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# **REGIONAL COMPETITION AWARDS**

FIRST will hold an Awards Celebration at each Regional Competition. At these events, a special judging panel will present the following awards:

## **DaimlerChrysler**

### **Team Spirit**

This award celebrates extraordinary enthusiasm and spirit through an exceptional partnership and teamwork.

## **Delphi**

### **“Driving Tomorrow’s Technology™”**

This award celebrates an elegant and advantageous machine feature. This award recognizes any aspect of engineering elegance including, but not limited to: design, wiring methods, material selection, programming techniques, and unique machine attributes. The criteria for this award are based on the team’s ability to concisely verbally describe, as well as demonstrate, this chosen machine feature.

## **General Motors**

### **Industrial Design**

This award celebrates form and function in an efficiently designed machine which effectively achieves the game challenge.

## **Johnson & Johnson**

### **Sportsmanship**

This award celebrates outstanding sportsmanship and continuous gracious professionalism in the heat of competition, both on and off the playing field .

## **Motorola**

### **Quality**

This award celebrates machine robustness in concept and fabrication.

## **Xerox**

### **Creativity**

This award celebrates creative design, use of a component, or a creative or unique strategy of play.

## **Imagery**

This award celebrates attractiveness in engineering and outstanding visual aesthetic integration from the machine to team appearance.

## **Leadership in Control**

This award celebrates an innovative control system or application of control components to provide unique machine functions.

## **Incredible Play**

This award celebrates the team or alliance displaying the most incredible play of the elimination rounds, including a formidable defensive or offensive move or strategy. The recipient of this award is decided upon by FIRST teams via on-site ballot vote at each regional competition.

## **#1 Seed**

This award celebrates the team which is the top seed at the conclusion of the qualifying rounds.

## **Featherweight in the Finals**

This award celebrates the lightest machine participating in the elimination matches.

**Highest Rookie Seed**

This award celebrates the highest seeded rookie team at the conclusion of the qualifying rounds.

**Rookie All-Star**

This award celebrates the rookie team exemplifying a young but strong partnership effort, as well as implementing the mission of FIRST: to inspire students to learn more about science and technology.

**Judges' Awards**

During the course of the competition, the judging panel may encounter a team whose unique efforts, performance, or dynamics merit recognition.

**Regional Finalist**

This award celebrates the team or alliance which makes it to the final match of the competition.

**Regional Champion**

This award celebrates the team or alliance which wins the competition.

## **DIVISIONAL AWARDS - NATIONAL CHAMPIONSHIP**

FIRST will hold an Awards Celebration at the Epcot Arena. At this event, a special judging panel will present the following divisional awards:

### **#1 Seed**

This award celebrates the team which is the top seed at the conclusion of the qualifying rounds in its division.

### **Highest Rookie Seed**

This award celebrates the highest seeded rookie team at the conclusion of the qualifying rounds in their division.

### **Incredible Play**

This award celebrates the team or alliance displaying the most incredible play of the elimination rounds, including a formidable defensive or offensive move or strategy. The recipient of this award is decided upon by FIRST teams via on-site ballot vote in each division.

### **National Division Finalist**

This award celebrates the team or alliance which makes it to the final match in their division at the National Championship.

### **National Division Champion**

This award celebrates the team or alliance which wins the final match in their division at the National Championship.

## **NC. NATIONAL CHAMPIONSHIP AWARDS**

FIRST will hold an Awards Celebration at the Epcot Arena. At this event, a special judging panel will also present these awards:

### **DaimlerChrysler**

#### **Team Spirit**

This award celebrates extraordinary enthusiasm and spirit through an exceptional partnership and teamwork.

### **Delphi**

#### **“Driving Tomorrow’s Technology™”**

This award celebrates an elegant and advantageous machine feature. This award recognizes any aspect of engineering elegance including, but not limited to: design, wiring methods, material selection, programming techniques, and unique machine attributes. The criteria for this award are based on the team’s ability to concisely verbally describe, as well as demonstrate, this chosen machine feature.

### **General Motors**

#### **Industrial Design**

This award celebrates form and function in an efficiently designed machine which effectively achieves the game challenge.

### **Johnson & Johnson**

#### **Sportsmanship**

This award celebrates outstanding sportsmanship and continuous gracious professionalism in the heat of competition, both on and off the playing field.

### **Motorola**

#### **Quality**

This award celebrates machine robustness in concept and fabrication.

**Xerox****Creativity**

This award celebrates creative design, use of a component, or a creative or unique strategy of play.

**Imagery**

This award celebrates attractiveness in engineering and outstanding visual aesthetic integration from the machine to team appearance.

**Leadership in Control**

This award celebrates an innovative control system or application of control components to provide unique machine functions.

**Rookie All-Star**

This award celebrates the rookie team exemplifying a young but strong partnership effort, as well as implementing the mission of FIRST: to inspire students to learn more about science and technology.

**Judges' Awards**

During the course of the competition, the judging panel may encounter a team whose unique efforts, performance, or dynamics merit recognition.

**Featherweight in the Finals**

Awarded for the lightest machine participating in the elimination matches.

**National Championship Finalist**

This award celebrates the team or alliance which makes it to the final match of the National Championship.

**National Champion**

This award celebrates the team or alliance which wins the National Championship.

## **NC1 CHAIRMAN’S AWARD**

The FIRST Robotics Competition is about much more than the mechanics of building a robot or winning a competitive event. It is about the partnership among people who are part of the FIRST community and the impact on those who participate in FIRST programs. The FIRST mission is dedicated to changing the way America’s young people regard science and technology and to inspiring an appreciation of the real-life rewards and career opportunities in these fields.

The purpose of the Chairman’s Award is to keep the central focus of the FIRST Robotics Competition on this critical mission and to reinforce the importance placed on meeting the mission by FIRST founder Dean Kamen. It remains the most prestigious, most coveted FIRST award. The traveling trophy for The Chairman’s Award is a high-tech, custom-crafted Dean Kamen clock, which *The New York Times* called “Art That Ticks.

The Allaire Medal is given in conjunction with the Chairman’s Award. While The Chairman’s Award is presented to the FIRST team which is judged to have created the best partnership effort, The Allaire Medal and its accompanying scholarship, is awarded to an individual student on the Chairman’s Award team as determined by his/her fellow team mates.

### **NC-1 Judging Criteria**

There is no single best way to win the Chairman’s Award. Many factors come into play. It goes to a team that in the judges’ estimation surpassingly represents a model for other teams and embodies the goals and purpose of FIRST.

The quality of your teamwork, both human and professional – of your partnership – is a key ingredient. So, too, is the intensity of the learning experience team members both give and receive. Because our target audience is unlimited – the entire school, the larger community and, through the mass media, the nation – the ways in which a team communicates its excitement and opens the eyes of others is also a major factor.

The Chairman’s Award is presented to the team judged to have created the best partnership effort among team participants and to have best exemplified the true meaning of FIRST. Among the factors the judges evaluate are:

1. As a whole, does the content of the documentation exemplify the true meaning of FIRST?
2. How strong of a team partnership effort is reflected? (Partnership can be defined in many ways, including: the partnership among the team’s students/corporate sponsor/engineers; school/university sponsor/engineers; students/adults; community/team)
3. How well does the submission show what the team experienced in their robot-building process (i.e.: challenges, accomplishments, pitfalls, “lessons learned” etc.)?
4. How strongly does the submission document how FIRST impacted the learning experience of the students, school curriculum, engineers, and/or community?
5. How well has the team communicated their excitement and opened the eyes of their entire school, the community, and beyond (state/nation) to their participation in FIRST ?
6. Has the team documented an innovative way to spread FIRST’s message?
7. Has the team explained/demonstrated why/how they should be a role model for future FIRST teams?
8. Does the submission adhere to the specified size/review restrictions?

### **NC-2 Judging Process**

An independent panel will review all submissions prior to the National Championship. All submissions will then be brought to the National Championship, where the National judges will review them and will select four Chairman’s Award Finalists and the Chairman’s Award Winner. The Chairman’s Award winning team has the additional honor of choosing one of its junior or senior student members to be the recipient of the Allaire Medal.

## **NC-3      Submission Information**

### **NC1-3.1      Documentation**

One way to help the judges understand your team and what its experience together has meant is through the documentation you submit. The Competition is not only about machines, it is also about people. Above all, it is an experience. By recording and evaluating our experiences, we more fully understand and better remember them. Thus, recording, documenting, and preserving the FIRST experience becomes an important element of the team experience itself.

Whatever documentation you submit will be a key factor in the selection process, along with the judges' own observations at the competitions. Your submission need not be professionally produced; what matters is that it clearly convey *to the judges* the factors outlined above.

We strongly encourage *every* team, as part of its team effort, to prepare a comprehensive record of its experience in a form that will be meaningful (a) to its members as an appreciation and memento, and (b) to others as an explanation of both the experience itself and of its effect and its meaning. In preparing this record, bear in mind that the students, the engineers, the teachers, and the machine itself are all integral parts of the team, while families and other supporters are often also part of the experience.

In past years, many teams have recruited additional team members precisely for the purpose of documenting their effort. This not only lets those preparing the record concentrate on documenting and illustrating it; it also exposes a broader cross-section of the student body to the FIRST experience, and thus further advances the FIRST goal of raising non-technical people's awareness of what engineers can do and how they can do it.

We encourage you to send your documentation, or a condensed version of it, to FIRST. Those submissions will be considered in the judges' selection of the Chairman's Award winner **if** submitted on time and within the physical size/review length limits specified for this year. Remember: the process of documentation can itself become a vital part of your team's FIRST experience. It helps focus your own team's attention on the central purposes of FIRST. And those submitted to FIRST are not only a key factor in the Chairman's Award selection. They also become a rich source of inspiration for the staff, the Board, and other supporters of FIRST in charting the future of FIRST.

### **NC1-3.2      Size / Review Time / Restrictions**

- Judges must be able to read and/or view your TOTAL submission *in ten (10) minutes or less*.
- Submission must ***not*** be more than 12 inches wide, 12 inches long and 3 inches high.  
If, as may well be the case, you have documented the experience more extensively for your own purposes, condense your Chairman's Award version to come within these limits. The growing number of teams makes such limits necessary.
- Computer diskette or CD-ROM are **NOT** acceptable formats.
- Videotape submissions must be in VHS format
- Audio cassette submissions must be accompanied by an audiocassette player.

### **NC1-3.3      Requirements**

- Your Chairman's Award submission may take the form of scrapbook, video, photos, essays, clippings, and documents. Refer above for physical size/review length restrictions. If you submit a combination video tape and book for your Chairman's Award entry, the TOTAL review length must NOT exceed 10 minutes. Entries which exceed 10 minutes in review length will NOT be considered.



- All 2001 Chairman Award submissions **MUST** be accompanied by a completed 2001 Chairman's Award Executive Summary Form, located at the end of the Chairman's Award section.
- *Each part* of your submission must have your team number clearly marked on it. Make sure to label your entries with label material that will not fall off.

### **NC1-3.4          Deadline**

FIRST must receive your team's Chairman's Award submission *by 5:00 p.m. on Friday, February 9, 2001*. Submissions which exceed the size and/or review length limits, or which arrive after the deadline, will not be reviewed or considered.

### **NC1-3.5          Address**

Send your *clearly marked* submission (i.e.: video label, scrapbook cover, essay, etc.) to:

Lori Ragas  
Chairman's Award Submission  
FIRST  
200 Bedford Street  
Manchester, NH 03101

## **NC1-4          The Allaire Medal - Leadership Exemplified**

The Allaire Medal is given in conjunction with the FIRST highest team honor, The Chairman's Award. While the Chairman's Award is presented to the FIRST team which is judged to have the best partnership effort, The Allaire Medal is awarded to an individual student on the Chairman's Award team.

Named in honor of Paul A. Allaire, a long-serving FIRST Chairman of the Board, The Allaire Medal is given to the student who has demonstrated outstanding leadership on his/her FIRST team, in his/her school and community, and whose personal character best embodies the spirit of FIRST. The Allaire Medal recognizes leadership exemplified.

The team receiving The Chairman's Award will select the Allaire Medal recipient as determined by adult and student team members. The recipient must be a high school junior or senior who has been accepted into a four year degree program at a college or university. The Allaire Medalist receives the Allaire medallion and up to \$10,000 in total scholarship support for undergraduate tuition, room and board, fees, and books at his or her intended university or college.

**NC1-5      2001 CHAIRMAN'S AWARD SUBMISSION - EXECUTIVE SUMMARY**

(Complete and return this ONE page overview with your Chairman's Award submission)

TEAM #: \_\_\_\_\_

TEAM NAME: \_\_\_\_\_

CORPORATE/UNIVERSITY SPONSOR: \_\_\_\_\_

Number of years participating in FIRST Robotics Competition: \_\_\_\_\_

Number of female students on team: \_\_\_\_\_

Number of male students on team: \_\_\_\_\_

Number of sponsor professionals actively involved with team: \_\_\_\_\_

Number of teachers actively involved with team: \_\_\_\_\_

Briefly describe the impact of the FIRST program on your team's school:

\_\_\_\_\_  
\_\_\_\_\_

Briefly describe the impact of the FIRST program on team participants:

\_\_\_\_\_  
\_\_\_\_\_

Comment briefly on the partnership between the school and its sponsor:

\_\_\_\_\_  
\_\_\_\_\_

Briefly describe community activities by team:

\_\_\_\_\_  
\_\_\_\_\_

Briefly describe fundraising activities by team:

\_\_\_\_\_  
\_\_\_\_\_

Overview of why your team should win the Chairman's Award, FIRST's most prestigious award (a **MAXIMUM** of 100 words):

Other matters of interest to the FIRST judges, if any:

\_\_\_\_\_  
\_\_\_\_\_

## **NC2 FOUNDER'S AWARD**

Each year FIRST presents this award to honor an organization or individual that has contributed significantly to the growth of FIRST. Last year's winner, Dr. William Murphy, founder of Cordis Corporation and Small Parts, Inc., will pass on the traveling trophy clock to the 2001 winner at the Awards Celebration in Orlando.

## **NC3 WOODIE FLOWERS AWARD**

The Woodie Flowers award celebrates **effective communication** in the art and science of engineering and design. This award will be given each year to an engineer or teacher identified and described by students as the one person who has given them the best understanding of the challenges, opportunities, and satisfaction involved in the discipline of engineering and design. The judges, led by Professor Flowers, will select the recipient based on recommendations made by those students submitting a one page essay describing the engineer or teacher and his or her specific contributions. Each team submits only one recommended recipient. The single-page description can be accompanied by one or two photographs.

### **NC3-1 Spirit of the Award**

The spirit of this award is twofold; the accomplishments in communication by the engineer or teacher is essential; and equally important, the student's ability to communicate clearly and concisely. Communication in both directions is an integral part of learning. In this award, we recognize an individual who has done an outstanding job of motivation through communication. Additionally, the award challenges the student body to be clear and succinct in recognizing the value of communication.

### **NC3-2 Judging Criteria**

FIRST would like each team to nominate one individual who truly inspires their team from among the many engineers and teachers working with them. This individual would best exemplify excellence in engineering instruction by explaining complex ideas to students in an inspiring way. Judging criteria will be based on the team's description of how the teacher or engineer inspired each member of the team in some or all of the following ways:

- Level of student participation
- Creativity of effort
- Clear explanation of mathematical, scientific, and engineering concepts
- Demonstrated enthusiasm for science and engineering
- Encouragement to work on projects as a team effort
- Inspiration to use problem solving skills
- Inspiration to become an effective communicator

To create an award-winning robot, each team must move forward through a complete product development cycle from designing a concept, developing a prototype, testing manufacturing, and operating the machine. This requires teamwork, attention to detail, scheduling, and hard work. The award-winning essay should answer this question, "How did the nominated person inspire your team through this process?" If your essay describes examples of how this individual excels above all others in this education process, then we can look forward to presenting your team and your selected individual with an exciting award that honors Professor Woodie Flowers and his contribution to engineering, education, and communication.

### **NC3-3 Entry Requirements**

Prepare a one-page written essay nominating one engineer or teacher on your team who exemplifies excellence in engineering, education, and communication. Students should prepare this essay as a team effort. You may include photos as part of your entry, but only if pictures help to tell your story. The cover of the essay should include the following:

- Award name

- Selected individual's full name
- Individual's affiliation
- Team number
- Team name
- Names of all team members
- School involved
- Corporate partner

Remember, this nomination is to specifically recognize an outstanding engineer or teacher associated with the FIRST competition and your school and team. Each team should recognize that the qualities exhibited by the engineer or teacher are paramount, but the students' ability to communicate those skills is equally important. The award will be presented during the award ceremony on April 7, 2001.

### **NC3-4 Submission Deadline**

The Woodie Flowers Award essays are due on Tuesday, February 28, 2001.

### **NC3-5 Submission Information**

Please submit to Mr. Melvyn A. Saslow at the Small Parts Office. You can mail or fax entries to:

The Woodie Flowers Award  
c/o Melvyn A. Saslow, President  
SMALL PARTS, Inc.  
13980 NW 58th Court  
Miami Lakes, FL 33014

Fax: 1-877-573-9273

## **NC4. THE AUTODESK ® AWARDS OF EXCELLENCE**

Autodesk is proud to be a sponsor of the 2001 FIRST Robotics Competition. This year we are excited to present two Awards of Excellence. The first award, The Autodesk Award for Visualization, recognizes excellence in student animation. The Autodesk Award for Realization, recognizes the team that best understands, documents, and communicates the distinct phases of the design process. Specific details on each award are set out below. Good luck!

### **“VISUALIZE. REALIZE. GRAB THE PRIZE!”**

#### **The Autodesk Award for Visualization.**

This national Award for Excellence in Design Visualization is presented annually by Autodesk, Inc. as a partner activity to The FIRST Robotics Competition. The purpose of the Award is to recognize exemplars of student animation.

### **NC4-1 Award Description**

The challenge of the Autodesk Award is closely aligned not only with FIRST, but also with real-world engineering and team design practices. The Award recognizes thirty (30) seconds of animation which clearly and creatively illustrates the spirit of the FIRST Robotics Competition; meets Entry Requirements; and is judged to have the highest score. Autodesk will reward excellence in clear communication of content, compelling creativity, and mastery of multimedia technology. Entries will be scored on the criteria for the three key areas outlined below. In addition, *actual judging guidelines will be posted not later than February 1, 2001, on the FIRST web site.*

#### **NC4-1.1 Content Communication (40pts)**

This entails distinction in the use of animation to illustrate and communicate understanding of an engineering principle, of the engineering design, assembly, and functionality of your robot, or of another clearly articulated aspect of the FIRST Competition. As an example, you could show in accurate detail how your robot is designed and how it functions. Another challenge could be to illustrate and communicate understanding of a particular engineering principle, e.g. how DC motors work; how four-bar linkages work; how gears work; how a pneumatic valve and actuator work. The highest scoring animations in this key area will be selected to become part of a new and dynamic archive of “*pedagogically correct eye candy*” – a web-based, shared learning place about The FIRST Competition.

#### **NC4-1.2 Compelling Creativity (40pts)**

This entails distinction in the use of design and animation to generate excitement about The 2001 FIRST Competition. The challenge is to tell a compelling, creative story about your team, your robot and your participation in The Competition – and to make that story memorable. One example of a challenge might be to create an “*info-mercial*” to use in fundraising or to generate support for your 2001 FIRST team in your school or your community.

#### **NC4-1.3 Technical Execution (20pts)**

This shows distinction in the application of Autodesk software. The challenge is to demonstrate how skillfully specific Autodesk products are used and how your final animation is brought together from storyboard through design, production, editing, adding FX and sound, and post-production to final product. Modeling, materials application, lighting, camera angles, character animation are among the technical elements that will be evaluated.

### **NC4-2 Judging Criteria**

In scoring your Entry, judges will address specific criteria:

## **NC4-2.1            Content**

Measured in terms of how well your team clearly and accurately communicates the design and functionality of your robot.

### ***Tips:***

- *While it is not necessary to complete your Entry using the final design of your actual robot, maintain focus on the objective: show a design for a robot and how it could really work.*
- *Ideally, your Autodesk Award team will work very closely with the robot design group. This mirrors the practice of collaborative team design in the professional world. Your robot design and animation teams can (and should) work together to generate ideas for design, to promote your team efforts to the community, and to document your design experiences.*
- *Use images and sounds to place your robot in an environment (or series of environments) to give the judges a sense of where the robot is created and competes. Ways to accomplish this include scanning in pictures of your robot or working/CAD drawings of its design, incorporating video of test drives of your 'bot, or bringing images or video of your design team at work.*

## **NC4-2.2            Compelling Creativity**

This is Measured in terms of how well your team identifies a concept and organizes the content for your thirty (30) second story. It is also measured by how well your team executes on that concept and creates a distinctive and memorable “info-mercial” – one that stands out from the rest.

### ***Tips:***

- *“Brand” your team identity and personalize your Entry.*
- *Every story should have a beginning, middle and end.*
- *Make your Entry compelling and exciting to watch. Review previous entries for this Award and discuss which you think are memorable.*
- *Review your favorite commercials, computer games, videos/films. See how they balance giving valuable and clear information with using imagined characters, humor, fantasy, and other creative twists. Check with your team and ask others what makes something distinctive – and worth seeing and listening to over and over again. What makes it “the best.”*
- *A lot of information can be communicated well in thirty (30) seconds – think about what you see every day on television or hear on the radio. It is a common mistake to try to do too much. Focus. Test a few things to see what folks really remember about your animation.*
- *Schedule design and production so that you have time to review your finished product prior to meeting the deadline. Share your work with colleagues and friends and polish it so that it has impact and is memorable.*

### ***SPECIAL TIP #1: You are required to submit a storyboard.***

- *Use a #3 pencil or softer to ensure that your original is readable and can be duplicated easily for our judges.*
- *Clear storyboards are like a road map. They should indicate that you have a solid idea of where you want to go and have a plan for how to get there. The storyboards are not always “pretty,” but they are inclusive and clear. You do not have to use color on your storyboard, and you do not score “extra points” if you do; however, color is certainly acceptable and does give our judges an indication that you are thinking – early – about the aesthetics of your animation.*
- *Storyboards lay out the sequence of ideas and action, including images, text, voice-over messages, sounds, special FX, music.*
- *Test your storyboard with others to see if they understand what you are trying to accomplish. Don not give them “hints.” See if they get it – just from your boards. Try this before you begin your animation.*

- *Entries without a storyboard will be disqualified, and will not be judged.*

#### **SPECIAL TIP #2:**

*Be aware that certain images and music may be copyrighted and you may not be free to incorporate them into your Entry without special permission or fees. This includes obvious things such as clips from popular songs, but could include less obvious things closely aligned to a particular company or individual. Our judges watch and listen closely for any possible copyright infringements. If you have any questions about what you can and cannot include, check with your team corporate sponsor. Also review the language in the Autodesk Archive Consent and Release Authorization Form which is attached to these Guidelines. Any further “tips” in this area will be posted on the FIRST web site during the Competition period. **NOTE:** We have received permission from the FIRST Foundation and can assure you that you **can** incorporate the FIRST Foundation logo in your animation without express permission from FIRST; however you are not permitted to alter that logo in any way.*

### **NC4-2.3      Technical Execution**

This is measured in terms of how well your team uses texture mapping, color, lighting, special FX, camera motion and angle, character animation, editing technique, sound effects, voice over, music, photography, or live video.

#### ***Tips:***

- *Pacing—Watch television ads and note the time between camera cuts, fades, and other transitions. Also, try to use 3-5 second (90-150 frame) individual segments using Video Post to “stitch” these segments together.*
- *Efficient Mesh Model—Optimize models for the lowest number of vertices and faces.*
- *Efficient Scene Materials—Use the lowest resolution bitmap possible in materials, avoid complex material trees, and minimize reflection/refraction.*
- *Efficient Scene Lighting—Use Omni lights with caution. Because light passes through objects, more than two or three Omni lights can be confusing.*
- *Shadows are “expensive” and should be used only when necessary. Use Attenuation on all lights to limit the range of shadow calculations.*
- *Add any color to lights only after final materials have been assigned to objects.*
- *Use creative camera view angles. Avoid choppy edits.*

### **NC4-3      Judging Process**

The judging panel is made up of volunteers from business, industry, and education. Judges are familiar with the FIRST Competition, with previous Autodesk Award competitions, and with application of Autodesk products and other technologies in engineering, game development, film/broadcast, and education.

Judges prepare in advance by reviewing the Autodesk Award guidelines, reviewing background materials on FIRST, and reviewing Award entries from previous years. On the day of judging, there is an opening discussion to ensure common understanding of criteria and of the actual scoring process. Throughout the judging, the order in which Entries are viewed is changed from round-to-round in order to ensure a “fresh” look at the Entries.

#### **NC4-3.1      Rounds**

Typically, there are multiple rounds of Entry review and judging: Entry Acceptance – a review of the animation and all supporting materials to ensure that the Entry meets Entry Requirements.

**Round #1** -- A review and scoring of all submittals which meet Entry Requirements. Judges note comments on each Entry as they score. Following Round #1, all scores are tabulated and Entries scoring higher than a predetermined “break point” are passed to a second round. Judges “flag” for

discussion any Entry which they feel does not meet Requirements or may present copyright infringement questions.

**Round #2** -- Entries are reviewed at greater depth, with discussion as necessary. Following Round #2, “top picks” are selected and passed to Round #3. No Entries are passed to Round #3 if any single judge still expresses concern about that Entry’s compliance with Entry Requirements.

**Round #3** -- This is run in two “heats”: first, the top picks are run, scored and discussed; second, judges select a top four or five for final review.

**Round #4** -- In the last round, judges take what time they need to reach unanimous agreement on the Award Winner and recipients of any additional awards.

### **NC4-3.2 Awards**

In 2001, judges will select a 2001 Award Winner, recognize “Honorable Mention” winners and award a 2001 “Rising Star (Rookie)” winner.

## **NC4-3 Submission Information**

Each team submitting an Entry that is judged will receive its score and verbatim comments from judges. Each team participating in the Autodesk Award competition will receive a videotape of animation Entries judged in the 2001 competition. All judged Entries will be run at The 2001 FIRST National Championships.

### **NC4-3.1 Entry Requirements**

- Entrant must be a fully registered team participating in The 2001 FIRST Competition.
- Limit one (1) Entry per school. If a team includes multiple schools, each school may submit an Entry.
- Entry must include both a completed and clearly legible Entry Form and a completed Autodesk Archive Consent and Release Authorization Form. Forms are found both in the Competition Manual and on the FIRST web site; both must accompany your Entry in hard copy format.
- All materials for your Entry, including your storyboard and videotape, must be clearly labeled with the title of the animation, your team number, school name(s), and corporate sponsor name(s).
- **Entry Deadline: 5:00 PM, Pacific Time, March 14, 2001.** All Entries (regardless of delivery method) must be received at Autodesk, Inc. in California not later than 5:00 PM on March 14, 2001. Entries will not be accepted for judging after the deadline. Autodesk is not responsible for Entries not delivered to Autodesk’s San Rafael, CA, office by the deadline, nor for any lost, late, misdirected, illegible, incomplete, or damaged Entries.
- Include a hard copy of your storyboard (no size or length requirements). Use #3 pencil or softer. Color may be used on the original but is not required.
- **Include your VHS or SVHS videotape of not more than thirty (30) seconds of animation.**
- ☒ Submittal in 2001 is allowed in either VHS or SVHS format *only*.
- ☒ **Entry must:**
  - Open and hold briefly on a still frame which has the following information: Entry title; Team name and number; School name(s), and Sponsor name(s). All this information must be included on this still frame to enable accurate judging. For example, your frame would carry text which reads: Some Cool Video; Team Name; Team #2002; Tech High School/Sponsor, Inc. This information itself will not be judged, but without this information your Entry will not be judged.
  - Be *not more than* thirty (30) seconds of animation. Timing begins as soon as your still frame with the required identifying information clears the screen. To ensure accurate timing of your Entry, we suggest you make a clean break to animation.



- End with a still, solid black frame – which follows the not more than thirty (30) seconds of animation. We suggest you hold that frame for as long as 5 seconds. Credits may follow that still frame, but will not be included as part of the timing, judging or scoring process. We do, however, encourage you to include credits so that you can use your animation to acknowledge contributors and supports, and can include it in your Team and personal portfolio.

### **NC4-3.2 Submission Address / Contact**

Ship Entry to:

**Contact: Kelly Stanphill**  
**Autodesk, Inc.**  
**111 McInnis Parkway**  
**San Rafael, CA 94903**  
**Attn.: 2001 Autodesk Award/The 2001 FIRST Competition**

**NOTE:** *Entries will remain the property of Autodesk, Inc. No materials will be returned.*

### **NC4-3.3 Deadline**

*After January 6, 2001, refer to the FIRST web site [www.usfirst.org](http://www.usfirst.org) for all official updates on the Autodesk Awards.*

The competition period for the 2001 Autodesk Award is from Saturday, January 6, 2001, to Thursday, March 14, 2001. Autodesk Headquarters *must receive your entry by March 14, 2001.*

**NOTE on Hand Delivery:** Any Entry hand-delivered to Autodesk must be left *at the front desk of the Autodesk Headquarters at 111 McInnis Parkway, San Rafael, CA, prior to 5:00 PM on March 14, 2001*, and must be addressed with the full "Ship Entry To" information provided above.

## **NC4-4 Prizes and Prize Rules**

The Winner of the 2001 Autodesk Award will be announced during The 2001 FIRST Competition National Championship Awards Ceremony. The winning animation will be played at the Ceremony, and representatives from the winning team will be acknowledged on the main stage. One IBM® ThinkPad T Series notebook computer (valued at over \$2,600!) will be awarded to the winning team. One lucky student will be selected by his/her fellow team members to receive the computer. In addition, Autodesk will grant education copies of the latest release of 3D Studio™ MAX to a select group of student animators nominated by the winning team.\*

In 2001, Honorable Mention and "Rising Star" winners will be acknowledged at the Awards Ceremony. Honorable Mention Awards will be given to Entries scoring highest in each of three key areas: Communication of Content, Compelling Creativity, and Mastery of Multimedia Technology. The "Rising Star" Award is given to the highest-scoring animation submitted by a "Rookie" team. For the purposes of this Award, "Rookie" designation is given to any school which has not submitted for this Award previously. Schools which have submitted previously but have been disqualified do not qualify as "Rookie" teams under these Guidelines. These winning animations will also be played, and each winning team will be granted one copy of the latest release of 3D Studio™ MAX, to be awarded by that team to a student animator nominated by the team. Should a "Rookie" team either win the 2001 Award or receive an "Honorable Mention," there will be no additional "Rookie" Award presented.

If you have questions regarding the Autodesk Award or these Entry Requirements, please contact Kelly Stanphill at [kelly.stanphill@autodesk.com](mailto:kelly.stanphill@autodesk.com).

\*Software awards will be shipped directly to individual student contributors following the Competition. Autodesk reserves the right to substitute, at its sole discretion, another prize of equal or greater value for any prize described herein. No part of any prize is transferable. No substitution of prizes is permitted except as expressly provided above.

Autodesk, the Autodesk logo, and 3D Studio MAX are registered trademarks of Autodesk, Inc., in the USA and/or other countries. All other brand names, product names, or trademarks belong to their respective holders.

## **NC4-5 AUTODESK VISUALIZATION AWARD 2001 Entry Form**

### **The following is required:**

1. Complete this Entry Form as its contents are required for judging. It must be legible, and you must include it with your Entry submittal. Please read the Entry Requirements carefully, before completing this Entry Form. Information on this Form must be complete.
2. Complete and include the *Autodesk Archive Consent and Release Authorization* agreement with your entry. It is required for judging.

### **Entry Deadline**

Autodesk must receive entries at Autodesk no later than 5:00 PM (PST), March 14, 2001, regardless of delivery method.

### **Entrant information** (Please print)

FIRST Team Number \_\_\_\_\_ Autodesk Award Entry Title \_\_\_\_\_

Team Name \_\_\_\_\_

School Name(s) \_\_\_\_\_

School Contact (Teacher) \_\_\_\_\_ Telephone and e-mail \_\_\_\_\_

Sponsor Company Name(s) \_\_\_\_\_

Sponsor Contact \_\_\_\_\_ Telephone and e-mail \_\_\_\_\_

### **Individual student animator(s)**

Your team can select up to 5 individual student animators as potential Award recipients. List the information requested about those students below. We want to acknowledge all other student contributors on your Autodesk Award team (including story board, modeling, sound effects, etc.), so please list any other contributors and attach that list to this Entry Form on a separate sheet.

<b>Student Animator</b>	<b>Current Address</b>	<b>City, State, ZIP</b>	<b>Telephone#</b>
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____
4. _____	_____	_____	_____
5. _____	_____	_____	_____

### **Individual Team Champion**

In past competitions for the Autodesk Award, we have heard impressive stories of outstanding individuals on some competing teams. Please tell us who your "Team Champion" is this year and about his/her contribution to the team and your Entry. Your champion may be a student, teacher, engineer, community member, or other individual contributor.

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**Software Use**—Describe which Autodesk products you used...and how. Also, name and describe other design, visualization, or animation software products you used in your animation.

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# NC4-6 ARCHIVE CONSENT AND RELEASE AUTHORIZATION

*Use this form for both of the Autodesk Awards for Excellence at The 2001 FIRST Competition*

Dear Contributor,

**We appreciate your interest in submitting material to Autodesk, Inc. The following allows us to legally use your work.**

By signing and returning this consent form, the individual named below and/or if applicable the individual's employer, middle or high school(s), or corporate or college/university sponsor(s) and individual student, faculty and corporate contributors (hereinafter referred to collectively as the "Entrant") understand that the Entrant is agreeing to the following terms which will govern use of the images, animation, sounds, files and other material (the "Material") described below:

- Entrant grants a nonexclusive, irrevocable, perpetual, worldwide license to Autodesk, Inc. to use the images, animation, sounds and other material contained in the "Material" in any manner it deems appropriate. "Nonexclusive" means that Entrant can allow others to use the Material and that the Entrant retains all rights to the Material other than those specifically granted to Autodesk.
- Autodesk may change, reproduce, distribute, and sublicense the Material to its subsidiaries, affiliates, customers and to third parties granting them the same rights which Autodesk has received.
- Autodesk will try to include the credit line shown below when the Material is used and will also try to require others to whom it grants sublicense to do the same. However, Autodesk and its sublicensees may not always be able to include the credit line or otherwise acknowledge the source of the Material. The compensation the Entrant will receive for agreeing to license the Material will be limited to the exposure the Entrant receives by Autodesk's use and sublicensing of it. No other compensation will be paid. The Entrant agrees that the Entrant will not at any time make any claim for compensation for the rights granted to Autodesk.

The Entrant represents and warrants that the Material is owned by the Entrant free and clear of any liens or claims of any third party; that the Entrant has a legal right to grant the permission given in the Entry Form and in this Agreement. The Entrant indemnifies and hold Autodesk, its subsidiaries, associated companies, successors, assigns, agents, and employees harmless against liability should any third party claim that the use of the Material or any part thereof by Autodesk violates any right of such third party. The Material does not include any proprietary information, logos, or trademarks of any third party. NOTE: Use of the FIRST Foundation logo is permitted without permission, as long as that logo is not at all altered.

The authorized signatory for the Entrant is over 18 years old and **either** owns the copyright to the material in these files, **or** has the right to grant this consent on behalf of the owner, **or** knows that the material in these files is in the public domain. This consent does not conflict with any others the Entrant has granted or any other rights to the files.

## **FIRST TEAM SPONSOR OR SCHOOL (where applicable)**

**FIRST Team Name and Number** \_\_\_\_\_

**School/Sponsor Name & Address**

**Animation Entry Title** \_\_\_\_\_

**Name of Animation Contact**

**City, State, ZIP** \_\_\_\_\_

**Telephone #** \_\_\_\_\_

**Email** \_\_\_\_\_

**Authorized Signatory (print)** \_\_\_\_\_

**Authorized Signature (sign)** \_\_\_\_\_

**The above release shall be void if amended in any manner. Autodesk shall not be responsible for the return of any materials submitted.**

## **NC5. THE AUTODESK® AWARD FOR REALIZATION**

From Concept through Completion.

This national Award is presented by Autodesk, Inc. as a partner activity to the FIRST Robotics Competition. This award goes to the team that best understands, documents, and communicates the distinct phases of the design process.

### **NC5-1 Description**

The specific deliverables are documents posted to a web site that illustrate the progression of a design project from concept through completion. We want to see how your team transforms your design idea into a reality. This is a digital contest, so every component you create will be posted to a web site!

While it is not necessary to complete your entry using the final design of your actual robot entered into the 2001 FIRST Robotics Competition, we encourage you to do so because it will show collaboration amongst the entire team. Plus, you can score ten (10) bonus points for using the actual robot entered into this year's contest.

*Special Hint:* Although it is not required, this competition is a perfect one to use the Autodesk Inventor™ software which you have received from Autodesk. Why? Because Autodesk Inventor provides: single day productivity, large model performance, and adaptive technology (a design methodology that enables you to work the way you think, rather than forcing you to adapt to arbitrary processes). Plus, the integrated “Engineer’s Notebook” feature is a great way to document the “why” of design intent, including spreadsheets, parts lists, and text.

### **NC5-2 Contest Phases**

The contest has four required phases.

#### **NC5-2.1 Phase One: The Concept**

The deliverable is a sketch. We want to see what your initial concept for the design project was. The sketch can be hand-drawn, or computer-generated. It must be in an electronic format for posting to a web site.

*Hint:* If you do a hand-drawn sketch, take a digital photograph of it or a regular photograph and scan it into the computer.

#### **NC5-2.2 Phase Two: Design**

We want to see how your concept for your project evolved into an actual design. Illustrate the design process by showing us at least two of these items:

1. 2D Drawing
2. Wireframe
3. Rendering

*Hint:* If you decide to use Autodesk Inventor, then use the “Engineer’s Notes” function to document the design intent and process.

#### **NC5-2.3 Phase Three: Testing & Analysis**

Answer these questions in one page or less:

1. How does your design work?
2. What sort of testing did you do?
3. As a result of testing, did you make any changes to your design?

4. If you changed your design, how did your refinements improve it?

*Hint:* Actual deliverable for Phase Three can be in a Microsoft® Word document.

### **NC5-2.4 Final Deliverable: Web site**

Create a web page that hosts all of the materials that document your design through Phases One - Three.

## **NC5-3 Judging Process**

The judging panel is made up of volunteers from business, industry, and education. Judges are familiar with the FIRST competition, with previous Autodesk Award competitions, and with the application of Autodesk products and other technologies in engineering, design, and education.

### **NC5-3.1 Judging Criteria**

In scoring your Entry, judges will address specific criteria:

- |   |           |
|---|-----------|
| 1. Documenting the entire design process (clearly & concisely)                                  | 50 points |
| 2. Technical competence using Autodesk Inventor software<br>or other mechanical design software | 30 points |
| 3. Web page design (5 points each for: layout, usability,<br>professionalism, and aesthetics)   | 20 points |

TOTAL: 100 Points

- |   |           |
|---|-----------|
| 4. BONUS Points: Documenting the design process for your<br>Team's robot for the 2001 FIRST Competition | 10 points |
|---|-----------|

TOTAL POINTS: 110 Points

### **NC5-3.2 Entry Requirements**

- Entrant must be a fully registered team participating in the 2001 FIRST Competition.
- Limit one (1) entry per school. If a team includes multiple schools, each school may submit an Entry.
- Actual entry is the web site that hosts your documents, which illustrate the design process, as outlined above.
- Entry must include both a completed and clearly legible *Entry Form* and a completed Autodesk Archive Consent and Release Authorization Form.
- There are four entry components:
  1. Completed Entry Form
  2. Completed Autodesk Archive Consent
  3. Completed Release Authorization Form
  4. Deadline: Must be received at Autodesk, by 5:00 p.m., PST, on *Wednesday, March 14, 2001*.

### **NC5-3.3 Deadline / Requirements**

The competition period for the 2001 Autodesk Award is from Saturday, January 6, 2001, to Wednesday, March 14, 2001. *After January 6, 2001, refer to the FIRST web site [www.usfirst.org](http://www.usfirst.org) for all official updates on the Autodesk Awards.*

- *Actual Entry (Web site) must be live no later than 5:00 p.m., PST, Wednesday, March 14, 2001.*
- Email notification must be sent to: [firstentries@autodesk.com](mailto:firstentries@autodesk.com) announcing that your web site is live no later than Wednesday, March 14, 2001, 5:00 p.m., PST. In your email, you must also include:

1. Team Name and Number
2. School Name(s)
3. Corporate Sponsor's Name
4. Active link to your web site

### **NC5-3.4 Submission Address / Contact**

The address is:

**Kelly Stanphill  
Autodesk, Inc.  
111 McInnis Parkway  
San Rafael, CA 94903  
U.S.A.**

## **NC5-4 Prizes and Prize Rules**

Autodesk Award for Realization.

### **NC5-4.1 2001 Award Winner:**

- One IBM® ThinkPad T Series notebook computer (valued at over \$2,600). One lucky student will be selected by his/her fellow team members to receive the computer. Additionally, ten educational copies of the latest release of Autodesk Inventor will be awarded to a select group of students nominated by the winning team.
- The winning team and corporate sponsor will be highlighted on autodesk.com for one week. This includes: an article on the winning team, a link to the team's web site, and an image of your final design!
- Autodesk Logo Merchandise for each team member (up to twenty-five items).

### **NC5-4.2 2001 Honorable Mention Award Winner:**

- 5 educational copies of the latest release of Autodesk Inventor for a select group of students nominated by the winning team.
- Autodesk Logo Merchandise for each team member (up to twenty-five items).

If you have any questions regarding the Autodesk Award for Realization or these Entry Requirements, please write to Kelly Stanphill at [kelly.stanphill@autodesk.com](mailto:kelly.stanphill@autodesk.com).

Autodesk, the Autodesk logo, and 3D Studio MAX are registered trademarks, and Autodesk Inventor is a trademark of Autodesk, Inc., in the U.S.A. and/or other countries. All other brand names, product names, or trademarks belong to their respective holders.

## **NC5-3 AUTODESK REALIZATION AWARD    2001 Entry Form**

### **The following is required:**

1. Complete this Entry Form as its contents are required for judging. It must be legible. Please read the Entry Requirements carefully, before completing this Entry Form. Information on this Form must be complete.
2. Complete and include the *Autodesk Archive Consent and Release Authorization* agreement with this entry form. It is required for judging.

### **Entry Deadline**

Autodesk must receive entries at Autodesk no later than 5:00 PM (PST), March 14, 2001, regardless of delivery method.

### **Entrant information** (Please print)

FIRST Team Number \_\_\_\_\_

Team Name \_\_\_\_\_

School Name(s) \_\_\_\_\_

School Contact (Teacher) \_\_\_\_\_ Telephone and e-mail \_\_\_\_\_

Sponsor Company Name(s) \_\_\_\_\_

Sponsor Contact \_\_\_\_\_ Telephone and e-mail \_\_\_\_\_

### **Individual student designer(s)**

Your team can select up to 10 individual student designers as potential Award recipients. List the information requested about those students below. We want to acknowledge all other student contributors on your Autodesk Award team, so please list any other contributors and attach that list to this Entry Form on a separate sheet.

<b>Student Designer</b>	<b>Current Address</b>	<b>City, State, ZIP</b>	<b>Telephone#</b>
1. _____	_____	_____	_____
2. _____	_____	_____	_____
3. _____	_____	_____	_____
4. _____	_____	_____	_____
5. _____	_____	_____	_____

### **Individual Team Champion**

In past competitions for the Autodesk Award, we have heard impressive stories of outstanding individuals on some competing teams. Please tell us who your "Team Champion" is this year and about his/her contribution to the team and your Entry. Your champion may be a student, teacher, engineer, community member, or other individual contributor.

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**Software Use**—Describe which Autodesk products you used...and how. Also, name and describe other design, visualization software products you used to document your design process.

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## NC5-4 ARCHIVE CONSENT AND RELEASE AUTHORIZATION

*Use this form for both of the Autodesk Awards for Excellence at The 2001 FIRST Competition*

Dear Contributor,

**We appreciate your interest in submitting material to Autodesk, Inc. The following allows us to legally use your work.**

By signing and returning this consent form, the individual named below and/or if applicable the individual's employer, middle or high school(s), or corporate or college/university sponsor(s) and individual student, faculty and corporate contributors (hereinafter referred to collectively as the "Entrant") understand that the Entrant is agreeing to the following terms which will govern use of the images, animation, sounds, files and other material (the "Material") described below:

- Entrant grants a nonexclusive, irrevocable, perpetual, worldwide license to Autodesk, Inc. to use the images, animation, sounds and other material contained in the "Material" in any manner it deems appropriate. "Nonexclusive" means that Entrant can allow others to use the Material and that the Entrant retains all rights to the Material other than those specifically granted to Autodesk.
- Autodesk may change, reproduce, distribute, and sublicense the Material to its subsidiaries, affiliates, customers and to third parties granting them the same rights which Autodesk has received.
- Autodesk will try to include the credit line shown below when the Material is used and will also try to require others to whom it grants sublicense to do the same. However, Autodesk and its sublicensees may not always be able to include the credit line or otherwise acknowledge the source of the Material. The compensation the Entrant will receive for agreeing to license the Material will be limited to the exposure the Entrant receives by Autodesk's use and sublicensing of it. No other compensation will be paid. The Entrant agrees that the Entrant will not at any time make any claim for compensation for the rights granted to Autodesk.

The Entrant represents and warrants that the Material is owned by the Entrant free and clear of any liens or claims of any third party; that the Entrant has a legal right to grant the permission given in the Entry Form and in this Agreement. The Entrant indemnifies and hold Autodesk, its subsidiaries, associated companies, successors, assigns, agents, and employees harmless against liability should any third party claim that the use of the Material or any part thereof by Autodesk violates any right of such third party. The Material does not include any proprietary information, logos, or trademarks of any third party. NOTE: Use of the FIRST Foundation logo is permitted without permission, as long as that logo is not at all altered.

The authorized signatory for the Entrant is over 18 years old and **either** owns the copyright to the material in these files, **or** has the right to grant this consent on behalf of the owner, **or** knows that the material in these files is in the public domain. This consent does not conflict with any others the Entrant has granted or any other rights to the files.

### **FIRST TEAM SPONSOR OR SCHOOL (where applicable)**

**FIRST Team Name and Number** \_\_\_\_\_

**School/Sponsor Name & Address**

**Animation Entry Title** \_\_\_\_\_

**Name of Animation Contact**

**City, State, ZIP** \_\_\_\_\_

**Telephone #** \_\_\_\_\_

**Email** \_\_\_\_\_

**Authorized Signatory (print)** \_\_\_\_\_

**Authorized Signature (sign)** \_\_\_\_\_

**The above release shall be void if amended in any manner. Autodesk shall not be responsible for the return of any materials submitted.**