



CONTEST DESCRIPTION

Competition Date	April 2nd, 2024
Competition location	Holland College - Charlottetown Center, Prince of Whales Campus, room 19C
Trade Number	88
Trade Name	2D Animation
Level	Secondary

1. INTRODUCTION

To demonstrate pre-production and production techniques for animation. Competitors must produce a 2D animated short with characters, audio, and setting, and will be challenged using similar expectations from the national competition.

1.1 Duration of contest.

8:30 am	Orientation on campus
9:00 am	Competition Starts
9:00-12:00pm	Production
12:00-12:30pm	Lunch
12:30-2:45pm	Production
2:45-3:00pm	Compile, export scene, and upload
3:00 pm	Judging

1.2 Skills and Knowledge to be tested.

Overview of competition requirements

- Create and animate a story that demonstrates a setup, conflict, and resolution for story progression. During the story, the character(s) should include a **dodge (zig or zag)**.
- To correspond with the National Competition, a wild card will be given at the start of the provincial competition day that is to be incorporated into the story's setup, conflict, and resolution. The wild card is an unknown element that will add some challenge and unknown to the competitors pre-designed idea, their task will be to adapt their idea with the wild card. Examples of a wild card that may be required are **ball, baseball bat, frisbee, banana, bread loaf, or newspaper**
- Audio files are to be found by the competitors before or during the competition. Wild card audio can be sourced and used once the competition starts. A minimum of 1/3 of the animation should include sound of some kind. Lip sync is not expected for the audio components. Audio can be made or found online through free audio clips websites.



Pre-production (DUE AT START OF COMPETITION)

- The pre-production portion of the competition is to be completed **before** the competition starts. These can be drawings handed in on paper or submitted digitally to the google drive folder.
- Pre-production is the story breakdowns (setup, conflict, resolution) and characters pose completed.
- See assessment for more details.

Production

- The production to be completed and ready for judging at 3:00.
- The animation should be no longer than 10 seconds.
- Both team members must work together to produce a single video with audio .mov, .avi, or .mp4.
- Character animation should demonstrate a dodge (zig/zag), wild card, and animation principles.
- Setting and camera shot changes/movement demonstrated.
- See assessment for more details.

2. SKILLS FOR SUCCESS

In response to the evolving labour market and changing skill needs, the Government of Canada has launched the new Skills for Success (former Essential Skills) model defining nine key skills needed by Canadians to participate in work, in education and training, and in modern society more broadly. SCC is currently working with Employment and Social Development Canada (ESDC) to bring awareness of the importance of these skills that are crucial for success in Trade and Technology careers.

Part of this ongoing initiative requires the integration and identification of the Skills for Success in contest descriptions, projects, and project documents.

The following 9 skills have been identified and validated as key skills for success for the workplace in the legend below:

Numeracy, Communication, Collaboration, Adaptability, Reading, Writing, Problem Solving, Creativity and Innovation, Digital

3. EQUIPMENT, MATERIAL, CLOTHING



Competitors MAY bring their own device with a preferred 2D software for animating or use the provided equipment, see below.

If bringing a device, it is necessary to demonstrate that the device is empty of previous work on the animation ensuring that only newly created artwork is used during the competition. It will be the responsibility of the team members to share files if using a tablet software that does not align to a google account automatically. The finished product must be submitted to the google account.

The national competition is BYOD (bring your own device).

3.1 Each competitor is required to bring the following:

- Headphones
- Pencil and eraser (if needed)
- A Google account for file transferring between team members and for submission

3.2 Equipment and material provided by the competition site

- Adobe Animate that can export a video file such as .mov, .avi, or .mp4
- Desktop computer with monitor, mouse, and keyboard
- Wi-Fi / internet access
- Digital drawing tablet or drawing screen (Wacom, Huion, etc.), drivers
- Paper

Supplied digitally

- Storyboard & Character template, available on the website as pdfs, see visual below.

4. ASSESSMENT

The finished animation will be judged based on the below criteria; the winner must achieve a minimum of 70 points to qualify for the National Competition.

5.1 Point Breakdown

Pre-production 20 pts (can be created physically or digitally)

- Story panels- demonstrate the story progression (setup-conflict-resolution) using clear identifiable sketches or using the template provide.
- Character design- For each of the two main characters, provide a single pose demonstrating their personality, each drawn pose should be around 6 inches tall.

Wild card 30 pts

- the wild card element should be visible, identifiable, fits in with the main animation, and used throughout the story progression of setup-conflict-resolution.



Animation 45 pts (digitally created)


- Animation represents the story sequence from the storyboards and includes the dodge (zig or zag) requirement.
- Evidence of Animation Principles is present, principles such as squash & stretch, slow in & out, timing, anticipation, staging, follow-through and overlapping action, arcs, exaggeration, secondary action, and personality/appeal.
- Acting of the characters fits within the natural world of gravity and mass. Characters include emotions, body language, and discernable expression.
- Cinematography has been thought out with camera shots, zooms, tracks, effects, and interesting angles that correspond with the story panels.

Compilation 5 pts (submitted in Google Drive designated folder)


- Audio clip usage- Integration with animation. Volume and transition from the clips are supportive for the story.
- Technical requirements- The resolution should be 1280 x 720 at 24fps and submitted in the .mov, .avi, or .mp4 format.
- Finished quality – Each shot is cleaned up and color present. Backgrounds elements are consistent in style and support the character. Level of detail is maintained and supports the period for creation.

5. ADDITIONAL INFORMATION

The below templates will be given out digitally on the site.

	Team: _____ 2D or 3D Character Animation Story Breakdown Panel	
	___1 Setup ___2 Conflict ___3 Resolution	
<div style="border: 1px solid black; width: 100%; height: 100%;"></div>		
Action (taking place): _____ _____ _____		<input style="width: 20px; height: 20px;" type="checkbox"/> Panel



Character Animation Pose Test	
<div style="border: 1px solid black; height: 250px; width: 100%;"></div>	
	Team: _____ 2D or 3D
	Character Name: _____
	Character Biography: _____ _____ _____ _____ _____ _____ _____ _____ _____

5.1 Tie (No ties are allowed)

Ties will be broken by the Point Breakdown subsection - Animation score.

5.2 Competition rules

Please refer to the competition rules for all general PSC information.

6. CONTACT INFORMATION

Name	Email address
Tiffany Baxter – Provincial Technical Chair Holland College Learning Manager – Video Game Art and Animation	tdbaxter@hollandcollege.com
Tawna MacLeod – Executive Director, Skills Canada PEI	tmacleod@hollandcollege.com