown.

Technical Committee

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