CONTEST DESCRIPTION	
Competition Date	November 9th, 2024
Competition location	Holland College - Charlottetown Center, Prince of Whales Campus, room 22C
Trade Number	88
Trade Name	2D Animation
Level	Intermediate

1. **INTRODUCTION**

   To demonstrate some preliminary techniques for animation. Prior to the competition start, an introduction to frame-by-frame animation will be presented by the Provincial Technical Chair using a free browser animator called Wick Editor. Then competitors must produce a 2D – frame-by-frame animated clip of a flour sack jumping forward.

1.1 Duration of contest.

9:00am – 10:00am	Presentation/tutorial on campus
10:15am – 10:30am	Orientation for competition
10:15am – 10:30am	Break
10:30am – 1:00pm	Competition
1:30pm – 2:00pm	Medal Presentation

1.2 Skills and Knowledge to be tested.

Overview of competition requirements
- Create and animate a flour sack jumping that demonstrates anticipation and reaction, squash and stretch, timing and volume.
- The finished animation requires the frames to be clean lined with solid color and a simple background demonstrating a sense of grounding (floor).

Production
- The production to be completed and ready for judging at 1:00pm.
- The animation should be no longer than 4 seconds.
- Each animator must produce a single gif for judging.
- Character animation should demonstrate animation principles.

1.3 Resource or technique use.

This competition is to assess personal drawing skills and choice making. The use of AI or direct reference (like tracing) is prohibited.

2. 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. The finished product must be submitted on the provided thumb drive.

2.1 Each competitor is required to <u>bring the following</u>:
- Headphones (for music if desired, music should be brought in on an external device like smart phone, etc)

2.2 Equipment and material provided by the <u>competition site</u>
- Access to a web browser animation software that exports a video to gif.
- Desktop computer with monitor, mouse, and keyboard
- Wi-Fi / internet access
- Digital drawing tablet or drawing screen (Wacom, Huion, etc.), drivers

3. ASSESSMENT
The finished animation will be judged based on the below criteria.

3.1. Point Breakdown

Animation 55 pts (digitally created)
- Animation represents the required action of the jump with height and following an arc. 10pts
- Evidence of Animation Principles is present, principles:
  - squash & stretch 5pts
  - slow in & out 5pts
  - timing 5pts
  - exaggeration 5pts
  - anticipation 5pts
- Acting of the characters fits within the natural world of gravity and mass. 10pts
- Personality and appeal are evident in the movements 10pts

Drawing 30 pts
- Consistency in shape and volume is maintained through the movement 10pts

- The flour sack is visually similar to the provided model sheet (see below) 5pts
- The flour sack has a sense of 3D to the shape by drawing it from various angles 5pts
- The finished drawings have semi clean lines like the model sheet and color applied 5pts
- There are new drawings on at least ¾ of the frames 5pts

Compilation 15 pts (submitted on the provided thumb drive)
- The final version is submitted as the gif 2pts
- Technical requirements - The resolution should be 720x480 at 12fps (default wick editor) 3pts
- Finished quality – Background has been provided and are consistent in style and support the flour sack. Level of detail is maintained and supports the period for creation. 10pts

3.2 Tie (No ties are allowed)

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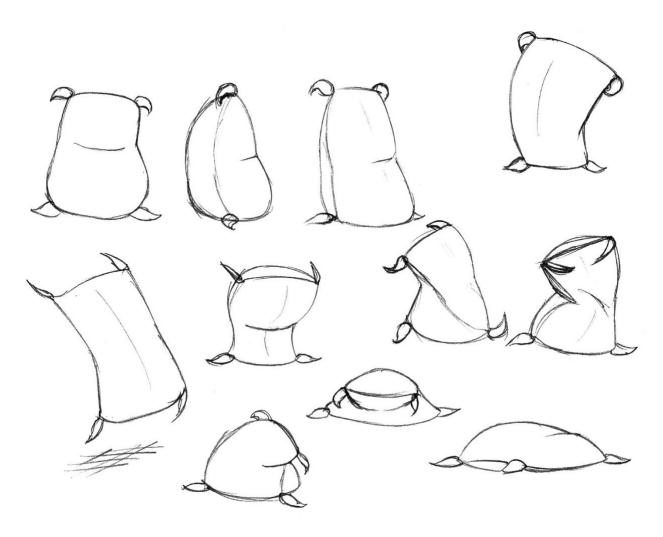
3.3 Competition rules

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

4. ADDITIONAL INFORMATION

Use this model sheet for the style of the flour sack.

5. **CONTACT INFORMATION**

Name	Email address
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