SkillsUSA ILLINOIS

3-D Animation and Visualization

Career Competition

Career Cluster: Arts, A/V Technology and Communication and Visualization

State Qualifying Event: No   **National Contest:** Yes   **Participation:** Team of 2

Competition Description

The world of 3D is rapidly expanding, and career opportunities exist in a wide range of fields, including architecture, games, product and industrial design, civil engineering, and film and television animation. This competition allows students to step into a real-world 3D production environment where creative output must be accomplished within specific timeframes, resources and design constraints. This is a two-person team event and includes a preliminary written exam. Competitors must produce high quality images and an animated short subject using 3D computer-generated images. Students are evaluated on their technical knowledge, production skills and creative abilities, including visual development and storyboarding. Competitors can also interface with and get feedback from high-profile judges with successful careers in 3D visualization and animation.

Tasks To Be Evaluated

The competition 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 problem will be given, the scope of which should be viable within the practical competition period. The problem will consist of a topic to communicate, its context and target audience, a rough script to follow, and an emotion or graphical effect that should be illuminated in the still and animated output.

Clothing Requirement

National Requirement:
Class E: Competition Specific — Business Casual
- Official SkillsUSA white polo shirt
- Black dress slacks or black dress skirt (knee-length minimum)
- Black closed-toe dress shoes

State Requirement:
National Requirement OR
- White polo shirt or button-down dress shirt (other colored polo/dress shirt will be subject to deductions)
- Black dress slacks or black dress skirt (knee- length minimum)
- Black, closed-toe dress shoes.
- Any embroidered names or school patches must be covered, if applicable.

Provided by Competitor
- Two complete graphics workstations, including personal computers, monitors and input devices.
- Competitors may bring the software suite of their choice. Software package(s) must be capable of producing both 2-D and 3-D assets and real-time renderings of the final animations.
- Two 6' multiple-outlet surge protectors
- Paper and art supplies for storyboard development to include at a minimum, colored pencils and two 11"x17" tablets. Other materials should include chalk, charcoal and/or regular pencils, etc. These supplies are subject to approval of the technical committee.
- Competitors may bring published reference books and software manuals. Reference materials may not take up more than 1/2 cubic foot of space per team member (total of 1 cubic foot).
- All competitors must create a one-page resume.

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Provided by Technical Committee

- Workspace for two personal computers and two chairs
- 110-volt power outlet
- 64 GB USB3 drives to be available for competition practical submissions