Contest Description
2D Character Animation
Secondary

DATE	LOCATION
Friday April 5th, 2024	NSCC Ivany Campus

TIME	TASK
8:30am - 9:00am	Orientation, wild card element revealed, pose test due by 9:00am
9:00am - 10:00am	Revision of story breakdown panels and creation of animatic
9:30am	Revised story breakdown panels with wildcard due by 9:30am
10:00am	Animatic due by 10:00am
10:00am - 10:10am	Break
10:10am - 12:00pm	Animation production time
12:00pm – 12:30pm	Lunch
12:30pm – 2:45pm	Animation production time
2:45pm – 3:00pm	Test animation, compile scenes, title slates and end credits, export and save files
3:00pm	Final video submission due
3:00pm-3:45pm	Judging

1. Purpose of the Contest

This competition gives participants the opportunity to experience what it is like to create animation with specific parameters and a known deadline. To experience the production process, and to demonstrate their knowledge and skill in animation.

2. Criteria

The competition will focus on the participants' ability to tell a story through expressive characters and engaging storytelling. Competitors will need to concentrate on the 12 principles of animation, in particular, movement along arcs, anticipation, slow/ease in and out, squash and stretch and a good sense of weight to create convincing and compelling animation.

Competitors will create animation that depicts a simple story involving two characters. The characters can be developed prior to competition day with final character details and poses drawn on the provided pose test template. Animation should be created at 24 frames per second.

Story

The story should include a setup, a conflict, and a resolution of that conflict. The story must include the following character action – Dodge (zig or zag). The story breakdown can also be developed prior to competition day using the provided story breakdown template.

The story breakdown will consist of three storyboard panels which may be worked on and brought to the competition. One panel must demonstrate the setup, one demonstrating the conflict and one demonstrating the resolution. Storyboard panels must include captions and action notes. Competitors may use their own template or use the storyboard panel template provided. These three panels will be the starting point for your final storyboard used to create the animatic.

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 wild card element must be a necessary part of the story plot.

The single wild card will be selected from one of the following: **ball, baseball bat, frisbee, banana, bread loaf, or newspaper** and will only be revealed during the orientation on the day of competition.

Any story breakdown panels worked on in advance and brought to the competition will need to be revised to include the revealed wild card element. The revised story breakdown panels will be due by 9:30am on competition day.

Competition Deliverables

- **Pose test (model sheet)** – There should be a pose test created for each of the two characters in the story with a minimum of three poses per character. The pose test is your opportunity to show the personality of the characters and what sets them apart from one another. The poses should demonstrate strong silhouettes and include a character name and short bio. Please use the template provided on the SkillsNS site. This component can be worked on/completed prior to competition day and will be **due by 9:00am on competition day.**

- **Story Breakdown Panels (storyboard)** - This can be worked on prior to competition day and will be **due by 9:30am on competition day.** Competitors are required to submit three storyboard panels. One demonstrating the setup, one demonstrating the conflict and one demonstrating the resolution. Storyboard panels must include captions and action notes. During the first hour of competition, storyboard panels will need to be updated to include the surprise wild card element before submitting by 9:30am.

- **Animatic** – This component of the competition can only be created on competition day and will be **due by 10:00am**. Competitors are required to create an animatic. The animatic takes the storyboard panels and edits them together in a timed sequence to represent the story action. Each panel needs to be held long enough to represent the action taking place in each image. Competitors can and should create additional storyboard panels to better express the action and timing of their story. Competitors should pay special attention to the timing of each panel so the pace of the action in the story is realistic and believable. Audio clips should be included in the animatic if being used.

- **Animation** - Competitors are required to create an animation that follows the animatic submission, demonstrates the principles of animation in each section of the plot (setup, conflict, and resolution), has believability, entertainment value, and cinematography. Audio placement and usage matches the animatic. Animation should be created at 24 frames per second and be 11-15 seconds in length.

- **Final Submission** – Competitors will need to combine the pose test, storyboard panels, animatic and final completed animation into one final video edit. Title slates will be provided to the competitors to split up and clearly identify the various components of the submission. Below is the order of elements to be edited together. Title slates will be provided on the day on the competition.

3. Team Title Slate (will be provided)
4. Pose Test Title Slate (will be provided)
5. Pose test - Hold for 5 seconds
6. Animatic Title Slate (will be provided)
7. Animatic 11 - 15 seconds
8. Animation Title Slate (will be provided)
9. Animation 11 - 15 seconds
10. References (template will be provided) - Hold for 5 seconds

- **Audio Clips** - Competitors are allowed to source and use their own sound clips, but they must be creative commons licensed, free to use, and credited at the end of the animation in the references section.

3. **Number of Stations / Allocations**

There are sixteen (16) spaces available with competitors in teams of two, with a maximum of 8 teams competing.

4. **Skills & Knowledge to be Tested**

- Planning, organization, time management, teamwork
- Character design, background, and prop design
- Cinematography, storytelling, composition, timing
- Principles of animation
- File management, exporting and rendering

5. **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/Twelve_basic_principles_of_animation

SCNS Prerequisites

- Secondary level competitors must meet the following criteria in the current school year:
- Attend a public or private recognized secondary institute, or be enrolled in a registered home school program through the Nova Scotia Department of Education and Early Childhood Development (EECD);
- Be between 13 and 21 years of age on January 1 of the year of the Competition. Competitors are responsible for verifying this information, if requested.
- 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 Canadian citizenship or Landed Immigrant status and be a resident of Nova Scotia; or be a registered International Student. 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.

6. **Equipment & Clothing**

What Will Be Supplied
Access to file sharing folder online

What Competitors Must Supply

- BYOD - Bring your own device
- Animation software -Adobe Animate or other 2D animation software that can export a video file such as .wmv, .mov, .avi, or .mp4
- Editing software to compile content for final submission
- Wacom tablet or Cintiq, drivers if used
- Thumb drive
- Headphones
- Pencils, paper, and erasers

No AI (artificial intelligence) may be used to create any of the components of this competition prior to or during the competition.

7. **Evaluation & Judging Criteria**

POINT BREAKDOWN	
Pre-Production/Development (40 marks)	
• Character Pose Test	10 marks
• Story idea	10 marks
• Storyboard	10 marks
• Animatic	10 marks
Production	**(50 marks)**
• Animation Principles	15 marks
• Body Mechanics	15 marks
• Performance	15 marks
• Draftsmanship	5 marks
Post Production	**(10 marks)**
• Rendering and Output	10 marks
TOTAL	**100 marks**

No ties are permitted.

8. **PTC Contact Information**

Name	Employer	Email
Suzanne Labrecque	Faculty, NSCC Truro Campus	Suzanne.Labrecque@nscc.ca
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