

Regional Scope Document 2013

3D Character Design and Animation (Secondary)

Team of Two

Contest Length: 7 hrs

Check in time: 8:00

Contest Start: 8:30

1. INTRODUCTION

Notice major changes to challenge

Using the sound bite provided, competitors will create model sheets, storyboards and animations accordingly.

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 sound bite provided.
- The sound bite/ theme of the project will be provided to the competitors at the morning of 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 competition .
- Upon completion of the animation, teams will present their storyboard, model sheets and animation to the judges in a structured presentation.

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 given theme.
- 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, 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 specific sound bite to dictate animation. The sound bite will not be released until the beginning of competition.
- Produce storyboards and character model sheets electronically and or on paper that sets out their proposed animation following the project provided.
- The final product will be compared to the storyboards.
- Competitors should note that model sheets MUST include front, profile (side), $\frac{3}{4}$, 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 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 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 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.
 - During the judging/presentation all competitors must remain within proximity of the competition area, as specified by NTC.

3. EQUIPMENT, MATERIAL, CLOTHING

3.1 Equipment and material provided by Skills/Compétences Canada

- 2 Workstations/Team
- Hardware Requirements – (May vary by location)
 - Intel Graphics Workstation with Quad Core Processors
 - 500Gb HD
 - 8Gb RAM
 - Dedicated video card as approved by Autodesk 2011
 - DVD Writer
 - Flat Panel Display 1920 X 1080
 - Sound card or integrated sound; DVD ROM.
 - Operating System –Windows 7 64 Bit
 - Software: 3D Studio Max 2013, Maya 2013, Blender 3D 2.6X, Adobe Master Collection 6, Audacity 1.2.6 or **most current applications as of January 2013.**

Note: All applications will run on demonstration/trial mode. For any applications requiring licensing, teams are responsible to forward license files and or dongles accordingly prior to competition to Provincial chair member 30 days prior to the competition.

- No external support programs, plug-ins, or documentation (other than those found in the final shipped version of the software) may be used.
- Standard storyboard and model sheets will be provided.

3.2 Equipment and material provided by the competitor

- Teams **ARE REQUIRED** to contact the technical chair **30 days prior to the competition** to advise the Committee what software they will be using **if it is not listed above**. If the committee is not contacted 30 days prior, 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)
- Non-English keyboard
- Audio devices, including CD players, iPods, and mp3 players, or usb devices(**provided by adviser only at end of competition to make copy of work**) are **NOT** permitted in the competition area
- Pencils and erasers.

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. ASSESSMENT

4.1 Point breakdown (*Based on 2012 revised National Scope*)

POINT BREAKDOWN	/100
Storyboarding	20
Character and Design	20
Animation	40
Final Product	20

Please see Judging Criteria document for detailed score breakdown.

Storyboarding (20)

Storyboard – the storyboard describes with simple but clear sketches, all the story elements, action and timing to be communicated in the final animation. Each scene/event in the animation should be presented in detail and timed to the second.

- Camera shots and or movements reflected- The Storyboard uses the industry standard symbols and terminology as provided, and clearly indicates the camera movement and framing of the shot.
- Storyboard adheres to Final Animation-The final animation illustrates the story as outlined in the storyboard. Any changes to the story are outlined in new storyboard sheets, with changes indicated clearly on the original pages.

Character and Design (20)

Characters appearance is designed to create visual interest. Models contain a level of detail consistent with the story and setting.

- Model Sheets - The Model sheet reflects front, back, side, and $\frac{3}{4}$ perspective view for each major character, in full body view.
- Character(s) Design- Characters are appealing, have personality, and show clear differences between characters.
- Model of environment and or set- Modeled assets or elements are created in relation to sound bite.
- Continuity amongst assets - There is a consistent visual style in the characters, setting and props that unifies all the visual elements and supports the theme and story.

Animation (40)

There is effective application of the animation principles outlined in the supporting documents for the competition, such as exaggeration, anticipation, squash and stretch, secondary motion.

- Staging – the position, and movement of the camera, and the framing of scenes supports the expression of emotions by the characters and the action in the scenes, and the variety of shots adds interest to the animation.
- Physicality - Movement within the animation displays the interaction between characters and interaction with physical objects including the influence of mass and gravity.
- Timing - The timing of actions within the scene is consistent between characters and supports the sound bite. Actions by one character affect the actions of another in a manner that flows consistently.
- Acting - The characters are actors in the scene using expressions of emotion, posing, and movement to provoke empathy and emotion in the audience, and drive the action of the story.

Final Product (20)

The final product is the end result. It is an accumulation of all animation that is synchronized to the sound bite provided. The product is presented to judges at end of competition.

- Overall appeal- Elicits an emotional response by audience
- Clarity of message- The interpretation of the sound bite is evident throughout the final animation.
- Final Cinematography- The final animation integrates changes in camera angle and position, zooms, pans and fades and other visual effects to support the story, as outlined in the storyboard.
- Execution of Animation relates to sound theme- The final product illustrates a clear, strong, connection to sound clip provided and utilizes story elements such as character,

protagonist, antagonist, point of view, setting, conflict, description, emotion, suspense, humor, rising action, to tell the story in an interesting and entertaining, original way.

Technical Committee

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