

DATE		LOCATION
Friday April 4th, 2025		NSCC Ivany Campus
TIME	TASK	
8:30am - 10:00am	Orientation, wild card element revealed, Ball bounce with a tail [1 hour] Test animation, compile scenes, title slates Submission DUE 10:00am	
10:00am - 12:00am	Animate Flour Sack Jump [2 hours] Test animation, compile scenes, title slates Submission DUE 12:00pm	
12:00pm – 12:30pm	Lunch	
12:30pm - 2:45pm	Character Animation Take (Reaction)	
2:45pm – 3:00pm	Test animation, compile scenes, title slates and end credits, export and save files. Submission DUE 2:45pm	
3:00pm	Final video submission due	
3:00pm-3:45pm	Judging	
3:45pm-4:00pm	Awards	

## 2. 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.

## 3. Criteria

The competition will focus on the participants' ability to animate through expressive motions and reactions. 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.

## Contest Description 2D Character Computer Animation Post-Secondary

Competitors will be given 6 hours to complete a total of three animated sequences.

1. Ball Bounce with a Tail
2. Flour Sack Jump
3. Character Animation Take (Reaction)

During the orientation, competitors will be given a wild card element that must be included for the "Character Animation Take (Reaction)".

Competitors will be required to animate a character having one surprised reaction to a mysterious object entering the screen. Competitors are required to demonstrate the principles of animation. The character must be bipedal (Human, Animal or Robot Character with 2 arms, 2 legs, with a head, and a torso). The mystery object will be given at orientation.

### Competition Deliverables

- **3 Animatics** – This component of the competition can only be created on competition day and will be **due by 2:45pm**. Competitors are required to create 3 animatics. The animatics will create a story action specific to the story. Competitors should pay special attention to the timing and pace of the action in the story is realistic and believable. Audio clips should be included in the animatics if being used.
- **Animation** - Competitors are required to create 3 animations 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 at **least 3 seconds** in length.
- **Final Submission** – Competitors will need to save out animatics for each animation, save to the correct drive and provide the following information:
  1. Upload files to drive location (will be provided)
  2. Title Slate (will be provided)

3. Animatic 2 seconds of Ball Bounce with Tail
4. Animation Title Slate (will be provided)
5. Animation 2 seconds of Flour Sack Jump
6. Animation Title Slate (will be provided)
7. Animation 4 seconds Character Animation Take (Reaction) with mystery object

- **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.

#### **4. Number of Stations / Allocations**

- There are sixteen (16) spaces available for competitors.

#### **5. 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

#### **6. 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](https://en.wikipedia.org/wiki/Twelve_basic_principles_of_animation)

#### **SCNS Prerequisites**

- 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 (DOEECD).
- 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. Competitors are responsible for verifying this information, if requested; Note: International students are eligible to compete in the Nova Scotia Skills Competition, however they are not eligible to advance to the Skills Canada National Competition. International competitors will be required to sign an additional release form acknowledging.
- Have completed and submitted a signed release form or submitted by a parent or guardian if under the age of 19.
- Have completed and submitted a signed covid-19 release form or submitted by a parent or guardian if under the age of 19.
- Provide proof of vaccination for Covid-19 either prior to the competition day or at the registration desk upon entering the competition location

## **7. Equipment & Clothing**

### **a) What Will Be Supplied**

- Access to file sharing folder online

### **b) 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.**

## 8. Evaluation & Judging Criteria

<b>POINT BREAKDOWN</b>	
<b>Pre-Production/Development (30 marks)</b>	
● Composition	10 marks
● Story idea	10 marks
● Animatic	10 marks
<b>Production (50 marks)</b>	
● Animation Principles	15 marks
● Body Mechanics	15 marks
● Performance	15 marks
● Draftsmanship	5 marks
<b>Post Production (20 marks)</b>	
● Rendering and Output	20 marks
<b>TOTAL marks</b>	<b>100</b>

No ties are permitted

## 9. PTC Contact Information

<b>Name</b>	<b>Employer</b>	<b>Email</b>
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