

3D Digital Animation Entry Form — 2008 Utah Multimedia Arts Festival

Category: 3-D Digital Animation

Objective: To use new media tools to create an animation. These projects are typically created in a 3-D animation program.

Please print neatly. Illegible entries may be disqualified.

Name: _____ (Team members info. on back.)

Phone #: _____ Email: _____

Title of Entry : _____

Description of Entry: _____

School: _____ Teacher: _____

Level (please circle) First-year Student Second-year Student Platform: Mac PC

Entry Format:

- Teachers/schools need to register prior to the competition through the UEN web site. Register at: www.uen.org/umaf/ Submission Deadline: **April 15, 2008**.
- Each participant needs to print out a copy of this Entry Form and complete the requested information. (www.uen.org/umat/)
- Fold the Entry Form and place it within the CD case containing the entry. Place submitter's name and category to the front.
- Each entry must be submitted on a CD or DVD. One submission per CD or DVD.
- Entries should also be submitted online. Directions will be at: <http://umaf.wikispaces.com/>
- Entries may be in any of the following formats: Animation: Animated gifs, FLI, FLC, MOV, and AVI files .SWF (such as Flash and Live Motion)
- File names should include the last name of submitter, an underscore, the school name and file type: Example: **smith_highland.mov**
- Entries will NOT be returned, but judges' comments on this form will be returned to teachers/students.

Entry Guidelines:

- Entries should be mailed to the address below and postmarked no later than April 15, 2008:
Utah Multimedia Arts Festival
ATTN: Carl Lyman c/o Utah State Office of Education
250 E 500 S
PO Box 144200
Salt Lake City UT 84114-4200
- Entries should also be posted online at:
- High Schools with 3 or less sections of multimedia courses (I & II combined) are limited to one entry per category per year. High Schools with 4 or more sections of multimedia courses (I & II combined) are limited to two entries per category per year.
- Awards will be awarded on two skill levels: 1st year students; 2nd year students. A best-of-show, 2nd and 3rd place will be awarded for each competition category for each of the skill groups.
- All entries must be original digital work. (No commercially created media will be allowed.)
- Entries must adhere to applicable copyright & fair-use laws and must have been begun and completed in the 2007-2008 academic year.

DEADLINE: April 15, 2008

Original Content: All submissions should contain material and media elements originally created by the person or team submitting the work. The entries must not plagiarize or violate the copyrighted work of others. Since the materials will be displayed to the public and online, they must be suitable for family viewing and should not contain objectionable materials. For the Audio and Graphics categories, it is required that submissions be 100% original work. For Video, Web, Multimedia Title, and Animation, non-original elements may be included provided that the artist has license or has been granted permission from the original creator or copyright owner. Examples of non-original content: Photos and art; Music and lyrics; Stock wireframe models for 3D animation. When non-original content is included, the artist should provide a detailed description of how and where those elements are used. (Please list these on the back of this form.) It is the responsibility of all artists to show honesty and respect for other's intellectual property.

We certify that this submission meets the above guidelines for original content:

_____ date _____ date _____
(student signature) (teacher signature)

I give my permission for this entry by my child to be posted online as a part of this contest:

_____ date _____
(parent or guardian signature)

Entrants should not write below this line. **JUDGES: Please use this form to evaluate the quality of the entry. Every entry should include judge's comments. This is an important educational element of this contest.**

Judging Criteria	Below Average	Average	Good	Excellent	Points Awarded
Story 20%: Originality, clarity and audience appeal	1-5	6-10	11-15	16-20	
Staging 10%: Setting and camera angle. Are the scenes well thought-out? Is there variety in camera position and focal length? Does the staging help tell the story?	1-2	3-5	6-8	9-10	
Timing & Spacing 20%: This concerns the motion itself. Does the animation create a feeling of life? Is it smooth and flowing or choppy, too quick or unnatural?	1-5	6-10	11-15	16-20	
Secondary Action 10%: These are the more subtle movements, subordinate to the primary action. Examples would be: the follow-through of a dog's tail, or the motion of loose-fitting clothing on a walking character.	1-2	3-5	6-8	9-10	
Aesthetics 20%: Visual strength of an entry. Have the basic principles and elements of design been applied?	1-5	6-10	11-15	16-20	
Technical Merit 20%: Use of computer/multimedia technology in the production process. Is it evident that the creator is fluent in the usage of the software employed in production?	1-5	6-10	11-15	16-20	
Total:					

Judge's Comments:

Copyright and Original Content guidelines followed? yes no

Please cut this edge off and fold entry form into fourths.

- Submitter: Please print this form then complete the information:
- Fold this Entry Form into fourths and insert into CD jewel case with your entry.
- Please have your personal information facing outward.
- Please also label your CD, DVD, etc., with name, title, school and level.
- Tape lid shut!