



## 2012 QUALIFYING COMPETITION

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

**Date:** Saturday, April 14, 2012

**Locations:** Canadore College, Confederation College, Fanshawe College, Georgian College, Humber Institute, Niagara College and St. Lawrence College

#### **COMMITTEE MEMBERS:**

OTSC Representative – Alexi Balian  
Canadore College – Phil Cowcill  
Confederation College – Richard Riddell  
Fanshawe College – Darryl Bedford  
Georgian College – Scott McCrindle and Rui Albino  
Humber Institute – James Cullin  
Niagara College – Roberto Acosta  
St. Lawrence College – Donna Graves

\*\* 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place eligible\* competitors will advance to the Ontario Technological Skills Competition, taking place May 1, 2012 in Waterloo

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

**For technical questions that are contest specific, please contact the Skills Canada – Ontario Competition Department at [otsc@skillscanada.com](mailto:otsc@skillscanada.com).**

#### **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/theme, 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.

**SKILLS WORK!**

*This document is only to be used in preparation for the Qualifying Competition.*

**COMPETITION EXPECTATIONS:****Tasks that may be performed during the contest:**

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 theme. The theme of the project will not be released until the beginning of competition.

Competitors must produce storyboards and character model sheets on paper that sets out their proposed animation following the project provided.

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

Storyboards and model sheets will be reviewed and signed off by the chair person throughout the noon break. The final product will be compared to the storyboards.

Competitors should note that model sheets MUST include front, profile (side), ¾, and back views of the character.

Competitors must demonstrate their knowledge of the 12 principles of animation in their project.

Animations should demonstrate a unity of style amongst the character, environment and props.

Nowhere within the presentation or supporting documents should the name of the students, their school or school board appear.

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 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:

- Minimum of 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, CS4 or CS5, or Toon Boom Studio; graphic software: Adobe Photoshop CS; viewing software: Quicktime Pro and MS Media Player
- Scanner access
- 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.

- Animation disc and light box
- Pencils and erasers
- Fine-tip markers

- Tablet (optional) – should be provided to Technical Chair at orientation session (students are required to set their tablets up themselves) – if competitors encounter difficulties with the tablet setup, competitors must be prepared to go without the tablet

Data CDs, portable storage devices, iPods and mp3 players **are not allowed**

### **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:**

**Please note that the job interview component has been removed from all Qualifying Competition contests. If the team advances to the Ontario Technological Skills Competition, team members will be required to participate in the job interview at that level. Please see the provincial scope for details.**

### **RULES AND REGULATIONS:**

Please be sure to review all rules and regulations in the Complete Competitor Information Package, available online at [www.skillsontario.com/compinfopkg](http://www.skillsontario.com/compinfopkg).

New rules and regulations in the Competition Information Package that will be enforced for 2012 include:

- Plagiarism
- Registration Deadlines

Please review all rules and regulations and the registration process well in advance of the Qualifying.

Immediate disqualification may occur at the discretion of the 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

Sign-in for all contests will happen at the Qualifying host college the morning of the competition. Registration must take place prior to the deadline of March 23, 2012.

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.

**JUDGING CRITERIA**

<b>Story is King.</b> All areas are assessed in how well they support the creation and communication of an entertaining story. The final animation should be approximately 20 seconds in length.	
Storytelling (Storyboards) – clarity of message; story quality; storyboard symbols/cinematography; outlined storyboard changes	20
Character Design (Model Sheets) – model sheets; character design; model structure, control and expression; overall appeal	20
Aesthetics – colors and textures; setting; artistic style; production quality	20
Final Animation – storyboard vs. final animation; model sheets vs. final animation; staging; animation principles; physicality; timing; acting; final cinematography (position, camera angles, zooms, pans, fades, etc.)	40
<b>TOTAL</b>	<b>100</b>

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

**COMPETITION AGENDA:**

Saturday, April 14, 2012

Qualifying Competitions

**\*\*Please note the agenda has changed from previous years**

8:30-9:00 a.m.	Sign-in and Announcements
9:00-9:10 a.m.	Move to Contest Area
9:10-9:30 a.m.	Orientation Session at Contest Area
9:30 a.m.-12:00 p.m.	Contest
12:00-12:30 p.m.	Lunch
12:30-3:00 p.m.	Contest
3:00-4:00 p.m.	Final Judging and Results Compilation (Judges and Committee Members)
3:30-4:00 p.m.	General Feedback Session
4:00 p.m.	General Location Presentation
5:30 p.m.	Awards Presentation and Advancement Meeting

**ADDITIONAL INFORMATION:**

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