

# Provincial 3D Animation Competition

## (Put skills BC logo in top screen right please)

3D 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

3D Teams are permitted to send two 3D Character Rigs to the Tech Chair. The Tech Chair must receive and review Character Rigs for approval 15 days prior to the competition day.

#### 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 performing a dodge (zig and zag), 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 performing a dodge (zig or zag). A wildcard will be chosen out of the following category: ball, baseball bat, frisbee, banana, bread loaf, or newspaper.** The selected 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: Identify 2D or 3D and your team number which will be given on the day of the competition.)
- Produce a 3 panel storyboard breakdown which should include the setup, conflict, and resolution of the story compiled into an animatic, character pose test(s), and final animation with inclusion of 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 done by using the title slates provided for the beginning and end with a fade to black.
- 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.

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

2D Software: ToonBoom Harmony, Adobe Flash/Animate (Must have a student license)

Graphic and Storyboarding Software: SketchBook Pro. Krita, Gimp

Viewing Software: VLC

**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 2023/2024.**

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

**No use of AI generated work or cell phone apps are permitted.**

### 3.2 Equipment & Material Provided by the Competitor:

- *Due to changes within the Adobe ecosystem and rules around licenses it is highly recommended that competitors bring their own devices to use at the competition with the applicable software licenses. The site will provide a WIFI connection to ensure your ability to connect for securing your license. ~~As mentioned above if you require a second monitor, please inform the Technical Chair to ensure one will be provided.~~*
- *It is recommended that the computer is running the latest Creative Cloud Software.*
- *Or the newest version of Adobe Creative Suite that will run effectively on the competitor's computer.*

- *A limited number of Desktop computers can be made available by Skills BC if arrangements are made 1 month before the competition date. Students will still need to connect with a Desktop ethernet connection to ensure their ability to secure their license. Please contact the Technical Chair directly.*

#### 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
- Two 3D character rigs. (Must be non-commercial or CC attributed; free to use)
- 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:**

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

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

#### 6. Assessment

##### 6.1 Point breakdown

<b>POINT BREAKDOWN</b>	<b>/100</b>
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Preproduction	25
Wild Card	30
Animation	40
Final Product	5

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

#### **Technical Committee**

Tim Tang	Tech Chair	Timtang3d@gmail.com
Patty Chomseng	Co-Chair	skillsanimations@gmail.com
Craig Simmons	Judge	csimmons@capilano.ca
Bill Henderson	Judge	Bhenderson@offloadstudios.com