

Regional Scope Document



2D Character Computer Animation 2026, February 20

(Team of Two) **THEME: to be announced on the day of
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 strong 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 project provided. The details of the project will be provided immediately prior to 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. A good animated character is one that creates empathy. Upon completion of the animation, teams will present their storyboard, model sheets and animation to the judges in a structured presentation.

Skills & Knowledge to be Tested:

Given a project, participants will be challenged to detail and plan the development of a completed story. The completion will focus on the participants’ ability to tell a story through expressive characters. By scripting and storyboarding the competitors outline their idea on paper. Competitors will then bring their story to life by creating, animating and compositing the scenes outlined in their storyboard. This represents the animation process.

Specific Requirements:

EACH TEAM, ON THE DAY OF COMPETITION WILL:

1. Produce a storyboard and character model sheets on paper that sets out their proposed animation following the project provided.
2. Competitors must demonstrate their knowledge of the 12 principles of animation in their project.
3. Animations should demonstrate a unity of style amongst the character, environment and props.
4. Nowhere within the presentation of supporting documents should the name of the students, their school appear.
5. There must be an obvious beginning and end to the presentation. This could be through the use of the first frame being black or titling.
6. You can use any sounds that can be gathered via Internet or sound library, if one has been included.

7. The teams will work independently and instructors will only assist with technology issues.

12 Principles of Animation:

- 1) Squash and Stretch
- 2) Anticipation
- 3) Staging
- 4) Straight ahead action and pose to pose
- 5) Follow through
- 6) Slow in and slow out
- 7) Arcs
- 8) Secondary Action
- 9) Timing
- 10) Exaggeration
- 11) Solid Drawing
- 12) Appeal

Contestants are advised to process all 2D animation software into a final video.

Miscellaneous Information:

- competitors should bring their own technology (computer and software) to complete this competition.
- competitors will each be given the same amount of time to complete their animation.
- the teams will work independently. Instructors and/or observers will give no assistance other than technical.
- the length (playing time in seconds) and other aspects of the final animation are to be determined by the individual competing teams.
- total contest duration is 4 hours.

Judging/Distribution of Marks

Judges will individually view and assess final animations. Tabulation sheets will be given to the members of the judging committee for verification of scores. In the event of a tie judges will be asked to confer and come to a consensus on winners.

Storytelling /25

- clarity of message and planning (storyboard demonstrates all elements to be communicated visually to the audience)
- final presentation illustrates storyline planned and outlined in the 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

- quality of individual models (structure, proportions and appeal)

- contrast between each character helps to emphasize personality traits in the main character
- unity of style in each cast members (part of a group)
- model sheet reflects front, side and back views of the character

Aesthetics /25

- effective use of colours
- effective use of texture
- effective use of lighting to create atmosphere and assist in establishing continuity within the scenes
- unity of style amongst the environment and props where the characters perform

Animation /25

- timing of the story: obvious beginning and end
- effective application of animation principles such as anticipation, exaggeration and secondary motion and the forces that act upon the characters and their environment
- staging: relationship between the camera and the character
- acting: expression, effective posing, ability to provoke empathy and emotion in the audience