



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 and focus on animation quality and drawing, competitors must produce two animation sequences that reference and provide experience in line with the national competition.

1. Character Animation take (Reaction)
2. The required sequence from the 2 options below will be announced during orientation. Please practice for either option.
 - a. Ball bounce with a tail
 - b. Flour Sack Jump

Please be aware that the sequences will be created one after the other. Partners may decide on a workflow but must be working collaboratively and not assign sequences per person. Nationals is a 2 day competition and that splits up the days by sequence.

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
3:30 pm	Judging

1.2 Skills and Knowledge to be tested.

Overview of competition requirements

- Competitors are required to demonstrate the principles of animation.

Character Animation Sequence



- Create and animate a character reacting to a mysterious object entering the scene. The character must be bipedal (human, animal, or robot character with 2 arms, 2 legs, with a head and torso).
- Minimal background elements must be developed to adequately stage the reaction.
- Background, character, and object must be colored.
- Camera movements or shots are encouraged to enhance the action/intent of the scene.
- Animation length should be a maximum of 4 seconds.
- Sound may be sourced online during the day of competition, participants are encouraged to practice with audio clips in advance to streamline audio inclusion during the competition.

Possible sequences that may be required:

Ball Bounce With A Tail Sequence

- Competitors need to animate a ball with a tail entering from off camera screen left, bouncing off three elements, and exiting off screen right.
- Competitors will need to develop a basic stage that has three elements the ball will “jump off-of”. Background and ball with tail encouraged to be kept as a line drawing with colour fill, no need for elaborate rendering. No camera movement is permitted.

Flour Sack Jump Sequence

- Competitors will need to animate a flour sack (with four corner tassels) jumping over an object half the flour sacks size.
- Competitors will need to develop a basic stage for the flour sack to interact with. Background, props, and flour sack must be kept as a line drawing with no fill color. No camera movement is permitted.

Additional information

- Both sequences are required to be submitted playing one after the other in this format 1920 x 1080 (pixels), 24 fps, and .mp4. The submission needs to be named School_chosenTeamName, for example HollandCollege_BestAnimators.
- To correspond with the National Competition, a wild card will be given at the start of the provincial competition day that is mysterious object the character will react to. 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...
- 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.

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

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

Character Animation sequence 45 pts

- Animation represents the reaction to the wild card 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.

2nd Sequence 30 pts

- Animation presents the required action with consistent shape and volume.
- 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.

Wild card 20 pts

- the wild card element should be visible, identifiable, and fits in with the reaction animation.

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 action/intent.
- Technical requirements- The resolution should be 1920 x 1080 at 24fps and submitted in the .mov, .avi, or .mp4 format.
- Finished quality – Backgrounds elements are consistent in style and support the character. Level of detail is maintained and supports the period for creation.

4.1 Tie (No ties are allowed)

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



4.2 Competition rules

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

5. CONTACT INFORMATION

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