

# State SkillsUSA Championships 3D VISUALIZATION AND ANIMATION

**Contest Date:** April 12, 2011

**Contest Location**

Shears Technology Center  
Hutchinson Community College  
1300 N Plum St  
Hutchinson KS 67501  
Contact: Vince Puyear (Lead SkillsUSA Advisor)  
[puyearv@hutchcc.edu](mailto:puyearv@hutchcc.edu)  
Phone: 620.665.3453      TOLL: 1-800-289-3501 Ext 3453  
FAX: 620.728.8106



**Contest Update**

- |                |  |
|----------------|--|
| 8:30 – 8:55 AM | Registration – Shears Technology Theater Lobby   |
| 9:00           | STC Theater, room 210 <ul style="list-style-type: none"><li>• Welcome and Orientation for contestants</li></ul>  |
| 9:15           | Contestants will be escorted to contest area by contest chairs <ul style="list-style-type: none"><li>• <b>VA</b> – 3D Visualization and Animation – Room STC117</li><li>• Turn in résumé in to the contest chair</li><li>• Only contestants are allowed in the contest areas</li></ul> |
| 9:15 – 9:35    | Written test (online using Angel)  |
| 9:35 – 9:45    | Contest Chair orientation (Handouts)   |
| 9:45 – 10:15   | Storyboard process   |
| 10:15 – 11:30  | Contest problem begins   |
| 11:30 – 12:00  | Lunch – Room STC210 (Technology Theater)   |
| 12:00 PM       | Continue contest problem   |
| 4:00 PM        | Final rendering should be underway   |
| 4:45 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.   |

# State SkillsUSA Championships

## 3D VISUALIZATION AND ANIMATION

### Clothing Requirements

There is no specific clothing requirement other than business casual or nice, clean blue jeans with a polo shirt. Although not required, contestants may wear the official uniform of SkillsUSA. Clothing that identifies the school or that is inappropriate is prohibited.

### Equipment:

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.

If you are supplying your own computer you must meet the following requirements; (please inform Vince Puyear prior to April 11<sup>th</sup>)

- Setup the night before, April 11, 2011. Setup time will be 3:00 PM to 6:00 PM.
- Software necessary to complete the contest problem.
- Cables necessary to connect all peripherals.
- Power strips for all devices
- Extension cords

### Equipment Provided

Computers:

- HP xw4600 Workstation
- Intel® Core™ 2 Duo CPU E8400 @ 3.00GHz 3.00GHz
- 4.00 GB (3.48 GB of useable) RAM
- 64-bit Operating System
- Windows 7 Professional
- Mozilla Firefox, version 3.6.12

Software:

- Autodesk Entertainment Suite 2011
  - 3ds Max
  - Mud Box
  - Soft Image
  - Motion Builder
- Microsoft Paint
- AutoCAD 2011
- AutoCAD Revit 2011
- Windows Movie Maker, version 2.6

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

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## 3D VISUALIZATION AND ANIMATION

### 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.
4. All copyright laws are to be followed.
5. All entries to the contest must be created by the teams during the contest.

### Scope of the Contest

1. Students create and 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.

### 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	150
<b>Sub Total 1,000</b>	
<b>Résumé Penalty</b> _____	
<b>Clothing Penalty</b> _____	

### 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. 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) or Windows Movie Maker in the following format;  
**Team101\_Final.avi**
- Do not put your name on **any** of the files submitted to the judges.
- Teams 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.

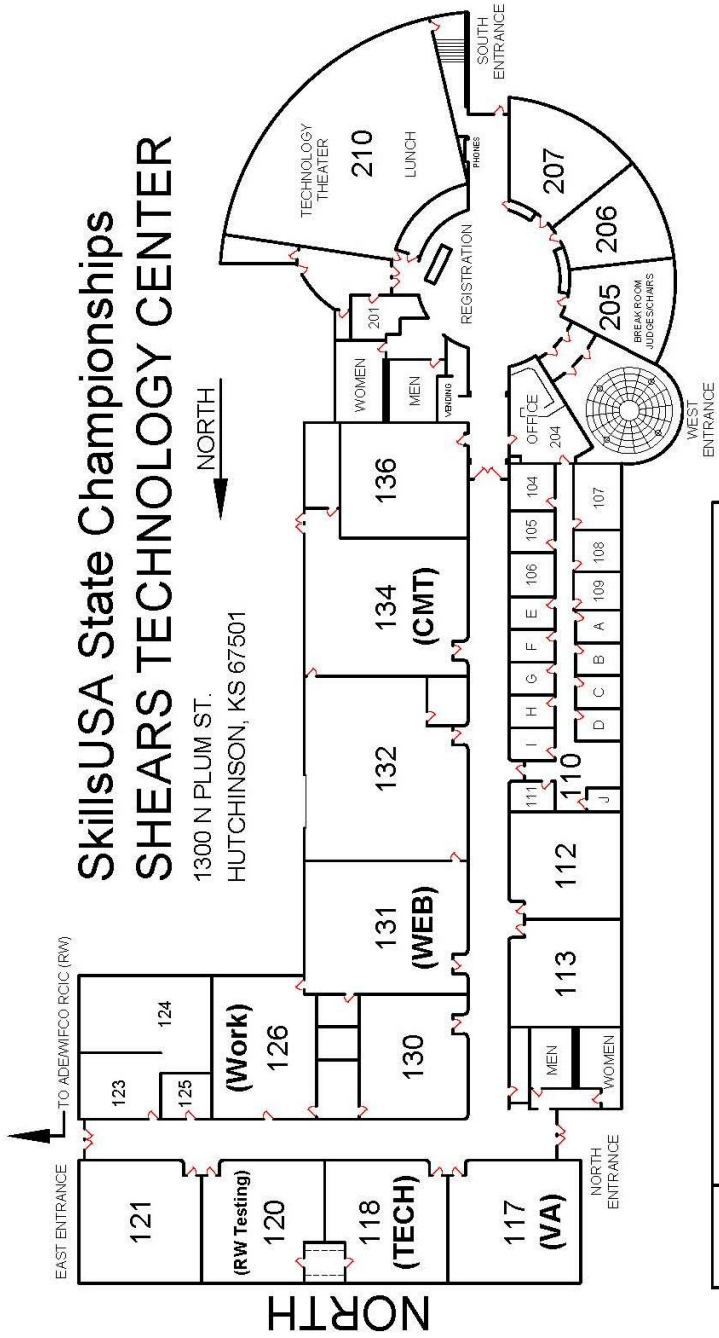
This is a link for the Hutchinson City map:

<http://www.hutchchamber.com/map.php>

This is a link to the HCC maps and directions site.

[http://cms.hutchcc.edu/hcc/home.aspx?menu\\_id=36&id=2426](http://cms.hutchcc.edu/hcc/home.aspx?menu_id=36&id=2426)

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ROOM	CONTEST
117	(VA) 3D VISUALIZATION AND ANIMATION
118	(TECH) TECHNICAL COMPUTER APPLICATIONS
126	(WORK) INTERNETWORKING
131	(WEB) WEB DESIGN
RCIC	(RW) RESIDENTIAL WIRING
134	(CMT) COMPUTER MAINTENANCE TECHNOLOGY

ROOM	DESCRIPTION
205	BREAK ROOM FOR JUDGES
207	CMT TESTING
210	REGISTRATION
210	TIE-BREAKER TEST
210	TECHNOLOGY THEATER