



Today's students. Tomorrow's business professionals.

## Computer Animation Team (S) (440)

Judge Number \_\_\_\_\_

Team Number \_\_\_\_\_

### Technical Scoring Rubric

Team Violated the Copyright and/or Fair Use Guidelines	<input type="checkbox"/> Yes <i>(Disqualification)</i>	<input type="checkbox"/> No
If yes, please stop scoring and provide a brief reason for the <i>disqualification</i> below:		
Team used 3-D animation software	<input type="checkbox"/> Yes	<input type="checkbox"/> No <i>(Disqualification)</i>
If no, please stop scoring and provide a brief reason for the <i>disqualification</i> below:		
Team followed topic	<input type="checkbox"/> Yes	<input type="checkbox"/> No <i>(Disqualification)</i>

Items to Evaluate	Below Average	Average	Good	Excellent	Points Awarded
Team submitted the correct information and in the correct format, <ul style="list-style-type: none"> <li>• <a href="#">Team Entry Form</a> (must be keyed but does <i>not</i> have to be signed for pre-submission) AND <a href="#">Release Form(s)</a> (must be keyed but does <i>not</i> have to be signed for pre-submission) in one combined PDF file</li> </ul> <p style="text-align: center;"><i>All points or none are awarded by the technical judge.</i></p>				10	
<b>Complexity/Craftsmanship</b>					
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	
<b>Total Complexity/Craftsmanship (100 points maximum)</b>					
<b>Animation</b>					
<b>Squash and Stretch</b> - 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	
<b>Anticipation</b> - Movement prepares the audience for major actions the animation is about to perform	1-5	6-10	11-15	16-20	
<b>Staging</b> - 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	
<b>Slow-Out and Slow-In Techniques</b> - Used to simulate natural movements (i.e. fluid motion)	1-5	6-10	11-15	16-20	
<b>Secondary Action(s)</b> - Used to add dimension to the animation	1-5	6-10	11-15	16-20	
<b>Total Animation (100 points maximum)</b>					

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Judge Number \_\_\_\_\_

Team Number \_\_\_\_\_

<b>Technical Scoring Rubric (Continued)</b>					
Items to Evaluate	Below Average	Average	Good	Excellent	Points Awarded
<b>Composition</b>					
<b>Execution of Plan:</b> Concept Art/Storyboard/Script/Goals established for animation	1-5	6-10	11-15	16-20	
<b>Artistic Layout/Design Principles:</b> Aesthetic, consistent use of colors and fonts and layout	1-5	6-10	11-15	16-20	
<b>Clarity of Message:</b> 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	
<b>Entertainment Value:</b> 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)	
<b>Total Composition (100 points maximum)</b>					
<b>Creativity</b>					
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	
<b>Total Creativity (100 points maximum)</b>					
<b>TOTAL TECHNICAL POINTS (410 points maximum)</b>					