

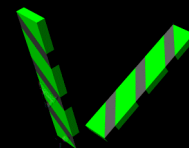
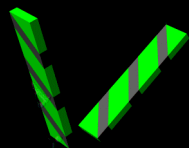


A MOE University Course

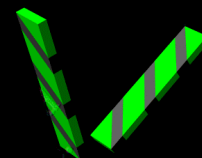
MOE U courses are made available for the
benefit the FIRST robotics universe by:

The Miracle Workerz, FIRST Team 365

First State Robotics, Inc.
Wilmington, Delaware
www.moe365.org

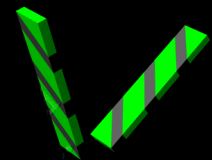


MOE Animation



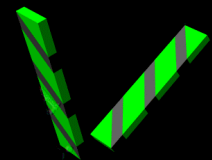
MOE Animation Team 2003

- Vince “Coco” -- 2nd year
- Eric -- 1st year
- Ken -- 1st year



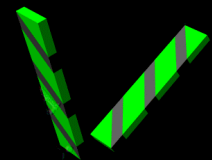
FIRST Animation Competition

- Adjunct to robotics competition



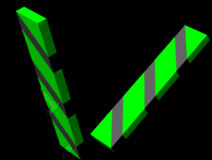
FIRST Animation Competition

- Adjunct to robotics competition
- Similar time frame (6 week production)



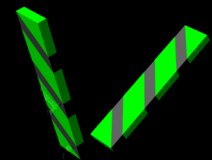
FIRST Animation Competition

- Adjunct to robotics competition
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- Regional and National Awards



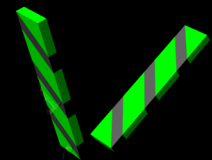
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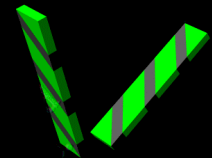
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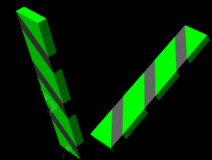
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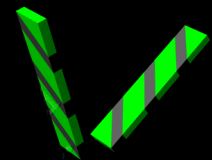
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- Primary Sponsor is Discreet (a division of Autodesk)
 - Provide 1 copy of 3D Studio Max
 - Provide Awards at Nationals



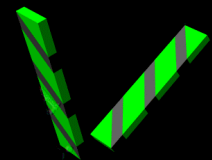
Autodesk Award for Visualization

- **Purpose: Honor Excellence in Student Animation**



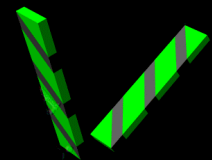
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- **Description:** The Award recognizes 30 seconds of student animation that clearly and creatively illustrates what FIRST means to your team, meets Entry Requirements, and is judged to have the highest score. Entries will be scored on the criteria for the three key areas outlined below.
 - **Content Communication**



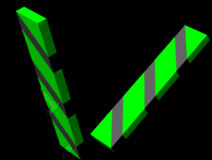
Autodesk Award for Visualization

- **Content Communication**
 - **Distinction in the use of design and animation to illustrate and communicate a specific aspect of what FIRST means to your team.**



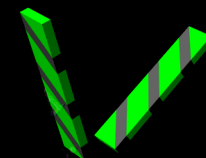
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 - **Content Communication**
 - **Compelling Creativity**



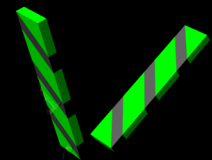
Autodesk Award for Visualization

- **Compelling Creativity**
 - The challenge is to tell a compelling, creative story about what FIRST means to your team, about your team or your robot, or about your team's participation in The Competition -- and to make that story memorable.



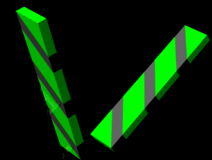
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 - **Content Communication**
 - **Compelling Creativity**
 - **Technical Execution**



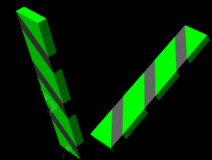
Autodesk Award for Visualization

- **Technical Execution**
 - Entries are measured in terms of how well your team uses modeling, materials application, lighting, camera motion and angles, sound effects, texture mapping, color, special FX, character animation, editing technique, voice over, music, photography, or live video.



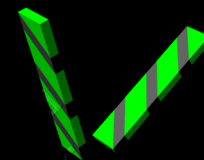
Software Used

- 3D Studio Max -- modeling/animation software



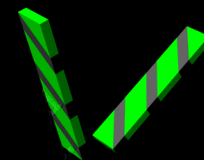
Software Used

- **3D Studio Max -- modeling/animation software**
- **Photoshop -- texture editing**



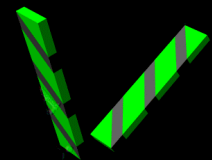
Software Used

- **3D Studio Max -- modeling/animation software**
- **Photoshop -- texture editing**
- **Goldwave -- sound editing**



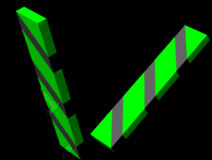
Software Used

- **3D Studio Max -- modeling/animation software**
- **Photoshop -- texture editing**
- **Goldwave -- sound editing**
- **Studio 7 -- video editing and final output**



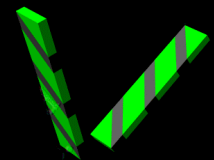
3DS Max Training

- Training will occur during the fall/winter to gain expertise with the programs used.



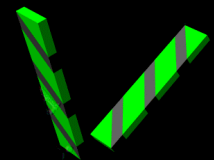
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- We recognize the many commitments the students will have throughout the fall, so training will occur at the student's pace.

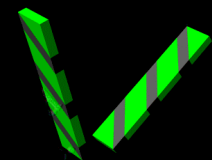
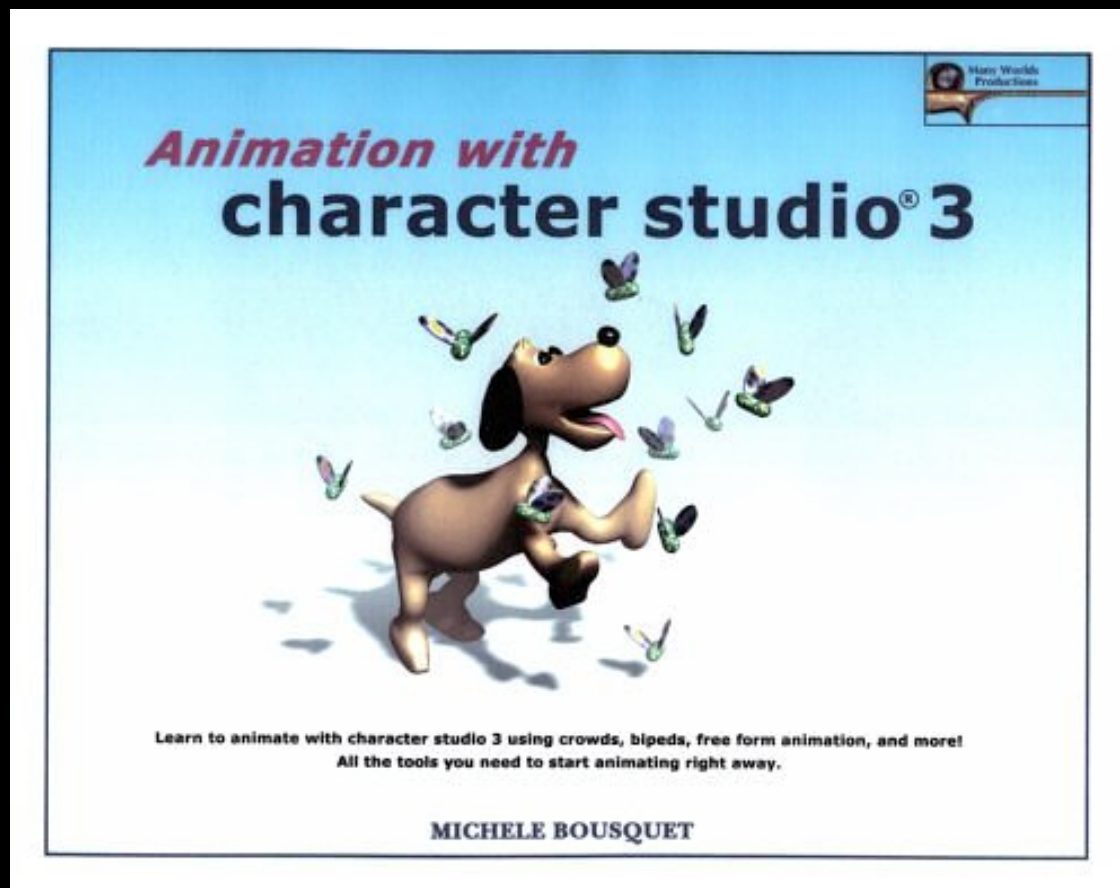


3DS Max Training

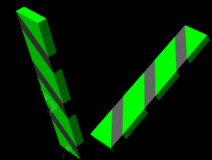
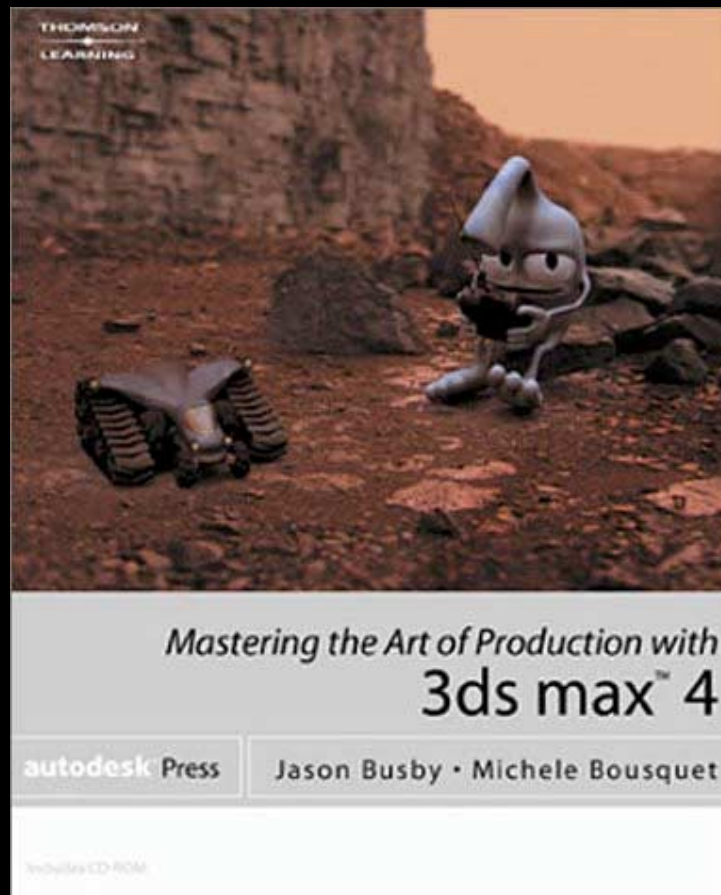
- Training will occur during the fall/winter to gain expertise with the programs used.
- We recognize the many commitments the students will have throughout the fall, so training will occur at the student's pace.
- There will be two manuals we will use for training.



Basic Manual



Advanced Manual



Demonstration

- **Coco will now demonstrate a portion of the 3dsMax software called “Character Studio”.**

