



19TH ONTARIO TECHNOLOGICAL SKILLS COMPETITION

2D CHARACTER COMPUTER ANIMATION – TEAM of 2 - SECONDARY LEVEL

Date: Tuesday May 6, 2008
Location: RIM Park and Manulife Financial Sportsplex, Waterloo
2001 University Avenue East, Waterloo, Ontario

TECHNICAL CHAIR: Alexi Balian, Peel District School Board

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**** This contest is offered at the Canadian Skills Competition.**

PURPOSE OF THE CONTEST:

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 that can 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 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 nature or complexity of the characters. A good animated character is one that creates empathy.

SKILLS AND 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. 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.

PROJECT

In order to reflect the process used in the animation industry, the project will be structured in duration and required form. The project will have a specified form, for example, an animation for gaming, movie trailers, shorts, instruction, advertising, business, re-enactments, or simulations.

COMPETITION EXPECTATIONS:

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 right before the mandatory lunch break. The final product will be compared to the storyboards. Photocopied storyboards will be returned right after the lunch break.
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. Nowhere within the presentation should the name of the students or their school appear.
7. 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.
8. 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:

- 1 Workstation/Team
- Hardware Requirements – Pentium IV (3+ GHz) compatible computer fitted with LCD 17 inch monitor and optical mouse w/wheel, Video: 128 MB RAM OpenGL video cards. System memory: 1 GB RAM. Sound card with microphone in and speakers.
- Operating System - Windows XP Professional
- Software:Macromedia Flash MX, ToonBoom. Graphic Software Adobe Photoshop CS. Viewing software will be Quicktime Pro, and MS Media Player 10.
- No external support programs, plug-ins, or documentation (other than those found in the final shipped version of the software) may be used.
- Standard storyboard and model sheets

Supplied by Competitor:

Teams **ARE REQUIRED** to contact the technical chair by April 2nd, 2008 to advise the Committee what software they will be using if it is not listed above. 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.

- Animation disc and light box
- Tablet – should be provided to Technical Chair at orientation session
- 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.
- Headphones and microphones
- Pencils and erasers.
- Fine-tip markers.
- Acme registration peg and Acme punched paper if required

SAFETY:

Safety is a priority at the Ontario Technological Skills Competition. At the discretion of the judges and technical chair any competitor can be removed from the competition site for not having the proper safety equipment and/or not acting in a safe manner.

*Competition judges will have final authority on matters of safety.

CLOTHING REQUIREMENTS:

Competitors are to be dressed in a clean and appropriate manner.

Competitors are not permitted to wear clothing with logos or printing. The exception to this rule is the logo of the school, school board, college or MTCU District that the competitor is representing. Corporate logos or names are not permitted on a competitor's clothing.

JOB INTERVIEW:

To assist competitors in fully preparing for their eventual job searches and to become valued employees, there is a "job interview" incorporated into this contest. It is expected that the competitors will arrive prepared WITH A RÉSUMÉ and be prepared for interview questions and discussion. Competitor's performance on the interview accounts for 5% of the competitor overall mark.

Sample Interview questions are available at www.skillsontario.com/hr.

JUDGING CRITERIA: See next page.

Story Telling 25:		
Clarity of message (storyboard demonstrates all elements to be communicated visually to the audience)	1__ 2__ 3__ 4__ 5__	
Storyboard uses industry standard symbols and terminology as provided in the legend.	1__ 2__ 3__ 4__ 5__	
Final presentation illustrates storyline planned and outlined in the storyboard.	1__ 2__ 3__ 4__ 5__	
Methods chosen (ex. Camera shots, effects) and outlined on the storyboard compliment the storyline.	1__ 2__ 3__ 4__ 5__	
Storyline illustrates the theme provided in a creative and original manner.	1__ 2__ 3__ 4__ 5__	
	Story Telling Total	
Character Design 20 Marks:		
Model sheet reflects front, side, ¾, and back views of the character.	1__ 2__ 3__ 4__ 5__	
Quality of individual characters (structure, proportions and appeal)	1__ 2__ 3__ 4__ 5__	
Contrast between each character helps to emphasize personality traits in the main character.	1__ 2__ 3__ 4__ 5__	
Each character's look and style is relevant to the story.	1__ 2__ 3__ 4__ 5__	
	Character Design Total	
Aesthetics 10 Marks:		
Shading, contrast and shapes create desired mood	1__ 2__ 3__ 4__ 5__	
Unity of style amongst the character, environment and props.	1__ 2__ 3__ 4__ 5__	
	Aesthetics Total	
Animation 40 Marks:		
Effective application of animation principles such as anticipation, exaggeration and secondary motion and the forces that act upon the characters and their environment.	1__ 2__ 3__ 4__ 5__ 6__ 7__ 8__ 9__ 10__	
Movement is fluid and convincing	1__ 2__ 3__ 4__ 5__ 6__ 7__ 8__ 9__ 10__	
Timing of the story, obvious beginning and ending.	1__ 2__ 3__ 4__ 5__ 6__ 7__ 8__ 9__ 10__	
Acting: expression, effective posing, ability to provoke empathy and emotion in the audience.	1__ 2__ 3__ 4__ 5__ 6__ 7__ 8__ 9__ 10__	
	Animation Total	
Job Interview 5 Marks:	1__ 2__ 3__ 4__ 5__	
TOTAL SCORE		/100

RULES AND REGULATIONS:

Please be sure to review all rules and regulations, available in the Competitor Information Package, or online at www.skillsontario.com.

A team consists of two people. Animations created must address the theme as 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 - Ontario.

COMPETITION AGENDA:

May 6, 2008

Ontario Technological Skills Competition

7:00am – 7:30am	Registration
7:30am – 8:00am	Orientation
8:00am – 12:00am	Competition*
12:00am - 12:30pm	Lunch
12:30pm - 3:30pm	Competition*
*Job interviews will be conducted throughout the competition	

May 7, 2008

Closing Ceremony

9:00am – 1:00pm	Closing Ceremony
1:00pm – 2:00pm	Team Ontario Meeting

Contest Location: RIM Park and Manulife Financial Sportsplex, 2001 University Avenue East Waterloo – a map is available at online www.skillsontario.com/maps/maps.html.

Closing Ceremony Location: Bingemans, Marshall Hall, 425 Bingemans Centre Drive, Kitchener – a map is available online www.skillsontario.com/maps/maps.html.

Each Competitor will receive one closing ceremony ticket upon arrival at the OTSC.

ADDITIONAL INFORMATION:

The contest theme will be announced the morning of the competition