

OVERVIEW

Participants demonstrate their knowledge of 3D animation technology and design skills to creatively solve the challenge posted on the national TSA website under Competitions/Themes and Problems. Semifinalists participate in an onsite competition in which they further demonstrate their 3D design skills and proficiency in 3D animation technology.

ELIGIBILITY

Participants are limited to two (2) teams of two to six (2-6) members per state.

TIME LIMITS

PRELIMINARY ROUND

1. All components of the chapter's entry must be finished and accessible via the Internet by 11:59 pm Pacific Daylight Time (PDT) on May 15th.
2. Note: After 11:59 pm on May 15th changes must not be made to the video entry. Should changes or updates to the video be made after the deadline, those changes are not considered.

SEMIFINAL ROUND

1. Semifinalists will report to the time and place stated in the conference program to pick up the onsite problem.
2. Semifinalists will have 24-hours, beginning at the time the prompt is picked up, to complete the animation.
3. Each semifinalist team will participate in an interview about the team's entry and design process, with a duration of approximately five (5) minutes.
4. The LEAP interview will be conducted as part of the semifinalist presentation/interview and will last a maximum of five (5) additional minutes.

LEAP

A team LEAP Report is required for this event and must be submitted at event check-in (see LEAP Program).

ATTIRE

TSA competition attire is required.

PROCEDURE

PRE-CONFERENCE/PRELIMINARY ROUND

1. Teams submit their entire entry electronically via www.submittable.com as a single, multipage PDF document, including the LEAP Report, and the URL of the animation as an UNLISTED YouTube video. The URL must point to the unlisted YouTube video of the team's entry.
2. Teams must follow the SPECIFIC INSTRUCTIONS for online entry submission on the TSA website under Themes/Problems/3D Animation. Failure to follow these instructions may result in the entry not being judged.
3. Email verification of each team's entry is made immediately upon completion of the entry submission process.
4. Entries will be evaluated by judges, and a list of twelve (12) semifinalist teams (in random order) will be posted onsite at the National TSA Conference.

NOTE: This procedure applies to the national TSA competition only — entry procedures for state conferences are handled by each state.

SEMIFINAL ROUND

1. Semifinalist teams will report to the location stated in the conference program to receive the onsite assignment.
2. The event coordinator distributes the materials, information, directions, and deadlines to each team.
3. At the time of pickup of the onsite assignment, teams will sign up for an interview time.
4. Participants supply any and all equipment necessary to perform the onsite task.
5. Participants will have 24 hours to complete the onsite assignment.

6. At the conclusion of the 24 hours, participants will turn in their final animation in video format (MP4, MOV, or AVI format, etc.) on a USB flash drive or external hard drive at the time and place stated in the conference program.
 7. Semifinalist teams then report to the place stated in the conference program for their interview. Judges will interview each semifinalist team, for no more than five (5) minutes, about the team's entry and design process.
 8. The LEAP interview will be conducted as part of the semifinalist presentation/interview and will last a maximum of five (5) additional minutes.
 9. Semifinalist teams must NOT leave any equipment with the judges, other than the USB flash drive or external hard drive containing their assignment.
 10. The top ten (10) finalists will be announced at the awards ceremony.
7. Plan of Work log that indicates preparation for the event, as noted by date, task, time involved, team member responsible, and comments (see Forms Appendix or TSA website); one (1) page
 8. References cited; pages as needed
 9. Completed and signed Student Copyright Checklist; one (1) page

SEMIFINAL ROUND

- A. Participants do not bring their equipment to the onsite assignment pick up.
- B. Semifinalist teams will receive a design problem that must be completed within the allotted 24 hours.
- C. Semifinalist teams will each have a five (5)-minute interview with the judges about their project with an additional five (5) minutes for a LEAP interview.
- D. Semifinalist teams must transfer the final rendered animation in video format (MP4, MOV, AVI, etc.) onto a USB flash drive or external hard drive, and turn it in at the time and place stated in the conference program.
 1. The judges will only view the final rendered animation from the USB flash drive or external hard drive.
 2. Semifinalist teams must not bring their equipment to the onsite assignment pickup or leave their equipment with the judges after the interview.
 3. Semifinalist teams may pick up their USB flash drive or external hard drive at the time and place stated in the conference program.
- E. LEAP Requirements
 1. Teams document the leadership skills the team has developed and demonstrated while working on this event, and on a non-competitive event leadership experience.
 2. Semifinalists respond to questions about the content of their LEAP Report as part of their event-specific presentation/interview.
 3. Specific LEAP Report regulations can be found in the LEAP Program section of this guide and on the TSA website.

REGULATIONS

PRELIMINARY ROUND

- A. Participants must submit their entry in a video format that is readable across multiple platforms (Apple, Windows, etc.) as an UNLISTED YouTube video, with corresponding documentation for preliminary judging.
- B. Documentation materials (comprising "a portfolio") are required and submitted as a single, multipage PDF document including the LEAP Report, with pages in this order:
 1. LEAP Report
 2. Title page with the event title, the conference city and state, the year, and the team identification number; one (1) page
 3. Table of contents; pages as needed
 4. Description of final design; one (1) page
 5. Storyboard; pages as needed
 6. List of hardware and software used; one (1) page

EVALUATION

PRELIMINARY ROUND

1. The quality of the portfolio
2. The design quality of the 3D animation
3. The solution to the design problem

SEMIFINAL ROUND

1. The design quality of the team's solution to the onsite problem
2. The team's response to the event-specific interview
3. The content and quality of the LEAP Report and LEAP interview

Refer to the official rating form for more information.

STEM INTEGRATION

This event has connections to the STEM areas of Science, Technology, Engineering, and Mathematics.

CAREERS RELATED TO THIS EVENT

- Graphic designer
- Animator
- Art director
- Film and video editor

3D ANIMATION

2019 & 2020 OFFICIAL RATING FORM

HIGH SCHOOL

Judges: Using minimal (1-4 points), adequate (5-8 points), or exemplary (9-10 points) performance levels as a guideline in the rating form, record the scores earned for the event criteria in the column spaces to the right. The X1 or X2 notation in the criteria column is a multiplier factor for determining the points earned. (Example: an "adequate" score of 7 for an X1 criterion = 7 points; an "adequate" score of 7 for an X2 criterion = 14 points.) A score of zero (0) is acceptable if the minimal performance for any criterion is not met.

Go/No Go Specifications

- Before judging the entry, ensure that the items below are present; indicate presence with a check mark in the box.
- If an item is missing, leave the box next to the item blank and place a check mark in the box labeled ENTRY NOT EVALUATED.
- If a check mark is placed in the ENTRY NOT EVALUATED box, the entry is not to be judged.

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- Documentation is present in a single, multi-page PDF
 - Video is viewable via an unlisted YouTube video
 - Completed Student Copyright Checklist is present
 - Completed LEAP Report is present
 - ENTRY NOT EVALUATED

DOCUMENTATION (40 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
		1-4 points	5-8 points	9-10 points
Portfolio (X1)	The portfolio is unorganized and/or missing three or more components.	The portfolio includes most components and is generally organized.	All components of the portfolio are included, and content and organization are clearly evident.	
Description (X1)	The description of the final design is unclear.	The description of the final design is explained appropriately.	The description of the final design is clear and concisely written.	
Storyboarding and planning (X1)	The storyboard is present but it is sloppy; it is apparent the storyboard was not utilized in the creation of the animation.	The storyboard is drawn appropriately and generally correlates with the completed animation; there is some evidence the storyboard was referred to during the creation of the animation.	The storyboard is fully developed and includes camera/light directions; the storyboard is of exceptional aesthetic and artistic quality and clearly correlates to the animation; there is clear evidence the storyboard was used extensively during the project development for goal setting, organization, and task-assignment.	
Plan of Work log (X1)	The log is poorly organized and/or incomplete.	The log is adequately detailed and organized, and it contains most of the required components.	The log is well-documented, and it contains all of the required components.	
DOCUMENTATION SUBTOTAL (40 points)				

ANIMATION (40 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
Aesthetics and artisanship (X1)	Project lacks neatness; animation is extremely choppy; miscellaneous strands/strokes float around the project; parts are disconnected and/or are out of place; overall project is jumpy.	Project is mostly neat; there are one or two elements that are disconnected, free-floating, or out of place; project is mostly smooth, with a few jumpy parts.	Project is very neat; there are no elements that are disconnected or out of place; project moves smoothly and cleanly with little to no jumpy parts.	
Modeling and surfacing (X1)	There are errors in the overall object construction; objects are inappropriate for the assignment; appropriate surfacing is not used in the overall assignment.	Most objects are well formed with few mistakes; objects are mostly believable and appropriate for the assignment; most surfaces seem real and appropriate for the intended objects.	All objects are well formed, with no mistakes; objects and surfaces are believable and appropriate for the assignment.	
Camera and lighting techniques (X1)	Lighting or camera techniques are poorly used in the overall animation; shadows are non-existent or are distracting.	Camera techniques and lighting are used, but they may be minimal or may not enhance the overall animation; they adequately add to the 3D quality; shadows are mostly realistic, and camera movements are satisfactory.	There is evidence of advanced and effective camera movements; effective lighting techniques are used to enhance the overall look and mood of the animation.	
Creativity/originality (X1)	There is little original thought or creativity in the design and production to solve the challenge.	There is some evidence of creativity/originality in the animation.	There is strong evidence of an animation that is fresh and personally creative; project has its own look and feel, and it completely stands out as original.	
ANIMATION SUBTOTAL (40 points)				

Rules violations (a deduction of 20% of the total possible points in the above sections) must be initialed by the judge, coordinator, and manager of the event. Record the deduction in the space to the right.

Indicate the rule violated: _____

PRELIMINARY SUBTOTAL (80 points)

SEMIFINAL PROJECT (80 points)				Record scores in the column spaces below.
CRITERIA	Minimal performance	Adequate performance	Exemplary performance	
	1-4 points	5-8 points	9-10 points	
Sketches and planning (X2)	The sketches are present but they are sloppy; it is apparent that little planning was utilized in the creation of the animation.	The sketches are drawn appropriately and generally correlate with the completed animation; there is some evidence the sketches were referred to during the construction of the animation.	The sketches are fully developed, of good quality, and the final product closely represents the planning sketches.	
Modeling and surfacing (X2)	There are errors in the overall object construction; objects are inappropriate for the assignment; appropriate surfacing is not used in the overall assignment.	Most objects are well formed with few mistakes; objects are mostly believable and appropriate for the assignment; most surfaces seem real and appropriate for the intended objects.	All objects are well formed, with no mistakes; objects and surfaces are believable and appropriate for the assignment.	

SEMIFINAL PROJECT (80 points) – continued			
Camera and lighting techniques (X2)	Lighting or camera techniques are poorly used in the overall animation; shadows are non-existent or are distracting.	Camera techniques and lighting are used, but they may be minimal or may not enhance the overall animation; they adequately add to the 3D quality; shadows are mostly realistic, and camera movements are satisfactory.	There is evidence of advanced and effective camera movements; effective lighting techniques are used to enhance the overall look and mood of the animation.
Creativity/originality (X2)	There is little original thought or creativity in the design and production to solve the challenge.	There is some evidence of creativity/originality in the animation.	There is strong evidence of an animation that is fresh and personally creative; project has its own look and feel, and it completely stands out as original.
SEMIFINAL PROJECT SUBTOTAL (80 points)			

SEMIFINAL INTERVIEW (38 points)			
CRITERIA	Minimal performance	Adequate performance	Exemplary performance
	1-4 points	5-8 points	9-10 points
Interview (X2)	Team shows little knowledge of 3D design concepts or tools; only one team member participates in the interview.	Team shows adequate knowledge of 3D design concepts and tools; both team members participate in the interview.	Team shows exceptional knowledge of 3D animation and design tools; team members contribute equally during the interview.
LEAP Report/ Interview (18 points; 10% of the total event points)	The team's efforts are not clearly communicated, lack detail, and/or are unconvincing; few, if any, attempts are made to identify and/or incorporate SLC Practices and Behaviors.	The team's efforts are adequately communicated, include some detail, are clear, and/or are generally convincing; identification and/or incorporation of SLC Practices and Behaviors is adequate.	The team's efforts are clearly communicated, fully-detailed, and convincing; identification and/or incorporation of the SLC Practices and Behaviors is excellent.
SEMIFINAL INTERVIEW SUBTOTAL (38 points)			

Record scores in the column spaces below.

Rules violations (a deduction of 20% of the total possible points in the above sections) must be initialed by the judge, coordinator, and manager of the event. Record the deduction in the space to the right.

Indicate the rule violated: _____

To arrive at the TOTAL score, add any subtotals and subtract rules violation points, as necessary. TOTAL (198 points)

Comments:

I certify these results to be true and accurate to the best of my knowledge.

JUDGE

Printed name: _____ Signature: _____

3D ANIMATION

EVENT COORDINATOR INSTRUCTIONS

PERSONNEL

- A. Event coordinator
- B. Judges
 1. Preliminary round: Two (2) or more to judge online entries
 2. Semifinal round: Two (2) or more

MATERIALS

- A. Coordinator's packet, containing:
 1. Event guidelines, one (1) copy for the coordinator and for each judge
 2. TSA Event Coordinator Report
 3. List of judges/assistants
 4. Pre-populated flash drives for judges
 5. Stick-on labels for entries, as needed
 6. Results envelope
 7. Envelope for LEAP Reports
 8. LEAP Interview Judging Protocol
- B. Paper for the required sketching/planning, as needed
- C. Tables for presentations
- D. Table and chairs for judges

RESPONSIBILITIES

PRE-CONFERENCE/PRELIMINARY ROUND

1. Review entries as they are submitted to the designated online storage utility (Submittable).
2. Entry submission is allowed only until 11:59 p.m. (PDT) on May 15th.
3. Manage communication and pre-conference evaluation.
4. Judges independently assess the entries to determine the twelve (12) semifinalists.

5. Decisions about rules violations must be discussed and verified with the judges, event coordinator, and CRC manager to determine either:
 - a. To deduct twenty percent (20%) of the total possible points in this round or
 - b. To disqualify the entry
 - c. The event coordinator, judges and CRC manager must all initial either of these actions on the rating form.
6. Collect completed rating forms electronically and bring them to the conference on a flash drive.

AT THE CONFERENCE

1. Attend the mandatory coordinator's meeting at the designated time and location.
2. Report to the CRC room and obtain the coordinator's packet; check the contents.
3. Review the event guidelines and check to see that enough judges/ assistants have been scheduled.
4. Inspect the area or room in which the event is to be held for appropriate set-up, including room size, chairs, tables, outlets, etc. Notify the event manager of any potential problems.
5. On the first full day of competition, post a list of the twelve (12) semifinalists in random order.

SEMIFINAL ROUND

1. At least one (1) hour before the event is scheduled to begin, meet with judges and review the time limits, procedures, and regulations and clear up any questions or misunderstandings.
2. Meet with all the participants at the scheduled time and location to deliver the event-specific criteria. Ensure that all participants understand regulations regarding equipment allowed, behavior, deadlines, and submission requirements.
3. Each semifinalist team will sign up for a specific interview time at the onsite assignment pickup. Inform teams that they are to return fifteen (15) minutes before their scheduled interview time.

4. Judges independently assess each semifinalist team's project and interview.
 - a. They may take notes, but evaluation occurs only after all team members have left the event room.
 - b. The LEAP interview will be conducted as part of the semifinalist presentation/interview and will last a maximum of five (5) additional minutes.
5. Manage completion of the interviews.
6. Decisions about rules violations must be discussed and verified with the judges, event coordinator, and CRC manager to determine either:
 - a. To deduct twenty percent (20%) of the total possible points in this round or
 - b. To disqualify the entry
 - c. The event coordinator, judges and CRC manager must all initial either of these actions on the rating form.
7. Judges determine the ten (10) finalists and discuss and break any ties that affect the top three (3) placements. (Determine the procedure for breaking ties before the onsite competition begins.)
8. Review and submit the finalist results and all related forms in the results envelope to the CRC room.
9. If necessary, manage security and the removal of materials from the area.