

## TABLE OF CONTENTS

<b>1. <u>CHAIRMAN'S AWARD</u></b> .....	<b>2</b>
<b>2. <u>FOUNDER'S AWARD</u></b> .....	<b>5</b>
<b>3. <u>WOODIE FLOWERS AWARD</u></b> .....	<b>5</b>
<u>BACKGROUND</u> .....	5
<u>HOW TO ENTER YOUR NOMINATION ESSAY</u> .....	6
<b>4. <u>NATIONAL CHAMPIONSHIP AWARDS</u></b> .....	<b>7</b>
<b>5. <u>THE AUTODESK AWARD FOR EXCELLENCE</u></b> .....	<b>8</b>
<u>AWARD DESCRIPTION</u> .....	8
<u>JUDGING CRITERIA</u> .....	9
<u>CONTENT</u> .....	9
<u>COMPELLING CREATIVITY</u> .....	9
<u>TECHNICAL EXECUTION</u> .....	10
<u>JUDGING PROCESS</u> .....	10
<b><u>ENTRY REQUIREMENTS</u></b> .....	<b>11</b>
<u>PRIZES AND PRIZE RULES</u> .....	12
<b>6. <u>FIRST/DESIGN YOUR FUTURE AWARD</u></b> .....	<b>15</b>
2000 GUIDELINES.....	17
<b><u>FIRST/DESIGN YOUR FUTURE BALLOT</u></b> .....	<b>19</b>



# **1. CHAIRMAN'S AWARD**

FIRST's aim, in its broadest sense, is to transform the culture of the United States, to restore the sense of excitement, awe, respect and honor that was once attached to science and technology, and especially to imbue the younger generation with an appreciation of the rewards, including career opportunities, that pursuing an enriched understanding of science and technology can bring.

The Chairman's Award was created to keep the central focus of the FIRST Robotics Competition on that ultimate goal. It remains FIRST's most prestigious award.

The competition in the arena is intensely exciting. The competitive spirit draws the entire event together. In honoring the team that wins the contest itself, we celebrate the extraordinary drive and skill that brought that victory. The criteria for the Chairman's Award, however, are different precisely because the goals of FIRST go beyond scoring points.

## **JUDGING CRITERIA:**

There is no single best way to win the Chairman's Award. Many factors come into play. It represents the spirit of FIRST, and the hopes of FIRST. 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.

Among the things the judges will be looking for are concrete examples of the interactions between students and engineers, and of the spirit the shared experience developed; demonstrations of how you have wakened others in your school, your community or elsewhere to the thrill and the fun of engineering, and to FIRST itself as a vehicle for the cultural transformation it seeks to achieve; innovative ways you have devised to spread FIRST's message. Use your own imagination in helping the judges understand how your team should be an example for future teams.

## **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 spirit and the nature of your team partnership.

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 submitted to FIRST will be considered in the judges' selection of the Chairman's Award winner **if** submitted on time and within the limits specified for that purpose. 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 FIRST's future.

**SUBMISSION FORMATS/RESTRICTIONS/DEADLINE:**

Your Chairman's Award submission can take the form of scrapbook, video, photos, essays, clippings, documents. Computer diskette and CD-ROM are **not** an acceptable formats. To be considered for the Chairman's Award, the submitted form of your documentation must be capable of being read and/or viewed **in a total of no more than 15 minutes**, and must **not** be more than 14 inches wide, 14 inches long and 5 inches high. If, as may well be the case, you have documented the experience more extensively for your own purposes, then your Chairman's Award version must be condensed to come within these limits. The growing number of teams has made such limits necessary.

**THE DEADLINE FOR ALL CHAIRMAN'S AWARD SUBMISSIONS IS 5:00 PM (EST) ON FRIDAY, FEBRUARY 11, 2000.** Submissions which exceed the size and/or review length limits, or which arrive after the deadline will not be considered.

**Send Chairman Award submissions to:**

**Chairman's Award**

**FIRST**

200 Bedford Street  
Manchester, NH 03101  
Attn: Lori Buckley

**Note:** Your Chairman's Award submission must have your team # clearly marked on the actual submission (ie: video label, scrapbook cover, etc.)

An independent panel will review all submissions prior to the National Championship. Submissions will then be brought to the National Championship, where the national judges will review them in selecting four Chairman's Award Finalists and the Chairman's Award Winner. The traveling trophy for this, the Competition's highest award, is a high-tech, custom crafted Dean Kamen clock, which The New York Times called "*Art That Ticks.*"

## **2. 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, **NASA** (National Aeronautics and Space Administration) will pass on the traveling trophy clock to the 2000 winner at the Awards Celebration in Orlando.

## **3. 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 recommendation 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. 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 succinctly. 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 concise in recognizing the value of communication.

### **BACKGROUND**

FIRST would like each team to nominate one individual from among the many engineers and teachers working with them that truly inspires their team. 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 math, 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.

**The Woodie Flowers Award will be presented to the recipient on Saturday April 8, 2000 at the National Championship Award Celebration.**

**HOW TO ENTER YOUR NOMINATION ESSAY**

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 name
- Names of all team members
- School involved
- Corporate partner

The Woodie Flowers Award essays are due on Tuesday, February 29, 2000 to Mr. Melvyn A. Saslow at the Small Parts Office (address below). The award will be presented during the award ceremony on April 8, 2000. 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. Submissions can be mailed or faxed 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

#### **4. NATIONAL CHAMPIONSHIP AWARDS**

On Saturday evening, April 8, 2000, **FIRST** will hold an Awards Celebration at the Epcot Arena. At this event, a special judging panel will present the following awards:

- 2000 Chairman's Award Winner and Four Finalists
- 2000 National Champion
- The Founders Award
- Woodie Flowers Award for Teaching Innovation
- Motorola Quality Award
- Honeywell Leadership in Control Award
- Johnson & Johnson Best Sportsmanship
- Xerox Creativity award
- DaimlerChrysler Best Team Spirit
- Delphi Power To Simplify Award
- Most Photogenic
- Number One Seed
- Rookie All-Star
- Highest Score Award
- Featherweight in the Finals

**REGIONAL SERIES OF JUDGES' AWARDS IS ALSO PLANNED.**

## **5. THE AUTODESK AWARD FOR EXCELLENCE**

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 exemplary student animation.

The competition period for the 2000 Autodesk Award is from Saturday January 8, 2000 to Wednesday March 15, 2000. **After January 8, 2000, refer to the FIRST website (<http://www.usfirst.org>) for all official updates on the Autodesk Award.**

### **AWARD DESCRIPTION**

The challenge of the Autodesk Award is closely aligned with FIRST, as well as real-world engineering and team design practices. The award recognizes 30 seconds of animation which clearly and creatively communicates about FIRST; 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, 2000 on the FIRST website.

#### **Content Communication (40pts)**

We are looking for distinction in the use of animation to illustrate and communicate understanding of an engineering principle; the engineering design, assembly, and functionality of your robot; or of another clearly articulated aspect of the FIRST Robotics 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 regarding the FIRST Robotics Competition\*.

**\* STAY TUNED FOR NEWS ABOUT THIS NEW EXTENSION TO THE AUTODESK AWARD! YOU’LL HEAR MORE AT THE KICKOFF OF THE 2000 FIRST ROBOTICS COMPETITION**

#### **Compelling Creativity (40pts)**

Distinction in the use of design and animation to generate excitement about the 2000 FIRST Robotics Competition will be judged. 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 “*infomercial*” to use in fundraising or to generate support for your 2000 FIRST team in your school or community. Another challenge might be to develop an animation that specifically supports your competition for the 2000 FIRST Chairman’s Award.

#### **Technical Execution (20pts)**

Distinction in the application of Autodesk software will be evaluated. 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.



## **JUDGING CRITERIA**

In scoring your entry, judges will address specific criteria:

### **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, you should 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 and CAD drawings of its design, incorporating video of test drives of your robot, or bringing images or video of your design team at work.*

### **Compelling Creativity**

This will be measured in terms of how well your team identifies a concept and organizes the content for your 30-second story. Creativity will also be measured by how well your team executes on that concept and creates a distinctive and memorable “infomercial” – 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 and/or 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 or listening to over and over again. What makes it “the best”.*
- *A lot of information can be communicated well in 30-seconds – think about what you see every day on television or hear on the radio. It’s a common mistake to try to do too much. Focus, and 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, then 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 roadmap. 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 storyboards, 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, and music.*

- *Test your storyboard with others to see if they understand what you're trying to accomplish. Don't 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 also 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, or check with Autodesk. 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 website during the Robotics Competition period. NOTE: We have received permission from FIRST and can assure you that you **can** incorporate the FIRST logo in your animation without express permission from FIRST; however you are not permitted to alter that logo in any way.***

## **TECHNICAL EXECUTION**

This will be 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.*

## **JUDGING PROCESS**

The judging panel is made up of volunteers from business, industry and education. Judges are familiar with the FIRST Robotics Competition, 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, background materials on FIRST, and award entries from previous years. On the day of judging, there is an opening discussion to ensure common understanding of criteria and 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.

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 is run in two “heats”: first, the top picks are run, scored and discussed; second, judges select the top four or five for final review. In the final round, Round #4, judges take what time they need to reach unanimous agreement on the award winner and recipients of any additional awards.

**In 2000, judges will select a 2000 Autodesk Award winner, recognize “Honorable Mention” winners and award a 2000 “Rising Star (Rookie)” winner.**

EACH TEAM SUBMITTING AN ENTRY THAT IS JUDGED WILL RECEIVE THEIR SCORE AND VERBATIM COMMENTS FROM JUDGES. EACH TEAM PARTICIPATING IN THE AUTODESK AWARD COMPETITION WILL RECEIVE A VIDEOTAPE OF ANIMATION ENTRIES JUDGED IN THE 2000 COMPETITION. ALL JUDGED ENTRIES WILL BE RUN AT THE 2000 FIRST NATIONAL CHAMPIONSHIPS.

### **ENTRY REQUIREMENTS**

- Entrant must be a fully registered team participating in the 2000 FIRST Robotics 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 in the Competition Manual and on the FIRST website; 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 15, 2000.** All entries (regardless of delivery method) must be received at Autodesk, Inc. in California not later than 5:00 PM on Wednesday, March 15, 2000. 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 30-seconds of animation.**
- Submittal in 2000 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* 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 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 supporters, and can include it in your team and personal portfolio.

Ship Entry to: **Autodesk, Inc**  
**111 McInnis Parkway**  
**San Rafael, CA 94903**  
**Attn.: 2000 Autodesk Award/The 2000 FIRST Competition**  
**Contact: Laura London**

***SPECIAL TIP:*** Any entry hand-delivered to Autodesk must be left at the front desk of the Autodesk Headquarters at 111 McInnis Parkway prior to 5:00 PM on Wednesday, March 15, 2000, and must be addressed with the full "Ship Entry To" information provided above.

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

### **PRIZES AND PRIZE RULES**

The Winner of the 2000 Autodesk Award will be announced during The 2000 FIRST Robotics 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. 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 2000, 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 2000 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 Laura London at [laura.london@autodesk.com](mailto:laura.london@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.

©Copyright 1999 Autodesk, Inc. All rights reserved.

**AUTODESK AWARD 2000 ENTRY FORM**

Information provided on this **Entry Form is required** for judging. It must be legible. It must be included with your Entry submittal. Please read the Entry Requirements carefully before completing this Entry Form. Information on this Form must be complete.

**Entry Deadline:** Must be received at Autodesk no later than 5:00 PM (PST), March 15, 2000 (regardless of delivery method).

**Entrant information** [Please print.]

FIRST Team Name & Number: \_\_\_\_\_ Autodesk Award Entry Title: \_\_\_\_\_

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 storyboard, 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’ve 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.

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

**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.

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

**Also, the Autodesk Archive Consent and Release Authorization agreement MUST be completed and included with your Entry in order for your Entry to be judged.**



**ARCHIVE CONSENT AND RELEASE AUTHORIZATION  
for the Autodesk Award for Excellence at The 2000 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.**





## **6. FIRST/DESIGN YOUR FUTURE AWARD**

### **SPONSORED BY AUTODESK, INC.**

#### **2000 GUIDELINES**

In an effort to inspire more young women to explore and experience the creativity, productivity and sense of satisfaction that comes from participating in The **FIRST Robotics Competition**, Autodesk, Inc. sponsors the **FIRST/Design Your Future Award**. Autodesk intends that this Award will both support the overall mission and vision of the **FIRST** Foundation and will encourage education institutions participating in the **FIRST Competition** to actively recruit young women to join their teams.

The Award is one aspect of a larger initiative developed by Autodesk called "*Design Your Future: Math, Science and Technology for Girls*". Introduced in 1997 by Autodesk CEO and Chairman Carol Bartz, the mission of the initiative is to provide practical, inspiring, hands-on opportunities that help girls become aware of, explore and pursue careers in math, science and technology.

Open to all teams participating in The **2000 FIRST Robotics Competition**, Autodesk's **FIRST/Design Your Future Award** will be presented to a woman high school student and her school:

- A recognition award in the form of a week-long internship at Autodesk, Inc. will be presented to the winning student. The winner will have all transportation and out-of-pocket expenses paid through Autodesk. She will live with a host family selected through the Autodesk Education and *Design Your Future* program management team. All nominated students will have agreed to participate in the intern program and to submit a report upon completion of the internship.
- A cash award of \$2,500 will be made to the school that nominated the winning student. As part of its application for this Award, the winning school will agree to use this cash prize expressly to encourage more young women to participate in the **FIRST Competition**. The school will provide an outline of how the award funds will be used and will agree to submit a report evaluating the success of the funded program. The funds can be used in a variety of ways: training for women teachers and girls to learn about technology and **FIRST**, fees for speakers and/or consultants to conduct team building exercises for girls and women teachers and engineers, recruiting materials tailored to attracting girls to the program, etc. The only restriction is that the funds be used expressly to encourage young women to participate in the **FIRST Competition**.

**Each high school participating in the 2000 FIRST Robotics Competition may nominate one woman student from their high school to qualify to win the Award. Teams with more than one high school may submit multiple nominations -- one entry per participating high school. Award ballots are available both in the 2000 FIRST Robotics Competition Manual and on the FIRST website (<http://www.usfirst.org>).**

The nominee does not need to be a team captain, nor a “driver”; however, her contribution to her team success should be significant. Also, Autodesk is seeking to reward girls who may not have been attracted to science, math, technology, or engineering – but have learned through their Competition experience that there is challenge, reward, and fun involved in practical design and collaborative problem solving.

To be considered for the Award, all ballots must be received by Autodesk, Inc. no later than 5:00 PM, Pacific Time, Wednesday, March 15, 2000 *in either hard copy or as a WORD attachment to email*. NOTE: All submittals as a WORD attachment to email must follow the ballot form as provided in the Guidelines. Also note: Ballots may **not** be submitted via FAX. The Award recipient will be selected by a team of judges who will score ballots according to criteria which include the following:

- Degree to which the student essay is well-thought out, complete and clearly articulated
- Degree to which specifics are included in the student essay
- Degree to which the student essay is genuine and personal
- Degree to which a “student voice” is heard
- Degree to which the school **specifically** articulates current and future efforts to involve girls in **FIRST**.
- Creativity and originality in expression
- Degree to which the school essay describes a supportive environment
- Degree to which the nominee’s unique contribution is described

The *Design Your Future Award* will be announced at The **2000 FIRST Robotics Competition National Championship Awards Ceremony** at Walt Disney World’s EPCOT. A press release covering the announcement will be developed and distributed by Autodesk.

# **FIRST/DESIGN YOUR FUTURE**

## **2000 OFFICIAL BALLOT**

Autodesk, Inc. offers all high schools participating in The 2000 FIRST Robotics Competition an opportunity nominate a young woman student from their school for the Autodesk FIRST Design Your Future Award. Refer to Award Guidelines found both in The 2000 FIRST Robotics Competition Manual and on the FIRST website (<http://www.usfirst.org>).

**Ballot Entry Deadline:** To be considered for the Award, all completed ballots *must be received* by Autodesk, Inc. no later than 5:00 PM, Pacific Time, Wednesday, March 15, 2000. Ballots may be submitted *only* in hard copy or as a WORD attachment to email. Send ballots by mail to Autodesk, Inc., Education Department, 111 McInnis Parkway, San Rafael, CA 94903, Attn: Laura London. Email with WORD attachment should be sent to: ([lauralondon@autodesk.com](mailto:lauralondon@autodesk.com)). **No ballots will be accepted via FAX.**

**PLEASE PRINT YOUR RESPONSES TO THE FOLLOWING (SIGN WHERE APPROPRIATE):**

**FIRST TEAM NUMBER:** \_\_\_\_\_

**AWARD NOMINEE (PLEASE PRINT.):** \_\_\_\_\_

**SCHOOL NAME:** \_\_\_\_\_

**SCHOOL ADDRESS:** \_\_\_\_\_

**CORPORATE SPONSOR NAME(S):** \_\_\_\_\_

**STUDENT NOMINEE (SIGNATURE):** \_\_\_\_\_

**(PRINT):** \_\_\_\_\_

**SCHOOL REPRESENTATIVE (SIGNATURE):** \_\_\_\_\_

**(PRINT):** \_\_\_\_\_

**(PHONE/EMAIL):** \_\_\_\_\_

**To be completed by the student nominee:** (Please attach your typed response.)

1. How did you get involved in The **FIRST Competition**, what role did you play on the team, and what did you do to advance your team's success? (150 – 200 words)
2. Describe how your experience in The Competition has helped change or further develop your ideas for your future education and your career? (150 – 200 words)
3. Share what you learned about yourself through working with your teammates – students, teachers, engineers, corporate sponsors, your community. (100 words)

**To be completed by the nominated student's school:** (Please attach your typed response.)

Explain why your team chose to nominate this young woman. Also explain specifically how Award funds will be used and how that usage will attract more girls to participate in FIRST. (200 words)

**BY SIGNING THIS OFFICIAL BALLOT, BOTH STUDENT AND SCHOOL AGREE TO ABIDE BY AWARD GUIDELINES SHOULD THEY WIN THE AWARD.**