
DSBN REGIONAL 2D CHARACTER ANIMATION SKILLS CHALLENGE 2020 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: Wednesday, Feb. 26th, 2020

Time: 8:30 am

Location: Niagara College - Welland Campus

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:

Competitors are required to follow all industry safety standards during the competition.

EQUIPMENT, MATERIALS, TOOLS, AND SUPPLIES:

Equipment Supplied by the Contest Coordinator:

- Hardware – Pentium IV (2+ Ghz) compatible computer fitted with SVGA 19 inch monitor and optical mouse w/wheel, Windows 10
- Software: Animation software is Adobe Animate CC (formerly Flash Professional)
- Viewing software will be Quicktime.
- No external support programs or plug-ins (other than those found in the final shipped version of the software) may be used.
- Storyboard and Modeling sheets.
- Sound files will be provided- music and/or sound effects

Equipment Supplied by the Competitor:

- 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. Produce a storyboard and character model sheets on paper that sets out their proposed animation following the theme provided.
2. After the first hour of competition students will be allowed to start producing the graphics to be used in the animation.
3. Storyboards and model sheets will be collected after the two hour period. These storyboards are what the final animation will be judged against. Storyboards will be returned to each team after they have been copied by the judges. Upon return of the sheets, no modifications will be permitted.
4. Competitors should note that model sheets MUST include front, profile (side), 3/4, and back views of the character.
5. Nowhere within the presentation should the name of the students or their school appear.
6. 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.
7. This competition is a team effort, teams will be provided with two workstations.
8. The teams will work independently. Instructors and/or observers will give no

assistance.

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 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 storyline outlined in the storyboard.

Total Possible score is 95.

ENTRY:

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

TRANSPORTATION:

Students are responsible for their own transportation.

TEACHER’S ROLE:

Instructors are expected to acquaint their student participants with all of the enclosed guidelines. Teachers may accompany their students or visit any time during the competition, but may not assist the competitors during the challenge.

COMPETITION AGENDA:

8:00- 8:30 a.m.	Sign in/ Arrival/ Set up
8:30 a.m	Orientation
9:00 a.m	Competition begins - Storyboard and character model sheets
10:00 a.m	Competitors may begin producing graphics
11:00 a.m	Storyboard sheets collected
11:00 a. m	***** Lunch *****
11:30 a.m.	Competition resumes - storyboards returned, no further modifications
2:30 p.m.	Competition ends
2:30 p.m.	Judging

**** Competitors must be on time for their contest and may be disqualified if they do not sign-in at their contest site prior to the start of orientation. At the discretion of the technical committee chair, the competitor may be permitted to compete but would not receive any additional time. Each competitor will be given a number by their coordinator upon registration at the location and will be judged anonymously during the competition.**