

## **3D Visualization and Animation**

### **Contest Update – 2022**

#### **Provided by the Technical Committee:**

- Space for practical development including table space for personal computers and chair
- 110-volt power outlet

#### **Provided by the Contestant:**

- 64G USB flash drive for project submission – must be blank on arrival at contest orientation
- Complete graphic workstation including personal computer, monitor, and input devices. Contestants may use any type or brand of computer from any source. Software must be preloaded and configured prior to arrival. Contestants should test the system carefully prior to the competition. Technical assistance is not available onsite at set up. The computer hardware must meet or exceed the minimum recommended system requirements from the manufacturer of the software of choice. We strongly recommend that minimum requirements are exceeded, and that recommended configurations are used whenever possible.
- Contestants may bring software of choice. Software package(s) must be capable of producing 2D and 3D renderings and animations.
  - Proof of licensing for software installed on the contestant's computer may be requested at the contest orientation meeting.
- One 6' multiple outlet surge protector
- Paper and art supplies for storyboard development, such as 11"x17" tablets, colored pencils, chalk, charcoal, and/or regular pencils.
- Contestants may bring published reference books and software manuals. Reference materials may not take up more than ½ cubic foot per contestant.
- All competitors must create a one-page resume and submit a hard copy at contest orientation. Failure to do so will result in a 10-point penalty.