#### Judge Number Team Number

**Technical Scoring Rubric**

|  |  |  |
| --- | --- | --- |
| Team Violated the Copyright and/or Fair Use Guidelines | Yes  (*Disqualification*) | No |
| If yes, please stop scoring and provide a brief reason for the *disqualification* below: | | |
| Team used 3D animation software | Yes | No  (*Disqualification*) |
| If no, please stop scoring and provide a brief reason for the *disqualification* below: | | |
| Team followed topic and time limit  (*2 minutes max*) | Yes | No  (*Disqualification*) |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Items to Evaluate** | **Below Average** | **Average** | **Good** | **Excellent** | **Points Awarded** |
| Team submitted the correct information and in the correct format,   * [Team Entry Form](http://www.bpa.org/sdownload/2018-19_TEAM_ENTRY_FORM.pdf) (must be keyed but does *not* have to be signed for pre-submission) Works Cited, AND [[Release Form](http://www.bpa.org/sdownload/2018-19_RELEASE_FORM.pdf)](http://www.bpa.org/sdownload/2017-18_SPS_Release_Form.pdf)(s) (must be keyed but does *not* have to be signed for pre-submission) in one combined PDF file   ***All points or none are awarded by the technical judge.*** | | | | 10 |  |
| **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 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)** | | | | |  |

**(440) Computer Animation Team (S)**

#### Judge Number Team Number

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Technical Scoring Rubric *(Continued)*** | | | | | | | |
| **Items to Evaluate** | **Below Average** | **Average** | | **Good** | | **Excellent** | **Points Awarded** |
|  | | | | | | | |
| **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)** | | | | | | |  |
| **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)** | | | | | | |  |
| **TOTAL TECHNICAL POINTS (410 points maximum)** | | | | | | |  |