



# #SkillsAtHome Animation Challenge

#SkillsBC #OnlineChallenges

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## Contest Description:

<b>Contest Area: 2D AND 3D Character Animation</b>	<b>Level: Secondary - up to grade 12</b>
<b>PROJECT SUBMISSION DEADLINE:</b> January 06, 2021 at 6:00 PM	<b>PROJECT SUBMISSION LINK:</b> <a href="https://skillscanada.bc.ca/2020-animation-challenge/">https://skillscanada.bc.ca/2020-animation-challenge/</a> <ul style="list-style-type: none"><li>● <b>FILE FORMAT:</b> MPEG4, MOV, AVI, FLV</li><li>● <b>RESOLUTION:</b> 1280x720p</li><li>● <b>If the file exceeds 1G, ZIP Compress and send directly to email with your name attached.</b></li></ul> <b>Email Questions to:</b> <b>SKILLSANIMATIONS@GMAIL.COM</b>

## Event Format:

Competitors will follow the contest description and submit their projects via the above link by the listed deadline. Questions regarding the contest description can be sent to

**PCHOMSENG@GMAIL.COM.**

**Please note:** late submissions sent after the date and time specified above will not be accepted.

**IMPORTANT DATES: Deadline for submissions is January 6 at 6:00 PM. Go here**

<https://skillscanada.bc.ca/2020-animation-challenge/>

## Contest Introduction

Animation is a wonderful medium to tell a story, to portray an idea, and to bridge a community between artistic and technical artists of all diversity. Without it, some of the world's leading films of today would not have advanced in the contribution of popular cultures and the imagination of creation and invention.

The goal of this competition is to raise awareness of this millennial job as well as creating by using your imagination! Competitors must create a short animation minimum of 11 seconds to a maximum of 30 seconds about a **“snowman going on a holiday.”**

### Skills and Knowledge to be tested:

Employability Skills	Pre-production Skills	Production Skills
<ul style="list-style-type: none"> <li>● Time management</li> <li>● Reading</li> <li>● Planning</li> <li>● Attention to detail</li> </ul>	<ul style="list-style-type: none"> <li>● Storyboarding</li> <li>● Writing</li> <li>● Composition</li> <li>● Character Design</li> </ul>	<ul style="list-style-type: none"> <li>● Animation</li> <li>● Rendering</li> <li>● Exporting</li> <li>● File Management</li> <li>● Delivery of Final Product</li> </ul>

### Project Description

- Creating an animation up to a **minimum of 11 seconds to a maximum of 30 seconds** with the resources you have available.
- Final submission should be in one of the following **MPEG4, MOV, AVI, or FLV.**
- The animation must be about a **“snowman going on a holiday.”**

### Equipment and Materials

- You may use anything from 3D or 2D software, or traditional animation to real life props for stop motion. There are free programs and trials available.
- The [Resources](#) folder contains the character templates and storyboards as well as a handbook to help you through the planning stages of your animation.

**Note: Only the final animation put together will be judged.**

## Suggested software and limitations

2D	3D
<ul style="list-style-type: none"> <li>• ToonBoom Harmony</li> <li>• Adobe Animate/Flash</li> <li>• TV Paint</li> </ul>	<ul style="list-style-type: none"> <li>• Autodesk Maya</li> <li>• 3D Studio Max</li> <li>• Blender</li> </ul>
<p><b>Other software:</b> Adobe Photoshop, Krita, GIMP, Ipad Procreate, MediBang Paint</p>	
<p><b>Limitations:</b></p> <ul style="list-style-type: none"> <li>• Textures, images, and sounds are allowed and must have a CC (Creative Commons) license attribution.</li> <li>• No copyrighted materials may be used.</li> <li>• <b>Only applicable to 3D</b> - May only use free models and character rigs with no animation included.</li> <li>• <b>Personal created models/rigs are allowed.</b></li> </ul>	

## Judging Criteria

Submissions will be marked with the following principles:

- **Animation Principles** - The animation demonstrates believable use of the 12 animation principles.
- **Design Principles** - Good use and understanding of design/colour harmony.
- **Cinematography** - Layout strongly supports animation focus and interest.
- **Story Appeal** - The story is engaging, enhances the animation, and evokes emotion from the audience.

## Tie Breaking Process

A 3rd party (from the industry) will break any ties.

## Additional Information

**Ethical Conduct:** We recognize that participants will be competing individually in their own unique environments and therefore not all competition conditions can be monitored. However, we expect all competitors to compete fairly, respecting and abiding by the established rules in the true spirit of Skills Canada British Columbia.

Competition Results and Progression: The 2020 Skills British Columbia Virtual Animation Competition is a stand-alone event and does not progress to another level of competition.

## COMMITTEE MEMBERS

**Competition Judge: Patty Chomseng - SCNC 2013 Gold Medalist in 3D Animation, Lead Lighter & Composer at ICON Creative Studio Disney's Pixar's Monsters At Work**

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