

1999 AUTODESK AWARD FOR EXCELLENCE

JUDGING CRITERIA

In an effort to better communicate the selection process for the Autodesk Award, the following provides you with the same information given to our judging panel. Made up of volunteers from business, industry and education, judges for this award category are familiar with The Competition, with previous Autodesk Award competitions, and with application of Autodesk products and other technologies in engineering, game development, film/broadcast, and both K-12 and post-secondary education. All entries meeting the entry requirements for the Autodesk Award will be judged against criteria outlined below.

Prior to Round One, judges will have reviewed sample entries, and will run through a “dummy round” to familiarize themselves with the judging process. In every round, judges are asked for constructive feedback on each entry; this information is mailed to the key team contact (provided by FIRST) for each team following announcement of the winner at the National Championship Awards Ceremony.

ROUND ONE

In Round One, each entry may receive 1, 2, or 3 Points in each of two categories. Entries with a total of 5 points or higher will advance to Round Two. (*Judges Note: The highest score in Round One is 6 Points.*)

SCORE POINTS IF THE ENTRY MEETS THESE CRITERIA FOR CONTENT:

NOTE: The animation need not represent the actual, final design of the robot, and the robot can be given a personality beyond what may be realistic. However, the animation should show how your robot or part of your robot works.

Score 3 Points

- * Illustrates the engineering design and assembly of the robot
- * Realistically demonstrates how the robot or part of the robot works
- * Demonstrates understanding and skill in the application of design technology products in context of the engineering design process

Score 2 Points

- * Illustrates the engineering design and assembly of the robot
- * Demonstrates understanding and skill in the application of design technology products in context of the engineering design process
- Does NOT realistically demonstrate how the robot or part of the robot works

Score 1 Point

- Does NOT illustrate the engineering design and assembly of the robot
- Does NOT realistically demonstrate how the robot or part of the robot works
- Does NOT demonstrate understanding and skill in the application of design technology products in context of the engineering design process

SCORE POINTS IF THE ENTRY MEETS THESE CRITERIA FOR COMMUNICATION:

Score 3 Points

- * Clearly communicates a recognizable sequence of events
- * Involves a robot in competition along a creative, visual storyline
- * Includes sound FX, music, voice-overs
- * Includes good use of multiple graphics technologies (video, still image import, FX)
- * You want to watch this entry more than once or twice

Score 2 Points

- * Clearly communicates a recognizable sequence of events
- * Involves a robot in competition
- There is NO creative storyline
- Does NOT include sound, music or multiple graphics technologies
- It is NOT particularly compelling to watch

Score 1 Point

- Shows a robot
- Does NOT provide a recognizable sequence of events
- Does NOT include sound, music or multiple graphics technologies

Score 0 Points

- If there is NO robot (however stylized or fantastic it may be)

ROUND TWO

SCORE POINTS IF THE ENTRY MEETS THESE CRITERIA FOR CONTENT:

The top 10 entries in this round will advance to Round Three. (*Judges Note:* The highest score is 40 Points.)

The entries scoring the highest points in this area should clearly demonstrate mastery of technology tools to visualize and design a robot and how it works in competition.

Score 40 Points

- * Demonstrates skill in the application of Autodesk software
- * Illustrates the design and assembly of the robot and how it works

Note: Allow room for creativity. We encourage teams to embellish the robot design with characteristics that give the robot a personality and add humor and/or drama.

- * Creates a mood/simulates an environment

Note: Pay special attention to the development of the background—the playing field, arena, audience or other simulated environment.

- * Simulates the robot in the playing field environment
- * Clearly illustrates a principle of engineering

Note: Look for demonstration of hydraulics, pneumatics, etc.

Score 30 Points

- * Demonstrates skill in the application of Autodesk
- * Illustrates the design and assembly of the robot and how it works
- * Creates a mood/simulates an environment
- Does NOT simulate the robot in the playing field environment
- Does NOT illustrate a principle of engineering

Score 20 Points

- * Demonstrates skill in the application of Autodesk software
- * Illustrates the design and assembly of the robot and how it works
- * Does NOT create a mood/simulates an environment
- Does NOT simulate the robot in the playing field environment
- Does NOT illustrate a principle of engineering

Score 10 Points or Less

- * Illustrates the design and assembly of the robot and how it works
- Does NOT demonstrate skill in the application of Autodesk software
- Does NOT create a mood/simulate an environment
- Does NOT simulate the robot in the playing field environment
- Does NOT illustrate a principle of engineering

SCORE POINTS IF THE ENTRY MEETS THESE CRITERIA FOR COMMUNICATION: (*Judges Note:* The highest score is 40 Points.)

The entries scoring the highest points in this area should be the equivalent of "commercials" for their team, their robot and/or for FIRST. Judges look for a balance between a creative story that is exciting, memorable, and fun to watch and an indication of how your robot works. Think in terms of "branding" your entry and "selling" the audience your solution.

Score 40 Points

- * Demonstrates an effective and creative use of 3D Studio MAX and other technologies
- * Tells a compelling and entertaining visual story with a beginning, middle and end
- * Presents the robot design in context of a creative story

Note: Check the use of special treatments such as animated characters, humor, drama, and parody

- * Presents an "image" or "personality" for the robot and/or the team
- * An exciting 30-second animation that you want to watch more than once or twice

Score 30 Points

- * Demonstrates an effective and creative use of 3D Studio MAX and other technologies
- * A compelling and entertaining visual story with a beginning, middle and end
- * Presents the robot design in context of a creative story
- Does NOT present an "image" or "personality" for the robot and/or the team
- You do NOT find it exciting enough to want to watch more than once or twice

Score 20 Points

- * Demonstrates an effective and creative use of 3D Studio MAX
- * Clearly presents a recognizable sequence of events in which the robot engages in activity
- Does NOT effectively use technologies other than 3D Studio MAX
- Storyline is NOT creative, compelling or entertaining
- Does NOT present an "image" or "personality" for the robot and/or the team
- You do NOT find it interesting enough to want to watch more than once or twice

Score 10 Points or Less

- * Presents a storyline with a robot
- Does NOT demonstrate effective use of 3D Studio MAX
- Does NOT effectively use other technologies
- Storyline is NOT creative, compelling or entertaining
- Does NOT present an "image" or "personality" for the robot and/or the team
- You do NOT find it interesting enough to want to watch more than once or twice

SCORE POINTS IF THE ENTRY MEETS THESE CRITERIA FOR TECHNICAL EXECUTION: (*Judges Note:* The highest score is 20 Points.)

Entries scoring the highest points in this area should have an "edge" which distinguishes them from the rest. The entries scoring the highest possible points in this area should be technically superior in modeling, animation, and final editing. Entries should also demonstrate creativity, skill, and good judgement in the application of materials, color, light, camera angles, sound, music, imagery, etc.

Score 20 Points

- * Demonstrates correlation between storyboard idea and execution through animation
- * Demonstrates technical excellence in the use of modeling, as well as animating and editing, lighting, color and materials
- * Demonstrates effective and creative integration of multiple visual and audio technologies

Note: Check for use of still images, video, special effects, sound, music, voice-over, etc.

- * Represents overall **high** production quality

Note: Check editing (pacing, smooth transitions, camera angles, camera cuts, fades)

- * Has that edge that separates it from the "best of the rest"

Score 10 Points or Less

- * Demonstrates correlation between storyboard idea and execution through animation
- * Demonstrates technical excellence
- * Has overall **good** production quality
- Does NOT demonstrate integration of multiple visual and audio technologies
- Does NOT really have that edge that separates it from the "best of the rest"

ROUND THREE

The top ten entries advancing to Round Three will be reviewed and freshly ranked in #1-#10 order. The top five will advance to the final round during which judges will review, compare, debate and deliberate until reaching unanimous consent on the 1999 Autodesk Award Winner and two Honorable Mention winners. The 1999 "Rookie" animation award will be presented to the highest scoring entry submitted by a school competing for this Award for the first time.