



DSBN 3D ANIMATION SKILLS CHALLENGE 2023

SECONDARY LEVEL SCOPE

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PURPOSE OF THE CONTEST: The animation industry is presently vibrant throughout all corners of our globe, providing an opportunity for our students to pursue employment in such a vast and constantly growing industry. It requires a combination of technical and artistic skills to perform successfully. The main purpose of the competition is to provide the competitors with the opportunity to demonstrate key creative and technical skill sets that incorporate the character animation production process. The competition will focus on the participants' ability to tell a story through the delivery of character performance.

EVENT DETAILS

Date: Wednesday March 1st, 2023

Time: 8:30am - 2:00pm

Location: Niagara College – Welland Campus

ENTRY: Students must register online at <https://technological-skills-challenges.dsbn.org/> with all the required information completed to be eligible to participate.

AGENDA: There will be a ½ hour orientation for this contest. Students will have the opportunity to ask questions of the Technical Chairs and the wild card shall be revealed.

ASSIGNMENT:

Story Breakdown: 3 Panels (template will be provided) in the form of a storyboard to be submitted in the first hour showcasing the three important moments of the animation (story beats). (TIME ALLOCATED 1 HOUR ONLY)

- First Panel will cover the Story Setup,
- Second Panel will cover Story Conflict, and
- Third Panel will cover Story Resolution.

****Direction from the National Animation Committee (NTC), the set up must include a sit-to-stand OR stand-to-sit *****

Wild Card: In addition, during the competition, competitors will be given a wild card story element that must be incorporated into their story setup, conflict and/or resolution. The additional element (wild card) must be a necessary part of the story plot and will be revealed to competitors during the orientation.

The single wild card will be selected from one of the following: beverage container, bookbag, table lamp, mobile device, book/magazine.

Animation: Competitors are required to create an animation that demonstrates principles of animation in each section of the plot (setup, conflict, and resolution), has believability, entertainment value, and cinematography.

Specifications for the animation:

- The animation must be between 4 and 11 seconds.
- Animation must be formatted at 1280 x 720 in either .mp4 or .mov @24 FPS.
- 3D Competitors are permitted to bring two Character Rigs. NO animation can be included in the Character Rigs. All supporting assets must be created at the competition event.
- The teams will work independently. Instructors and/or observers will give no assistance and are not allowed in the competition area.

IMPORTANT : Files must be assembled into one final player, fully rendered and available for judging by the cut off period.

SUBMISSION PROCEDURE

- Name your final video as BadgeID#1 _ BadgeID#2 .MP4 (Example: 023_024.MP4)
- Animation must be formatted at 1280 x 720 in either .mp4 or .mov @24 FPS.
- Submit your story board as well.
- Competitors will be provided with a shared google drive to submit their final video.
- Be sure that the music is copyright free or proof of copyright clearance is provided in this submission folder.

SAFETY REQUIREMENTS: Competitors are required to follow all industry safety standards during the competition.

EQUIPMENT, MATERIALS, TOOLS, AND SUPPLIES:

Equipment Supplied by the Competitor:

- 2 computers and or tablets as required.
- Additional machines can be brought however, it can't be used unless required.

REQUIRED PRIOR KNOWLEDGE:

Programs such as Blender or Maya.

CLOTHING REQUIREMENTS:

Casual business attire with DSBN Technology shirt

JUDGING CRITERIA: (TOTAL: /100)

WILD CARD	/30
Element Plot Integration - The wild card element is visible and necessary in each story breakdown. The element has significance and has a creative influence in the characters' sit-to- stand or stand-to-sit.	10
Appeal - The element is engaging and evokes emotion from the audience. The element is visually consistent and has a good silhouette throughout the animation.	10
Performance of Element - The element exhibits use of strong animation principles and must include the use of arcs and slow in and slow out.	10
ANIMATION	/60
Story Setup Animation - Minimum of 3 principles demonstrated in the story setup. The animation is smooth, believable and readable.	12
Story Conflict Animation - Minimum of 3 principles demonstrated in the conflict. The action of the characters' sit-to-stand or stand-to-sit is present and creatively implemented. The animation is smooth, believable and readable.	12
Story Resolution Animation - Minimum of 3 principles demonstrated in the resolution. The animation is smooth, believable and readable.	12
Design Principles - Effective visual depth is used to separate foreground, middle ground and background. The layout strongly supports animation focus and interest. - Design/colour harmony is present.	12

Cinematography - Camera movement has purpose and does not distract or cause uneasiness. A variety of shots are used. Sets and props are used to establish shots. Visual depth is present. All shots are present in the final animation.	12
FINAL PRODUCT	/10
Story - The story plot is clear.	5
Complete Product: - The final piece elicits an emotional reaction - Characters are "brought to life" - The piece has an overall appeal	5
TOTAL:	100

There can be no ties – if the score is even after the contest, the Final Product score will be used as the tie-breaker.

Rule infractions will result in appropriate mark deductions at the discretion of the Technical Committee. Any disqualifications will be reviewed by the Director of Competitions.

TEACHER'S ROLE: Instructors are expected to acquaint their student participants with all of the enclosed guidelines. Teachers may accompany their students or visit any time during the competition, but may not assist the competitors during the challenge.

**** Each competitor will be given a number by their coordinator upon registration at the location and will be judged anonymously during the competition.**