

2026 SKILLS COMPETITION 2D ANIMATION – SECONDARY LEVEL

Date: Monday, February 23, 2026

Location: Loyalist College, Lab 2L13B

PURPOSE OF THE CONTEST:

The main purpose of the competition is to provide the competitors with the opportunity to demonstrate their knowledge and skill in Character Animation as they prepare for post-secondary education.

SKILLS AND KNOWLEDGE TO BE TESTED:

Practical 100%

The project will have a specific 10 second sound bite to dictate animation. The sound bite will be released at the beginning of the competition.

Produce storyboards and character model sheets electronically and/or on paper that sets out their proposed animation following the project provided.

The final product will be compared to the storyboards.

Competitors should note that model sheets **MUST** include front, profile (side) and back views of the character. Digital and printed templates will be provided.

Competitors must demonstrate their knowledge of the 12 Principles of Animation in their project.

Character animation is the focus of this competition.

Props and sets should be kept to a minimum as these elements are secondary to the character animation.

Nowhere within the presentation and supporting documents should the name of the students, their school or school board appear.

There must be an obvious beginning and end to the final animation. This could be through the use of the first frame being black or a title sequence.

Criteria	Timing	Percentages
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Storyboard (6-10 panels)	9:00 - 11:00am	25%
Character art/turnaround	9:00 - 11:00am	25%
Pencil Test animation, 10 seconds in duration at 12 fps. 12 Principles of animation demonstrated in animation and character work.	11:00am – 3:00pm	50%

EQUIPMENT AND MATERIALS SUPPLIED BY THE COMMITTEE:

2D Software: Adobe CS Suite, Adobe Animate, Photoshop

Graphic and Storyboarding Software/paper copies: Adobe Photoshop, Procreate template, character turnaround sheet, blank storyboard panels

Workstation with required hardware, WACOM drawing tablet and pen

EQUIPMENT SUPPLIED BY THE COMPETITOR

- Ipad + apple pencil *if that is chosen method for animation
- Animation app and drawing app *if ipad is chosen method/tool
- Pencil and eraser
- Paper MMM

2D ANIMATION COMPETITION 2026 SAFETY

Safety is the number one priority at Loyalist College. At the discretion of the judges and technical support any competitor can and will be removed from the competition site for not having the appropriate safety equipment and / or for not practicing safe codes of conduct.

Rules and Regulations

Late arrivals will be disqualified from the competition

A competitor will be disqualified for showing any disregard for themselves, other competitors or the equipment.

A competitor will be disqualified for using equipment or materials that are not permitted

A competitor will be disqualified for dishonesty or cheating or the use of AI to generate art or animation.

Projects must not be started prior to competition, if workin on Ipad, students must show facilitator a clean slate and show progress during competition.

Competitors are not permitted to wear logos, except for school or school board logos.

Competitors must come with a sense of play and a willingness to have fun.