



Limestone Skills Competition
March 24, 2017

3D Character Animation (Team of 2)
Secondary 2017

Committee members: Mike Mol and Melinda Scott-McAuliffe

Limestone Skills Competition Co-Chair: Tom Pinkerton

Judges: *TBD*

Location: *St Lawrence College*

Purpose of the Contest:

To provide the teams with an opportunity to demonstrate their skills in the field of 3D Character Animation.

Skills and Knowledge to be tested:

The teams will be challenged to produce a short animated story (typically approximately 10-30 seconds in length) that will focus on the their' ability to tell their story using expressive 3D digital characters. Teams will structure their story around a soundbite that will be provided to the competitors by Wednesday March 8th, 2017. *Teams are permitted to create/obtain two (2) 3D Character Rigs and bring them to the competition for use in their animated story. Characters may take the shape of any object, humanoid or otherwise. The ability of the characters to express emotion is a major component of the competition and so this should be considered when the teams' decide which characters to choose for the competition.*

During the competition teams will be asked to:

- Produce (by either hand drawing or using a computer) a STORYBOARD illustrating the flow of the animation
- Produce (by either hand drawing or using a computer) CHARACTER MODEL SHEETS showing their characters
- Produce a DIGITAL ANIMATION (by using one or more of the approved competition software - see list below) that does not exceed the length of the soundbite
- PRESENT their animation and show how their expressive characters communicate their emotions and demonstrate the team's knowledge of the 12 principles of animation

Equipment and Materials:

Provided **BY** the Competitors:

- ✓ 2 - 3D Character Rigs per team
- ✓ Pens/Pencils
- ✓ Headphones
- ✓ Up to 2 approved computer workstations running Windows 7 or Windows 10 per team
- ✓ Approved 3D Software installed on workstation(s): 3D Studio Max 2015 (64 Bit version), Maya 2015 (64 Bit), Cinema 4D version Trial Version, Blender 3D, - most current versions as of January 2017.
- ✓ Approved 2D Software installed on workstation(s): Adobe CS6 Suite, Harmony Essentials
- ✓ Approved Graphic/Storyboarding Software: Adobe Photoshop, SketchBook Pro

Provided **TO** the Competitor:

- ✓ Paper storyboard and character model sheets
- ✓ Image input devices (scanner and digital camera)

Evaluation:

(NOTE: refer to the "Judging Criteria" section of the Ontario Skills 3D Character Animation Scope found at the following web address

<http://www.skillsontario.com/index.php?p=download&file=626> for more specific details on the following criteria)

Judging Criteria	
Storyboarding	15%
Character and Design	20%
Animation	40%
Final Product	20%
Final Presentation	5%
Total	100%

A minimum score of 60% will be required to receive any ribbon or medal or to be eligible to advance to the Skills Ontario Regional Competition.

As the rules state, there are no ties. If the score is even after the contest closes. Competition Judges will have final authority of which contestant receives the gold metal.

If you have any questions about this scope please contact the competition chair:

Tom Pinkerton - *Ernestown Secondary School*
at pinkertont@limestone.on.ca