

SkillsUSA *TEXAS*

ANIMATION TECHNOLOGY PROJECT

GUIDELINES

Note: Please refer to the "SkillsUSA Texas Regulations" booklet for the official Texas SkillsUSA rules and general guidelines. Refer the official guide for all general guidelines including the rules and procedures for entering student exhibits, project notebooks, and chapter entries. The official guide may be downloaded from Texas SkillsUSA web page at www.txskillsusa.org.

This document is to address specific issues regarding the Animation Technology Job Exhibits or Projects of Texas SkillsUSA. This is a working document created in order to continue the improvement of the Texas SkillsUSA Projects Competition. The roots of the document were discussed and approved by each Animation Technology Instructor present at the Trade and Industrial Education Professional Development Conference in July 1998. The TEXAS SkillsUSA ANIMATION TECHNOLOGY PROJECT GUIDELINES can be changed and improved via discussion throughout the year. After all, as educators, we all want the competition to be as organized, consistent, fair, and responsive to the thoughts and feelings of each instructor from the state. The objective is to create a *positive and constructive event for the student*, while upholding the *high standards* found in the animation industry.

Please direct your comments and suggestions about this document to:

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GENERAL GUIDELINES AND INSTRUCTIONS FOR JUDGES AND INSTRUCTORS:

1. *There is no specific time limit for projects.* However, the judges will have numerous projects to view and because of time restraints long projects will not be viewed in their entirety. Copy a particular portion of the project to submit if the student creator would like to have a specific portion of the project judged. Otherwise the judges may only view the first few minutes.
2. *There are three categories for animation projects.* 3D Animation (computer generated), 2D Animation (computer generated or hand-drawn.) and Stop-Action Animation (clay, object, paper cut, etc.) Each project will be judged on its own merit based on overall quality, skill, effort, and originality. Note: Animation projects now require a slate and 2 seconds of black before the animation.
3. *Each chapter must provide a media player and monitor for each media format* which projects are entered from that chapter. For example, if chapter "A" enters VHS projects, chapter "A" must bring one VHS VCR and monitor for playback. If chapter "B" enters VHS projects and DVD projects, chapter "B" must bring one VHS VCR and monitor and one DVD player and monitor. However, if a chapter chooses to present projects on a computer, only one project may be presented per computer. This may be adjusted if prior arrangements have been made with the Animation Technology Projects Contest Chairperson.
4. *Projects must be properly labeled.* Label the tape spine with the project title and chapter number. Write the project title, chapter number, student name(s), school name, cue time and run time on the tape/disc case and tape/disc face.
5. *Each project must be on a separate tape/disc.* Do not assemble all of your projects onto one tape/disc.
6. *One project per student.* Group projects are permitted but must list each student which has played a major role in the production.
7. *Best of Show Projects* are selected on a competitive basis from the Blue Ribbon projects at state. Two trophies will be awarded. One is awarded to the top individual project and one to the top group project selected by the panel of professional judges. Since the project scores are given based on each projects own merit (score based vs. professional standards), the best numerical project score does not guarantee a best of show award.
8. *Use of Copyrighted Materials* is highly discouraged. However, use of image/stock footage libraries, sound effects, and music libraries are permitted as long as the right has been granted by the legal copyright holder. Proof of legal use of copyrighted materials should be included in the project folder. Use of copyrighted material falling under the fair use provision may be used but clearly identified as such in the project folder. **ALL NON-ORIGINAL WORK MUST BE CLEARLY DOCUMENTED IN THE PROJECT FOLDER.**

SkillsUSA ANIMATION TECHNOLOGY PROJECTS JUDGES RATING SHEET

Explanation and Comments:

PRODUCTION QUALITY

POINTS

Pre-Program: Slate, Black, Cue Time and Run Time

0-10 _____

A Video Slate with project name, student name(s) and chapter number, Video Black, Cue Time and Run Time are reasonably accurate (with control track counters, times will be slightly different on each machine used).

Visual: Framing, Depth, Movement, Angles, Lighting, Graphics

0-20 _____

Framing is good, Movement of the camera (dolly, trucking, booming) and Movement of the frame are smooth (pan, zoom, tilt), Movement and Depth within the frame are utilized effectively (movement of the subjects), camera Angles are used effectively, good use of Lighting techniques and Graphical elements.

Note: Keep in mind that the general rules in the list above could be abused or ignored when used appropriately to gain a desired effect.

Audio: Levels, Mixing, Use of Music/Effects* (if no audio, award 20 pts.)

0-20 _____

Audio Levels are at the proper level and are consistent throughout project, audio sources are well Mixed, Music and Sound Effects are used appropriately.

Editing: Shot Selection, Variety, Pacing, Use of Effective Editing Techniques

0-20 _____

Good Shot Selection and Variety, Editing techniques are used effectively.

Creativity: Artistic Ability

0-20 _____

Since there are no categories in this event, Artistic Ability can be any form of artistic ability such as visual creativity with any visual element, use of colors, set design, storytelling ability and so on. Artistic Ability points can be based on any category of overwhelming artistic element in the project based on the type of the project. A project should not be penalized, for the lack of any one element, if that element does not apply to that project.

ORIGINALITY Does the project show *originality* and *initiative* and/or *ingenuity*

0-40 _____

Does the production show something special or unique? Or, is it a "cookie cutter" animation? Students who create innovative and creative projects should be rewarded here.

Also, if the project demonstrates the application of great skill, cleverness, or hard work in its design, planning or execution the project should score well here.

These items are not mutually exclusive or all required. A production might not show a large amount of creativity but demonstrates great skill or show that a massive amount of effort was used in pre-production, production, and/or post-production of the animation project. Or, it could be wildly creative but lack some technical quality in its execution.

PROJECT FOLDER

Table of Contents, Organized/Secured with a Binder/Folder 0-10 _____

These guidelines can be found in "SkillsUSA Technical Standards".

Detailed Description of Work Done (What did the students have to do to complete the project?) 0-20 _____

The student should describe in detail what was done to complete the project. What equipment was used in the creation of the animation? What problems were encountered? How were these problems resolved? Explain what choices were encountered and why they chose to go the way they did. What production elements were used and why? What processes or steps were utilized?

Script/Storyboard/Production Notes (evidence of research and/or planning) 0-20 _____

The script, storyboard, and production notes should be included here. Every production should have a script and/or storyboard. Production notes can include sketches, notes, diagrams, letters and so on.

Evidence of Work Performed (Is it obvious that the students performed the work?) 0-20 _____

This category may or may not be a section of the PROJECT FOLDER, but is the overall evaluation by the judge based on every thing above. How convinced will the judge be that the student did the work? A picture of a student at a computer only means he/she was sitting at one and not necessarily using one. This is not to discourage pictures, but to clarify that the quality and relevancy of evidence is important.

TOTAL SCORE (0-200 points)

| | | |
|-----------|---------------------|--------------|
| | <u>DISTRICT</u> | <u>STATE</u> |
| 180-200 | Qualified for State | Superior |
| 160-179 | Excellent | Excellent |
| 140-159 | Good | Very Good |
| Below 140 | Honorable Mention | Good |

* If an exhibit is rated less than qualified for state or superior, then the judges should explain why on remarks section below.

Judges Feedback:

State positive and constructive criticism that the students will be able to read and learn from. Consider that each judge is a respected industry professional and has judged each student project based on established industry standards.

This section is very important. The students have worked hard on their projects and should receive good feedback from the professionals here. Great accolades as well as suggestions for improvements should be included here. The students can become very motivated in class after competition because of the comments written here. Remember not to penalize a project because the equipment available was not good.

