

Provincial Scope Document 2008

3D Character Design and Animation (Secondary)

Team of Two

Contest Length: 7 hrs

Check in time: 8:00

Contest Start: 8:30

Competition Sponsor: VanArts (Vancouver Institute of Media Arts)

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.

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.

3. Create a convincing environment (colour, texture, lighting) and supporting models that meets the needs of the story developed.
4. 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.
5. 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 not provide assistance.
- The length (playing time in seconds) and other aspects of the final animation is to be determined by the individual competing teams.
- Proposed event times** (7 hours)

Equipment, Tools, Materials, Clothing

Items Supplied by the Committee:

- Hardware – **Recommended:** Pentium IV (2.5+ Mhz) compatible computer fitted with SVGA 17-inch monitor and mouse with wheel. Video: 64 Mb Ram OpenGL video card. System memory: 512 Mb Ram. Windows XP Pro.
- Software available will consist of: 3D Studio 2008, PhotoShop, Premiere, Flash.
Note: Software will vary with local resources, the the extent possible, the most current version of the software available will be used. Also note that these software packages are suggested as guidelines only - teams are encouraged to communicate their needs with the technical committee (no later than April 4th 2008) so that every team can participate. We seek to ensure that their Skills Canada opportunity will parallel their home school experience.
- Image input device (scanner or digital camera) provided for all to access and share.
- Storyboard and Model sheets

Items Supplied by the Contestant:

- **Teams wishing to use software other than that provided MUST contact the technical chair well in advance to make arrangements. (no later than April 4, 2008)**
- Teams may forward a disk containing personalized keyboard shortcuts or custom UI to the Technical chairperson. These files will be installed on all computers and available to all participants should they choose to use them. (no later than April 4, 2008)
- Participants must not wear any clothing or embellishment that would identify them or their home school or province.

Point Breakdown / 100 Total

POINT BREAKDOWN / 100 TOTAL (*Based on the 2004 revised National Scope*)

Judges will individually view and assess final animations. Tabulation sheets will be given to the members of the Provincial Technical Committee for verification of scores. In the event of a tie judges will be asked to confer and come to a consensus on winners. Judges should direct any questions to members of the Provincial Technical Committee only.

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, $\frac{3}{4}$, 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

Technical Committee

Joe Crawford
Ken Priebe
Kenny Tsui
Ivan Chan

Technical Co-chair

joetainment@gmail.com

Gold medal winners at the BC Skills Competition are eligible to compete at the Canadian Skills Competition May 25-28, 2008, Calgary, Alberta.

Skills Canada BC reserves the right to make changes to the scope document. Please check the website for updates.

**2008 British Columbia Skills Competition
Computer Animation Competitions
Registration / Information Sheet**

Attention all participants: READ THIS ALONG WITH THE SCOPE DOCUMENT!

1. Read the scope document for the definitive set of rules.
2. The competitors will be given a theme to which they will produce their animation. (For example: If the theme was "Power Play" - all participants would create an animation that relates to this topic.)
3. Software available 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. Also note that these software packages are suggested as guidelines only - teams are encouraged to communicate their needs with the technical committee (no later than April 4, 2008) so that every team can participate. We seek to ensure that their Skills Canada opportunity will parallel their home school experience.
4. Participants will be given 7 ** hours to plan, model animate, render and present their production.
5. Student teams consist of a maximum of two students. Each team will be given one computer to work on.
6. Installed software: refer to scope document.

Software will be configured - but participants can make any changes to the setup they wish.

Teams may forward a disk contained personalized keyboard shortcuts or custom UI to the Technical chairperson. These files will be installed on all computers and available to all participants should they choose to use them.

If you wish to use a software program other than the one provided please fax the following information to Skills Canada British Columbia at 604-433-1241.

Contestant Name: _____

Requested Software: _____

Teacher Name: _____

Teacher email: _____

School Name: _____

Skills Canada British Columbia cannot guarantee that the requested software will be provided but we will attempt to accommodate all requests.

Registration Deadline: April 4, 2008

Mailing Address: Skills Canada British Columbia Ph: 604-432-4229
3777 Kingsway Fax: 604-433-1241
Burnaby, BC V5H 3Z7 e-mail: bc@skillscanada.com

2008 British Columbia Skills Competition

Computer Animation Competitions

Judging Sheet

Competition Rules and Evaluation

A team consists of a maximum of two people. Animations created must address the theme given. Teams must work independently. Final storyboards and project files must be submitted and remain with Skills Canada BC.

Team Number: _____

Contest Theme: -----Will Be Announced at Competition-----

Storytelling /25

- Clarity of message (storyboard demonstrates what will 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 (eg. 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 (to convey respective personality traits)
- Unity of style in each Cast Member (part of a group)
- Model sheet reflects front, side, $\frac{3}{4}$, and back views of the character

Aesthetics /25

- Quality of colours (choice of a palette for the ensemble of the production)
- Quality of texture (materials & texture application, environment, props and characters)
- Quality of lighting (to create atmosphere and continuity within the scenes)
- Unity of style amongst the environment and props where the characters perform

Animation /25

- Timing of the development of the story (rhythm of the narrative)
- Timing of the specific actions (gravity, anticipation, exaggeration, secondary action)
- Staging (relationship between the camera and the character)
- Acting (expression, effective posing, ability to provoke empathy and emotion in the audience)