

Summary

The contest is a two-person event assessing the ability of the team to produce high-quality images and an animated short subject using 3-D computerized images. A practical visual design prompt will be given, the scope of which should be viable within the four-hour practical competition period. The prompt will feature both specific and open-ended elements challenging students to follow the brief while exercising creativity in a time crunch.

Scoring

CATEGORY	MAX PTS
Planning & Teamwork	100
Design and Modeling	250
Textures & Lighting	250
Animation Quality & Rendering	250
Written Exam (Online)	150
Total	1000

Resume Penalty
-10 pts
Clothing Penalty
-50 pts
Incomplete Team Penalty
-500 pts

Note: Students competing solo will be allowed to participate but will receive a penalty preventing them from being eligible for medals / nationals.

Attire



Top Options (pick any)

- White polo shirt
- Businesslike white, collarless blouse
- White blouse with small, plain collar that may not extend onto the lapels of the blazer

Bottom Options (pick any)

- Black dress skirt (knee-length)
- Black dress slacks

Other Requirements:

- Black socks OR black sheer/skin-tone seamless hose
- Black dress shoes

Note: For the state competition you DO NOT need the official SkillsUSA white polo. A brand-less white polo is acceptable.

Questions

Any questions or concerns can be directed to the Contest Chair:
Brandon Soards (bsoards@mcst.tec.me.us)

Requirements

Each team of 2 must provide the following for the competition:

Note: Please make sure software can run outside of your network. You may need to lease a license from a license server.

1 Hardware

- (2) Complete Workstations (Computer, Monitor, Keyboard/Mouse, Cables)
- (2) Power Strips
- 3D Rendering Software capable of producing stills and animation (Ex: Maya, 3DS Max, Cinema 4D, Blender)

Note: Software title(s) must be able to model, texture, light, animate and render. The Unreal Engine does not have significant modeling capability.

2 Documents

- Single Page Resume for each team member
- Proof of licensing for programs installed and used

Note: See national standards for more details on these suggested supplies

3 Supplies

- Art/Rendering Supplies for storyboard
- USB Flash Drive physically and digitally labeled "Interactive Team X". Replace 'X' with your team letter.

3 Final Submission

- 3-5 Still Images (1920x1080, true color, TIF(F)/PNG/JPG)
Note: You must render two version of each image: With Wireframe & Without
- Renderd Animation (1280x720, medium color depth, MOV/MP4/AVI)
Length will be dictated by prompt (estimat is a minimum of 10 seconds / 300 frames)

Note: Points in Modeling will be deducted for any use of pre-fabs, Points in Texturing will be taken out for using stock textures.

Schedule

Feb 10-14 **Written Test**

Feb 24-28

- Complete the online test during the testing window
- Each teammate must complete their own test (highest score will be used)

Note: The test is taken from a previous written test at the national level

Mar 19

2:00-4:30: Computer Drop-off

- You can drop off your computer equipment to UTC

Mar 20

7:00-7:45: Computer Drop-off / Setup

- You can drop off and setup your computer workstation during this time

*Note:
Make sure
your team
members
know their
team letter.
This is what
is announced
at closing
ceremony*

7:45-11:45: Prompt Delivery / Animation Time

- Budget time well (hint: time test frames to calculate render time)
- Submit flash drive with stills and video to judge by end of 4 hour block

11:45-12:30: Judging Window

- Please make 3D assets availabe in the native application

12:30: Debrief & Computer Pick-Up