2010 QUALIFYING COMPETITION

2D COMPUTER CHARACTER ANIMATION (TEAM OF 2) - SECONDARY LEVEL

Date: Saturday, April 17, 2010
Locations: Canadore College, Confederation College, Fanshawe College, Georgian College, Humber Institute, Niagara College and St. Lawrence College

COMMITTEE MEMBERS:
OTSC Chair – Alexi Balian
Canadore College – Phil Cowcill
Confederation College – Richard Riddell
Fanshawe College – Darryl Bedford
Georgian College – Greg Rodrigo
Humber Institute – James Cullin
Niagara College – Dave Robinson
St. Lawrence College – Donna Graves

**** 1st, 2nd and 3rd place eligible* teams will advance to the Ontario Technological Skills Competition, taking place May 18, 2010 in Waterloo**

***See the Competition Information Package for the Qualifying Competition eligibility criteria and rules and regulations**

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. The final animation should be approximately 20 seconds in length.

COMPETITION EXPECTATIONS:

1. **Teams must come to the competition with general character model sheets already prepared for two (2) characters – one human and one animal (pet). Competitors should note that model sheets MUST include front, profile (side), ¾, and back views of the character. Electronic copies of the character files must be supplied on a USB Flashdrive.**

2. Produce a storyboard on paper that sets out their proposed animation following the project/theme provided on the day of the competition.

3. After the first hour of competition, students will be allowed access to the computer workstations.

4. 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.

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. The animation should be approximately 20 seconds in length.

8. The teams will work independently. Instructors and/or observers will give no assistance and are not allowed in the contest area.

EQUIPMENT AND MATERIALS:

Supplied by Committee:

- 1 Workstation per team
- Hardware Requirements – Pentium IV (3+ GHz) or Mac Intel Core Duo (2.0 GHZ) compatible computer fitted with monitor and mouse; Video: 128 MB RAM OpenGL video cards; System memory: 1 GB RAM
- Operating System - Windows XP Professional or OS10
- Software: Flash versions MX 2004, Adobe CS2, CS3 or CS4; Graphic Software: Adobe Photoshop CS. Viewing Software: Quicktime Pro and MS Media Player
- 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 should be prepared to use the software provided by the committee.

- General character model sheets (Two characters – one human, one animal/pet – from front, side, ¾, and back view). Electronic copies of character files should be supplied on a USB Flashdrive
- Animation disc and light box
- Tablet – should be provided to Technical Chair at orientation session (students are required to set their tablets up themselves)
- Data CDs, portable storage devices, iPods and mp3 players are not allowed
- Pencils and erasers
- Fine-tip markers
- Acme registration peg and Acme punched paper if required
- Résumé

SAFETY:
Safety is a priority at the Qualifying 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 or school board the competitor is representing. ONLY the logo of the institution under which the space is registered can be visible. 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. Please note there are no facilities on site for printing.

RULES AND REGULATIONS:
Please be sure to review all rules and regulations in the Complete Competitor Information Package, available online at www.skillsontario.com.

Immediate disqualification may occur at the discretion of the Qualifying Technical Chair if a competitor displays any one of the following:

- Acts inappropriately
- Shows disregard for the safety of themselves or those around them
- Breaks the established rules and regulations including:
  - Uses equipment or material that is not permitted
  - Dishonest conduct (cheating)
  - Speaks with those outside the contest area
  - Arrives to the contest site late

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.

Story Telling		
Clarity of message Story has a clear beginning, middle and end	__1 __2 __3 __4 __5 __6 __7 __8 __9 __10	
Storyline illustrates the theme provided in a creative and original manner	__1 __2 __3 __4 __5 __6 __7 __8 __9 __10	
		/20
Character Design		
Model sheets reflect front, side, ¾, and back views of the character	__1 __2 __3 __4 __5 __6 __7 __8 __9 __10	
Quality of individual characters (structure, proportions and appeal)	__1 __2 __3 __4 __5	
		/15
Aesthetics		
Shading, contrast and shapes create desired mood	__1 __2 __3 __4 __5	
Unity of style amongst the character, environment and colour palette	__1 __2 __3 __4 __5	
		/10
Animation		
Effective application of animation principles such as anticipation, exaggeration, secondary motion and the forces that act upon the characters and their environment	___2 ___4 ___6 ___8 __10 ___12 __14 __16 __18 __20	
Timing of animation, creating meaning to movement, both physical and emotional meaning	__1 __2 __3 __4 __5 __6 __7 __8 __9 __10	
Final animation adheres to storyline outlined in the storyboards	__2 __4 ___6 ___8 __10 __12 __14 __16 __18__20	
		/50
Job Interview		
	__1 __2 __3 __4 __5	
		/5
	Total	**100**

As the rules state, there are no ties. If the score is even after the contest, the Animation component will be used as the tie breaker.

COMPETITION AGENDA:
Saturday, April 17, 2010
Qualifying Competitions

9:00-9:30 a.m.	Registration and Announcements
9:30-9:40 a.m.	Move to Contest Areas
9:40-10:00 a.m.	Orientation Session
10:00 a.m.-12:00 p.m.	Contest*
12:00-12:30 p.m.	Lunch
12:30-3:30 p.m.	Contest*
3:30-4:30 p.m.	Final Judging and Results Compilation
4:30-5:00 p.m.	General Feedback Session
5:00 p.m.	Awards Presentation and Advancement Meeting

* Contest time includes practical project and job interview component

ADDITIONAL INFORMATION:

The contest theme will be announced the morning of the competition.