

Contest Introduction

The animation industry is presently vibrant throughout all corners of our globe, providing an opportunity for our students to pursue employment in such a vast and constantly growing industry. It requires a combination of technical and artistic skills to perform successfully.

Purpose of the Challenge

The purpose of this competition is to provide contestants with an opportunity to compete with others from across our Province and demonstrate key creative and technical skill sets that incorporate the character animation production process.

The competition will focus on the participants’ ability to tell a story through the delivery of character performance.

Deliverables

Teams will deliver their story breakdown, pose test, animatic and final product/animation to the Technical Chairs at specific times throughout the competition.

Story Breakdown: 3 Panels in the form of a storyboard are to be submitted in the first hour showcasing the three important moments of the animation (story beats). First Panel will cover the Story Setup, Second Panel will cover Story Conflict, and Third Panel will cover Story Resolution. Direction from the National Animation Committee (NTC) The resolution must have the two characters hugging.

Wild Card: In addition, during the competition, competitors will be given a wild card story element that must be incorporated into their story setup, conflict and or resolution.

Pose Test: Is the process of an animator creating an expression that reads like a still image, without the use of dialogue bubbles, upon first look, communicates an emotion. Using their chosen 2D or 3D character, and by manipulating the various body parts, such as neck, arms, legs, head, shoulders and or pelvis. The created pose will convey an overall emotion.

Please review the example provided in the image below.



An additional video link is provided below for you to examine regarding the process of creating a character pose.

<https://youtu.be/fGZG7iXCgTM>

One of the approaches of creating animations is to incorporate the animation principle of pose to pose. Without a good pose the animators' intent will be lost, it is essential to learn to create strong poses that convey meaning.