

## High School 3D Animation 2017 Problem

### Destination: The Enclave

Science fiction films have long been the staple of moviegoers. Each year, the special effects created by artists, such as you, take audiences to newer and more detailed alien worlds that are rich in history, culture, and adventure.

Your task is to design and model a city known as the Enclave, which exists on an alien planet far from the reaches of civilized space. Known throughout the galaxy as a gathering place for smugglers, pirates, and thieves, this city was originally designed as a “flea market” where goods with questionable histories could be exchanged and sold. However, the Enclave has grown into more of a semi-permanent establishment with shops, residences, and entertainment venues. Like the frontier towns of the old west United States, law enforcement is minimal – if there is even a law to be enforced. When justice comes to town, the Enclave’s dwellers scamper into hiding to avoid being detected and/or caught. Escape routes are the means of survival.

On a normal day, the Enclave is a bustling place with each and every inhabitant having something to trade, barter, or sell. Representatives from many alien cultures come here – some are mundane, while others are quite exotic – but each of them is reflected in the architecture of the individual buildings in the town.

Your job is to envision and animate the Enclave’s main thoroughfare before people have risen to begin their daily tasks. The viewer of this animation needs to be able to imagine the various types of alien traders that inhabit this dynamic, cluttered environment. There should be all sorts of things moving, blinking, and splashing around. Music and sound may be part of the final animation; music and sound also should enhance the graphic images presented on the screen.

You should emphasize the props and set pieces to sufficiently describe the street space, and then look to bring the main street alive with animating and dynamic elements.

Use your still images and animation to highlight the history and culture of this bustling pirate refuge, telling the viewer a story (e.g., how the town evolved, or about the events of the day to come). Creativity will be one of the criteria judged!

Lighting, composition, layout, and atmosphere may prove more important than the number of polygons or the complexity of textures.

Please follow all event-specific guidelines and general rules found in the 2017 & 2018 TSA High School Competitive Events Guide.