**TEAM NUMBER \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**RATING SHEET – COMPLETE ONE PER TEAM**

**PRESENTATION / TECHNICAL SCORE**

Judge 1 (500 points) \_\_\_\_\_\_\_

Judge 2 (500 points) \_\_\_\_\_\_\_

Judge 2 (500 points) \_\_\_\_\_\_\_

Total Judges Points \_\_\_\_\_\_\_

Divided by # of judges \_\_\_\_\_\_\_

**AVERAGE OF PRESENTATION/TECHNICAL SCORES** \_\_\_\_\_\_\_ (500 maximum)

**SPECIFICATION SCORE** \_\_\_\_\_\_\_ (30 maximum)

**TOTAL \_\_\_\_\_\_\_ (530 maximum)**

**RANK**

#### Judge Number Team Number

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Items to Evaluate** | **Below Average** | **Average** | **Good** | **Excellent** | **Points Earned** |
| **TECHNICAL POINTS** | | | | | |
| **Complexity/Craftsmanship** | | | | | |
| Innovative use of technology/advanced techniques employed | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Animation is fluid, natural, and/or supports theme. | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Attention to detail was evident in modeling techniques. | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Attention to detail was evident in animation techniques. | 1-5 | 6-10 | 11-15 | 16-20 |  |
| Camera angles, timing, transitions, and techniques support project goals and increase entertainment value. | 1-5 | 6-10 | 11-15 | 16-20 |  |
| **TOTAL COMPLEXITY/CRAFTSMANSHIP(100 points possible)** | | | | |  |
| **Animation** | | | | | |
| **Squash and Stretch**- Illusion of weight and volume is given to the animation as it moves (i.e. tennis ball compressing when hit) | 1-5 | 6-10 | 11-15 | 16-20 |  |
| **Anticipation**- Movement prepares the audience for major actions the animation is about to perform | 1-5 | 6-10 | 11-15 | 16-20 |  |
| **Staging**- Actions clearly communicate to the audience the attitude, mood, reaction or idea of the animation as it relates to the topic, providing continuity | 1-5 | 6-10 | 11-15 | 16-20 |  |
| **Slow- Out and Slow-In techniques-** used to simulate natural movements (i.e. fluid motion) | 1-5 | 6-10 | 11-15 | 16-20 |  |
| **Secondary Action(s)**- used to add dimension to the animation | 1-5 | 6-10 | 11-15 | 16-20 |  |
| **TOTAL ANIMATION (100 points possible)** | | | | |  |

#### Judge Number Team Number

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Items to Evaluate** | **Below Average** | **Average** | **Good** | | **Excellent** | **Points Earned** | |
| **PRESENTATION POINTS** | | | | | | | |
| **Composition** | | | | | | | |
| Execution of Plan   * Concept Art/Storyboard/Script/Goals established for animation | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| Artistic Layout/Design Principles   * Aesthetic, consistent use of colors and fonts and layout. | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| Clarity of Message   * Message is attention-grabbing, compelling and/or entertaining. * Message has a beginning, middle, and an ending and was developed according to topic. | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| Entertainment Value   * Animation is memorable, entertaining, and/or fulfills goals * Media elements support and/or enhance message | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| Grammar, Spelling, Punctuation, and Usage   * Content without errors/No copyright violations | 5  (3+ errors) | 10  (2 errors) | 15  (1 error) | 20  (0 errors) | | |  |
| **TOTAL COMPOSITION (100 points possible)** | | | | | | |  |
| **Creativity** | | | | | | | |
| Animation is original   * Fresh ideas, innovative, unique | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| Animation effectively fulfills project goals | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| WOW factor! Animation exceeds expectations | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| Animation is Visually Appealing, Engaging, Inspirational | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| Animation is memorable and has “personality” | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| **TOTAL CREATIVITY (100 points possible)** | | | | | | |  |
| **Presentation** | | | | | | | |
| Ability to explain the development and design process | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| Ability to explain the use of innovative technology and techniques | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| Ability to explain use and development of media elements or additional assets | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| Explanation of roles of various team members | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| Presentation quality/style | 1-5 | 6-10 | 11-15 | 16-20 | | |  |
| **TOTAL PRESENTATION (100 points possible)** | | | | | | |  |
| **TOTAL TECHNCIAL/PRESENTAION POINTS (500 points maximum)** | | | | | | |  |

#### Judge Number Team Number

**Specification Scoring Rubric**

|  |  |  |
| --- | --- | --- |
| **SPECIFICATION POINTS:** All points or none are awarded by the proctor per team, not per judge. | | **Points Earned** |
| Documentation, release form and CD/DVD submitted at presentation | 10 |  |
| Presentation (including video) lasted no more than ten (10) minutes. | 10 |  |
| All registered team members participated in the presentation | 10 |  |
| **TOTAL SPECIFICATION POINTS (30 points maximum)** | |  |

**JUDGES COMMENTS**

#### Judge Number Team Number\_\_\_\_\_\_\_\_\_

**COMMENTS: (to be viewed by contestant)**

(Judges: please provide positive feedback and areas of improvement in a constructive manner regarding your analysis of his/her competition.)

**REASON FOR DISQUALIFICATION: (if applicable)**