



# Provincial 3D Animation Competition

Contest No: 87

3D Animation (Secondary)

Two-Person Teams

Contest Length: 6 hrs

Check-in time: 8:00am

Contest Start: 8:30am

Lunch time: 11:30pm to 12:30pm

Contest End: 3:30pm

Medals: 5:30pm

## 1. Introduction

### ➤ 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.
- ◆ Competitors must demonstrate their knowledge of the 12 principles of animation.

## 2. Contest Description

### ➤ 2.1 Skills and Knowledge to be tested.

- ◆ Participants will be challenged to detail and plan the development of an animated story based on the following rigs: a Ball with Tail rig and a Character rig of their own choosing. They will be incorporating the sound library and mystery object into their animated piece.
- ◆ In Preproduction, competitors will outline their idea on paper/digitally and then bring their story to life by creating, animating and compositing their scenes together.
  - Teams will submit their Story Breakdown & Pose Test (for Character Reaction only), and 2 Final Animations to the judges at designated times throughout the competition.
- ◆ Competitors will be tested on their knowledge, animation skills and technical prowess; they will not be permitted to use manuals.
- ◆ Effort will be made to allow processes for competitors that require certain accommodations.

➤ 2.2 Tasks that may be performed during the contest.

→ Teams will have 6 hours to complete 2 animation tests:

- ♦ **[1 hour] Preproduction (only required for Character Animation Take)**
  - Competitors will plan a Story Breakdown with at least 3 panels depicting the Setup, Conflict and Resolution. This panel must include the character's reaction to the Wildcard element.
    - Final product must follow the 3-panel Storyboard Breakdown laid out in Preproduction.
  - The Pose Test(s) MUST include 1 pose representing the character's personality which will be portrayed in the final animation, as well as a short character bio.
- ♦ **[5 hours] Animation**
  - **[1.5 hours] Animation of a bouncing Ball with Tail rig (Maximum 5 seconds)**
    - **Description:** Animation will follow a Ball with Tail rig, as it moves from starting position, interacts with 2 objects/surfaces, before arriving to its destination. The ball should travel throughout screenspace, at varying levels, without exiting view.
    - **Wildcard Examples:** trampoline, slide, slippery surface, ejection device, etc.
    - **Background/Stage:** Competitors will need to develop a basic stage that has three elements the ball will "jump off of".
    - **Aesthetic/Style (3D):** No (Real World) textures, simple colours only, and the use of default lighting systems within your respective 3D application of choice.
    - **Camera Movement:** No camera movement, just a stationary camera (locked).
  - **[3.5 hours] Character Animation Take (Maximum 7 seconds)**
    - **Description:** Competitors will be required to animate a character of their choice reacting to a Wildcard situation which will be revealed during orientation. The character must be bipedal (Human or Robot Character with 2 arms, 2 legs, with a head, and a torso). Competitors are required to demonstrate the principles of animation.
    - **Wildcard Examples:** Your character needs to react to: A huge mess. A sound. A big problem. The last thing they wanted to see today.
    - **Background/Stage:** The competitor must develop background elements/assets to adequately stage the action and support the animation.
    - **Aesthetic/Style (3D):** Background, character, and mystery object should be coloured. No (Real World) textures, simple colours only, including the use of default lighting systems within your respective 3D application of choice.
    - **Camera Movement:** Competitors are allowed and encouraged to include camera movements and cuts to enhance the action/intent of the scene.
    - **Animation Length:** Maximum 7 seconds.

➤ 2.3 Rigs

- ♦ Competitors will be provided with a Ball with Tail rig that will be available on the Skills Canada website in advance (January 2025) as an fbx. Competitors should ensure that they test the rig in advance. No alterations can be made to the rig. If the rig is not working, competitors need to ensure they are using the recommended software versions.
- ♦ For the "Character Animation Take" sequence, competitors are required to bring one character rig to the competition. The character rig cannot include pre-made animations. The character rig can be downloaded but must be creative commons or free. Please review the terms and conditions of the rig. Acknowledgment of the rig creator must be added to the final submissions. 3D Teams are permitted to send up to 2 Character Rigs to the Tech Chair. The Tech Chair must receive and review Character Rigs for approval 15 days prior to the competition day.

➤ 2.4 Sound Incorporation:

- ◆ Competitors must add sound effects to their completed shots, using the provided Sound Library of audio clips (.mp3 and .wav). Audio clips and recorded sound can be edited using sound editing software. No additional sounds may be used or incorporated.

➤ 2.5 Publishing Requirements:

- ◆ Format: 1920 x 1080 (pixels), 24 fps, and .mp4.
- ◆ Submission must have naming convention: 3DTEAM#\_BallBounce. eg. "3DTEAM1\_BallTail"
- ◆ The completed animations must be no more than **5 and 7 seconds** respectively. If animation exceeds the max length or is too short, teams will be deducted points.
- ◆ All animation renders must be completed **by 3:30 PM.**
- ◆ There must be an obvious beginning and end to the final animation.
  - Begin with a Title Slate in which you identify 2D or 3D and your team number which will be given on the day of the competition.
  - End Slate can be a fade-to-black transition.
- ◆ Nowhere within the presentation and supporting documents should the name of the students or their school appear.

### 3. Equipment, Material, Clothing

➤ 3.1 Competitors are to bring their own computer and software to the Skills B.C. COMPETITION

- ◆ Due to changes within the Adobe ecosystem and rules around licenses, competitors must bring their own devices to use at the competition with applicable software licenses. Our site will provide a WIFI connection to ensure your ability to connect for securing your licenses.
  - If competitors are bringing **a computer supplied by their school** (instead of their own personal computer), their user account must have administrator-level access for the duration of the competition in the event that specific system folders or files need to be accessed to permit the install of software or driver updates or access settings to troubleshoot issues.
  - A limited number of Desktop computers can be made available by Skills BC if arrangements are made 1 month before the competition date.
  - Competitors may have up to 2 computers running. Backup computers are acceptable.
- ◆ Students will still need to connect with a Desktop Ethernet connection to ensure their ability to secure their license. **Please ensure you bring your own Ethernet network adapter if your computer does not have one built in.**
- ◆ Other than operating software, no files are permitted on the desktop or laptop. Files must be removed prior to the competition orientation.
- ◆ Competitors are required to supply their own computer and peripherals, including mouse, keyboard, headphones/earphones, cables and docking station if needed.
  - Some competitors may want to bring ear plugs/noise canceling headphones

➤ 3.2 Software:

- ◆ Adobe Premiere, Autodesk Maya, Blender (with student license)
- ◆ VLC Player (viewing software)
- ◆ It is recommended that the computer is running the latest Creative Cloud Software or the newest version of Adobe Creative Suite
- ◆ Tablets and Driver (Driver compatible with Windows 7 or 10/11 64 bit)
- ◆ No external support programs, plug-ins, or documentation (other than those found in the final shipped version of the software) may be used.
- ◆ The competitor is responsible for any malfunctioning software that has been installed
- ◆ Please ensure your anti-virus is up to date. Failure to have up to date antivirus software could result in point deduction(s) or disqualification from the contest.

➤ 3.3 Required Clothing (Provided by Competitor)

- ◆ Competitors must be dressed in a clean and appropriate manner with no school name, provincial name, or commercial logo on any visible attire.

➤ 3.4 Provided by Skills Canada B.C. Technical Committee:

- ◆ Equipment:
  - tables & chairs
  - 4 X 120V power outlets
  - WiFi dongles
  - empty USB's to submit work at the end of the competition
- ◆ Materials:
  - pencils
  - blank paper for drawing
- ◆ Household Supplies:
  - tissue box
- ◆ Lunches will be provided
  - water stations will be on/near the contest site (please bring refillable water bottle)

➤ 3.5 Use of Technology

- ◆ **No use of AI generated work or cell phone apps are permitted.**
- ◆ Teams will work independently. Instructors/Observers will give NO technical assistance.
- ◆ Prior to attending the Skills Canada B.C. Competition, students should be familiar and competent in the use of the tools and equipment listed above as well as safety precautions.
- ◆ Additional materials or assisting devices are not permitted unless listed above.
- ◆ Mobile phones
  - During the competition, competitors are not permitted to use their cell phones for calling, texting, or accessing the internet. Internet may be used for references only.
  - MP3 players or cell phones on airplane mode are permitted during the competition to listen to music provided the competitor wears headphones or earbuds.
- ◆ Failure to comply with any of these rules will result in disqualification.

## 4. Submission Process

- ♦ The 3-Panel Storyboard Breakdowns and Character Pose Test must be done by **9:30am**.
- ♦ Final Animation must be submitted by **2:30pm**. Any submission received after 2:30pm will have deductions of points for each minute passed.
- ♦ Submit each file according to the named folders in the provided USB.

### Submissions must include:

<b><u>Early Morning Submissions:</u></b> 8:30am – Start Time 9:30am – Finish Planning	<b><u>Preproduction (Character Take Only)</u></b> -3-Panel Storyboard Breakdown -Character Pose Test(s)	<b><u>Format:</u></b> 1920 x 1080 pixels in .mp4 @ 24 FPS
<b><u>Final Submission:</u></b> 9:30am – Begin Animation 3:00pm – Due Time	<b><u>Final Animation</u></b> -Ball with Tail rig (5 seconds) -Character Animation Take (7 seconds)	<b><u>File Naming Convention:</u></b> 3DTEAM#_BallTail. Eg. “3DTEAM1_BallTail” Eg. “3DTEAM1_CharacterTake”

## 5. Assessment

→ 5.1 Point Breakdowns

POINT BREAKDOWN	/100
Preproduction	10
Animation #1 Ball with Tail rig	30
Animation #2 Character Animation Take	40
Creative Use of Wildcard Element	15
Final Product	5

## Technical Committee

Tim Tang	Tech Chair	timtang3d@gmail.com
Patty Chomseng	Co-Chair	skillsanimations@gmail.com
Craig Simmons	Judge	csimmons@capilanou.ca