



Provincial Scope Document

2D CHARACTER COMPUTER ANIMATION 2009

(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 field. Competitors must have strong drawing skills and captivate the audience with a good story. Character Animation deals with the creation and animation of characters used in storytelling. They may take the shape of any object in response to the project provided. The structure of the project will be provided to the competitors at the orientation session on the evening prior to the competition. The details of the project will be provided immediately prior to the competition. The "main characters" should be the focus of the production. There are no limitations as to the realism of the characters; however, the ability of characters to express emotion is a major component of the competition. A good animated character is one that creates empathy. Upon completion of the animation, teams will present their storyboard, model sheets and animation to the judges in a structured presentation.

Skills & Knowledge to be Tested:

Given a project, participants will be challenged to detail and plan the development of a completed story. The competition will focus on the participants' ability to tell a story through expressive characters. By scripting and storyboarding the competitors outline their idea on paper. Competitors will then bring their story to life by creating, animating and compositing the scenes outlined in their storyboard. This represents the animation process.

Specific Requirements:

EACH TEAM ON THE DAY OF THE COMPETITION WILL:

1. Produce a storyboard and character model sheets on paper that sets out their proposed animation following the project provided.
2. After the first hour of competition students will be allowed access to the computer workstations.
3. Storyboards and model sheets will be collected at the end of the first day of competition. The final product will be compared to the storyboards. The photocopied storyboards will be returned to each team at the beginning of day 2 of the competition.

4. Competitors should note that model sheets MUST include front, profile (side), $\frac{3}{4}$, and back views of the character.
5. Competitors must demonstrate their knowledge of the 12 principles of animation in their project.
6. Animations should demonstrate a unity of style amongst the character, environment and props.
7. Nowhere within the presentation or supporting documents should the name of the students, their school or province appear.
8. There must be an obvious beginning and end to the presentation. This could be through the use of the first frame being black or titling.
9. A limited sound library will be provided for use. Competitors will also be able to record their own sounds using a microphone. No other recorded sounds will be permitted.
10. The teams will work independently. Instructors and/or observers will give no assistance and are not allowed in the competition area.

Competitors need to 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. 2D 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 all 2D 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 Dual-Core 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: Compositing software will be Adobe Premiere Pro 1.5, Adobe After Effects 6.5, Macromedia Flash 8, Graphic Software Adobe Photoshop CS3. Viewing software will be Quicktime Pro, and MS Media Player 10. Note: Software

will vary with local resources, to 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.

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)
- 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

Technical Committee Members:

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Technical Chair

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