

Provincial 2D Animation Competition

2D 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

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 emphasized 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(s) sit to stand or stand to sit action** 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 together.

2.2 Tasks that may be performed during the contest

The **animation must have a character(s) sitting to standing or standing to sitting. A wildcard will be chosen out of the following category: beverage container, bookbag, table lamp, mobile device, book/magazine.** A wildcard will be revealed at the morning of the 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

- 2 Workstations/Team
- Hardware Requirements – (Minimum, may vary by location)
 - Intel Graphics Workstation with Quad Core Processors
 - 500Gb HD
 - 8Gb RAM
 - Dedicated video card as approved by Autodesk
 - DVD Writer
 - Flat Panel Display 1920 X 1080
 - Sound card or integrated sound; DVD ROM.
 - Operating System –Windows 7 or 10/11 64 Bit
 - 1 USB to share files between competitors.

Note: All applications will run on demonstration/trial mode. 2D and 3D will have the same apps on all the computers. The competition will use the most current applications as of January 2022/2023.

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

2D Software: Adobe Flash/Animate, ToonBoom Harmony

Graphic and Storyboarding Software: Adobe Photoshop, Adobe Premier Pro, Adobe After Effects, SketchBook Pro.

Viewing Software: VLC

No external support programs, plug-ins, or documentation (other than those found in the final shipped version of the software) may be used.

4. Equipment and material provided by the competitor:

- Using your own computer/devices or a school computer is acceptable.
- Competitors may have a maximum of two computers running at a time. Backup computers are acceptable.
- Tablets and driver (Driver compatible with Windows 7 or 10/11 64 bit)
- Headphones/earphones
- Drawing materials
- 2 Empty USB to collect work at the end of the competition for take-home.

4.1 Required clothing (Provided by competitor)

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

5. Submission Process

3 Storyboard Breakdowns and the Character Pose Tests must be done in advance and brought to the competition. They must be submitted by 8:30am.

Final Animation must be submitted by **2:30pm**. Any submission received after 2:30pm will have deductions of points for each minute passed.

Submissions must include:

Pre-competition Submissions: 8:00am-8:30am	<ul style="list-style-type: none"> - 3 Storyboard Breakdown - Character Pose Tests 	Format: 1280 x 720 (HDTV_720, 24) in .mp4 @ 24 FPS
8:30am-9:30am	Animatic	
2:30pm	Final Animation	

Submit each file according to the named folders in the provided USB.

6. Assessment

6.1 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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Tim Tang	Judge	Timtang3d@gmail.com