INTERNATIONAL ABILYMPICS HELSINKI 2027

Technical Description

# Character Design

Skill 17



1 Skill Overview ..... 3
2 Task Assignment Overview ..... 4
3 Materials and Equipment ..... 5
4 Skill-Specific Requirements ..... 8
5 Assessment Framework ..... 10

# 1 Skill Overview

## 1.1 Skill Name and Category

Character Design, Media

## 1.2 Number of Competitors

This is an individual Skill Competition with one competitor.

## 1.3 Competition Time

The total competition time is 6 hours and is divided into the following modules:

- Module A: Character Design – Three Standing Characters – 3 hours
- Module B: Character Design – One Character in Motion – 3 hours

## 1.4 Description of the Skill

Character Design is the creation and illustration of original characters based on a given theme using digital tools. The skill requires a combination of creativity and technical proficiency in digital illustration and design software.

The process includes two key stages: planning and artwork. Competitors conceptualise characters, considering personality, role, and visual style in relation to the given theme. Using 2D sketching software, competitors then create detailed digital illustrations, focusing on anatomy, expression, costume, and overall design.

The final characters must communicate the given message clearly to the intended audience and demonstrate both artistic and technical quality.

# 2 Task Assignment Overview

## 2.1 Task Assignment Description and Familiarisation Session

The Task Assignment is the main competition task used to assess the competitors' skills. It defines what the competitors must complete during the competition and forms the basis for all assessments. The final result is evaluated only on the finished work produced during the official competition time.

A familiarisation session is organised on C-1. During this session, competitors may enter the workshop, see the workspace, check the available tools and materials, and ask questions about procedures or practical arrangements. Competitors are not allowed to practise, start, or rehearse any part of the Task Assignment during this session.

## 2.2 Task Assignment Structure

The competition consists of two modules:

**Module A: Character Design – Three Standing Characters**

Competition time: 3 hours

Competitors create one vertically oriented A4 sheet for print based on a given brief and theme. The sheet must feature three standing full-body characters in colour. The work must communicate the message clearly to the general public and demonstrate a coherent visual concept.

**Module B: Character Design – One Character in Motion**

Competition time: 3 hours

Competitors create one vertically oriented A4 sheet for print based on a given brief and theme. The sheet must feature three full-body drawings with facial expressions of one character from Module A in motion. The work must communicate the message clearly to the general public and demonstrate a coherent visual concept.

The Task Assignment may require the use of supplied texts, logos, photographic materials, and other digital assets.

## 2.3 Task Assignment Technical Requirements

Competitors must be able to apply the following techniques and competencies:

- Develop character concepts based on a given brief and theme
- Create original characters that communicate the intended message clearly
- Draw characters with appropriate proportions, poses, and visual characteristics
- Maintain a consistent visual style across multiple characters
- Depict a character in different poses and in motion
- Apply composition and layout principles to present the characters clearly on an A4 sheet
- Use colour, line, shape, and other visual elements effectively
- Incorporate supplied texts, logos, photographic materials, and other digital assets where required
- Prepare the final work according to the specified format and print requirements

The Task Assignment defines the exact technical requirements for the competition, including any additional techniques, mandatory content elements, or skill-specific variations.

# 3 Materials and Equipment

## 3.1 Materials and Equipment Provided by the Competition Organiser

The Organiser provides the materials, tools, and equipment listed below.

**Images are for reference only.** They do not indicate a specific brand or model unless otherwise stated in the specifications. Quantities are per competitor unless otherwise stated.

Items will be available at the competitor's workstation or in the designated competition area, as appropriate. Where exact brands, models, or task-specific material details are not specified, these may be confirmed before the competition or defined in the Task Assignment, as appropriate.

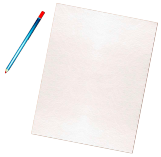
| No. | Equipment / Material | Picture | Specifications | Quantity |
|---|---|---|---|---|
| 01 | Computer workstation |  | Desktop or laptop computer suitable for professional graphic design work | 1 |
| 02 | Software | Adobe | Adobe Illustrator and Adobe Photoshop, English versions | 1 set |
| 03 | Monitor |  | Display suitable for design and print production work | 1 |
| 04 | Keyboard |  | Standard input device | 1 |
| 05 | Mouse |  | Standard input device | 1 |
| 06 | Colour printer | | | Shared |

| No. | Equipment / Material | Picture | Specifications | Quantity |
|---|---|---|---|---|
| | |  | Shared printer for final printing | |
| 07 | Printing paper |  | A4 paper or equivalent for proofing and final printing | As required |
| 08 | Resource files |  | Task brief, logos, images, and other supplied digital assets | As required |
| 09 | Worktable |  | Standard workstation table | 1 |
| 10 | Chair |  | Adjustable chair or equivalent | 1 |
| 11 | Drawing tablet |  | Drawing tablet suitable for digital illustration | 1 |

## 3.2 Materials and Equipment Supplied by Competitors

Competitors may bring only the materials, tools, and equipment listed below. Personal tools and equipment must fit within a toolbox or tool case suitable for checked luggage, with a maximum total weight of 23 kg, including the toolbox or case. This requirement does not apply to clothing, footwear, personal protective equipment (PPE), or equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser.

**Images are for reference only.** They do not indicate a specific brand or model unless the specifications state otherwise. Quantities are per competitor unless otherwise stated.

| No. | Equipment / Material | Picture | Specifications | Quantity |
|---|---|---|---|---|
| 01 | USB keyboard |  | Competitor’s preferred language and keyboard layout | 1 |
| 02 | Mouse or trackpad |  | USB-compatible; competitor’s choice | 1 |
| 03 | Sketching materials |  | Paper, pencils, eraser, and ruler | 1 set |
| 04 | Drawing tablet |  | Drawing tablet (also with display) | 1 |

## 3.3 Prohibited Materials and Equipment

Competitors may use only the materials, tools, and equipment listed in Sections 3.1 and 3.2, unless otherwise authorised by the Skill Manager or Chief Judge. This restriction does not apply to clothing, footwear, or personal protective equipment (PPE) required in Section 4.1, or to equipment required due to the competitor’s condition or special needs and agreed in advance with the Organiser.

All other materials, tools, and equipment are not permitted.

# 4 Skill-Specific Requirements

## 4.1 Skill-Specific Requirements

The Skill-Specific Requirements below apply to this Skill Competition and must be followed in addition to the Abilympics Competition Rules. The Skill Manager or Chief Judge may provide additional instructions, as needed, to ensure the competition is conducted safely and fairly.

| Topic | Skill-Specific Requirements |
|---|---|
| **Materials and tools provided by the Organiser** | Competitors must check all materials, tools, equipment, software, files, and workstation settings before the competition begins. If any item is missing, damaged, or defective, or if there is an issue with the workstation, software, files, or printing arrangements, competitors must immediately inform the Judges. No replacements or adjustments will be made once competition time has commenced, unless authorised by the Judges.<br><br>If equipment or software provided by the Organiser fails and the failure is confirmed not to have been caused by the competitor, the Chief Judge may grant additional time. |
| **Use of personal tools** | Competitors may bring and use only the personal tools and equipment listed in Section 3.2. No other personal tools or equipment are permitted. Personal input devices must be USB-compatible and must function without the installation of additional software.<br><br>This restriction does not apply to equipment required due to the competitor's condition or special needs and agreed in advance with the Organiser. |
| **Personal protective equipment (PPE)** | PPE is not required for this skill. |
| **Clothing / Uniform** | There is no mandatory uniform. Competitors must wear clean, comfortable clothing suitable for computer-based work.<br><br>Clothing must not display large commercial logos or promotional branding. Small, non-distracting brand marks are permitted. |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| Topic | Skill-Specific Requirements |
|---|---|
| **Sideline coaching** | Competitors must remain at their workstations or within the designated competition area during competition time, unless authorised to leave by the Judges. Competitors may not communicate with other competitors or members of the public during competition time.<br><br>Competitors may communicate with Judges, Interpreters, personal assistants, and other authorised persons when required. The role and permitted involvement of a personal assistant must be agreed in advance with the Organiser based on the competitor's condition or special needs. |
| **Use of technology** | Competitors may not use personal laptops, tablets, mobile phones, smartwatches, or other personal communication or electronic devices during competition time. Competitors must store such devices away and may access them only during the lunch break or at the end of the competition day.<br><br>This restriction does not apply to devices required due to the competitor's condition or special needs and agreed in advance with the Organiser.<br><br>Judges and Interpreters may use devices required for their official duties only as agreed by the Skill Manager and the Chief Judge. The Skill Manager and the Chief Judge may use devices required for competition management and will specify any additional restrictions or permitted device use within the competition area.<br><br>Only software and digital resources provided by the Organiser may be used. Internet access, cloud services, and personal external files are prohibited.<br><br>AI-based assistance is prohibited unless explicitly permitted in the Task Assignment. |

# 5 Assessment Framework

## 5.1 Assessment Principles

All Abilympics Skill Competitions are marked out of 100 points.

Points are divided between criteria that reflect the required skills and expected outcomes.

Two methods of assessment are used:

- **Measurement**: objective, factual scoring (e.g., size, accuracy).
- **Judgement**: expert evaluation of quality, technique, and artistic choices.

## 5.2 Assessment Areas

Detailed marking criteria and scoring are provided in the Task Assignment.

Assessment focuses on the following key areas:

| Assessment Area | Points |
|---|---|
| Compliance with the instructions | 20 |
| Technical quality | 25 |
| Artistic direction | 25 |
| Poses in motion with facial expressions | 30 |
| **Total** | **100** |


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