



Regional Scope Document

2D Character Design and Animation (Secondary) – Feb 25, 2021

Contest Length: 6 consecutive hours

Team of Two

Check-in time: 8:00am

Contest Start: 8:30am

Lunch time: 12:00pm to 12:30 pm

Contest End: 3:00pm

1. Introduction

Notice major changes to challenge

A sound library and wildcard will be provided at the morning of the competition for the students to use in their animation.

A character turnaround may be developed in advance to the competition however it will not be part of the judging.

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, 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 disqualified. 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 through the use of the first frame being black or titling.
- The teams will work independently. Instructors and/or observers will give NO assistance.

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
- Empty USB for teams to transfer files between computers.

Note: Audio devices, including CD players, iPods, and mp3 players are NOT permitted in the competition area.

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 review the competition scope document and watch the orientation video before the competition date and ask the tech chair for any clarification.
- The proctor will share the orientation video on the day of the competition prior to the start of the competition with the competitors.
- The proctor must supervise the competition at all times.
- For any IT or computer-related technicalities such as a power outage, proctors must try to assist to ensure competition runs smoothly.

6. Submission Process

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

6.1 Submission Options:

- FilmFreeway**
- We Transfer**
- One Drive Link from Proctor**

Submissions must include:

3 Storyboard Breakdown, Character Pose Tests, Final Animation	Format: 1280 x 720 (HDTV_720, 24) in .mp4 @ 24 FPS
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7. Assessment

7.1 Point breakdown

POINT BREAKDOWN	/100
Preproduction	25
Wild Card	30
Animation	35
Final Product	10

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

Technical Committee

Tammy Sarbazzadeh	Tech Chair, Judge	tammy.sarbazzadeh@burnabyschools.ca
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