



Regional Scope Document

3D CHARACTER COMPUTER ANIMATION 2008

(Team of Two)

Purpose of the Challenge:

To evaluate each team's ability, skill and knowledge of animation as they prepare for employment in the animation fields. Character Animation deals with the creation and animation of characters and models used for storytelling. They may take the shape of any object that is used to tell the story that the students create in response to the theme provided. The theme will be provided to competitors at the orientation session. The main 'character' should be the focus of the production. Supporting characters are encouraged, to fully develop and communicate the theme. There are no limitations as to the nature or complexity of the character. A good animated character is one that creates empathy from the audience. Students are cautioned to avoid creating an animation that could be characterized as primarily a camera fly through of an environment.

Skills & Knowledge to be Tested:

This competition is 3D CHARACTER COMPUTER ANIMATION and as a result your characters should be the dominant element. The competition will focus on the participants ability to create, animate, render and present their solution within the given time period.

Specific Requirements:

EACH TEAM ON THE DAY OF THE COMPETITION WILL:

1. Produce a storyboard and character model sheets that sets out their proposed animation following the theme provided. Storyboards and model sheets are to be produced within the first 2 hours of the competition. After this 2 hour period only minor modifications will be permitted.
2. Model a convincing character that fits the purpose of the story, and deliver the story to the judging audience. Competitors should note that model sheets **MUST** include front, back and side views of the character.

Create a convincing environment (Colour, texture, lighting) and supporting models that meets the needs of the story developed.

Imaging, presentation and compositing applications may be used during the time of the competition to create the movies. 3D character animation software has to be used to produce the character animation. The composited and or edited final product can be created using any combination of software allowed in the competition. Contestants are advised to process/edit all renders from the 3D animation software into a final video.

There must be an obvious beginning and ending to the presentation. This could be through the use of the first and last frames being black or text frames. Nowhere within the presentation should the name of the students, their school or province appear.

Miscellaneous Information:

- This competition is a team effort. Since teams are provided only one workstation, competitors are strongly encouraged to share ALL tasks of the animating process.
- No external support programs or plug-ins (other than those found in the final shipped version of the software) may be used.
- Competitors will each be given the same amount of time to complete their animation.
- The teams will work independently. Instructors and/or observers will give no assistance.
- The length (playing time in seconds) and other aspects of the final animation is to be determined by the individual competing teams.
- Total contest duration is 7 hours.

Equipment / Tools / Materials

Supplied by Committee:

Hardware – Ideally a Pentium IV (1.+ Ghz) compatible computer fitted with SVGA 19inch monitor and mouse w/wheel, Video: 64 Mg RAM OpenGL video card. System memory: 512 Mg RAM. Windows XP Pro. *Note: Hardware will vary with local resources*

Software used will consist of: 3ds Max, PhotoShop, Premiere, Wings 3D, and Blender. Note: Software will vary with local resources, the the extent possible, the most current version of the software available will be used.

These are guidelines only - teams are encouraged to communicate their needs with the technical committee so that every team can participate. We seek to ensure that their Skills Canada opportunity will parallel their home school experience.

Image input devices (scanner and digital camera) – provided for all to access and share
Storyboard and Model sheets

Supplied by Contestant:

Teams wishing to use software other than that provided MUST inform Skills Canada of the software in the online registration.

Teams may forward a disk containing personalized keyboard shortcuts or custom UI to the local contest Technical chairperson at least two weeks prior to the contest. These files will be installed on all computers and available to all participants should they choose to use them.

Technical Committee Members:

Joe Crawford Technical Chair joetainment@gmail.com
Ken Priebe

Judging / Distribution of Marks

Judges will individually view and assess final animations. Tabulation sheets will be given to the members of the judging committee for verification of scores. In the event of a tie judges will be asked to confer and come to a consensus on winners.

Storytelling /25

- Clarity of message (storyboard demonstrates all elements to be communicated visually to the audience)
- Clarity of planning (storyboard demonstrates originality in the treatment and character concept)
- Final presentation illustrates storyline planned and outlined in storyboards.
- Methods chosen (ex. Camera shots, effects) and outlined on the storyboard compliment the storyline.
- Storyline illustrates the theme provided in a creative and original manner

Character design /25

- Quality of individual Models (structure, proportions and appeal)
- Contrast between each character helps to emphasize personality traits in the main character.
- Unity of style in each Cast Members (part of a group)
- Model sheet reflects front, side and back views of the character

Aesthetics /25

- Effective use of colours
- Effective use of texture
- Effective use of lighting to create atmosphere and assist in establishing continuity within the scenes)
- Unity of style amongst the environment and props where the characters perform.

Animation /25

- Timing of the story: obvious beginning and
- Effective application of animation principles such as anticipation, exaggeration and secondary motion and the forces that act upon the characters and their environment
- Staging: relationship between the camera and the character
- Acting: expression, effective posing, ability to provoke empathy and emotion in the audience