
DSBN REGIONAL 2D CHARACTER ANIMATION SKILLS CHALLENGE 2021 SECONDARY LEVEL SCOPE

CHAIR: Sarah Falls, St. Catharines Collegiate - sarah.falls@dsbn.org

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 well-animated character is one that creates empathy.

EVENT DETAILS:

Date: Monday, March 1 - March 12, 2021

Time: 4 hour period

Location: Individual Schools

SKILLS AND KNOWLEDGE TO BE TESTED:

Given the 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 put forth their ideas on paper and then further develop 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.

SAFETY REQUIREMENTS and SUPERVISION

Teachers or another designate must supervise the student to ensure that safety is adhered to and to maintain the integrity of the competition. If a supply teacher is required, It is preferable to have the supply teacher supervise your student for the Challenge and you can remain with your class, this might not be possible for challenges where safety is a concern.

EQUIPMENT, MATERIALS, TOOLS, AND SUPPLIES:

All Tools and Equipment must be Supplied by the Individual Contest Site

Materials Supplied Centrally:

The following will be shared with supervising teachers at individual schools on Monday, Feb. 22:

- Storyboard and Modeling sheets.
- Sound files will be provided- music/sound effects.

Material Supplied by the Individual Site

- Hardware – PC or Mac computer
- Software: Animation software is Adobe Animate CC
- No external support programs or plug-ins (other than those found in the final shipped version of the software) may be used.
- Headphones
- Pencils
- Graphics tablet if desired

CLOTHING REQUIREMENTS:

Casual business attire must be worn with DSBN Technology shirts. Clothes that identify your school are not permitted.

PROJECT AND COMPETITION EXPECTATIONS:

1. The story must incorporate the following theme: **Human vs. Technology**
2. Produce a storyboard and character model sheets on paper that sets out their proposed animation following the theme provided.
3. Competitors should note that model sheets **MUST** include front, profile (side), 3/4, and back views of the character.
4. Nowhere within the presentation should the name of the students or their school appear. Team numbers will be assigned to each team. Write the team number on each storyboard and model sheet.
5. 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.
6. The teams will work independently. Instructors and/or observers will give no assistance.

JUDGING INSTRUCTION:

1. When submitting a file use only the competitor number and file identifier. For example Competitor145_Storyboard.pdf
 2. Scan and send completed storyboard and character model sheets to sarah.falls@dsbn.org
 3. Export video, upload to Google Drive and share with sarah.falls@dsbn.org
- Judging will be completed virtually on March 12 at 2:30pm

JUDGING CRITERIA:

Storytelling	20
Character	15
Aesthetics	10
Animation	50
Total	95

POINT BREAKDOWN / 95 TOTAL

To qualify for Provincials, competitors MUST achieve a minimum of 60 pts.

Storytelling /20

Clarity of message. Story has a clear beginning, middle and an end. Storyline illustrates the theme provided in a creative and original manner.

Character design /15

Model sheets reflect front, side, 3/4, and back views of the character. Quality of individual characters (structure, proportions and appeal)

Aesthetics /10

Shading, contrast and shapes create the desired mood. Unity of style amongst the character, environment and colour palette.

Animation /50

Effective application of animation principles such as anticipation, exaggeration, secondary motion and the forces that act upon the characters and their environment. Timing of the story, obvious beginning and ending. Final animation adheres to the storyline outlined in the storyboard.

Total Possible score is 95.

ENTRY: Students must register online at <http://teched.dsbn.org/skills> with all of the required information completed to be eligible to participate.

TEACHER'S ROLE:

- Instructors are expected to acquaint their student participants with all of the enclosed guidelines.
- Storyboard, character model sheets and sound files will be shared through Google Drive to all supervising teachers on Monday, Feb. 22. Please share with competing team(s) at that time.
- Collect, scan and send completed storyboard and character model sheets to sarah.falls@dsbn.org after team(s) have completed the competition. Ensure team numbers are clearly written on each sheet.
- Export video from Adobe Animate and name the file the Team number (do not indicate the school or student names). Upload and share completed video through Google Drive to sarah.falls@dsbn.org.