

**APPENDIX C - AUTODESK ANIMATION  
COMPETITION**



**February 9, 1996**

Welcome to the challenge and excitement of the 1996 U.S. FIRST Competition. For the fourth year Autodesk, Inc. is pleased to support the values, attitudes and activities that surround U.S. FIRST.

As a registered team, you are already aware of the Autodesk educational software grants program open to school participants in this year's competition. In addition to the grants program, which provides a \$650,000 contribution to your U.S. FIRST efforts, this year Autodesk sponsors a Pre-Kick-Off Technology Workshop on Friday February 9. During this workshop, you will have an opportunity to learn about specific Autodesk software products and collect tips 'n tricks from experienced instructors for incorporating Autodesk technology into this year's competition strategy, as well as into your classroom. You'll leave the technology workshop with new understanding, with print and video resources, and with information on how to get technical assistance as you charge along through the competition design, build, present, and test periods.

Over the past four years, we have attempted to bring value to both school and corporate participants in U.S. FIRST. We have worked to be thoughtful, creative and proactive in our support -- particularly support for students. And this year, we are enthused and proud to increase our support for U.S. FIRST by presenting the first Autodesk Judges Award For Excellence in Engineering Creativity and Communication. This award will be presented at the National Competition in April at Walt Disney World's EPCOT Center.

Attached you will find detailed guidelines about the Autodesk Award. Read them; follow them; and if you have any questions, contact Kaki Leyens, Autodesk, Inc. 415/507-6418.

Remember what U.S. FIRST is about: challenge, excellence, teamwork...and fun! We're glad to be able to support and share in what U.S. FIRST represents. Again, welcome to the '96 Competition. And good luck to you all.

FOR INSPIRATION AND RECOGNITION OF SCIENCE AND TECHNOLOGY



**1996 Autodesk Judges Award**  
**for Excellence in Engineering Creativity and Communication**  
(known previously as the U.S. FIRST and Autodesk Image and Animation Celebration)

**ENTRY RULES AND GUIDELINES**

**Competition Objective**

To clearly and creatively present design solutions for the 1996 U.S. FIRST Competition problem through computer modeling and animation using industry standard software.

**1. Entry Requirements**

The Competition is open to all teams participating in the 1996 U.S. FIRST Competition. The Competition period is from February 10, 1996 to March 20, 1996.

All Entries (still image and animation) **MUST** be created using Autodesk software or Autodesk Registered Developer products. Limit one (1) submitted Entry per team. Each Entry (i.e. each image or animation submitted for judging in the contest) **MUST** be accompanied by its own separate and properly completed Official Competition Entry Form, which includes a signed release agreement for the image or animation entered.

Each individual contributor (collectively, the "Entrant") **MUST** be represented on the Official Competition Entry Form, including signing the Archive Consent and Release Authorization Form granting to Autodesk, its subsidiaries, associated companies, successor, assigns, agents and employees the right to use the drawing's, image's or animation's computer code, support files, documents or other electronic media files (collectively, the "Files") listed on the Consent Form.

If Entrant's corporate sponsor or school has any rights or claims to the image or animation in an Entry, the Entry Form also **MUST** be signed by an officer of such employer or parent company and school or the Entry will be disqualified. Entrant and, where applicable, Entrant's corporate sponsor and school represent and warrant that the image and animation in each Entry is owned by the Entrant and/or school and/or corporate sponsor free and clear of any liens or claims of any third party: that they have a legal right to grant the permission given in the Entry Form: and that they indemnify and hold harmless Autodesk, its subsidiaries, associated companies, successors, assigns, agents and employers against liability should any third party claim that the use of the image or animation by the aforementioned violates any right of such third party.

If proprietary information, logos or trademarks appear in an image or animation, Entrant **MUST** enclose written permission for use from the owner of the logos, trademarks or other proprietary material.

**2. Responsibility**

Autodesk is not responsible for Entries not delivered to Autodesk's San Rafael CA, office by the **DEADLINE**, March 20, 1996 (per item 5), or for any lost, late, misdirected, illegible, incomplete or damaged Entries.

**3. Prizes and Prize Rules**

One (1) U.S. FIRST Judges Award trophy will be presented to the team whose animation best represents the objectives of this competition category for Excellence in Engineering Creativity and Communication.

In addition to the Judges Award trophy, a *limited number* of student contributors on the winning team will receive a copy of Autodesk's 3D Studio® Release 4.

Autodesk reserves the right to substitute, at its sole discretion, another prize of equal or greater value for any prize described herein. No part of any prize is transferable. No substitutions of prizes is permitted except as expressly provided above.

The name of the winning team will be announced during the 1996 U.S. FIRST Competition Awards Ceremony. Software awards will be shipped directly to individual contributors following the competition.

#### **4. Judging**

Entries will be judged using criteria such as innovative and imaginative use of the software, story telling, uniqueness, composition, complexity, realism, color, proper use of lighting, and motion. Judging will be conducted by employees or consultants of Autodesk, its subsidiaries or associated companies. The judges' decisions are final. Judges are not required to award prizes by default.

#### **5. Deadline: 5 p.m., March 20, 1996**

The enclosed Official Competition Entry Form and the Archive Consent and Release Authorization Form **MUST** be completely filled out and accompany your team Entry.

If posted, entry packages **MUST** be postmarked not later than March 15, 1996, and **MUST** be received at the Autodesk office in San Rafael, CA no later than 5 p.m. on March 20, 1996.

If delivered by third-party commercial services, or delivered to Autodesk offices other than San Rafael, entry packages **MUST** be handed over to the third party no later than March 15, 1996, and **MUST** be received at the Autodesk office in San Rafael, CA no later than 5 p.m. on March 20, 1996.

Hand delivered Entries will not be accepted after the deadline of 5 p.m. on March 20, 1996.

Direct all Entries to the following address:

Autodesk, Inc.  
Marketing Support Team - Image Archives  
111 McInnis Parkway  
San Rafael, CA 94903  
**Attn: U.S. FIRST JUDGES AWARD**

#### **6. Entry Specifications**

All submissions **MUST** be accompanied by a completed Official Competition Entry Form, including a properly signed Archive Consent and Release Authorization Form. All animation **MUST** also meet the technical specifications outlined below:

- Each Entry **MUST** include 10-15 seconds of animation.
- Each Entry **MUST** be accompanied a representative frame rendered at 1024 x 768 (or higher) and in true color (24 or 32 bit color).
- MUST** be created using Autodesk or Autodesk Registered Developer software.
- MUST** be accompanied by written permission from the owner(s) for use of any proprietary information, logos, or trademarks in your image or animation.
- Each submission (video, disk or hard-copy print) **MUST** be clearly labeled with the name of the file(s) submitted, the corporate sponsor, the school, and the name, daytime phone, email address and fax number of your school team's primary contact (please specify if student, instructor or corporate team lead).

**Note:** Entries will remain the property of Autodesk. No hard copies, digital files, video cassettes, or computer diskettes will be returned.

### All Still Images:

- If Line Art, MUST be submitted in an Autodesk CAD file format (DWG, SKD or GCD).
- If Rendered, MUST be submitted in one of the following file formats: TGA, TIF, JPG. The required resolution is 2048 x 1536 (or higher) with 24 bits (or more) of color.

### All Animation:

- MUST be submitted as video tape, and the animation MUST be one of the following tape formats: BETACAM SP; 3/4 inch; SVHS; Hi-8; or VHS tape in NTSC format.
- MUST include 10-15 seconds (maximum) 3D animation of the Entrant's competition robot.
- It is *recommended* that each Entry include the use of background such as scanned images, texture maps, or live video. We're planning to add music to the final video, but if you've already got a soundtrack on yours, please include it.

### And:

- It is requested, *but not required*, that the Entry be accompanied by the source model(s), in DWG, 3DS, and/or PRJ file format, plus ALL texture maps necessary to re-render the model.

If the Entrant decides to accompany the Entry with the source model(s), all copyrighted geometry, textures, and IPAS, POCO or ADS applications that are required to reproduce an image or animation entry should be omitted from the Entry if the Entrant does not have the necessary rights to them or submitting them violates copyright agreements. The Entrant should, however, list all missing elements, describe where they are required in the image or animation and include information about where the elements can be obtained.

- If submitted in "compressed" format, the data MUST be retrievable using PKUNZIP.
- If not submitted on standard diskettes, the *requested* data should be submitted on one of the following preferred media:
  - Colorado tape (120 or 250)
  - Syquest (44 or 88)
  - Bernoulli disk (20 or 90)
  - Sun Unix TAR tape
  - CD ROM

Please reference your Autodesk Pre-Kickoff Workshop packet for technical support options available to you as an Autodesk grant recipient.

If you have any questions specifically regarding these Entry requirements, please contact Kaki Leyens, Autodesk, Inc. at (415) 507-6418 or fax (415) 507-6113.



**1996 Autodesk Judges Award  
for Excellence in Engineering Creativity and Communication**

**OFFICIAL COMPETITION ENTRY FORM**

Information provided on this Entry Form will be used in preparation of awards and other documents. Please record information as you wish it to appear on all documents. Please read the Contest Rules carefully before completing this Entry Form. All Entries MUST also be accompanied by the Archive Consent and Release Authorization Form.

**Entry Deadline: No later than 5:00 P.M., March 20, 1996**

Direct all Entries to the following address: Autodesk, Inc.  
Marketing Support Team - Image Archives  
111 McInnis Parkway  
San Rafael, CA 94903  
**Attn: U.S. FIRST - AUTODESK JUDGES AWARD**

**Entrant Information**

Team Name: \_\_\_\_\_ Team Lead: \_\_\_\_\_  
Corporate Sponsor(s): \_\_\_\_\_  
School Name(s): \_\_\_\_\_  
Primary Contact (school): \_\_\_\_\_  
Address: \_\_\_\_\_  
City, State, ZIP Code: \_\_\_\_\_  
Daytime Telephone: \_\_\_\_\_ Fax: \_\_\_\_\_ Email: \_\_\_\_\_

Individual Student contributor(s) awards, if any, shall be awarded to the following (limit 5 per team):

Name	Current Physical Address	City, State, ZIP Code	Telephone
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____
4. _____	_____	_____	_____
5. _____	_____	_____	_____

**Scope of the Project** (team development, project development, description of the project's biggest obstacle and how you resolved it)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Still Image** (in digital file format):  2D  3D  line art  wireframe  rendered  
File name: \_\_\_\_\_ File Format (see Rules, Item 6): \_\_\_\_\_ File  
Resolution: \_\_\_\_\_  
Created on (hardware) \_\_\_\_\_ with (Autodesk software/version) \_\_\_\_\_

**Animation** (in digital file format):  2D  3D  line art  wireframe  rendered  
File name: \_\_\_\_\_ File Format (see Rules, Item 6): \_\_\_\_\_ File  
Resolution: \_\_\_\_\_  
Created on (hardware) \_\_\_\_\_ with (Autodesk software/version) \_\_\_\_\_

**Video Format** (if applicable): Tape:  BETACAM SP  3/4-inch  SVHS  Hi-8  VHS  
TV Standard:  NTSC  PAL  SECAM