

**FIRST Robotics Competition  
2011 Award for Excellence in Design  
Sponsored by Autodesk**

**Official Rules**

1. Contest Description The 2011 Award for Excellence in Design, Sponsored by Autodesk (“Contest”) is a skill-based contest allowing eligible entrants to compete for the opportunity to have their design selected as a winner of the Contest. Entrants will submit their original designs for judging according to the criteria listed in Paragraph 5 below. There are two categories in the 2011 Award: 3D Design, and 3D Animation. The 2011 Award in the category of 3D Design will be judged by volunteers who are professionals, and presented *only at the Championship level*. The 2011 Award in the category of 3D Animation will be judged by peers at the Regional level, and at the Championship level will be judged by volunteer judges who are professionals.

2. General Conditions NO PURCHASE NECESSARY TO ENTER OR WIN. A PURCHASE WILL NOT IMPROVE THE CHANCES OF WINNING. The Contest is sponsored by Autodesk, Inc., a Delaware corporation (“**Sponsor**”). The Contest is governed by the laws of the State of California and applicable United States federal law, without regard to any conflicts of laws principles. The courts of the counties of Marin or San Francisco, State of California (state and federal) shall have sole and exclusive jurisdiction of any dispute regarding the Contest, and by entering the Contest you waive any objection to jurisdiction and venue in those courts and submit to the sole and exclusive jurisdiction of those courts. If you enter the Contest, you agree to abide by the terms of these Official Rules (the “**Rules**”) and by the decisions of Sponsor and the Judges (as defined below), which shall be made in all cases in the sole and absolute discretion of Sponsor or the Judges, and are final and binding on all matters relating to the Contest. The Contest is also governed by Sponsor's Privacy Policy at <http://students.autodesk.com/?nd=legal> (the “**Privacy Policy**”), although the Rules will govern any conflict between the Privacy Policy and the Rules. Entrants residing in Canada agree that these Official Rules, as well as other documents relating hereto, including notices, shall be written in the English language only. Les parties ci-dessus confirment leur désir que ces règles officielles ainsi que tous les documents, y compris tous avis qui s'y rattachent, soient rédigés en langue anglaise.

3. Eligibility This Contest is open to entrants 18 and over or over the age of majority in their jurisdiction or residence, whichever is older, in the United States and Canada, but excluding residents of Florida, New York, Puerto Rico, Rhode Island, and the Province of Quebec. Entrants who are residents of a country, state, province or jurisdiction that (1) prohibits any aspect of this Contest or (2) prohibits unregistered contests or (3) requires the contest sponsor to post a bond, are ineligible. Autodesk expressly disclaims any responsibility or liability for any entrant who enters when it is illegal for them to do so. Autodesk reserves the right to disqualify any participant if Autodesk suspects, in its sole and absolute discretion, that participant did not follow these official rules, or if participant's participation in the Contest or receipt of prize would violate applicable laws of the jurisdiction in which the participant resides. Employees of Autodesk, Inc. (“**Sponsor**”), their partners, their suppliers and respective advertising and promotional agencies, members of their household, and their immediate family members are not eligible for this Contest. Family members of Judges and those living in the same household are not eligible to enter. Sponsor reserves the right to verify eligibility qualifications of winner. Sponsor will only accept entries that have been completed and submitted as described below.

Participants may be required to submit proof of their eligibility. Autodesk reserves the right, in its sole and absolute discretion, to determine whether eligibility requirements have been met.

**NOTE:** In the 2011 *FIRST* Robotics Competition 2011 Award for Excellence in Design, Sponsored by Autodesk competition, we realize that there may be students under the age of 18 working on the projects. However, the final Entry should be submitted by an over 18 year old team member, mentor, coach, main contact, or other adult volunteer.

4. Entry The Contest will start on January 8, 2011 at 12:01 a.m. Pacific Standard Time (the “Start Date”), and will end on April 27, 2011 at 11:59 p.m. PST (the “End Date”). An “Entrant” is a single FRC team, which will be identified by both the team number and team name. Teams comprised of more than one school will still be considered a single eligible Entrant with one team number and one team name. Entrant is allowed only 1 entry per each of the two Award categories (3D Design, and 3D Animation). In order to enter the Contest, Entrants shall create an Entry that fits within the requirements, abides by the product usage and file submission requirements, and meets the deadline. Entrants must be a registered team in the 2011 *FIRST* Robotics Competition – by being such, team members are given access to free\* software downloads for all the products required to enter this contest. Entries must include the name and phone number of the Entrant. Entries must be submitted electronically at [www.autodesk.com/first](http://www.autodesk.com/first), and must include all of the requested files listed for Entry (details listed below). Entries must be received by the entry deadline. Upon submission, all entries become the sole property of Sponsor and will not be returned. Sponsor will have no responsibility for, and will have the right to refuse in its sole and absolute discretion, any entries that have been tampered with, or entries that are misdirected, incomplete, non-conforming, corrupt, lost, late, or ineligible, whether due to Internet or e-mail server failure or otherwise.

#### 5. Award Criteria

The 2011 Award for Excellence in Design, Sponsored by Autodesk has two separate and distinct categories:

Category One: 3D Design

Category Two: 3D Animation

The description of each Award Category and the Award criteria for each Award Category, including requirements for content and submittal are detailed below. Also detailed below are the criteria and process for judging and recognition of winners in each Award Category.

6. Prizes. The Championship winner for each Award category will receive: a trophy (valued at \$400). If a stated prize is unavailable, Sponsor has the right to substitute one or more items of equal or greater value, in its sole and absolute discretion. No prize is exchangeable, transferable, or redeemable for cash.

7. Announcement Award of Prizes. The Championship winner for each Award category (“Winner”) will be announced on April 30, 2011 at the *FIRST* Championship in St. Louis, MO during the *FIRST* Robotics Competition Closing Ceremonies and will be posted on [www.autodesk.com/first](http://www.autodesk.com/first) the following week.

Sponsor will notify the Winner by phone using the phone number submitted with Winner's entry. The Winner must affirmatively respond to the notification as directed and by the deadline specified in the phone call. Additionally, as a condition to receiving a prize, Winner shall be required to execute an assignment transferring and assigning all of his or her rights, title and interest, including but not limited to any copyrights or trademarks, in the design(s) submitted as an entry to Sponsor. Sponsor is under no obligation to use the winning designs in any media. Winners may be required to sign a Declaration of Eligibility and Release/Indemnity form, to the extent not prohibited by law. If they are required, each Winner must complete those forms and return them to Sponsor prior to receipt of a prize. Prize will be delivered to Winner by mail within 2 weeks of submission of the required forms. Winner must take possession of the prize as directed by Sponsor. Failure to comply with any of the foregoing may result in disqualification and the selection of alternate Winner. Winner will be solely responsible for complying with any and all applicable federal, state, local, or other statutes, regulations, and other laws and for bearing any personal income or other taxes, fees, insurance, surcharges or other costs relating to any prize. Winner may be required to provide Sponsor with the Winner's social security or tax payer identification number for tax purposes.

8. Representations. By entering the Contest, each Entrant represents and warrants that: (a) the Entrant meets all eligibility requirements of the Contest; (b) in entering and participating in the Contest, the Entrant has complied and will comply in all respects with these Rules and all applicable statutes, regulations, and other laws; and (c) the Entry consists entirely of the Entrant's own original work.

9. Release. To the maximum extent permitted by law, by entering the Contest, each Entrant releases and holds harmless Sponsor, the prize manufacturers, and any of their related companies and representatives from any and all responsibility or liability (including, without limitation, for any injuries, losses, or damages of any kind, such as compensatory, direct, incidental, consequential, punitive, or other damages) arising out of or relating to: (a) the Contest; (b) claims based on copyright or trademark infringement, or infringement of other intellectual property rights; (c) the acceptance, possession, receipt, or use of any prize; (d) any entries that have been tampered with or that are misdirected, incomplete, non-conforming, corrupt, lost, late, or ineligible; (e) computer, telephone, cable, satellite, network, hardware, or software malfunctions or failures; garbled or jumbled transmissions; or Internet or website accessibility or delays; (f) printing or typographical errors in any Contest-related materials; or (g) any other technical or human errors occurring in connection with the Contest (the "Causes"). Entrants understand and agree that if anyone makes any claim against Sponsor arising out of or relating to any of the Causes, Entrants will pay for any damages, losses, liabilities, costs, penalties, and expenses, including without limitation attorneys'; and experts'; fees and costs, incurred in connection with such claim. THE PRIZE WILL BE GIVEN AWAY BY SPONSOR "AS IS." SPONSOR DOES NOT MAKE AND EXPRESSLY DISCLAIMS ANY WARRANTY, WHETHER EXPRESS, IMPLIED, OR STATUTORY, REGARDING ANY PRIZE OR PORTION THEREOF, INCLUDING WITHOUT LIMITATION ANY IMPLIED OR STATUTORY WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, OR NON-INFRINGEMENT.

10. Termination. Sponsor reserves the right to suspend, modify, or terminate the Contest at any time prior to the End Date for any reason, in its sole and absolute discretion, including without limitation in the event of fraud, abuse, or technical or other difficulties. In such cases, Sponsor will send an e-mail notification to Entrant's e-mail address associated with each entry. If Sponsor ends the Contest prior to the End Date and Winner has not yet been identified, Sponsor will award the prize to eligible Entrant(s) according to the judging and tie-breaking criteria set forth in Paragraph 5.

11. Advertising. To the maximum extent permitted by law, by entering the Contest, each Entrant consents to the use by Sponsor, or any third party chosen by Sponsor, of any and all information related to the Contest, including any personal information obtained through the Contest, for advertising, marketing or other purposes. All such information becomes the property of Sponsor and will not be returned. To the maximum extent permitted by law, by accepting a prize, Winner consents to the print and online publication of Winner's name and address as part of a Winner's List and to the use of Winner's name, voice, photograph, biographical material, and likeness by Sponsor or any third party chosen by Sponsor, for advertising, marketing, and other purposes without additional compensation. Other than as set forth herein, Sponsor will treat any personal information supplied by Entrants in connection with the Contest in accordance with Sponsor's Privacy Policy.

12. No Endorsement. Nothing contained herein or in any of the Contest related materials should be construed as an endorsement by Sponsor of the prize manufacturers, or any third party, product, or service.

\*Free products are subject to the terms and conditions of the end-user license agreement that accompanies download of the software.

**Note: Autodesk will provide more detailed information on the Autodesk Education Community ([www.autodesk.com/first](http://www.autodesk.com/first)) including an FAQ, "Tips"- a virtual workshop on 'Design as a Competitive Advantage', a blogs from design expert Phil Dollan, links to tutorials and training and supporting documents and assets for teams competing for this award.**

### **2011 Award for Excellence in Design, Sponsored by Autodesk**

#### **Category One: 3D Design**

**Note:** This Award will be judged and presented *only at the Championship level* in 2011.

#### **Purpose of the Award:**

This Award Category honors excellence in demonstrated understanding of the design process, knowledge of mechanical engineering and design principles, mastery of 3D design technologies – including CAD and digital prototyping, and visualization and presentation.

#### **Award Description:**

The Award recognizes outstanding achievement in design of the team robot using Autodesk Inventor Professional 2011 software. The software gives teams the power to conceptualize, visualize, digitally prototype, and analyze in a virtual environment so design and performance considerations can be addressed & optimized prior to actually building the robot – saving valuable time and resources exploring alternatives.

Here is your 3D Design Challenge:

You have the opportunity to demonstrate how intentional you are about designing a robot that you think will compete successfully in the FRC 2011 season.

There is always that temptation to dive into the FRC kit of parts and start to bend or cut metal...jumping right into build without exploring design alternatives or digitally prototyping possibilities. Time is precious, but the time you take to follow a design process from the get-go will save time you may otherwise spend on reworking a robot you built too quickly and then struggle to keep working in competition. You can use Autodesk Inventor Professional 2011, as well as other Autodesk software – such as AutoCAD or Autodesk SketchBook Pro – to brainstorm or rough out ideas and share them with your team on Autodesk’s Education Community. You can move into 3D design and modeling, using the 2011 virtual kit of parts, modeled in Autodesk Inventor, which is available to you January 10, 2011 at [www.autodesk.com/first](http://www.autodesk.com/first).

To compete successfully for this Award, you must develop a succinct statement of the design problem you are trying to solve. This competition is based on the 2011 FRC game, so it will be important for you to let us know the particular features or functions you want your robot to take into competition. You will demonstrate how you progressed from rough sketch through your work flow to an Inventor image and photographs of your ready-to-rumble competitive robot.

The winner of this Award will be the team that clearly demonstrates excellence in using the design process and in tapping the power of Autodesk technology to make design a competitive advantage!

### **Award Requirements – Content & Format:**

There are two separate but related required areas of content, and there are required formats for each area of content.

Required elements of content are:

#### 1. Evidence of Design Intent & Execution

##### a. Design Intent

- i. Statement - A brief statement (50 words, maximum) of the design problem you set out to solve. (PDF file format)
- ii. Sketches - Any sketches (pencil or technology) that illustrate all of the concepts you explored and the progress you made designing your robot.

**Note:** This can be excerpts from a design notebook, white board notes and drawings, *your* design process with documented milestones, or even pencil sketches or thumbnails – any of these scanned and submitted in PDF file format (No limit on length).

##### b. Design Execution

- i. Images - Two required types listed below:
  1. A single Autodesk Inventor image that best represents your robot design. (JPG file format)
  2. A 3D DWF export of the main robot design. (DWF file format)
- ii. Autodesk Inventor Dataset – In a single compressed ZIP file, include all model and drawing files. These include Assemblies, Parts, Drawings, as well as any linked image files, styles, or libraries. Please review all notes below.

**Note:** Please use the ***Pack and Go*** utility in Autodesk Inventor to package up the entire design with all its supporting files. In past years, the high-scoring entries have included Drawings, Parts Lists, Tube & Pipe, and Cable & Harness components.

**Please note:** Designs must be created entirely within Autodesk Inventor (any version). 2D and 3D data from **other Autodesk products, such as AutoCAD and Autodesk SketchBook Pro can be imported to Autodesk Inventor as part of the robot design work flow.** Importing geometry from CAD packages other than Autodesk products will significantly impact the team score.

**IMPORTANT:** Make sure to include your team number in the file format, such as "team\_xxxx.iam or team\_xxxx.dwf" (JPG, DWF, Inventor main assembly and ZIP file).

**Special Case Note:** Any entry uses non-Roman characters (such as Hebrew or Cyrillic) **MUST** use WinRAR, as WinZip will damage the filenames.

## 2. Photographs

Judging in this category will involve comparing your design intent and evidence of the design process used, and your technical expertise against the final physical robot. To accomplish this, your team will need to provide five (5) high quality photos of your final robot with your entry. These photos must be submitted with the rest of your entry.

The photos should include:

- a. Digital photographs of the front, rear, and side views of your completed robot.
- b. Additional photos showing close-ups that emphasize the advantages you are highlighting in your design (i.e. interesting or unique parts of the design). Please describe these advantages in your entry description. (in #1-a-i. above)

### **Award Requirements - Submission Process:**

All submissions will be made through the Autodesk Education Community website at [www.autodesk.com/first](http://www.autodesk.com/first) .

Complete details on the submission process will be available on Autodesk's Education Community section dedicated to FIRST: [www.autodesk.com/first](http://www.autodesk.com/first) by February 1, 2011.

After the close of deadline and review by Autodesk, you will also be able to view other team's entries on the site.

### **Entry Deadline:**

All entries must be submitted with all associated files through the Autodesk Education Community site [www.autodesk.com/first](http://www.autodesk.com/first) not later than Thursday, March 3, 2011, 5:00 p.m. Pacific Standard Time. Any entries submitted later than 5:00 p.m. Pacific Standard Time on Thursday, March 3, 2011 will NOT be considered for judging.

### **Judging Process:**

The judging panel, made up of volunteers with professional backgrounds in technology, design, education, and robotics, will review all entries in this Award Category. Judges are familiar with FRC, design competitions, and the application of Autodesk products and other technologies in engineering, design, robotics, and education. Five (5) finalists will be selected by the judge team to advance to a final round of judging. The judge team will also judge this final round, and will choose the final Championship winner at its sole and absolute discretion.

This Award Category (3D Design) will be judged in 2011 **only at the Championship** level. It will not be judged at the Regional level. The Winner will be announced by an Autodesk representative, and the winning entry will be shown during the 2011 *FIRST* Robotics Championship Awards Ceremony. Representatives from the winning team will be acknowledged on the main stage, if present. The Winner will also be posted and highlighted on the Autodesk Education Community website.

### **Judging Criteria:**

In scoring each entry, judges will use specific criteria and will assign a maximum number of points for each criterion on the basis listed below. The highest possible score is 100 points.

- Clear statement of the design problem and evidence of following a design process: 35
- Actual design solution to your stated problem: 20
- Technical expertise in use of Autodesk Inventor: 30
- Presentation: 15

### **Category Two: 3D Animation**

**Note:** This Award will be judged and presented *at both Regional and Championship levels* in 2011.

### **Purpose of the Award:**

This Award Category honors excellence in student animation, including an understanding of the design process, storytelling, technical execution, creativity and aesthetics, and clear, concise, and compelling communication.

The Award recognizes an outstanding 30-second animation that best depicts the 2011 theme outlined below.

This year's theme is: **Change Their World**

Here is your 3D Animation challenge:

Meet the iiko, a playful alien race that are generally by nature curious, friendly and expressive. In their world, technology is like magic, and they have a genuine interest in how it can impact their community, society and environment. Over time, their world has seen the impact of severe environmental conditions and they need help. You have the opportunity to identify a challenge the iiko face and tell us

how your idea/product/invention would change their world – for the better! It might be something that makes a positive difference in the lives of the iiko, in their world at large, or even in space. It may save lives or make daily life easier. It's up to you. But you need to clearly state the design challenge you identify; then create a 30-second animation that communicates your solution to meeting that challenge. Of course, if robotics comes into play – that's great, but not a requirement.

While Autodesk will provide a rig of the iiko character for your reference and potential use, the character is not required to be in the final video. A more detailed description of the challenge, along with materials, will be available on January 10, 2011 at [www.autodesk.com/first](http://www.autodesk.com/first) as part of the 3D Animation Challenge toolkit.

### **Award Requirements – Content & Format:**

There are three separate but related required areas of content, and there are required formats for each area of content.

Required elements of content are:

#### 1. Create a storyboard

- a. Write a brief statement describing the opportunity that you see to Change Their World (50 words, maximum). Identify the challenge you see and how you will meet that challenge.
- b. Complete a storyboard (no size or length requirement) that clearly communicates the intention you have for your animation, including characters, environments, and storyline.
- c. **Note:** You can use the provided template available in the toolkit; you can create your storyboard using pencils and capture it by scanning, or you can provide an electronic storyboard that you have developed using a product like Autodesk SketchBook Pro (which is available to you for free\* if you are a member of the Autodesk Education Community at [www.autodesk.com/first](http://www.autodesk.com/first)).

#### 2. Submit a 30-second animation using Autodesk 3ds Max, Autodesk Maya or Autodesk Softimage that meets the requirements listed below. Your 30-second animation must:

- a. Illustrate this year's theme
- b. Meet all entry, file format and deadline requirements
- c. Be created using Autodesk 3ds Max software, Autodesk Maya software or Autodesk Softimage software. In addition, you can also use any other Autodesk product that you have been able to download for free\* as a registered member of Autodesk's Education Community at [www.autodesk.com/first](http://www.autodesk.com/first)

#### 3. Create a .JPEG image

- a. Your .JPEG image should best represent the most compelling aspect of your animation
- b. This image will be used on the Autodesk Education Community site to represent your animation

Format Requirements:



1. Your entry must include: 5-second slate followed by one second of black (see sample slate provided in the toolkit), followed by the animation of no more than 30 seconds, followed by one second of black.
  - a. The initial slate must include:
    - Team number
    - Team Name
    - School
    - Title
    - Duration (not including slate and black)
    - Credits may follow that still frame, but will not be included as part of the timing, judging or scoring process, and may not be included in the marketing materials used by Autodesk.
2. File format:
  - a. Your finished animation must be in Apple QuickTime (.MOV), which supports both the h264 video codec and the AAC audio codec, both which are recommended for use with QuickTime. Please note: no other file formats will be accepted.
  - b. Third party editing software may be used to assemble the final presentation to add music and narration, etc. The same specs apply for export from those programs.
  - c. Frame rate: 30 fps
  - d. Frame size / resolution: 16:9 - 1280x720 (HD) is highly recommended for broadcast quality during *FIRST* Robotics Championship Awards Ceremony. Entries submitted as 4:3 - 640x480 (SD) will also be accepted.
  - e. Audio (stereo, mono, none) peak not to exceed -6db or fall under -18db.
  - f. We recommend that FIRST teams follow the video upload optimization guidelines outlined by [YouTube](http://www.google.com/support/youtube/bin/topic.py?topic=16561), for more information on editing videos, please see: <http://www.google.com/support/youtube/bin/topic.py?topic=16561>
3. File naming convention:
  - a. You must name your animation in the following file format:  
All of the files should be named using your team number, for instance "team\_0123.mov."

### **Award Requirements – Submission Process:**

All submissions will be made through the Autodesk Education Community website at [www.autodesk.com/first](http://www.autodesk.com/first). After the close of deadline and review by Autodesk, you will also be able to view other team's entries on the site.

Complete details on the submission process will be available on Autodesk's Education Community section dedicated to FIRST: [www.autodesk.com/first](http://www.autodesk.com/first) by February 1, 2011.

All entries must be submitted with all associated files through the Autodesk Education Community website ([www.autodesk.com/first](http://www.autodesk.com/first)) not later than Tuesday, February 15, 2011, 5:00 p.m. Pacific Standard Time. No entries submitted later than 5:00 p.m. Pacific Standard Time, Tuesday, February 15, 2011 will be considered for judging.

### **Judging Process:**

The judging panel of volunteers with professional backgrounds in animation, technology, design, and education will review all entries in this Award Category.

This Award Category (3D Animation) will be judged in 2011 at both the Regional and Championship levels. At the Regional level, the judging will be by peers; see details below. At the Championship level, judges recruited by Autodesk with professional backgrounds will judge. At Championship, the Winner will be announced by an Autodesk representative, and the winning entry will be shown during The 2011 *FIRST* Robotics Championship Awards Ceremony. Representatives from the winning team will be acknowledged on the main stage if present. The Winner will also be posted and highlighted on the Autodesk Education Community website and other Autodesk web and social media properties.

### **Judging Criteria:**

In scoring your entry, judges will use specific criteria and assign points on the basis outlined below. The maximum number of points possible is 100.

**Note:** While we have provided you with the theme outlined above, we want you to feel free to interpret the theme in your own way. Judges will not be scoring on the basis of the merits of the concept, per se. Rather, they will be scoring on the basis of the criteria below which relate to developing a 30-second animation that is designed and that communicates at a distinctive level of excellence.

#### **Concept-to-Completion Excellence (Maximum: 30 points)**

*Distinction in the selection of a topic for animation to illustrate and communicate a clearly defined message aligned with this year's theme.*

Measured in terms of how well your team:

- Identifies and executes on a concept from storyboard to finished animation.
- Organizes the content and imagery for your 30-second animation to tell a complete story and - make a compelling point.
- How well your animation flows from your storyboard.

#### **Creativity (Maximum: 30 points)**

*Distinction in design and animation to make your entry visually exciting, arresting, striking and memorable.*

Measured in terms of how your team:

- Develops compelling story with content, characters and environments that are memorable.
- Incorporates effects, sound, music (non-copyrighted or used with permission), photos, video, and related creative technologies.
- Takes a distinctive and compelling approach to the theme
- Captures attention & and stands out from the rest.

#### **Technical Execution (Maximum: 30 points)**

*Distinction in the application of Autodesk software.*

Measured in terms of:

- How skillfully your team uses Autodesk 3ds Max, Autodesk Maya or Autodesk Softimage to create a technically impressive animation.
- Some examples of technical applications are modeling, materials application, lighting, camera motion and angles, sound effects, texture mapping, color, special FX, character animation, editing technique.
- In addition to using the features of the software, judges will review how well you have incorporated other elements that are not usually a function of the software, such as voice-over, music, photography, or live video into the animation.

**Peer & Professional Perspective (Maximum: 10 points)**

*Distinction in being awarded points and positive comments from peers and professionals alike throughout Regional and Championship judging.*

NOTE: Animations that use copyrighted music without written permission from the legal copyright owner will be disqualified. All entries that indicate that they are using copyrighted music will be required to provide proof of permission in written format from the rightful owner when they submit their entry. Any disputes about whether or not copyrighted music was improperly used will be addressed by Autodesk, and should illegal use be determined that entry will be disqualified, even if such entry has been selected as an Award winner.

**Regional Judging:**

There will be peer judging for this Award for the Regional level.

**Here is how the process will work for the regional events:**

1. Submit your animation Entry meeting all requirements by the deadline on Tuesday February 15, 2011, 5:00 p.m. Pacific Standard Time on [www.autodesk.com/first](http://www.autodesk.com/first) .
2. When your team submits your entry, you will be asked to designate a single FRC Regional event in which you want your Entry to be judged. Each team will only be able to compete for this Award in that single designated FRC Regional event. Your team must be registered to compete in the robotics competition at that designated Regional.
3. Each team that has submitted an animation for a designated Regional event will be able to participate in peer judging of all other Entries at that Regional. Each participating team will review and cast a single vote for the Award Entries. We recommend that each participating team identify students who have been involved in some way with the development of his/her team’s own submittal to lead in the review and vote for Entries.
4. Teams will have access to view and judge the Regional Entries on Autodesk’s Education Community ([www.autodesk.com/first](http://www.autodesk.com/first)) prior to the start of regionals, and will be able to cast a vote through the Education Community at any time *but not later than* Midnight (local time, where the Regional competition takes place) on the Thursday of the Regional. This will be the only opportunity for peer judging. If your team does not take the opportunity or meet the deadline for peer judging, you will miss your opportunity to cast your team’s vote.
5. In order to participate in peer judging, your team must be registered and must participate in the

designated Regional *FIRST* Robotics Competition that was indicated in your Entry process. Teams will not be allowed to score the animation submitted by their own team.

6. One Winner with the highest number of points will be announced at the Friday closing ceremonies of that Regional event and will receive a trophy.

7. All Entries submitted for each Regional event will be shown at the venue on the main screen.

8. Winners will be recognized at each Regional event. Autodesk will post the Regional Award winners on the Autodesk Education Community website. All entries will be posted on the *FIRST* website as well.

9. The Winner selected at the Regional events has no bearing on the finalists or Winners selected for the overall season's Award for Excellence in Design, sponsored by Autodesk, 3D Animation Category.

#### **SPECIAL NOTICE TO TEAMS PARTICIPATING IN MICHIGAN:**

**The competition for the Award for Excellence in Design, Sponsored by Autodesk, Animation Category will be held at the Michigan State Championship. It will not be held at the district events. Here are the details of how the process will work.**

- Any registered team in Michigan can enter the competition.
- Their Entry will be automatically entered into the overall Award for Excellence in Design, Sponsored by Autodesk, 3D Animation Category.
- Their Entry will also be judged at the Michigan State Championship whether or not their FRC team is competing at the State Championship.
- Peer judging for the Michigan State Championship will work the same as it does for the other FRC Regional events, where a team that has submitted an Animation at a Michigan district event is eligible to view all the animations and cast a single team vote, and the team with the highest score will win the award at the State Championship. Remember, you can vote early, but not later than Midnight Thursday of the event.
- The Winner need not be present to win. The Winner will be acknowledged at the Michigan State Championship awards ceremony and their trophy will be shipped to them if they are not present.

## Consent and Release Authorization

Dear Entrant,

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

By acknowledging this consent form, the individual submitting the entry 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, royalty-free, 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.
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