



Contest Deliverables and Judging Criteria

2D 3D Character Computer Animation

SECONDARY

PROJECT OVERVIEW

Tasks that may be performed during the contest.

Competitors will be given 12 hours to plan and complete an 11-15 second animation.

Competitors will need to develop a story breakdown, pose test, animatic, and animation that includes character(s) and the following story plot breakdowns: setup, conflict, and resolution. The story must have the following required character action – Dodge (zig or zag).

OVERALL MARKS BREAKDOWN

TASKS	/100
Preproduction	25
Wild Card	30
Animation	40
Final Product	5

WILD CARD

Wild Card Plot Integration	12 marks
Appeal	6 marks
Performance of Wild Card	6 marks
Audio Clip Inclusion	6 marks

Wild Card (30 marks). During the orientation competitors will be given wild card that must be included in the setup, conflict, and resolution of their story. The wild card must be a necessary part of the story plot. The wild card should have significance and have a creative influence in the required character action. The wild card will be selected from one of the following: **ball, baseball bat, frisbee, banana, bread loaf, or newspaper.** Audio must be used to support the wild card animation.

Wild Card Judging Criteria: Judging criteria will be released in a separate document titled “Judging Criteria”.

PRE-PRODUCTION (25 marks)

Story Plot Breakdown	7 marks
Pose Test	5 marks
Animatic	13 marks

Pre-Production - Story Breakdown (7 marks): Competitors are required to submit three storyboard panels. One demonstrating the setup, one demonstrating the conflict and one demonstrating the resolution. Storyboard panels must include captions and action notes. Competitors must use the storyboard panel template provided.

Pre-Production - Pose Test (5 marks): Competitors are required to create a pose test for the protagonist character that demonstrates the personality of their character and shows a strong silhouette. The pose test directly reflects a dynamic moment taking place within the story. A character name and bio must be included. Competitors must use the pose test template provided. Character pose tests can be screenshots from the program itself.

Story Breakdown & Pose Test Submission Timeline: The story breakdown and pose test must be submitted at the end of the 1st hour. Late submissions will not be graded.

Story Breakdown & Pose Test Submission Requirement: The story breakdown and pose test must be submitted as PNG, JPG, or PDF files using the template provided. Competitors need to use screen grabs and/or rendered individual frames from within their respective application/s.

Pre-Production Animatic (13 marks): Competitors are required to create an animatic of their planned animation. Audio clips must be included in each storyboard breakdown within the animatic (setup, conflict, and resolution). Within the animatic, teams are required to label the setup, conflict, and resolution in the top right corner. The labels must be held for the entire duration. The animatic needs to include the same shots from the 3-panel story breakdown.

Animatic Submission Timeline: The previsualization must be submitted at the end of the 4th hour. Late submissions will not be graded.

Animatic Submission Requirement: The previsualization must be submitted as a .mp4 file. Resolution is 1280 x 720. 24 fps. 11 - 15 seconds. The previsualization needs to be created with screen grabs and/or rendered individual frames from within their respective 3d application.

PRODUCTION:

Animation (40 marks). Competitors are required to create an animation that follows the preproduction submissions, demonstrates the principles of animation in each section of the plot (setup, conflict, and resolution), has believability, entertainment value, and cinematography. Audio placement and usage matches the animatic.

Animation Submission Timeline: The animation will be submitted in the final product described in the section below and must be submitted at the end of the 12th hour. Late submissions will not be graded.

Story Setup Animation	7 marks
Story Conflict Animation	7 marks
Story Resolution Animation	7 marks
Required Action	7 marks
Design Principles	6 marks
Cinematography	4 marks
Audio	2 marks

FINAL PRODUCT (5 marks)

Pre-Production Influence	1 mark
Submitted Video Specifications	4 marks

FINAL PRODUCT DELIVERABLES:

- Final animation which will include:
 - Team Title Slate (will be provided)
 - Animation Title Slate (will be provided)
 - Animation 11 - 15 seconds
 - References (template will be provided) - Hold for 5 seconds.

Please provide reference to your character rigs used. If you build your own, please indicate “Rigs created by__”. Only use your Province name, not your real name.

- **Final sequence which will include:**
 - Team Title Slate (will be provided)
 - Pose Test Title Slate (will be provided)
 - Pose test - Hold for 5 seconds.
 - Animatic Title Slate (will be provided)
 - Animatic 11 - 15 seconds

- Animation Title Slate (will be provided)
- Animation 11 - 15 seconds
- References (template will be provided) - Hold for 5 seconds.

Please provide reference to your character rigs used. If you build your own, please indicate "Rigs created by__". Only use your Province name, not your real name.

Final Product Submission Timeline: The final submissions must be submitted at the end of the 12th hour. Late submissions will not be graded.

Final Product Submission Requirement: The final submissions must be submitted as a .mp4 file. Resolution is 1280 x 720. 24 fps. The title slates mentioned above must be included.