

## ANIMATION 2D or 3D

This category seeks to promote the technical field of 2D or 3D animation programs and honor our students' climb up the steep learning curve of such programs. Films in this category must use animation software such as Flash or Toon Boom for 2D animation, and Maya, 3D Studio Max or Blender for 3D animation. Animation generators such as GoAnimate cannot be used. Though technical prowess holds scoring merit, judging weight will side with the story as well. Cool effects will not overshadow a good story

**Maximum Length:** 5-minutes

### Key Criteria Elements Covered:

- **Narrative focus** (story beats flashy special effects).
- **2D:** Consistent drawing, proper light/shadow, camera angles, smooth framerate.
- **3D:** Modeling detail, proportion, balance, texturing, dynamic lighting.

**Category: Animation (Max 100 Points)**

**Length:** 5 Minutes Max | **Focus:** Principles of animation, visual style, character design, narrative pacing, audio synchronization.

| Criteria                         | Points | Scoring Focus & Key Indicators                                                                                                                                                                                                                                                                                              |
|----------------------------------|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Story, Concept & Pacing          | 0 – 25 | <ul style="list-style-type: none"><li>• Well-developed narrative, clear character motivations, and logical scene flow.</li><li>• Concept works effectively within the chosen medium (2D, 3D, Stop-Motion, Claymation).</li><li>• Pacing maintains audience engagement from setup to resolution.</li></ul>                   |
| Animation Mechanics & Technique  | 0 – 25 | <ul style="list-style-type: none"><li>• Smooth movement applying core principles (squash/stretch, timing, anticipation, easing).</li><li>• Consistency in frame rate, character proportions, and physical interactions.</li><li>• Strong technical mastery of chosen software or physical frame-by-frame capture.</li></ul> |
| Visual Design & World Building   | 0 – 20 | <ul style="list-style-type: none"><li>• Distinct artistic style, character design, background detail, and color palette.</li><li>• Creative set design, lighting (virtual or real), and artistic consistency.</li><li>• Visual depth and detailed environment styling.</li></ul>                                            |
| Audio Integration & Voice Acting | 0 – 20 | <ul style="list-style-type: none"><li>• Sound effects (foley) matched precisely to animated movements.</li></ul>                                                                                                                                                                                                            |

| Criteria                                | Points        | Scoring Focus & Key Indicators                                                                                                                                                                                                                                                                                 |
|-----------------------------------------|---------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                         |               | <ul style="list-style-type: none"> <li>• Clear voice acting with expressive vocal performances.</li> <li>• Music track builds atmospheric mood and fits character actions.</li> </ul>                                                                                                                          |
| <b>Originality &amp; Content Safety</b> | <b>0 – 15</b> | <ul style="list-style-type: none"> <li>• Fully original student art, assets, rig designs, and animation work.</li> <li>• Adheres to general audience guidelines (school-appropriate, no graphic violence).</li> <li>• Includes appropriate attribution for non-original sound effects/music tracks.</li> </ul> |

#### **Standard Scoring Tiers (For Festival Judges)**

- **90 – 100 Points (Exemplary):** Broadcast-ready execution; exceptional technical control; crisp audio mix; memorable concept delivery.
- **75 – 89 Points (Accomplished):** Solid, well-crafted submission; minor flaws in audio balance, lighting, or frame pacing that do not detract from the main concept.
- **60 – 74 Points (Developing):** Functional effort; noticeable narrative gaps, inconsistent frame rates/editing cuts, or minor audio leveling issues.
- **Below 60 Points (Limited):** Unclear message; major technical issues (unclear audio, major animation glitches); time limit violations or prohibited content.