



## 2012 Nova Scotia Skills Competition

### 2D COMPUTER CHARACTER ANIMATION Post-Secondary Level (Individual) Truro Campus, NSCC Wednesday March 28<sup>th</sup>, 2012

#### Purpose of Challenge:

To test freehand drawing and computer based 2D animation skills at a post-secondary level. The characters should be the focus of the production but the final grading will be based on your ability to tell a complete story.

#### Number of Stations:

10 computer stations

#### Skills and knowledge to be tested:

**The competition will focus on the participants' ability to tell a story.** It will reflect all aspects of animation: pre-production, production, and post-production. The competitor will develop an original storyboard based on a given scenario, draw a character model sheet, and then animate the sequence using classical animation principles.

1. Each competitor will produce a storyboard and character model sheets on paper that sets out their proposed animation following the scenario provided.
2. After the first hour of competition students will be allowed access to the computer workstations they are assigned.
3. Storyboards and model sheets will be collected after the two hour period. These storyboards are what competitors will be judged against. Storyboards will be returned to each competitor after they have been copied for the judges. Upon return of the sheets, only minor modifications will be permitted.
4. Competitors should note that model sheets **MUST** include front,  $\frac{3}{4}$  front, profile (side),  $\frac{3}{4}$  back, and back views of the character.
5. If you wish to use any other software you must consult with the technical committee at Skills Canada (see below) to make arrangements well in advance!
6. Video editing software will be installed on every computer and should be used to assemble the different parts of final product.
7. Competitors are not allowed to bring any data files with them.
8. Nowhere within the presentation should the name of the students or their school appear.
9. Competitors will work independently. Instructors and/or observers will give no assistance.
10. FINAL OUTPUT for judging will be as a Flash movie.

#### Prerequisites:

Must be in enrolled in a post-secondary course or program.

## Equipment, tools, supplies, clothing:

### EQUIPMENT SUPPLIED BY THE COMMITTEE:

- Hardware: An appropriate computer with a monitor, a keyboard, and a mouse. Wacom pens and tablets may also be available.
- Software: One copy per work station of Flash CS5, Adobe Premiere Pro CS5, Adobe PhotoShop CS5.
- No external support programs or plug-ins (other than those found in the final shipped version of the software) may be used.
- Image input devices (scanner) – provided for all to access and share.
- Paper and storyboard panels.

### Attention Competitors:

*Teams wanting to use software other than that provided by the committee have the option of bringing their own computers with them, or of bringing a copy of the software to the competition, including all necessary components required to install the software (i.e. dongles). **Contact the committee well in advance to make arrangements.** The committee will make all efforts to have the software available to the competitors before the start of the event. Due to the nature of installing software, teams should be prepared to use the software provided by the committee if installing their desired software is unsuccessful.*

### EQUIPMENT SUPPLIED BY THE CONTESTANT:

- Pencils, ruler and eraser.
- Wacom digital pen and tablet (USB), if desired.

## Point Breakdown:

### Storytelling 25%

- Clarity of message (storyboard demonstrates all elements to be communicated visually to the audience)
- Storyboard uses industry standard symbols and terminology.
- Final presentation illustrates storyline planned and outlined in storyboards.
- Methods chosen (ex. Camera shots, effects) and outlined on the storyboard compliment the storyline.
- Storyline illustrates the theme provided in a creative and original manner.

### Character design 25%

- Model sheet reflects front, 3/4 front, side, 3/4 back, and back views of the character.
- Quality of individual Models (structure, proportions and appeal)
- Contrast between each character helps to emphasize personality traits in the main character.
- Each character's look and style is relevant to the story.

### Animation 50%

Effective application of animation principles such as anticipation, exaggeration and secondary motion and the forces that act upon the characters and their environment.

**Note: Any competitor who does not complete all the assigned tasks (character design, storyboard, and an animated movie) will not be eligible to win a medal.**

## Proposed Event Times:

8:30 am – 9:00 am	Orientation
9:00 am – 10:00 am	Model sheets and storyboarding – No access to computers.
10:00 am – noon	Production time
noon – 12:30 pm	Break for lunch (mandatory)
12:30 pm – 3:30 pm	Production time
3:30 pm	Screening of competitors' movies

## Judges:

TBA

## Technical Committee Members

Debbie Smith	Nova Scotia Community College	<a href="mailto:debbie.smith@nsc.ca">debbie.smith@nsc.ca</a>	(902) 893-5892
Robert Gibson	Nova Scotia Community College	<a href="mailto:robert.gibson@nsc.ca">robert.gibson@nsc.ca</a>	(902) 896-3558
Crystal Marshall	Nova Scotia Community College	<a href="mailto:crystal.marshall@nsc.ca">crystal.marshall@nsc.ca</a>	(902) 893-5892
Hal Phillips	Nova Scotia Community College	<a href="mailto:harold.phillips@nsc.ca">harold.phillips@nsc.ca</a>	(902) 890-7744

## Additional Information:

For directions on how to find the NSCC campus in Truro, please visit [www.truro.nsc.ca/directions.htm](http://www.truro.nsc.ca/directions.htm)

The competition will be held on the third floor of McCarthy Hall, the building facing directly onto Arthur Street.

