



Today's students. Tomorrow's business professionals.

Computer Animation Team (440)

TEAM NUMBER _____

RATING SHEET – COMPLETE ONE PER TEAM

PRESENTATION SCORE

Judge 1 (500 points) _____

Judge 2 (500 points) _____

Judge 3 (500 points) _____

Total Judges' Points _____

Divided by # of Judges _____

AVERAGE PRESENTATION SCORE _____ (500 maximum)

SPECIFICATION SCORE _____ (30 maximum)

TOTAL SCORE _____ (530 maximum)

RANK



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Judge Number _____

Team Number _____

Technical/Presentation Scoring Rubric

Items to Evaluate	Below Average	Average	Good	Excellent	Points Awarded
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 technique	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 maximum)					
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 maximum)					

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Items to Evaluate	Below Average	Average	Good	Excellent	Points Awarded
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 maximum)					
Items to Evaluate	Below Average	Average	Good	Excellent	Points Awarded
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 maximum)					
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 maximum)					
TOTAL TECHNICAL/PRESENTATION POINTS (500 points maximum)					



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Team Number _____

Specification Scoring Rubric

SPECIFICATION POINTS: All points or none are awarded by the proctor per team, not per judge.		Points Awarded
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)		



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JUDGE'S 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)