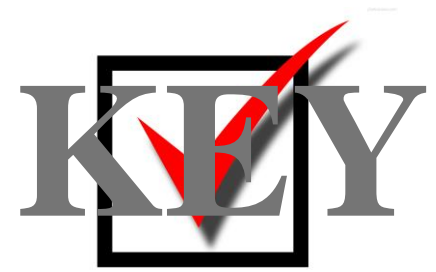


COMPUTER MODELING (425)

REGIONAL – 2015

**Judges/Graders: Please double check and verify
all scores and answer keys!**

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Workplace Skills Assessment Program competition.



Description

Given a scenario or prompt, Computer Modeling will research the topic, create a profile, concept design(s), prototype(s), and final model and/or scene based upon the assigned topic provided. For example – a new Pixar[®] type character made of metal (refer to background information supplied about character); an opening scene to support a new sci-fi movie; an office chair designed for the year 2050; an environment for a Mars colony in the year 2075, etc.

Topic

Adventure Capitalists Inc. has recently invested in a major league baseball organization and is currently accepting proposals for a new mascot. You are to design, create, and model a new mascot concept for the baseball organization.

Contestants who do not submit an entry following this topic will be disqualified.

JUDGING PROCEDURE

- Contestants will be introduced by contestant number.
- As a team of judges, formulate two to three questions to ask at the conclusion of the presentation. Be sure to ask the same questions of each contestant.
- Contestants will present before a panel of judges and timekeeper.
- The length of set-up/wrap-up will be no more than five (5) minutes.
- The length of the presentation will be no more than ten (10) minutes; followed by judges' questions not to exceed five (5) minutes.
- Excuse contestants upon completion of judges' questions.
- **There can be no ties in the top ten (10) contestants.** It is the responsibility of the judges to break any ties.
- Administrator will fill out ranking sheet prior to dismissing the judges.
- If more than one (1) section is necessary, finalists will be determined by selecting an equal number from each section.
- Give administrator all Judges' Scoring Rubrics, Judge Comment Sheets and contest materials.
- No audience is allowed in the contest room.

Please double-check and verify all scores!