2026 Territorial Skills Competition Contest Description

2D Character Computer Animation

Secondary

Date: April 16, 2026, 8:00 A.M.
Location: Yukon University, Gym
Duration of contest: 6 Hours

1. SKILLS FOR SUCCESS FOR CAREERS IN SKILLED TRADES AND TECHNOLOGY

The Government of Canada has updated the previous Essential Skills framework to the new Skills for Success model in response to the evolving labour market and changing skill requirements. This model outlines nine fundamental skills Canadians need to thrive in work, education, training, and daily life.

Skills/Compétences Canada aims to highlight the importance of these skills, vital for success in trade and technology careers. Competitors can see how Skills for Success are integrated into contest descriptions, projects, and project documents. Recognizing these skills during the competition helps competitors match tasks with specific skills necessary for success and understand how these skills apply within their trade or technology programs and future careers.

The nine key Skills for Success, validated for workplace success, are:
1. Numeracy
2. Communication
3. Collaboration
4. Adaptability
5. Reading
6. Writing
7. Problem Solving
8. Creativity and Innovation
9. Digital

2. CONTEST INTRODUCTION

2.1. Description of the associated work role(s) or occupation(s):

https://www.skillscompetencescanada.com/en/skill_area/3d-2d-character-computer-animation/

2.2. Purpose of the Challenge
To provide competitors with the opportunity to demonstrate their knowledge of animation techniques through a series of practical challenges.

2.3. Duration of Contest
Competition duration will not exceed 6 hours. Competitors will begin at 9:00AM and have until 4:00PM to complete all of their tasks, including tidying their work station. Competitors will be given an hour break for lunch provided by Skills Canada Yukon.

2.4. Skills and Knowledge to be Tested

- Time management

- Reading
- Planning
- Attention to detail
- Composition
- Asset Design
- Production
- Cinematography
- Asset Construction
- Rendering
- Animation
- Exporting
- File Management
- Appeal of Final Product

3. <u>EQUIPMENT, MATERIAL, CLOTHING</u>

3.1. Equipment and material provided by Skills Canada Yukon:
- USB Stick for Submission of files

3.2. Required Equipment Provided by the Competitor
- Competitors are required to use their own device (no cell phone) and software (no AI driven artwork acceptable) for the 2026 competition. Each competitor may choose their own device and software to ensure their workflow and process is to what they are familiar with. The software must be version compatible with the rigs that will be provided. Competitors are only able to have a maximum of two computers running at a time. Multiple monitor setup is acceptable. Backup computers are acceptable.
- Audio recording equipment is permitted.
- If competitors are using a computer or laptop from their school (instead of their personal computer), please ensure that the computer is unlocked to be able to access documents and software which can be saved/installed to the hard drive.
- Equipment (including iPad, tablets, laptops, desktops, monitors) is required to be set up during the orientation and it is required to remain at their site until the end of competition and only accessible during competition hours.
- All competitors must bring their own adapters/ dongles to transfer files, such as USB hubs or a USB-C to allow for file transfer with thumb drives or external hard drive connections.
- **Optimum Hardware Requirements:** Intel Graphics Workstation i7 Quad Core Processors | 1 TB HD | 16Gb RAM | Dedicated video card (suggested 2GB) as approved by Autodesk | Flat Panel Display 1920 X 1080 | Sound card | Operating System –Windows 7 or 10 64 Bit | Wi-Fi enabled computer system

- **Suggested software:** 2D Software: Adobe CC Animate, ToonBoom Harmony, ToonBoom Storyboard Pro, Krita, and Pencil 2D. | Video : Adobe Premiere Pro, , Adobe After Effects, and Final Cut Pro (Mac) | Viewing Software: VLC | Audio software: Audacity
- **Additional Equipment and material suggested:** | Tablet and driver (Driver compatible with your system) | Headphones | Drawing materials | Empty USBs (Recommended USB 3)

4. HEALTH & SAFETY

4.1. Safety Orientation

During orientation, Competitors will participate in a Safety workshop and they will be expected to work and maintain a safe working area during the competition.

List of optional personal protective equipment (PPE) provided by Skills Canada Yukon:
- Hearing protection to minimize environmental distractions

NOTE: Competitors who do not have the required protective equipment/clothing will not be allowed to participate in the competition

4.2. Field Level Risk Assessment

SCY will complete a Field Level Risk Assessment for every competition area in addition to a full walkthrough with a representative from Yukon Workers Safety and Compensation Board to identify potential hazards and create solutions. The primary goal of an FLRA is to identify and mitigate potential risks to ensure the safety of competitors.

5. ASSESSMENT

5.1. Point Breakdown

TASK	/100
Ball with Tail Bounce	**/25**
Flour Sack Jump	**/25**
Character Animation Take (Reaction)	**/25**
Final Sequence	**/25**

5.2. Qualifying for the Skills Canada National Competition

Competitors can secure a win in their specific competitions by demonstrating exceptional skills and abilities, and meeting or exceeding established evaluation criteria. However, qualification for the Skills Canada National Competition is not solely determined by winning at the territorial level.

The decision to advance further depends on additional factors, such as the National Technical Committee's (NTC) assessment and/or the judges' discretion, which may take into account specific criteria beyond just event performance. These additional criteria could encompass a competitor's adherence to safety protocols, ethical conduct, teamwork, or overall professionalism, ensuring that those who represent the Territory at the national level not only excel in their technical skills but also embody the values and standards upheld by Skills Canada.

*Please note: Not all territorial contest areas are eligible for the Skills Canada National Competition. Please refer to the SCNC website to determine if your skill area/level is eligible to compete.

6. ADDITIONAL INFORMATION

6.1. Competition Rules
Refer to the competition rules of the Skills Canada Yukon Territorial Competition which can be found on our website.

6.2. Ties
Tiebreaker #1: In the event of a tie, the candidate with the highest safety score will be declared the winner.
Tiebreaker #2: If a tie still remains, the competitor with the highest score in the Character Animation Take (Reaction) will be declared the winner.

6.3. Accessibility & Accommodations
Skills Canada Yukon is committed to providing a barrier-free environment which allows everyone to participate in our programs and competitions. We strive to be fully inclusive to all manner of disabilities and identities. SCY provides the opportunity for any competitor to disclose a disability on our competition registration form. Requests for accommodations must be made at least 3 weeks prior to the competition date.

7. NATIONAL & TERRITORIAL TECHNICAL COMMITTEES

7.1. The Yukon Territorial Technical Committee member for 2D Animation is Jack Kasianiuk. Email: kasianiukj@gmail.com

7.2. Please contact yukon@skillscanada.com with questions or concerns related to the competition.