2026 DSBN REGIONAL
3D CHARACTER ANIMATION TEAM
SKILLS CHALLENGE SECONDARY LEVEL SCOPE

1. GENERAL CONTEST INFORMATION

1.1. 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.

1.2. Technical Committee:

Technical Chair: Simeon Remedios (simeon.remedios@dsbn.org)

Any questions regarding this scope must be sent at least two weeks prior to the contest date to be guaranteed a response.

1.3. Contest Schedule

Location: Niagara College Welland Campus Schedule: Wednesday March 4, 2026	
8:00 am	Registration
8:30 am	Competition Start
11:00 am	Ball with Tail Animation Submitted
LUNCH	Eat and Work if you wish.
2:30 pm	Final Animation Submitted

1.4.   Contest Description

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

Ball Bounce with a Tail (40 marks) [3 hours]

Animation Description: Competitors need to animate a ball with a tail entering from off camera screen left, bouncing off three elements, and settling screen right. Competitors are required to demonstrate the principles of animation.

Background/Stage: Competitors will need to incorporate the background provided where the ball. with a tail will "jump off-of".

Aesthetic/Style (3D): No (Real World) textures simple colours only and the use of default lighting systems within your respective 3D application of choice.

Camera Movement: There is to be no camera movement, just a stationary camera (locked).

Animation Length: Maximum 5 seconds

Rig (3D): Competitors have been provided with a ball with tail rig in the links below an fbx or native application format. Competitors should ensure that they test the rig in advance. No alterations can be made to the rig. If the rig is not working competitors need to ensure they are using the recommended software versions.

DOWNLOADABLE FILES
Maya Ball with Tail Rig
More Maya Rigs
LINK TO DOWNLOAD BACKGROUNDS AND OTHER BLENDER FILES

Submission Requirements (3D): 1920 x 1080 (pixels), 24 fps, and .mp4. The submission needs to be named Team#_BallBounce. Example: Team#_BallBounce.

Character Animation Take (Reaction) (50 marks) [DUE AT 2:30pm]

Animation Description: Competitors will be required to animate a character having one surprised reaction to a mysterious object entering the screen. Competitors are required to demonstrate the principles of animation. The character must be bipedal (Human or Robot Character with 2 arms, 2 legs, with a head, and a torso). The mystery object will be given at orientation.

Background/Stage: The competitor must develop background elements/assets to adequately stage the action and support the animation.

Aesthetic/Style (3D): Background, character, and mystery object should be coloured. No (Real World) textures, simple colours only, including the use of default lighting systems within your respective 3D application of choice.
Camera Movement: Competitors are allowed and encouraged to include camera movements and cuts to enhance the action/intent of the scene.

Animation Length: Maximum 7 seconds.

Sound Incorporation: Competitors will be provided with a base library of audio clips (.mp3 and .wav) Audio clips can be edited using sound editing software. No additional sounds may be used or incorporated.

Rig (3D): Competitors are required to bring one-character rig to the competition. The character rig cannot include pre-made animations. The character rig can be downloaded but must be creative commons or free. Please review the terms and conditions of the rig. Acknowledgement of the rig creator must be added to the final submissions (outlined further below). Character rig will be reviewed by the tech chairs during orientation.

Submission Requirements (3D): 1920 x 1080 (pixels), 24 fps, and .mp4. The submission needs to be named Team#_Reaction. **Example Team12_Reaction.**

Final Sequence (10 marks)

The competitor is required to submit the two sequences with the title slates. Title slates will be provided to the competitors [HERE](#).

The order of the final submission is as follows:

1. Team Title Slate
2. Ball with Tail Bounce Slate
3. Ball with Tail Bounce Animation
4. Character Reaction Slate
5. Character Animation Take (Reaction) 6. Reference (hold for five seconds)

Submission Requirements (3D): 1920 x 1080 (pixels), 24 fps, and .mp4. The submission needs to be named Team#_ FinalSequence.
        Example: Team12_FinalSequence

The teams will work independently. Instructors and/or observers will give no assistance and are not allowed in the competition area.

2.   SKILLS AND KNOWLEDGE TO BE TESTED

100% Practical: Competitors will be given 6 hours to complete a total of two animated sequences - A Ball Bounce With Tail and a Character Animation Take (Reaction. All animations must be submitted by 2:30 PM.

3.   JUDGING CRITERIA

TASKS	/100
BALL WITH TAIL BOUNCE	**/40**
CHARACTER ANIMATION TAKE (REACTION)	**/50**
FINAL SEQUENCE	**/10**

There can be no ties – if the score is even after the contest, the Final Sequence score will be used as the tiebreaker.

4.   EQUIPMENT AND MATERIALS

Supplied by Competitor:

- Competitors must bring their own Display Drawing tablet to the competition. Digital Drawing tools such as Bamboo tablets or equivalent are permitted. Apple iPads 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
    - HDMI to mini display adapter may be required or any other peripherals necessary to connect individual display tablets to the provided computer.
- Headphones
- Pencils and erasers
- Refillable water bottle, water stations will be on/ near the contest site.

Supplied by Technical Committee:
- WORKSTATION
- Hard drive
- Blender Software

5.   SAFETY

Safety is a priority at the Skills Competition. At the discretion of Technical Committee, any competitor can be removed from the competition site for not having the proper safety equipment and/or not acting in a safe manner. *Competitors will not be permitted to compete until they have the needed safety equipment. Competition judges will have final authority on matters of safety.