



## Regional Scope Document

2D Character Design and Animation (Secondary) – Feb. 29, 2024.

Contest Length: 6 consecutive hours

Team of Two

Check-in time: 8:00 am

Contest Start: 8:30 am

Lunch time: 12:00 pm to 12:30 pm

Contest End: 3:00 pm

### Location:

Byrne Creek Community School

## 1. Introduction

### Sound & Wildcard

A sound library and wildcard will be provided on the morning of the competition for the students to use in their animation.

A character turnaround may be developed before the competition however it will not be part of the judging.

#### 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 the character "Dodge (zig or 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 processes.
- Through storyboarding the competitors outline their ideas on paper/digitally and 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 sound library and the main story conflict of **the animation must have a character performing a dodge (zig or zag). A wildcard will be chosen from the following categories: ball, baseball bat, frisbee, banana, bread loaf, or newspaper.**

If animation exceeds the max length or is too short, teams will be disqualified. All animation renders must be completed by **2:30 P.M.** and be rendered **with a beginning and ending slate**. (Slate: identification group number; for example, Team #1 and Do Not use the competitors' name.

- Produce a 3-panel storyboard breakdown which should include the setup, climax, and resolution of the story, character pose tests, animatic, 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 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 through the first frame being black or titling.
- The teams will work independently. Instructors and/or observers will not assist.

## 3. Equipment, Material, Clothing

### 3.1 Equipment and material provided by Skills/Competences Canada

➤ **N/A**

## 4. Equipment and material provided by the competitor

- Using your own computer/devices or a school computer is acceptable.
- Competitors are only able to have a maximum of two computers running at a time. Backup computers are acceptable.
- Tablet and driver (Driver compatible with Windows 7 or 10, 64-bit)
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- Headphones/earphones
- Drawing materials

- 2 Empty USB for teams to transfer files between computers.

Note: Audio devices, including CD players, iPods, and MP3 players are NOT permitted in the competition area.

#### 4.1 Required clothing (Provided by the competitors):

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

## 5. Submission Process

All submissions must be submitted by **2:30 pm**. Any submission received after 2:30 pm will have a demerit of 1 point for each minute passed.

#### 5.1 Submission:

**Teams will hand in their story breakdown, pose test, animatic, and final product to the judges at specific times during the competition.**

Submissions must include:

<b>Pre-Competition:</b> Submissions: 8:00 am - 8:30 am	3 Storyboard Breakdown Character Pose Tests	Format: 1280 X 720 (HDTV_720, 24) in .mp4 @ 24 FPS
8:30 am – 9:30 am	<b>Animatic</b>	
2:30 pm	<b>Final Animation</b>	

- Submit final animations to the Google Drive folders corresponding to your team number.

## 6. Assessment

#### 6.1 Point breakdown:

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

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

#### Technical Committee

Tahmineh Sarbazzadeh	Tech Chair, Judge	<a href="mailto:tahmineh.sarbazzadeh@burnabyschools.ca">tahmineh.sarbazzadeh@burnabyschools.ca</a>
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