

TEAM NUMBER	
RATING SHEET – COMPLETE ONE PER TEAM	
PRESENTATION / TECHNICAL SCORE	
Judge 1 (500 points)	
Judge 2 (500 points)	
Judge 2 (500 points)	
Total Judges Points	
Divided by # of judges	
AVERAGE OF PRESENTATION/TECHNICAL SCORES	(500 maximum)
SPECIFICATION SCORE	(30 maximum)
TOTAL	(530 maximum)
RANK	



Judo	ge Number	Team Number	er
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	Below				Points
Items to Evaluate	Average	Average	Good	Excellent	Earned
TECHNICAL POINTS					
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 COMP	LEXITY/CR	AFTSMANS	HIP(100 po	ints possible)	
Animation					
<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	
Slow- Out and Slow-In techniques- 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	
	TOTA	L ANIMATION	ON (100 po	ints possible)	



Judge Number	Team Number

Items to Evaluate	Below Average	Average	Good	Excellent	Points Earned
PRESENTATION POINTS		Tiverage	3004	Likement	Larneu
Composition					
Execution of Plan					
<ul> <li>Concept Art/Storyboard/Script/Goals established for animation</li> </ul>	1-5	6-10	11-15	16-20	
Artistic Layout/Design Principles					
<ul> <li>Aesthetic, consistent use of colors and fonts and layout.</li> </ul>	1-5	6-10	11-15	16-20	
Clarity of Message					
<ul> <li>Message is attention-grabbing, compelling and/or entertaining.</li> </ul>	1-5	6-10	11-15	16-20	
<ul> <li>Message has a beginning, middle, and an ending and was developed according to topic.</li> </ul>					
Entertainment Value					
<ul> <li>Animation is memorable, entertaining, and/or fulfills goals</li> </ul>	1-5	6-10	11-15	16-20	
Media elements support and/or enhance message					
Grammar, Spelling, Punctuation, and Usage	5	10	15	20	
Content without errors/No copyright violations	(3+ errors)	(2 errors)	(1 error)	(0 errors)	
	TOTA	L COMPOS	ITION (100	points possible)	
Creativity					
Animation is original	1-5	6-10	11-15	16-20	
<ul> <li>Fresh ideas, innovative, unique</li> </ul>					
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	
	TOT	AL CREAT	IVITY (100	points possible)	
Presentation					
Ability to explain the development and design process	1-5	6-10	11-15	16-20	
Ability to explain the use of innovative technology and techniques	1-5	6-10	11-15	16-20	
Ability to explain use and development of media elements or additional assets	1-5	6-10	11-15	16-20	
Explanation of roles of various team members	1-5	6-10	11-15	16-20	
Presentation quality/style	1-5	6-10	11-15	16-20	
	TOTAL	PRESENTA		points possible)	
TOTAL TECHNC					



Judge Number Team No	ımber
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#### **Specification Scoring Rubric**

SPECIFICATION POINTS: All points or none are awarded by the proctor per team, not per judge.		Points Earned
Documentation, release form and CD/DVD submitted at presentation	10	
Presentation (including video) lasted no more than ten (10) minutes.	10	
All registered team members participated in the presentation	10	
TOTAL SPECIFICATION POINTS (30 points maximum)		



#### **JUDGES COMMENTS**

Judge Number	Team Number
COMMENTS: (to be viewed by contest (Judges: please provide positive feedbar manner regarding your analysis of his/h	ck and areas of improvement in a constructive
REASON FOR DISQUALIFICATION:	(if applicable)

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