



AUTODESK®
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World Championship

3ds Max or Maya: Digital Story Telling

The challenge is to create an environment that tells a story in a short animation. Use your imagination to tell a story using a room. Rooms can be made from many things, they can be round or square, ceilings can be high or low, you may have some steps that lead down or up. Light may play a role, maybe you have windows, or skylights or huge doors, and it will depend who lives there and the story you are telling.

Room Requirements:

- Room size is 15 x 20 feet / 5.57 x 6.09 meters (300 sf / 27.871 m²). Maximum top to bottom height of 20 feet 6.09 meters. The room can be any shape, but you must stay within this square footage, you may make it smaller, but no larger. It may step down or up slightly, but may not be officially a two story space.
- one opening
- general lighting and mood lighting
- a minimum of 3 animated items
- a minimum of 1 effect
- interesting use of textures
- interesting use of original characters

Restrictions:

- No Portrait or photograph of any person
- Any models or characters must be original work
- No music, but sound effects are allowed

Applications:



AUTODESK®
3DS MAX®



AUTODESK® **MAYA**®

For design ideas and
learning resources, visit
digitalsteam.autodesk.com

AUTODESK®
Digital STEAM Workshop

For more info, contact ACUchampionship@pearson.com or visit www.ACUchampionship.com.