



3D Animation and Visualization:

Contest Location:

Tulsa Convention Center, Exhibit Hall D

Set-Up: Sunday, April 21st, from 1-5 p.m.

Contest: Monday, April 22nd, Check-in begins at 7:45 a.m., Contest starts at 8:00 a.m. and ends at 3:00 p.m.

Scope of the Contest

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.

The contest is defined by industry standards as identified by SkillsUSA technical committee.

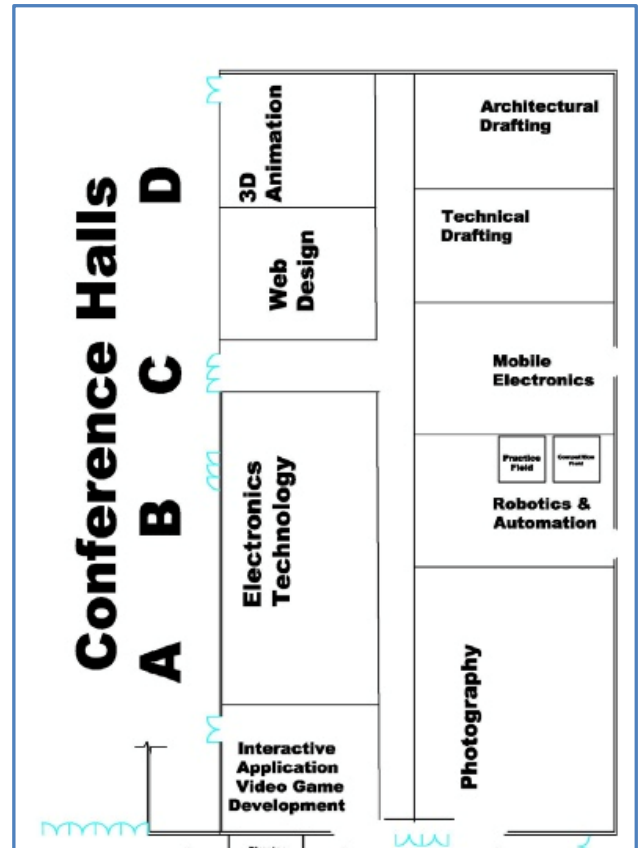
Knowledge Performance

The contest will include a **Resume, Storyboard Image(s), High-Quality Still Images, and 3D Animated Video** to assess the ability of the team to produce high-quality images and an animated short subject using 3-D computerized images. The 3D Animation and Visualization contest will also include a **Written Knowledge Exam**, as well as a **SkillsUSA PDP** written exam. *(Note: The SkillsUSA PDP Written Exam is no longer used as a tiebreaker, but is part of the total score.)*

*See SkillsUSA Technical Standards for competencies measured.

Written testing will be held ON-LINE through your school's Testing Liaison. Contact your Testing Liaison at your school for testing times. Testing will be open beginning March 13th.

Please Note: Contestants will need to move in to the Convention Center on Sunday afternoon to set up equipment and allow maximum time for the contest on Monday. No guarantee of equipment safety can be made, but a security guard will be on hand all night with orders to allow no one in Monday until State Staff arrive.



Set-Up

Sunday, April 23rd, 2023:

1:00 - 5:00 p.m. -- All contestants/instructors set up equipment

Instructors: Please stay with your contestants until the equipment is completely set up and make sure that the students can log into their computers and run the desired software. Instructors will be permitted in the contest area **only** during the **SET-UP** time. Once set-up is completed, you are free to leave the contest area. **There will not be an orientation meeting.**

There will be a sign-in sheet that will denote the seating assignment for each team. Please have each contestant sign in and set up in the appropriate area.

The contest chair may not be present during set-up. If there is an issue or question, please text Brandon Tucker at (405) 923-0162 and he will get back to you as soon as possible.

Tools, Equipment, and Supplies - Maximum of TWO computers per team.

- Teams consist of two participants who must be both HS or both adult students.
- No additional computers, laptops, netbooks, or rendering stations are allowed.
- One 110-volt receptacle will be provided for each eight contestants.
- Battery backups are allowed and recommended.
- Each contestant should bring a 25' extension cord and multi-outlet strip.
- Storyboards may be done with a regular pencil. Additional supplies are not required.
- This year storyboard template paper will be provided.
- Flash drives are allowed and encouraged for backing up files.
- Flash drives must remain in the contest area during the contest.

Contest

Monday April 22nd, 2024:

7:45 a.m. -- The **2024 3D Animation Contest Scenario** will be handed out and resumes collected.

8:00 a.m. – Contest will begin.

11:00 a.m. – 11:30 p.m. – Lunch (Students are not allowed to work during lunch.) *Note: Students will not leave the area. Lunch is included in the cost of registration this year. The exact time for the 30-minute lunch break could change, depending on when the lunches are delivered to the contest area.*

11:30 a.m. -- Contest continues.

3:00 p.m. -- Contest ends.

- All contest deliverables must be saved to a folder on the desktop named **2024 3D-Animation Contest** before 3:00 p.m.

3:00 p.m. -? – Judging begins.

- Please be sure to leave a note attached to or prominently displayed on your computer with any details (username, password, etc.) needed to log into your computers to

ensure that the judges can access your files once you have left the contest area. Also, please leave a phone number for the judges to use if having difficulty logging into your computers.

- Once the judging is completed, there will be a contest “debriefing” with the judges. Immediately after the debriefing, contestants and instructors may tear down and remove all computers and equipment.

Contest Deliverables:

- **Resume(s)** – One resume for each contestant, for a total of two resumes per team, will be turned in to the contest chair before 8:00 a.m. on the day of the contest. Each resume is worth 10 points and will be graded using the scoring rubric in the following section.
- **Storyboard(s)** - Preparation of the animation must include the development of a storyboard. However, in the real world, the final output is of paramount importance and the storyboard is only a means to that end. So, the storyboarding process will be used to judge contestants on:
 - Teamwork skills.
 - Ability to creatively reach consensus on a design solution.
 - Ability to organize their efforts.
 - Ability to verbally and visually express ideas between team members and to the client (in this case, the judges).
- Storyboards may be collected by the judges, before the end of the contest.
- **Three to five (3-5) High-Quality Still Images** from varied scenes and perspectives must be rendered in 1080p resolution (1920x1080 pixels) and true color (24, 32, or 64 bits per pixel). Still images must be output to either: TIF(F), TGA, PNG, or JPG and saved in the contest folder. These images should clearly show superiority in modeling, texturing, lighting and composition.
- **One (1) 15-20 Second Animation** rendered at 720p resolution (1280x720 pixels) and medium color depth (16 bit) for playback (with a minimum length of 15-second/450 frames). The animation must be output to either Microsoft Movie (AVI), Macintosh QuickTime (MOV) files, or MPEG-4 (MP4, M4A) and saved in the contest folder. The animation should clearly show superiority in composition, staging and the use of motion and object manipulation over time. Anticipation and scene transitions, object stretching and squashing and/or other techniques should be employed to create a sense of realism or graphic impact as defined by the visual design practical problem.

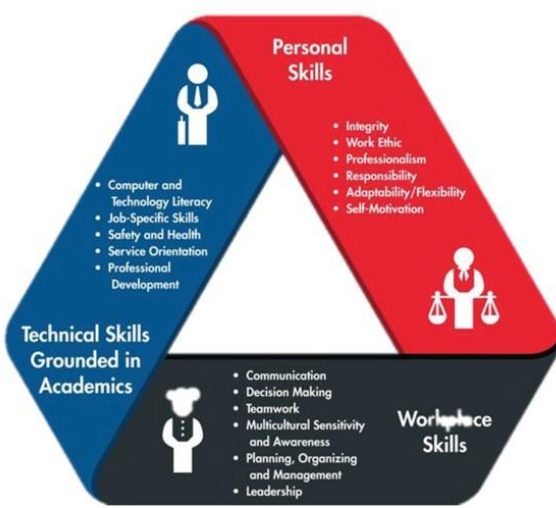
Note: Internet access and web searches are prohibited

Contest Deliverables to be Judged (85% Total Score)	Possible Points
Planning & Teamwork	100
Design and Modeling	100
Textures and Lighting	100
Animation Quality and Rendering	120
Submissions:	
Storyboard(s)	0 or 20
High Quality Still Images (Min. of 3)	0 or 20
3D Animation Video (Min. 15 sec.)	0 or 20
Resume(s) (10 Points Per Resume)	20
Clothing Penalty is up to 5 points per contestant and is at the discretion of the contest chair.	(-10)
Total Possible Points	500

Written Knowledge Exam (10% Total Score)	100
SkillsUSA PDP Written Exam (5% Total Score)	100

Resume Scoring Rubric (Point totals for the 3D Visualization & Animation contest only)

Category	Points
Personal Information: Name, address, city, state, zip, phone & email	1
Skills: Workplace, Technical, Personal *See Framework	2
Education: High school, technical school, dual- enrollment	2
Employment: And/or volunteer work or list NA	1
Activities, Awards and Honors: Should include SkillsUSA membership/activities	2
References: Or references available upon request	1
Spelling, Punctuation & Grammar	1
More than one page	-1



Clothing Requirements:

Class A: SkillsUSA Attire or Class E: Contest specific — Business Casual

- A clothing penalty, up to 10 points per team, will be assessed this year and is at the sole discretion of the contest chair.
- Both team members must wear the same classification of attire.
- Photo examples below



**SkillsUSA Oklahoma: 3-D Visualization
and Animation Contest Memo**



CLOTHING CLASSIFICATIONS

With Photos



Class A: SkillsUSA Attire:

- Red SkillsUSA blazer, windbreaker or sweater, or black or red SkillsUSA jacket.
- Button-up, collared, white dress shirt (accompanied by a plain, solid black tie), white blouse (collarless or small-collared) or white turtleneck, with any collar not to extend into the lapel area or the blazer, sweater, windbreaker or jacket.
- Black dress slacks (accompanied by black dress socks or black or skin-tone seamless hose) or black dress skirt (knee-length, accompanied by black or skin-tone seamless hose).
- Black dress shoes.



Class E: Contest specific — Business Casual

- Official SkillsUSA white polo shirt.
- Black dress slacks (accompanied by black dress socks or black or skin-tone seamless hose) or black dress skirt (knee-length, accompanied by black or skin-tone seamless hose).
- Black leather closed-toe dress shoes.

