OVERVIEW

Applying leadership and 21st century skills, participants use 2D, 3D, and/or stop-motion animation tools and techniques to develop an animated short (with sound) and accompanying portfolio that reflects the specified theme for the year.

ELIGIBILITY

Open to Washington TSA high school chapters.
Two (2) teams of one to six (1-6) members per chapter may participate.

ATTIRE

TSA competition attire is required.

PREPARATION

A. Participants concentrate their efforts on researching 2D, 3D, and/or stop motion techniques relevant to animated shorts in addition to storytelling and production techniques.
B. Participants produce an animated short and documentation according to the regulations.

REGULATIONS AND REQUIREMENTS

Students will work to develop their leadership and 21st century skills in the process of preparing for and participating in this Washington TSA competitive event. The development and application of those skills must be evident in their submission, demonstration, and/or communication pertaining to the entry.

Competitors in this event cannot move onto the National TSA conference in this event, as it is state-only.

PRELIMINARY ROUND

A. The Documentation Portfolio
   a. Title page with the event title, the conference city and state, the year, and the team/chapter ID
   b. Table of contents; pages as needed
   c. Purpose and description of the animation; one (1) page
   d. Film-style script listing the scenes, action, and any sound and/or dialogue as needed; pages as needed.
   e. Hand sketched storyboard (screenshots are not acceptable); pages as needed
   f. List of hardware and software used in the development of the video; one (1) page
   g. Student Copyright Checklist (see Forms Appendix)
   h. Signed Photo/Film/Video Consent and Release forms for any dialogue or visual performers who participate in the animated short (see Forms Appendix)

B. The Animation Production
   a. The animation must be one (1) to two (2) minutes in length.
   b. Participants must create, script, storyboard and produce all elements in the animated work.
   c. While participants may look to the work of other animators and artists for inspiration, participants may not use pre-existing characters, assets, props, or settings in their animation.
   d. Participants may NOT use stock footage, images, or materials in the production of the animation. All animation assets must be the original work of the participants.
   e. The final animated soundtrack may NOT use Royalty Free music or sound effects for their final solution. All the music and/or sound effects must be the original composition/creation of the participants.

C. Submission
   a. Participants submit the multi-page PDF of the documentation portfolio and hyperlink to the animation to the designated submission file.
   b. Submission information will be provided in the Washington TSA state-only Competitive Events Guide.
   c. If a URL link is provided, the URL must point directly to the participant's entry. Entries that require software download, or a request that access be granted, will not be judged.
   d. Entries received, or changes made to the submitted entries after the deadline will not be judged.
D. Judges score the entries.
E. Twelve (12) semifinalists are announced.

SEMIFINAL ROUND

A. The Interview
   a. Participants sign up for an interview time.
   b. Participants are allowed up to five (5) minutes to respond to interview questions.
   c. Participants may reference their portfolio and video.
B. Judges score the interviews.
C. The top five (5) finalists are announced.

EVALUATION

PRELIMINARY ROUND

A. The documentation portfolio
B. The animation production

SEMIFINAL ROUND

A. The presentation/interview

Refer to the official rating form for more information.

STEM INTEGRATION

This event aligns with the STEM (Science, Technology, Engineering, and Mathematics) educational standards.

LEADERSHIP AND 21ST CENTURY SKILLS DEVELOPMENT

This event provides opportunity for students to build and develop leadership and 21st century skills including but not limited to:

- Communication
- Collaboration/Social Skills
- Initiative
- Problem Solving/Risk Taking
- Critical Thinking
- Perseverance/Grit
- Creativity
- Relationship Building/Teamwork
- Dependability/Integrity
- Flexibility/Adaptability

CAREERS RELATED TO THIS EVENT

This competition has connections to one (1) or more of the careers below:
- Animator
- Director
- Compositor
- Writer
- Simulation Software Engineer

DOCUMENTATION PORTFOLIO
30 Points

Criteria	Minimal Performance 1-4 points	Adequate Performance 5-8 points	Exemplary Performance 9-10 points
Portfolio Components (X1)	The portfolio is completely unorganized and/or is missing three (3) or more components.	The portfolio is missing two (2) components and/or is loosely organized.	The portfolio is clearly organized and has either one or no missing components.
Script (X1)	The script is missing key attributes necessary for the animation, such as actions, sound effects, dialogue, nonverbal cues, etc.; The script is unorganized, and there is inconsistent spacing.	The script contains most key attributes and is correctly formatted; overall the script follows the animation production.	The script is concise, fluid, and all of its attributes correlate clearly with the Animation production.
Storyboard (X1)	The storyboard and script are sloppy, appear to be thrown together as an afterthought, and/or do not correlate with the animation.	The storyboard and script are drawn appropriately and generally correlate with the completed animation.	The storyboard and script are of exceptional aesthetic and artistic quality, and they clearly correlate with the animation.
			DOCUMENTATION PORTFOLIO SUBTOTAL 30 POINTS

ANIMATION PRODUCTION
70 Points

Criteria	Minimal Performance	Adequate Performance	Exemplary Performance
Camera and Scene Framing (X1)	Camera or scene framing are poorly used in the overall animation.	Camera or scene framing techniques are used, but they may not enhance the overall animation.	Steady and creative shots that enhance the overall animation are utilized.
Creativity and Originality (X2)	There is little original thought or creativity in the design and production to solve the animation theme.	There is some evidence of creativity/originality in the animation.	There is strong evidence of an animation that is fresh and personally creative; project has its own look and feel, and it completely stands out as original.
Timing and Pacing (X1)	The animation sequencing is erratic; Scenes are too long or "clipped," with animation appearing "glitchy" for the chosen format.	The pace and timing are well structured; clips move along and tell the story, with moderate use of transitions. Animation is somewhat smooth for the chosen format.	Scenes logically pace the story along an interesting way, with an excellent and purposeful use of transitions. Animation is smooth and flows well.

Aesthetics and Artisanship (X1)	The work is unorganized and sloppy.	The work provides an organized and logical presentation of essential issues.	The work provides an exemplary use of layout and design principles to logically communicate important data.
Animation Effectiveness (X2)	The animation does not meet project goals, presents an unclear message, and/or is sloppy overall; leadership and/or 21st century skills are not evident.	The animation topic is presented with insights; the video adequately meets the objective, leadership and/or 21st century skills are somewhat evident.	The animation topic is clearly focused, with a rich variety of supporting material; leadership and/or 21st century skills are clearly evident.
			ANIMATION PRODUCTION SUBTOTAL 70 POINTS

**SOUND PRODUCTION
30 points**

Creativity and Originality (X1)	The soundtrack idea is overly familiar or is a cliché; no variety or exploration of elements (range, dynamics, tempo, rhythm, and melody) is evident.	The work involves some original aspects or manipulations of musical and sound ideas; it explores and varies at least one or more musical and sound elements.	The soundtrack is of exceptional aesthetic and artistic quality, and it clearly correlates with the animation.
Aesthetics and Artisanship (X1)	The piece gives no sense of a completed sound idea; there is no clear beginning, middle, or end section; the form appears random, rather than organized.	One musical element has been used to organize the musical ideas and overall form, which are somewhat coherent.	The soundtrack has a coherent and organized form with a clear beginning, middle, and end; Musical and sound elements are used to organize the ideas and form.
Soundtrack Effectiveness (X1)	The piece lacks liveliness, vitality, and vigor; there is no flair, elegance vigor; there is no flair, elegance, or grace to the piece. The soundtrack does not enhance the animation.	The piece generates an initial level of energy that appeals to the listener; the style is somewhat distinctive. The soundtrack does not enhance the animation.	The liveliness and forcefulness of the piece excite the listener; the style is truly unique and serves to enhance the story, message and theme of the animation.
			SOUND PRODUCTION SUBTOTAL 30 POINTS

**SEMIFINAL PRESENTATION/INTERVIEW
50 points**

Organization (X1)	Team seems unprepared and unorganized for the presentation/ interview, with an illogical explanation of the project.	Team is prepared for the interview and is somewhat organized in its presentation to judges; team's presentation thesis is, for the most part, logical and/or clear.	Team's presentation/interview with judges is well organized; the interview is concise and logical, with a clear explanation of the development of the project.
Knowledge (X1)	Team members seem to have little understanding of the concepts in their project; vague interview answers are provided.	Team members have a generalized understanding of the concepts discussed and answer questions adequately.	Evidence is clear that team members have a thorough understanding of the concepts discussed; they answer questions thoroughly.
Articulation (X1)	Communication of the solution is unclear, unorganized, and or illogical; leadership and/or 21st century skills are not evident.	Communication of the solution is somewhat logical and clear; leadership and/or 21st century skills are somewhat evident.	The interview provides a clear, concise, and easy-to-follow analysis of the solution; leadership and/or 21st century skills are clearly evident.
Delivery (X1)	The team is verbose and/or uncertain in its presentation/ interview; participants' posture, gestures, and lack of eye contact diminish the delivery.	The team is somewhat well-spoken and clear in its presentation/ interview; participants' posture, gestures, and eye contact result in an acceptable delivery.	The team is well-spoken and distinct in its presentation/interview; participants' posture, gestures, and eye contact result in a polished, natural, and effective delivery.
Team Participation (X1)	Only one person in the group communicates with judges; there is little or no participation from other team members.	Team members all participate to some extent and seem to understand the concepts.	Team members seem to fully understand the concepts and share an equal role in the interview.
			SEMIFINAL INTERVIEW SUBTOTAL 50 POINTS