



Design Contests

3-D Visualization and Animation

The world of 3D is rapidly expanding, and career opportunities exist in a wide range of fields – including architecture, games, product and industrial design, civil engineering, and film and television animation. This contest allows students to step into a real world 3D production environment where creative output must be accomplished within specific timeframes, resources and design constraints. This is a two-person team event and includes a preliminary written exam. Contestants must produce high quality images and an animated short subject using 3D computerized images. Students are evaluated on their technical knowledge, production skills and creative abilities – including visual development and storyboarding. They will also have the opportunity to interface with and get feedback from high-profile judges with successful careers in 3D visualization and animation.

Advertising Design

Tests technical skills and creative aptitude just as though contestants worked for an ad agency. In addition to a written test, competitors will re-create a given advertisement on the computer. Competitors are judged on their accuracy, proficiency with industry standard software and ability to meet the given deadline. Contestants also compete in a creative portion of the competition. The creative portion involves the application of creative thinking and development of a design problem. Layout, drawing and illustration skills are used, as well as their ability to create vibrant, effective designs using the computer. Contest Advisor: peter.skoro@dctc.edu | 651-423-8530

Architectural Drafting

Contestants will use their drafting skills to solve an Architectural problem. The problem includes a written test, a hand sketch, and drawings EITHER computer-generated or board drafted. If board drafting, please bring all necessary equipment. The contest tests the contestants' problem solving abilities, not simply their CAD skills.

Digital Cinema Production

To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the cinematography/short film production. The contest will be divided into four portions: a written exam that will assess knowledge in industry standards, a storyboard assignment to be completed in teams of two people, an interview with 1 or more judges and a short video (4.5 to 5 minutes) that will be filmed and edited on site (meaning all work must be done between contest briefing and designated turn in time). All footage must be acquired after the contest has begun and must be filmed within the areas specified by the field assignment. Contest Advisor: darrell.tangen@dctc.edu | 651-423-8584

Photography

Contestants demonstrate their ability to use digital SLR's, image editing software (Adobe Photoshop) and professional studio lighting. Students perform on-site photography, portrait studio lighting & posing, process and print digital photos and submit two 11x14 or 16x20 mounted & matted photographs in advance of the contest to be judged and displayed at the competition. Contestants are evaluated on their mastery of entry-level job skills. Contest Advisor: darrell.tangen@dctc.edu | 651-423-8584

Web Design

Teams will complete a series of challenges focusing on website usability and accessibility, with at least one challenge related to scripting. Each challenge must be documented, clearly demonstrating the skills as outlined in the SkillsUSA Championships Technical Standards.