



2008 REGIONAL SKILLS COMPETITION – COMPETITORS PACKAGE

3D CHARACTER DESIGN AND COMPUTER ANIMATION (VIRTUAL)

Secondary Level

INSTRUCTIONS

DURATION: 7 HRS - CONTINUOUS TIME

3D Character Design and Computer Animation deals with the creation and animation of models that are used to tell a story. These models may take the shape of any object, and used to tell the story that the students create in response to the theme provided. 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 provides realistic movement, convincing actions and a sense of purpose and timing. The challenge will recognize outstanding students for excellence and professionalism in this field.

A team consists of a maximum of two people. Animations created must address the theme given. Teams must work independently. Only software reference manuals may be used as resource materials. Final storyboards and project files must be submitted and remain with Skills Canada BC.

Please review the directions carefully.

Approximately the first 15 minutes of the contest period should be used as a Contest Orientation Meeting. You will be able to ask questions regarding the contest project. Coaches will not be permitted to offer advice to their competitors once the contest material has been distributed. Competitors must work independently throughout the contest period. The review will also include a shop orientation.

Items Provided:

- Storyboard sheet
- Workstation

PROCEDURE

Review information and ask questions during the 15 minute orientation period

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 (Color, texture, lighting) and supporting models that meets the needs of the story developed.
4. As imaging, presentation and compositing applications may be used during the time of the competition to create the movies, a 3D character animation software has to be used to produce the final product.
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.

Note: Competitors are to be very conscious of the restricted time available and the absolutely rigid need to have their final animation file completed and ready for viewing by the end of the competition period.

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REQUIREMENTS

THEME: "Going on vacation..."

EACH TEAM ON THE DAY OF THE COMPETITION WILL:

- Complete and submit an animation on the competition theme
- Produce and submit a "STORYBOARD and Character Model Sheet" that sets out their animation theme using a combination of both pencil sketches and written descriptions.

Please ensure that your final submission is saved under your competitor number only. Identification by any other means than your competitor number will immediately disqualify your submission.

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