TOPIC FOR YOUR ANIMATION

Teams will create a short, animated project showcasing a day in their future employment by highlighting a career in the future based on a scenario. Students will choose one of the future careers and scenarios.

Cook + Agricultural Scientist

Future Career: Farm-to-Table Culinary Specialist

ANIMATION EXAMPLE

Description: Combines culinary arts with agricultural science to develop menus based on locally sourced, sustainably grown ingredients.

Scenario: Designing a seasonal menu, the specialist collaborates with local farmers to procure fresh produce, adjusting recipes to highlight the unique flavors of each ingredient while promoting sustainable farming practices.

General Carpenter + Sustainable Materials Engineer

Future Career: Eco-Friendly Construction Specialist

Description: Merges carpentry skills with knowledge of sustainable materials to construct environmentally friendly structures.

Scenario: Tasked with renovating a heritage building using sustainable materials, the specialist must source eco-friendly resources that match the building's historical aesthetics while meeting modern environmental standards.

General Carpenter + Virtual Reality Designer

Future Career: Virtual Construction Simulator

Description: Merges carpentry skills with virtual reality design to create immersive construction simulations for training and project planning.

Scenario: Before constructing a complex roof structure, the simulator develops a VR model to train the crew on assembly techniques, identifying potential issues and improving efficiency on the actual job site.

Electrician + Renewable Energy Technician

Future Career: Green Energy Electrician

Description: Integrates traditional electrical work with renewable energy systems like solar and wind installations.

Scenario: While installing a solar panel system in a residential area, the Green Energy Electrician encounters unexpected shading issues affecting efficiency. They must redesign the layout and possibly integrate battery storage solutions to optimize energy output.

EVALUATION CRITERIA	**/ 100**
Acting/Movement – The characters and/or objects in the scenes are able to express emotion, movement and/or empathy in the audience to drive the action of the overall story.	/ 30
Timing/Flow – The timing of actions within the scenes is consistent between the characters/objects and supports the overall story. Actions by one character/object affect the actions of another in a manner that flows consistently, and no more than 1 minute.	/ 40
Visual and Narrative Quality – The animation demonstrates a cohesive and polished visual design, including effective use of color, texture, framing, and smooth transitions between scenes. The technical execution reflects attention to detail, with fluid movement, precise timing, and creative integration of visual effects. The narrative aligns with the provided theme and incorporates essential story elements such as character, setting, and conflict to create an engaging and coherent storyline. The project balances technical proficiency and creativity, delivering a visually compelling and imaginative final product.	/ 30