

3D VISUALIZATION/ANIMATION UPDATE
for
SkillsUSA Competition 2010
March 12, 2010
United Technologies Center

1. Will students be allowed to use code for animation?

Yes, if their software supports it.

2. What do they need to bring?

Computer, keyboard, mouse, paper/pencil for note taking.

3. What are the times and location?

7AM to report at the IT lab. Bring computer and other materials for the competition to the IT lab Thursday before 3:30 pm for setup. Team number labels will be clearly written on the tables. Please use inside the workstation trays the plug for your surge protector. Plug your equipment into the surge protector. If you cannot be there prior to 3:30 pm, be at the site at 6:30 am for setup. No one will be allowed in the room after 3:30 pm so as to allow staff to attend Opening Ceremonies. IT Lab will be locked with the authority of no one entering the lab until the next morning. If anyone is late to the site on competition day, they are not allowed in the testing area. This is per Executive Board decision and follows the National Competition rules.

4. Can they bring a snack?

No food or drink will be allowed in the computer lab. A water fountain is near the classroom, but must be assisted out if necessary. If, due to medical reasons, food should be allowed, please contact Valerie for further instructions.

5. Can they use resources such as the web or books?

No. Help within the program is allowed, unless it is web dependent. No web service will be allowed even if the computer has capability (make sure web service is turned off prior to entering the lab).

6. What does a typical project look like or what areas of animation are usually targeted?

Last year students had to build a time machine with moving parts. The year before, students were given a story of a turtle that was lost and needed to find his way home amongst obstacles. Please ask many questions as understanding the directions is vital.

7. Is the project typically geared toward a fun outcome...(anything you want)...or a very directed...professional outcome?

The animation will be directed with specific outcomes and details. All questions that can be thought of must be asked prior to contest. If a questions comes up and the judge feels that it was covered within the opening discussion, students will have a choice of an answer with points taken off or not answer at all.

8. End of competition

At exactly at 12 noon the competition stops. If the rendering is incomplete, the contestants will be disqualified.

9. Extra peripherals allowed

Bring a large pen drive so as to be able to download the file in .mov format only in necessary. Bring a surge protector.

10. Is sound allowed?

Sound is allowed if time allows, but may or may not be required.

11. Software legalities/licensing

Written proof of all software that students will use must be brought. Machines may be "looked at" by the judges. Without the written proof of the software used, the machine will not be allowed. This follows national standards. If freeware, shareware, or public domain software is used please print the license agreement as proof of your usage.

12 Other concerns

Any concerns that any judge has will require an answer by the student.

13. Personal laptops

Personal laptops may not have any software that is the property of the high school. Personal laptops may be used if they have the proper personal software installed and written documentation as proof. If judges are not sure of the paper work, they have the right to make the judgment accordingly. It is recommended to use the machines and software of the high school so as "not" to have any discrepancies. Without the written proof of the software used, the machine will not be allowed. This follows national standards. If freeware, shareware, or public domain software is used please print the license agreement as proof of your usage.

14. Copyright issues

Copyright issues must be followed throughout the competition. The judges have the right to make a "call" on copyright. Heavy penalties will be administered and will not be mentioned to the contestant during the competition.

15. Presets within the animation software

All data created must be from scratch without the use of any presets.

16. Interview

There will be a 5 minute (approximate) interview for each team.

17. Storyboards

Storyboards are necessary and will have directions for completion from the judges. It is not necessary to use large easel pads with stands. 8 ½ x 11 paper is appropriate. Colored pencils are suggested.

18. Debriefing

It will be held immediately after the competition in the same room. Due to the size of the room and two (2) competitions held in the same room, only advisors and competitors will be allowed in for debriefing.

I am excited!!!! This is such an impressive competition to observe.

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