

 Sample projects:

- Educational walkthrough of an active chemistry lab
- Walkthrough of a derelict spaceship
- Tour of an old west frontier town
- Interactive visit to a tinker's workshop

OVERVIEW

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

ELIGIBILITY

Participants are limited to three (3) teams of two (2) members per state.

TIME LIMITS

- Entries must be started and completed within the current school year.
- Thirty (30) minutes of set-up time is allowed for the semifinalist on-site problem.
- Semifinalist teams will have three (3) hours to work on the on-site problem.
- Each semifinalist team will be interviewed for no more than five (5) minutes about the team's entry and design process. The LEAP interview will be conducted as part of the semifinalist presentation/interview and will last a maximum of five (5) additional minutes.

LEAP LEADERSHIP RESUME/INTERVIEW

A Team LEAP Leadership Resume is required for this event and must be submitted at event check-in. Semifinalists will respond to interview questions related to their submitted LEAP Resume for a maximum of five (5) minutes.


ATTIRE

Competition attire, as described in the [National TSA Dress Code](#) section of this guide, is required for this event.

PROCEDURE

- Participants check in their entry, documentation, and a LEAP Leadership Resume at the time and place stated in the conference program.

- B. Entries will be evaluated by judges, and a list of twelve (12) semifinalist teams (in random order) will be posted.
- C. Semifinalist teams will report to the location stated in the conference program. They will have thirty (30) minutes to set up for the on-site problem, and three (3) hours to complete the problem.
- D. After completion of the on-site problem, judges will interview each semifinalist team for no more than five (5) minutes about the team's entry and design process. The LEAP interview will be conducted as part of the semifinalist presentation/interview and will last a maximum of five (5) additional minutes.
- E. Semifinalist teams must leave their equipment and entry for judging and will pick up their equipment at the time and place stated in the conference program.

 Read the General Rules and Regulations section in the front of this guide for information that applies to all of TSA's competitive events.

It is essential that students and advisors routinely check the TSA website (www.tsaweb.org) for updated information about TSA general rules and competitive events. This information is found on the website under [Competitions/Updates](#). When students participate in any TSA competitive event, they are responsible for knowing of updates, changes, or clarification related to that event.

REGULATIONS

- A. Participants must turn in their entry in a video format that is readable across multiple platforms (Apple, Windows, etc.) on a USB flash drive, with corresponding documentation in a portfolio for preliminary judging.
- B. Documentation materials (comprising "a portfolio") are required and should be secured in a [clear front report cover](#). The report cover must include the following single-sided, 8½" x 11" pages, in this order:
 - a. Title page with the event title, the conference city and state, the year, and the student ID number; one (1) page
 - b. Table of contents; pages as needed
 - c. Description of final design; one (1) page
 - d. Storyboard; pages as needed
 - e. List of hardware and software used; one (1) page
 - f. 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
 - g. References cited; pages as needed



- h. Completed and signed Student Copyright Checklist; one (1) page
- C. The entry must be the sole work of the participants and completed within the school year
- D. Participants will provide their own systems for the on-site portion of the competition (may include one [1] laptop/desktop loaded with desired software; computer; one [1] monitor; power strip; 20' extension cord; paper; and pencils).
- E. During the on-site portion of the competition, semifinalist teams will receive a design problem that they must complete within the allotted three (3) hours. It is highly recommended that students spend some time sketching and planning their solution.
- F. During the on-site portion of the competition, participants may not leave the room without the permission of the event coordinator.
- G. Semifinalist teams will each have a five (5)-minute interview with the judges about their project
- H. Semifinalist teams must leave their equipment and entry for judging and return to claim their equipment at the time and place stated in the conference program.
- I. LEAP Leadership Resume (see Forms Appendix or TSA website)/Interview — Teams document, in the LEAP leadership resume (see resume template), the leadership skills that the team has developed and demonstrated while working on this event. Semifinalists will respond to questions about the content of their resume as part of their presentation and/or interview. The LEAP Leadership Resume/interview guidelines and other resources can be found on the [TSA website](#).

EVALUATION

Entries are evaluated on the quality of the portfolio, the design quality of the 3D animation, the solution to the design problem, and the LEAP requirements. Semifinalist teams are evaluated on the design quality of their solution to the on-site problem and their interview. Please refer to the official rating form for more information.



STEM INTEGRATION

This event aligns with the STEM educational standards noted below. Please refer to the STEM Integration section of this guide for more information.

Science, Technology, Engineering, Mathematics

TSA AND CAREERS

This competition connects to one or more of the career areas featured in the TSA AND CAREERS section of this guide. Use *The Career Clusters* chart and the *TSA Competitions and The Career Clusters* grid as resources for information about careers.

CAREERS RELATED TO THIS EVENT

Graphic designer
Animator
Art director
Film and video editor



3D ANIMATION EVENT COORDINATOR INSTRUCTIONS

PERSONNEL

- A. Event coordinator
- B. Assistants for check-in; two (2)
- C. Evaluators; two (2) or more
- D. Evaluators for semifinalist interviews; two (2) or more

MATERIALS

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

RESPONSIBILITIES

- A. Upon arrival at the conference, report to the CRC room and check the contents of the coordinator's packet. Review the event guidelines and check to see that enough evaluators/assistants have been scheduled.
- B. Inspect the area(s) in which the event is being held for appropriate set-up, including room size, chairs, tables, outlets, etc. Notify the event manager of any potential problems.
- C. One (1) hour before the event is to begin, meet with evaluators and check-in personnel to review time limits, procedures, and regulations. If questions arise that cannot be answered, speak to the CRC event manager before the event begins.
- D. Check in all entries and collect LEAP Leadership Resumes at the time stated in the conference program.

- E. Evaluators independently assess the entries to determine the twelve (12) semifinalists.
- F. For participants who violate the rules, the decision either to deduct 20% of the total possible points or to disqualify the entry must be discussed and verified with the evaluators, event coordinator, and a CRC manager.
- G. Submit semifinalist results to the CRC for posting.
- H. Have each semifinalist team sign up for a specific time for its interview (within the time frame designated for the event). Once each team has scheduled an interview time, inform teams that they are to return fifteen (15) minutes before their scheduled interview time.
- I. Evaluators independently assess each semifinalist team's interview. They may take notes, but evaluation occurs only after all team members have left the event room. The LEAP interview will be conducted as part of the semifinalist presentation/interview and will last a maximum of five (5) additional minutes.
- J. Evaluators determine the ranking of the ten (10) finalists and discuss and break any ties.
- K. Review and submit the finalist results and all items/forms in the results envelope to the CRC room.
- L. If necessary, manage security and the removal of materials from the area.



Participant/Team ID# _____

3D ANIMATION			
2017 & 2018 OFFICIAL RATING FORM			HIGH SCHOOL
Go/No Go Specifications			
<p>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 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.</p> <p> <input type="checkbox"/> Documentation is present in a clear front report cover. <input type="checkbox"/> Video is readable/playable on judge's device. <input type="checkbox"/> Completed Student Copyright Checklist is present. <input type="checkbox"/> Completed LEAP Leadership Resume is present. <input type="checkbox"/> ENTRY NOT EVALUATED </p>			
Portfolio (40 points)			
CRITERIA	Minimal performance 1-4 points	Adequate performance 5-8 points	Exemplary performance 9-10 points
<p>Evaluators: Using minimal (1-4 points), adequate (5-8 points), or exemplary (9-10 points) performance levels as a guideline, 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.</p>			
Portfolio See Regulation B (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 construction 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 the required components.
			SUBTOTAL (40 points)

Record scores in the column spaces below.

Animation (40 points)			
CRITERIA	Minimal performance 1-4 points	Adequate performance 5-8 points	Exemplary performance 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 design 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.
SUBTOTAL (40 points)			

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

Indicate the rule violated: _____

Semifinalist Project (80 points)			
CRITERIA	Minimal performance 1-4 points	Adequate performance 5-8 points	Exemplary performance 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.



Semifinalist Project (continued) (80 points)			
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 design 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.
			SUBTOTAL (80 points)

Semifinalist Interview (40 points)			
CRITERIA	Minimal performance 1-4 points	Adequate performance 5-8 points	Exemplary performance 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; both team members contribute equally during the interview.
LEAP Leadership Resume/Interview See Regulation I and instructions on TSA website (X2)	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 the LEAP Be. Know. Do. criteria.	The team's efforts are adequately communicated, include some detail, are clear, and/or are generally convincing; identification and/or incorporation of the LEAP Be. Know. Do. criteria is adequate.	The team's efforts are clearly communicated, fully-detailed, and convincing; identification and/or incorporation of the LEAP Be. Know. Do. criteria is excellent.
			SUBTOTAL (40 points)

Rules violations (a deduction of 20% of the total possible points in the semifinalist sections above) must be initialed by the evaluator, 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 (200 points)**

Comments:

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

Evaluator

Printed name: _____ Signature: _____