

**FIRST Robotics Competition
2010 Award for Excellence in Design
Sponsored by Autodesk**

Official Rules

1. Contest Description The 2010 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 2010 Award: 3D Design, and Animation. The 2010 Award in the category of 3D Design will be judged by volunteers who are professionals, and presented *only at the Championship level*. The 2010 Award in the category of 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.

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, Canada, Austria, Germany, Spain, France, United Kingdom, Poland, Belgium, Finland, India, Japan, China, Italy, ASEAN member countries, Korea, New Zealand and Australia 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 2010 *FIRST* Robotics Competition 2010 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 9, 2010 at 12:01 a.m. Pacific Standard Time (the “Start Date”), and will end on April 17, 2010 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 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 2010 *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, 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 2010 Award for Excellence in Design, Sponsored by Autodesk has two separate and distinct categories:

Category One: 3D Design

Category Two: 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 “scholarship” for one mentor and one student from each winning team to attend Autodesk University 2010, Autodesk logo merchandise, and a web banner to place on their website. The approximate value of these prizes is \$12,000.00 in total. 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 19, 2010 at the *FIRST* Championship in Atlanta during the *FIRST* Robotics Competition Closing Ceremonies and will be posted on 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 the Autodesk 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 post a FAQ, "Tips", a virtual workshop on Design as a Competitive Advantage, and blogs from experts Phil Dollan and Ted Boardman on the Autodesk Education Community (www.autodesk.com/first) to support teams competing for this Award.

2010 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 2010.

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 presentation.

Award Description:

The Award recognizes outstanding achievement in design of the team robot using Autodesk Inventor Professional 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 2010 season. There is always that temptation to dive into the FRC kit of parts and start bending or cutting metal...jumping right into build without taking the time to explore design alternatives or digitally prototype possibilities. Time is precious, but the time you take to follow a designerly process from the get-go will save the time you may otherwise spend on reworking that robot you built too quickly. You can use Autodesk Inventor Professional 2010, 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 2010 virtual kit of parts modeled in Autodesk Inventor and available to you January 9, 2010 at www.autodesk.com/first. To compete successfully for this Award you develop a succinct statement of the design problem you’re trying to solve. We know the 2010 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. Show us how things progress from rough sketch through work flow to an Inventor image and photograph of your ready-to-rumble competitive robot. The winner of this Award will be the team that clearly demonstrates excellence both in using the design process and in tapping the power of Autodesk technology to make design a competitive advantage!

Award Requirements – Content & Format:

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

One: Evidence of Design Intent & Execution

Files that will need to be included in this area of your Entry submission are as follows:

1. A brief (50 word, maximum) statement of the design problem you set out to solve
2. A sketch (pencil or technology) that illustrates concepts you explored and 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 (No limit on length).
3. A single Autodesk Inventor image that best represents your robot design
4. A 3-D DWF export of the main robot design
5. Autodesk Inventor dataset – In a single compressed ZIP file, includes all model and drawing files. These include Assemblies, Parts, Drawings, as well as any linked image files, styles, or libraries. Please use the Inventor Pack and Go utility to package up the entire design with all its supporting files. In the past, high-scoring entries have included Drawings, Parts Lists, and 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.

Please note: 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).

If your entry uses non-Roman characters (such as Hebrew or Cyrillic), please use WinRAR as WinZip will damage the filenames.

Two: Photographs

In order for the judges to compare both your design intent and evidence of following the design process, and your technical expertise against the final physical robot, your team will need to provide five high quality photos of your final robot with your entry. You will submit these photos with the rest of your entry. These photos should include the following:

- Digital photographs of your completed robot should clearly show the front, rear and side views of your robot.
- Additional photos should show close-ups that emphasize the advantages of your design (i.e. interesting or unique parts of the design). Please describe these advantages in your entry description. (#1)

Award Requirements - Submission Process:

All submissions will be made through the Autodesk Education Community website at 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 by February 1, 2010.

Entry Deadline:

All entries must be submitted with all associated files through the Autodesk Education Community site www.autodesk.com/first not later than Thursday, February 25, 2010, 5:00 p.m. Pacific Standard Time. No entries submitted later than 5:00 p.m. Pacific Standard Time on Thursday, February 25, 2010 will be considered for judging.

Judging Process:

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

This Award Category (3D Design) will be judged in 2010 **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 2010 *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 your entry, judges will use specific criteria and will assign a maximum number of points for each criterion on the basis below. The maximum total points possible 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: Animation

Note: This Award will be judged and presented *at both Regional and Championship levels* in 2010.

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 2010 theme outlined below.

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

Students have a genuine interest in preparing themselves to have a positive impact on their community, society and environment. They want to acquire the knowledge and skills that they can apply to creating positive change, including skills in design and visualization. Creativity, innovation, teamwork, and entrepreneurship are also “must have’s” for those students that will be our future change agents and leaders.

Here is your Animation challenge:

You have the opportunity to identify a current challenge and tell us how your idea/product/invention would change our world – for the better! It might be something that makes a positive difference in the lives of individuals, in your neighborhood, in the world at large, or – even - in space. It may save lives or make daily life easier. It may be the next best thing to clean our oceans, generate power, or sustain & steward our resources. 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.

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

- Write a brief statement describing the opportunity that you see to Change Your World (50 words, maximum). Identify the challenge you see and how you will meet that challenge.

- Develop a storyboard (no size or length requirement) that clearly communicates the intention you have for your animation, including characters, environments, and storyline.
- **Note:** 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).

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

Your 30-second animation must:

- Illustrate this year's theme
- Meet all entry, file format and deadline requirements
- Be created using Autodesk 3ds Max software, any version. or Autodesk Maya 2010 software. In addition, you can 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

3. Create a .JPEG image

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

Required elements of format are:

1. Your entry must include: 5-second slate followed by one second of black, followed by the animation of no more than 30 seconds, followed by one second of black. The initial slate must include:

- Team number
- Team Name
- School
- Title
- Duration (not including slate and black)
- Audio (stereo, mono, none) peak not to exceed -6db or fall under -18db
- 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

- Export your finished animation out of Autodesk 3ds Max or Autodesk Maya in QuickTime (.MOV) (see Acceptable Codec below)
- NOTE: The QuickTime export function is included in the Autodesk 3ds Max or Autodesk Maya software. Third party editing software may also be used to assemble the final presentation to add music and narration, etc. The same specs apply for export from those programs.
- NOT acceptable: .wmv .mpg .asp .wmx
- Audio (stereo, mono, none) peak not to exceed -6db or fall under -18db Title safe guidelines: (NOTE: Computer screens are NOT the same as TV screens) All files should be 720 x 480. All text and motion animation within the 720 x 480 window should be 15% away from the edge

(especially text) to ensure that your content will fit a TV screen when viewed for judging from a DVD format. Solid or textured backgrounds are OK to run to the edge. Anything on top of the background must follow the Title Safe guidelines. All files should be 720 x 480 and follow these screen guidelines. All files should be 720 x 480

3. Acceptable Codec :

- DV/DVPRO-NTSC ONLY
- Cinepak is NOT acceptable
- Do not use DivX or any other non-standard Codec
- Frame Rate: 29.97 frames per second ONLY
- Frame Size: 720 x 480 ONLY: 640 x 480 & 320 x 240 are NOT acceptable.
- Maximum File Size: Please keep your entry under 250MB

4. File naming convention:

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 . 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 by February 1, 2010.

All entries must be submitted with all associated files through the Autodesk Education Community website (www.autodesk.com/first) not later than Monday, February 15, 2010, 5:00 p.m. Pacific Standard Time. No entries submitted later than 5:00 p.m. Pacific Standard Time, Monday, February 15, 2010 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. Judges are familiar with FRC, with design competitions, and with the application of Autodesk products and other technologies in media & entertainment, engineering, design, robotics, and education.

This Award Category (3D Design) will be judged in 2010 at both the Regional and Championship levels. At the Regional level, the judging will be by peers; see details below. At the Championship level, volunteer judges 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 2010 *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 your entry, judges will use specific criteria and assign points on the basis outlined below. The maximum number of points possible is 100.

Note: Of course, we encourage teams to focus on a concept that they genuinely believe make for positive change in our world. However, the 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 or Autodesk Maya 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 Autodesk 3ds Max, judges will review how well you have incorporated other elements not usually a function of Max or Maya, 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 Entry requirements by the deadline on Monday February 15, 2010, 5:00 p.m. Pacific Standard Time on 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) 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, 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, 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.
- 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 shall be the attention the Entrant receives by Autodesk's use and sublicensing of it. No other compensation or consideration will be paid. The Entrant agrees that the Entrant will not at any time make any claim for compensation or any other consideration 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 holds 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: Usage of the FIRST logo must meet their guidelines.

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.

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