2026 OKLAHOMA SLSC STATE MEMO
3D Visualization and Animation

NO SUBSTITUTIONS WILL BE ALLOWED AFTER Wednesday, April 15th, **2026**
THERE WILL BE NO SUBSTITUTIONS ALLOWED ON-SITE AT THE CONFERENCE

Please double-check all registrations before the deadline. This includes secondary versus postsecondary as well as contests

*Contest will follow national technical standards unless otherwise stated in the state memo.

The 2026 Oklahoma SkillsUSA 3D Visualization and Animation will be held on April 20, 2026, and will be hosted at the Arvest Convention Center, Exhibit Hall D."

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 the SkillsUSA technical committee.

Knowledge Performance

The contest will include a Resume, Storyboard Image(s), High-Quality Still Images, 2D and 3D Animated Video to assess the ability of the team to produce high-quality images and an animated short subject using 2D and 3D computerized images.

The 3D Animation and Visualization will require the SkillsUSA PDP exam. (Note: The SkillsUSA PDP Written Exam is no longer used as a tiebreaker, and it is part of the total score.)

*TESTING: All contestants will take the SkillsUSA Professional Development test. This will be administered at the contestant's school in March/April. See your school's testing coordinator for scheduled dates and times. The team's scores are averaged together and included in the total scoring points.

Please Note:

Contestants will need to move into 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 on Monday until State Staff arrive.

SETUP
(Sunday, April 19, 2026)
1:00 pm – 5:00 pm – 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 call or text Sheila McMurry at (405) 642-9118, and she will get back to you as soon as possible.

o RESUME: All contestants are required to submit a resume online before the contest. In-person resumes will not be accepted.

ITEMS NEEDED FOR THE CONTESTANTS

o   #2 Pencils with erasers
o Maximum of TWO computers per team. Wacom Tablets are also accepted
o Teams consist of two participants - who must be both HS or both adult students.
o No additional computers, laptops, netbooks, or rendering stations are allowed.
o One 110-volt receptacle will be provided for every eight contestants.
o Each contestant should bring a 25' extension cord and a multi-outlet strip.
o Storyboard paper will be provided.

Storyboards may be done with a regular pencil.

o   Flash drives will be provided by the contest chair.

Flash drives must remain in the contest area during the contest and the judging of the contest.

CONTEST BEGINS

Monday, April 20, 2026 — Animation Contest Schedule

SkillsUSA Official Dress Code:
Wear a SkillsUSA white polo, black pants (men), black skirt or black pants (women), and black shoes.

8:15 a.m.
2026 - 3D Animation Contest Scenario and Storyboard Paper handed out - Q & A

8:30 a.m.
Contest officially begins

11:00 a.m. – 11:30 a.m. - Lunch is included with registration
Lunch Break (30 minutes)
Students will not leave the contest area for lunch -
Teams must break for lunch at least 20 minutes -

⚠️ Exact lunch timing may shift slightly depending on delivery
Contest continues - **Please let the contest chair know if you need a restroom break.**

Contest End Time
3:30 p.m.

All contest deliverables must be saved to a jump drive provided by the contest chair.
· **Team Number #   label on the jump drive**

o   **Please place all contest components on the jump drive provided:**

        Labeled by contest chair - Jump Drives Team #
                Folder #1 STILL IMAGES
                Folder #2 - .20 SECOND ANIMATION

o FOLDER #1

      All documents must be saved on the jump drive.
           Please NOTE: teams must <mark>also</mark> create a folder on your desktop computer labeled with your Team Number, and include all required project folders.

Still images - are required to submit 3–5 high-quality still images showing different scenes, view points and photos of your wire frames will be accepted.

Images must be rendered at 1920 × 1080 resolution and in true color (24, 32, or 64-bit). The stills should clearly showcase strong modeling, textures, lighting, and composition.

Save all images as PNG or JPG files in the contest folder on the jump drive and in your folder on your desktop computer.

o FOLDER #2

Document saved on the Jump Drive

Participants must submit one 15–20 second animation rendered at 1280 × 720 (720p) with 16-bit color depth.

The animation must be **at least** 15 seconds long, **NO MORE THAN 20 seconds,** and exported as H.264, MOV, or MP4/M4A. Save the final animation in the contest folder on the jump drive and your folder on the desktop computer.

The animation should clearly show strong composition and use of the 12 Principles of Animation, such as staging, anticipation, smooth motion, squash and stretch, transitions, and object movement over time, to create realism or visual impact based on the design prompt.

Contest Deliverables: will be given to the contest Chair

o   Storyboard(s) - Contestants are required to develop a storyboard as part of their animation planning. In professional production, the final animation is what matters most, and the storyboard is simply a tool to help get there. The storyboard will be used to help judges assess contestants on:

Grading Component
§ Skills in coordinating and contributing to team projects
§ Ability to creatively reach a consensus on a design solution.
§ Ability to organize their files properly.
§ Ability to verbally and visually express ideas between team members and to the client (in this case, the judge

o   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.

STANDARDS COVERED DURING STATE CONTEST
(Please make sure you cover the National Standards information in 3D Visualization and Animation)

ADDITIONAL INFORMATION
If you have any questions about the contest, please contact **Melissa Kaiser, Program Specialist, Trade and Industrial Education**, (405-743-6842)
Group Chair - Sheila McMurry – (405-642-9118).
National Technical Standards can be found on **Pathful**, which you can access with your professional SkillsUSA membership. Technical are updated periodically, please check regularly.

PLEASE NOTE: Internet access is not available, and web searches are prohibited

CELLPHONES AND OTHER SMART DEVICES

§ Cellphones, electronic watches, and/or other electronic devices not approved by a competition's technical committee are **NOT** allowed in the competition area. Please follow the

guidelines in each technical standard for approved exceptions. Technical committee members may also approve exceptions onsite during the SkillsUSA Championships if deemed appropriate.

INDUSTRY AWARDS

*** Prizes are the responsibility of the individual contests. Prizes are not guaranteed and are not supplied at the SkillsUSA Oklahoma state level.
Prize Committee Chairs: Melissa Kaiser or Sheila McMurry
Please contact a chair if you have prizes that need to be checked in.

Each participating school must provide one industry award. All industry awards must:
Be labeled with the supplier's name and address (for thank-you purposes)
Include an Industry Award Donation Information Sheet (available on the Oklahoma SkillsUSA website)
Prize Drop-Off Location:
Arvest Convention Center – Tulsa Ballroom
Drop-Off Times:
Sunday, April 19 | 12:00–4:00 PM
Monday, April 20 | 8:00 AM–5:00 PM

AWARDS CEREMONY

Winners will be recognized at the General Session on Tuesday morning,
April 21st, 2026, at 9 am.
.

All competitors must wear the official SkillsUSA dress to the Awards Session, where winners are announced. Competitors who are not dressed appropriately or lack official attire will be denied access to the awards stage. Students must be present when their contest is announced. If a student is improperly dressed, absent, or misses their contest being called, the production will not be paused for any reason, and they will forfeit their opportunity to go on stage to receive the award. No exceptions will be made. No hats or sunglasses will be allowed to be worn on stage.

Official SkillsUSA Dress for the day of the contest -

- Official SkillsUSA white polo shirt
- Black dress slacks or black dress skirt (knee-length minimum)
- Black closed-toe dress shoes

Note: Wearing socks or hose is no longer required. If worn, socks must be black dress socks, and hose must be either black or skin-tone and seamless/nonpattern.

Students cannot wear any identifying information on their uniforms that associates them with a school or technology center.