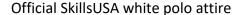# 3-D Visualization and Animation

CONTEST DATE & LOCATION: Refer to the Kansas State Championship Conference Packet

PURPOSE: To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of 3-D visualization and animation.

ELIGIBILITY: Team of two. Open to a team of two active SkillsUSA members enrolled in programs using 3-D imaging and animation as an occupational objective.

CLOTHING REQUIREMENT: There are specific clothing requirements, such as official SkillsUSA Kansas T-shirt with clean blue jeans. Although not required, contestants may wear the official uniform of SkillsUSA, or competition polo shirt and slacks. Clothing that identifies the school or that is inappropriate is prohibited.

Official SkillsUSA white polo attire

NOTE: The Official Kansas State T-shirt will be mailed to schools prior to the competition.

KANSAS STATE CHAMPIONSHIPS (KSC) CONTEST UPDATE

KANSAS CONTEST SCHEDULE:

7:30 – 8:30 AM	Registration – Shears Technology Theater Lobby
	• Set up equipment if using personal computers
8:30 – 9:15	Written Test
	• VA – 3D Visualization and Animation – Room STC131
	• Turn in résumé in to the contest chair
	• Only contestants are allowed in the contest areas
9:15 – 9:30	Contest Chair orientation (Handouts)
9:30 – 10:15	Storyboard process
10:15 – 12:00	Contest problem begins
12:00 – 12:30	Lunch – Room STC210 (Technology Theater)
12:30 PM	Continue contest problem
4:00 PM	Final rendering should be underway
4:30 PM	Contest ends. All work is to be submitted to judges on USB drives.
5:00 PM	Judging begins for all contest areas (closed to teachers, advisors, and students). Results will be announced at the SkillsUSA Championships Awards Ceremony.

Equipment:

Contestants may choose to bring and use their own equipment. A classroom monitor will be removed, providing a clear desktop space, for each outside computer/monitor that is brought in.

Software Requirements

- 3D Package (Max, Maya, Blender, Cinema 4D, Lightwave, etc…)
- 2D Painting Program (Photoshop, Fireworks, Gimp, etc…)
- Ability to render to final video format (AVI, MOV, MP4, etc…)

Recommended Hardware

- Power Strip(s)
- USB storage device
- Ethernet Cable

Note: All students should bring a _USB drive_ with enough storage capacity to save their files for the judges. USB drives will be returned after your files have been submitted and verified.

Equipment Provided

Computers:

- HP Z 420 Workstation
- Intel Xeon CPU E5-1607 0 @ 3.00 GHz 3.00 GHz dd
- 8.00 GB RAM
- 64-bit Operating System
- Windows 7 Enterprise

Licensed Software:

- Autodesk 3ds Max
- Autodesk Maya
- Adobe Suite CC
- Microsoft Office Suite

Story Board Materials: colored pencils, colored markers, tape, paper, etc.

Tables with chairs

Contest Rules

1. Judges are sole authorities that determine content and procedural violations.

2. Theme and content must be appropriate for the nature of this contest.

3. All copyright laws are to be followed.

4. All entries to the contest must be original creations by the teams during the contest.

5. There will not be any use of the internet for the duration of the contest.

6. Texture libraries will be allowed on the condition that the models that they are applied

   to are created within the allotted contest time.

Scope of the Contest

1. Students create an animation from scratch, based on information and guidelines provided by contest chair.

2. The contest is a two-person team event and tests technical knowledge, production skills, creative/artistic abilities and storyboarding.

KANSAS STATE CHAMPIONSHIPS (KSC) CONTEST UPDATE

Technical Scoring and Standards

CONTEST SCORECARD

Items Evaluated	Possible Points
Planning/Storyboard	100
Design and Modeling	250
Textures and Lighting	250
Animation Quality and Rendering	250
Written Test	100
SkillsUSA Professional Development Test	50
Sub Total	**1,000**

Résumé Penalty -10 pts

Clothing Penalty -50 pts

Contest Requirements
- Complete a storyboard representing the idea and sequence of the animation *before* starting the problem.
- Submit three JPEG images from various perspectives in the scene. Save the images in the following format;
  Team101_1.jpg, Team101_2.jpg, Team101_3.jpg

- Complete an animation with a *minimum* length of 15 seconds, approximately 480p (640x480) in resolution. Plan the rendering time so that it is finished and ready to submit to the judges at 4:45 PM. Points will be deducted for late submissions. Save the animation for playback in Microsoft Movie (AVI) format:
  Team101_Final.avi

- Do not put your name on any of the files submitted to the judges.
- Competitors will receive no assistance from other teams, instructors, or observers. Contest chairs may assist teams but points may be deducted depending on the type and amount of help needed.

This is a link for the Hutchinson City map: http://www.hutchchamber.com/map.php

This is a link to the HCC maps and directions site. http://www.hutchcc.edu/map