

Description of the UIL Film Categories

ANIMATION

What is the difference between traditional animation and digital animation?

1. Traditional Animation includes films in which the images, creating the illusion of movement are created 100% by hand. This includes hand-drawn animation or stop motion animation which physically adjusts objects in each frame. A digital camera may be used to capture the images to be animated, and a computer program may be used to assemble the images in a timeline.
2. Computer/Digital Animation includes films In which the images creating the illusion of movement are created with keyframes using a computer program

TRADITIONAL ANIMATION

For the 2024-2025 UIL contest, the TRADITIONAL ANIMATION category includes any film where 100% of the “frames” and their content are created by hand. The medium can be pencil, pen or brush on paper. **The medium can also be hand-drawn images utilizing a pad, tablet, or digital drawing device.** The key here is that there is drawing by hand. Minimal digital effects may be added in post-production. Please contact the UIL office with questions.

Claymation, Lego figure, still object animation, and other stop-motion techniques where each frame is set up and captured and then laid into a timeline would fit this category. **Again, the key is that each frame is created manually.** If **Legos** are used for an animated film, they can only be used to tell a story with **original characters and storylines.** Legos which already represent trademarked characters, such as Batman or Star Wars characters, cannot be used. **All music, images, titles, footage and other copyrighted material used in your submission MUST be properly licensed. You must have permission and/or the proper rights to all content submitted.**



DIGITAL ANIMATION

Digital or computer animation involves using a computer program (such as Adobe Animate) which allows the animator to create keyframes and the software generates intermediate or “in-between” frames. The use of digital 3D modeling software such as Blender or Maya would also place the piece in the digital category. We realize that there can be hybrids where animation and live action are combined. Please consult with the UIL Office for aid in categorizing.

NARRATIVE FILM

Narrative is generally accepted as possessing two components: the story presented and the process of its telling.

“A narrative film is a film that tells a cohesive, often fictional, story with cause and effect events through filmmaking techniques. Narrative films entail two components: the story itself and the process of telling the story or narrative. The latter involves filmmaking techniques that have developed over time such as directing, cinematography, and screenwriting.”-Studiobinder.com

DOCUMENTARY FILM

A practice of filmmaking that deals with actual and factual (and usually contemporary) issues, institutions, and people; whose purpose is to educate, inform, communicate, persuade, raise consciousness, or satisfy curiosity; in which the viewer is commonly addressed as a citizen of a public sphere; whose materials are selected and arranged from what already exists (rather than being made up); and whose methods involve filming ‘real people’ as themselves in actual locations, using natural light and ambient sound.

Kuhn, A. & Westwell, G. (2012). "Documentary." In A Dictionary of Film Studies. Oxford University Press. Retrieved 17 Nov. 2016.

IF IN DOUBT – CALL or EMAIL

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