



**2025 DSBN REGIONAL
3D CHARACTER ANIMATION TEAM
SKILLS CHALLENGE SECONDARY LEVEL SCOPE**

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PURPOSE OF THE CONTEST: To evaluate proficiency in the Television and Video communication fields.

EVENT DETAILS

Date: Wednesday February 26, 2025
Time: 8:00am - 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 15 min orientation for this contest. Students will have the opportunity to ask questions of the Technical Chairs, and the secret theme shall be revealed!

[1 hour] Starting at 8:00 AM
Pre-Production - Story Breakdown: Competitors are to submit three storyboard panels. One demonstrating the setup, one demonstrating the conflict and one demonstrating the resolution. Storyboard panels must include captions and timing.
Story breakdown must be submitted no later than the 1-hour cut-off.
[due at 3:30 PM]
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.
Final animations must be submitted by 3:00 PM

SPECIFIC REQUIREMENTS

100% Practical

Competitors will be given 7.5 hours to develop a story breakdown and animation that includes two characters and the following story plot breakdowns: setup, conflict, and resolution.

SKILLS AND KNOWLEDGE TO BE TESTED:

Teams will deliver their story breakdown and final product/animation to the Technical Chairs at specific times throughout the competition. 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).

1. First Panel will cover the Story Setup
2. Second Panel will cover Story Conflict, and
3. The Third Panel will cover Story Resolution.

THEME: **Direction from the National Animation Committee (NTC), the setup, conflict, and or resolution must include the following action - Dodge (Zig or Zag).

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: Ball, Baseball Bat, Frisbee, Banana, Bread Loaf, or a Newspaper.

Specifications for the animation:

- The animation must be between 5 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 3:00pm cut off.

SAFETY REQUIREMENTS:

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

EQUIPMENT, MATERIALS, TOOLS, AND SUPPLIES:

Equipment Supplied by the Competitor:

- **Competitors must bring their own tablet to the competition. Digital Drawing tools such as Bamboo tablets or equivalent are permitted. **Apple I pads and Apple products are not compatible with the provided PCs and are therefore NOT a permitted device or product for this contest.****
 - *Competitors are responsible for the installation and troubleshooting of their devices.*
 - *If devices brought for peripheral tablets (ie drawing tablet) must bring a driver that is compatible with Windows 10*
 - *To bring a back-up device if wished. No back up devices will be available/ provided*
- *Headphones*
- *Pencils and erasers*
- *Refillable water bottle, water stations will be on/ near the contest site.*

Supplied by DSBN:

- *Workstation Hardware (Intel Core, 8 GB – 16 GB DDR4 RAM, 256 GB SSD)*
- *Viewing software will be Quicktime 7, and MS Media Player.*
- *No external support programs, plug-ins, or documentation (other than those found in the final shipped version of the software) may be used.*
- *Image input devices (scanner and digital camera) provided for all to access and share.*
- *Standard storyboard and model sheets will be provided.*

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.

JUDGING CRITERIA:

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 Chair of Competition.

Wild Card	/30
<u>Element Plot Integration</u> <ul style="list-style-type: none"> - The wild card element is visible and necessary in each story breakdown. The element has significance and has a creative influence in the characters' dodge or zig zag. 	/10
<u>Appeal</u> <ul style="list-style-type: none"> - The element is engaging and evokes emotion from the audience. The element is visually consistent and has a good silhouette throughout the animation. 	/10
<u>Performance of Element</u> <ul style="list-style-type: none"> - The element exhibits use of strong animation principles and must include the use of arcs and slow in and slow out. 	/10
ANIMATION	/60
<u>Story Setup Animation</u> <ul style="list-style-type: none"> - Minimum of 3 principles demonstrated in the story setup. The animation is smooth, believable and readable. 	/12
<u>Story Conflict Animation</u> <ul style="list-style-type: none"> - Minimum of 3 principles demonstrated in the conflict. The action of the characters' dodging or zig zagging is present and creatively implemented. The animation is smooth, believable and readable. 	/12
<u>Story Resolution Animation</u> <ul style="list-style-type: none"> - Minimum of 3 principles demonstrated in the resolution. The animation is smooth, believable and readable. 	/12
<u>Design Principles</u> <ul style="list-style-type: none"> - 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
<u>Cinematography</u> <ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - The story plot is clear. 	/5
Complete Product: <ul style="list-style-type: none"> - The final piece elicits an emotional reaction - Characters are "brought to life" - The piece has an overall appeal 	/5
Total, Mark out of 100	/100