Regional Scope Document

3D Character Design and Animation (Secondary)

Team of Two

==Contest Length: 6hrs Check in time: 7-7:30AM   Contest Start: 8:00AM==

1. INTRODUCTION

==Notice major changes to challenge==

3D Teams are permitted to send two 3D Character Rigs to the competition. Contest Chair must receive and review Character Rigs for approval 15 days prior to the competition day.

==**A sound library and wildcard will be provided at the morning of the competition for the students to use in their animation.**==

==**A character turnaround may be brought in advance to the competition, however it will not be part of the judging.**==

1.1 Purpose of the Challenge.

- To evaluate each team's ability, skill and knowledge of animation as they prepare for employment in the animation field.
- Competitors must have ==clear and precise== drawing skills and captivate the audience with a good story.
- Character Animation deals with the creation and animation of characters used in storytelling. They may take the shape of any object in response to the sounds provided.
- The ==sound library and wildcard== of the project will be provided to the competitors at the morning of the competition.
- The "main characters" should be the focus of the production. There are no limitations as to the realism of the characters; however, the ability of characters to express emotion is a major component of the competition .

- Upon completion of the animation, teams will present their ==3 panel storyboard breakdowns, which should include the setup, climax, and resolution of the story, a pose test for each character, animatic and final animation== to the judges in a structured presentation.

2. CONTEST DESCRIPTION

2.1 Skills and Knowledge to be tested.

- Participants will be challenged to detail and plan the development of a complete animated story ==based on two characters hugging in the resolution while utilizing the sound library and wildcard.==
- The competition will focus on the participants' ability to tell a story through expressive characters and the animation process.
- Through storyboarding the competitors outline their idea on paper==/digitally, create an animatic and then bring their story to life by creating, animating and compositing the scenes outlined in their storyboard.==

2.2 Tasks that may be performed during the contest

- The project will have a ==sound library and the **main story resolution of the animation must have two characters hugging**==. The ==sound library== will be released prior to the beginning of competition. ==The completed project must be 11 seconds. If animation exceeds the max length or is too short, teams will be disqualified.== All animation renders must be completed by **2:00 P.M.** and be rendered with a beginning and ending slate. (Slate: identification, 2D or 3D and group number.)
- Produce a ==3 panel storyboard breakdown which should include the setup, climax, and resolution of the story, character pose tests, animatic, and final animation while implementing the sound library and wildcard provided.==
- The final product must follow ==the 3 panel storyboard breakdowns.==
- Competitors should note that ==pose test sheets MUST include 1 pose representing each character's personality in which will be portrayed in the final animation, and a short biography of the character.==
- Competitors must demonstrate their knowledge of the 12 principles of animation in their project.
- Competitors are expected to create convincing environments and supporting models.
- Nowhere within the presentation and supporting documents should the name of the students or their school appear.
- There must be an obvious beginning and end to the final animation. This could be through the use of the first frame being black or titling.

- The teams will work independently. Instructors and/or observers will give NO assistance and are not allowed in the competition area.

3. EQUIPMENT, MATERIAL, CLOTHING

3.1 Equipment and material provided by Skills/Compétences Canada

- 2 Workstations/Team
- Hardware Requirements – (Minimum, may vary by location)
    - Intel Graphics Workstation with Quad Core Processors
    - 500Gb HD
    - 8Gb RAM
    - Dedicated video card as approved by Autodesk
    - DVD Writer
    - Flat Panel Display 1920 X 1080
    - Sound card or integrated sound; DVD ROM.
    - Operating System –Windows 7 or 10 64 Bit

Note: All applications will run on demonstration/trial mode.

- Notice- that 2D and 3D will have the same apps on all the computers. The competition will use the **most current applications as of January 2017/2018**.
- 3D Software: 3D Studio Max, Maya, Blender.
- 2D Software: Adobe Flash/Animate, Toon Boom Harmony.
- **Graphic and Storyboarding Software: Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects,** and SketchBook Pro.
- **Viewing Software: VLC**

No external support programs, plug-ins, or documentation (other than those found in the final shipped version of the software) may be used. There will be spare machines for those who cannot BYOD. Note, only limited and latest software will be installed.

4. Equipment and material provided by the <u>competitor</u>:

- **Optional:** Bringing your own computer/devices is allowed and recommended. there will be spare machines for those who cannot BYOD.
- A email message from each team's teacher to the Tech Chair is required stating their intention regarding computing devices.
- Competitors are only able to have a maximum of two computers running at a time. Backup computers are acceptable. Desk space will be limited.
- If competitors are bringing a computer or laptop from their school (instead of their personal computer), please ensure that the computer is unlocked so documents and possibly software can be saved/installed to the hard drive and technology support can be provided onsite. This may require access to CMOS settings.

- Tablet and driver (Driver compatible with Windows ==7 or 10== 64 bit)
- Headphones.
- Drawing materials
- ==Two 3D charater rigs. (Must already be a file within the laptop/computer itself)==

Note: Audio devices, including CD players, iPods, and mp3 players, USBs are **NOT** permitted in the competition area. (USBs provided by adviser only at end of competition to make copy of work).

4.1 Required clothing (Provided by competitor)

- Appropriate Business-casual Attire: **no** school name, provincial name or commercial logo on any visible attire.

5. ASSESSMENT

5.1 Point breakdown

POINT BREAKDOWN	/100
Preproduction	25
Wild Card	30
Animation	35
Final Product	10

Please see ==Judging Criteria document== for detailed score breakdown.

Technical Committee

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