



17TH ONTARIO TECHNOLOGICAL SKILLS COMPETITION

CONTEST NAME: *2D Character Computer Animation*

SECONDARY LEVEL

CHAIR: *Alexi Balian, (alex.balian@peelsb.com)*

**** Gold medal winner will advance to the Canadian Skills Competition.**

PURPOSE OF THE CONTEST:

The purpose of the challenge is to evaluate each team's ability, skill and knowledge of animation as they prepare for employment in the animation field. Character Animation deals with the creation and animation of characters and models used in storytelling. They may take the shape of any object in response to the theme and soundtrack provided. To produce a coherent movie, students must have strong drawing skills but also the capacity to captivate the audience with a good story. There are no limitations as to the nature or complexity of the characters. A good animated character is one that creates empathy.

SKILLS AND KNOWLEDGE TO BE TESTED:

Given the theme and soundtrack 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. By scripting and storyboarding the competitor puts forth their idea on paper and then further develops the project by creating, animating, and assembling all the pieces of their movie for presentation within the given time period. Competitors can use pencil or electronic tools to create the necessary graphics needed to produce a movie. This represents the animation process.

COMPETITION EXPECTATIONS:

1. Produce a storyboard and character model sheets on paper that sets out their proposed animation following the theme provided.
 2. After the first hour of competition students will be allowed to start producing the graphics to be used in the animation.
 3. Storyboards and model sheets will be collected after the two hour period. These storyboards are what the final animation will be judged against. Storyboards will be returned to each team after they have been copied by the judges. Upon return of the sheets, no modifications will be permitted.
 4. Competitors should note that model sheets **MUST** include front, profile (side), $\frac{3}{4}$, and back views of the character.
 5. Nowhere within the presentation should the name of the students, their school or province appear.
 6. There must be an obvious beginning and end to the presentation. This could be through the use of the first frame being black or text frames.
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7. The length (playing time in seconds) and other aspects of the final animation are to be determined by the soundtrack. The animation must run the duration of the soundtrack. Titling and credits are run outside of the soundtrack.
8. This competition is a team effort, teams will be provided with one workstation.
9. The teams will work independently. Instructors and/or observers will give no assistance and are not allowed in the competition area.

EQUIPMENT AND MATERIALS:

Supplied by Committee:

- Hardware – Pentium IV (2+ Ghz) compatible computer fitted with SVGA 19inch monitor and optical mouse w/wheel, Video: 128 MB RAM OpenGL video card. System memory: 1 GB RAM. Windows XP Pro.
- Software: Compositing software will be Adobe Premiere Pro 1.5, Adobe After Effects 6.5, Macromedia Flash MX, ToonBoom, Cartoon Television Program. Graphic Software Adobe Photoshop CS. Viewing software will be Quicktime Pro, and MS Media Player 10.
- No external support programs or plug-ins (other than those found in the final shipped version of the software) may be used.
- Image input devices (scanner) provided.
- Printer.
- Storyboard and Modeling sheets.
- students will be provided with microphones to record their own sound files

Supplied by Competitor:

Teams ARE REQUESTED to contact the technical chair by **April 7, 2006** to advise the Committee what software they will be using. The committee will make all efforts to have the software available to the competitors before the start of the event. Due to the nature of installing software, competitors should be prepared to use the software provided by the committee if installing their desired software is unsuccessful.

- Storyboard and Modeling sheets.
- Pencils, markers, rulers and erasers.
- light box (if desired)
- If students choose to listen to music throughout the competition, all CDs brought into the competition area must be commercially produced. Data CDs, portable storage devices, and mp3 players are not allowed.

THEORY EXAM: NO

CLOTHING REQUIREMENTS:

Appropriate Business Casual Attire: **no** school name or logo on any visible attire

TIME TABLE

7:00 – 7:30	Registration
7:30 – 8:00	Orientation

JUDGING CRITERIA:**POINT BREAKDOWN / 100 TOTAL**

Judges will individually view and assess final animations during presentation. Tabulation sheets will be given to the members of the NTC 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 NTC only. To qualify for a medal, competitors **MUST** achieve a minimum of 60 pts.

Storytelling /20

- Clarity of message (storyboard demonstrates all elements to be communicated visually to the audience)
- Storyboard uses industry standard symbols and terminology as provided in the legend.
- 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

- Model sheet reflects front, side, $\frac{3}{4}$, and back views of the character.
- Quality of individual Models (structure, proportions and appeal)
- Contrast between each character helps to emphasize personality traits in the main character.
- Each character's look and style is relevant to the story.

Aesthetics /25

- Effective use of colours.
- Unity of style amongst the character, environment and props.

Animation /25

- Staging: relationship between the camera and the character.

Effective application of animation principles such as anticipation, exaggeration and secondary motion and the forces that act upon the characters and their environment.

Interview /5

To assist competitors in fully preparing for their eventual job searches and to become valued employees, there will be a **5 minute** job interview incorporated into this contest, worth 5% of the competitor's overall mark. It is expected that the competitors arrive prepared **WITH A RÉSUMÉ** and be ready for interview questions and discussion. Feedback will be provided to the competitors in order to help prepare them for the real-life experience of job interviews.

Total Possible score is 100%.

Storytelling	
Character	
Aesthetics	
Animation	
Interview	
Total	100

