

DATE Tuesday, March 30, 2021	LOCATION Virtual
----------------------------------------	----------------------------

1. Schedule

Time	Task
8:30 am - 9:00 am	Orientation via Google Meets, wild card element revealed
9:00 am - 10:00 am	Model sheets and storyboarding
10:00 am	Storyboard Due Storyboard Judging
10:00 am - 12:00 pm	Production time
12:00 pm	Animatic due Animatic judging
12:00 pm - 12:30 pm	Lunch Break
12:30 pm - 2:45 pm	Production time
2:45 pm - 3:00 pm	Compile scenes Export and save files Test animation
3:00 pm	Animation due for upload
3:00 pm - 3:45 pm	Animation judging

2. Purpose of the Contest

This competition gives competitors the opportunity to experience what it is like to work on an animation in an animation production studio, to experience the production process, and to demonstrate their knowledge and skill in animation.

3. Criteria

Competitors will create a model sheet, storyboard, animatic and animation that depicts a simple story involving two characters. The story should include a setup, a conflict and a resolution of that conflict. The conflict must also include a character sneezing. Competitors will need to concentrate on the principles of animation, in particular anticipation, slow/ease in and out and squash and stretch. During the orientation, competitors will be given a wild card element that must be included in the setup, conflict and resolution of their story. The additional wild card must be a necessary part of the story plot.

4. Number of Stations / Allocations

There are fifteen (15) spaces available for teams of two (2).

5. Skills & Knowledge to be Tested

- Planning, time management, team work
- Composition, character design, storyboarding, timing, background and prop design
- Cinematography, storytelling, file management, exporting and rendering, demonstration of animation principles

6. Prerequisites

Contest-Specific Prerequisites

Competitors should have some knowledge of animation principles and some skill with the software being used in the competition.

https://en.wikipedia.org/wiki/12_basic_principles_of_animation

SCNS Prerequisites

- Attend a public or private secondary institute;
- Be between 13 and 21 years of age on January 1 of the year of the Competition;
- Have been earning junior or senior high school credits any time during the current academic year (September to June);
- Be registered as a competitor with Skills Canada – Nova Scotia;
- Possess a Canadian citizenship or landed immigrant status and be a resident of Nova Scotia. Competitors are responsible for verifying this information if requested;
- Have completed and submitted a signed release form by a parent or guardian, if under the age of 19.

7. Equipment & Clothing

a) What Will Be Supplied

- Access to file sharing folder online

b) What Competitors Must Supply

- Adobe Animate or other 2D animation software that can export a video file such as .wmv, .mov, .avi, or .mp4
- Computer or laptop
- Wifi / internet access
- Wacom tablet or Cintiq, drivers
- Thumb drive
- Headphones
- Pencils, paper and erasers

8. Evaluation & Judging Criteria

Pre-Production & Development (40%)
<ul style="list-style-type: none"> • Storyboard • Story Idea • Character Design • Animatic
Production & Post-Production (40%)
<ul style="list-style-type: none"> • Body Mechanics • Performance • Rendering and Output
Final Product (20 marks)
<ul style="list-style-type: none"> • Animation Principles • Draftsmanship • Specifications • Final Look

9. Additional Information

10. PTC Contact Information

Suzanne Labrecque Faculty, NSCC Truro Campus: Suzanne.Labrecque@nsc.ca
Crystal Marshall, Faculty, NSCC Truro Campus : Crystal.Marshall@nsc.ca