

WER AI Co-created 3D Works Competition Rules

I. Core Competition Philosophy and General Rules

This competition strictly follows the SITA education method (Successful Intelligence & Sci-Tech Accomplishment education). The competition upholds the principles of “no lecturing, no guiding, no answering, no doing for students,” and encourages students, in collaboration with AI, to “make their own mistakes, think for themselves, and dare to think wildly.” Through the trial-and-error learning of “radical constructivism,” it systematically trains students’ successful intelligence (the balance of creative ability, analytical ability, and practical ability) and enhances 3D spatial expression, digital modeling creativity, and awareness of achievement transformation.

Competition structure: Total score 100 points.

Stage One (40%): Pre-set Project — “Bloom Plan” (off-site co-creation).

Stage Two (60%): On-site Project Challenge (on-site time-limited co-creation, 4 hours).

II. Stage One (40%): Pre-set Project — “Bloom Plan”

[Objective] To practice successful intelligence and transform AI co-created 3D works into actual outcomes, achieving publication, platform listing, exhibition, awards, or commercialization.

1. Work Requirements

Format: 3D models, 3D animations, 3D scenes, 3D characters, 3D printing designs, game assets, architectural visualization, product design, VR/AR scenes, digital sculpture, industrial design, metaverse spaces, and other 3D work forms; single works or series are both acceptable; the title is designed by the participants themselves.

AI Co-creation Log: Participants must submit a "Prompt record" of their collaboration with AI, showing the complete chain from conception to generation, to manual revision, and then to continuous iteration.

Originality Statement: The core creativity, modeling, structure, materials, color, animation, and emotional expression must be original; manual secondary creation is encouraged, such as retopology, UV unwrapping, texture painting, material adjustment, rigging, animation, rendering, post-compositing, etc. AI-generated content must not exceed 60%.

2. Publication and Commercialization Mechanism (Core Requirement)

Publication Express: The organizing committee, together with 3D asset platforms, game platforms, film and television institutions, exhibition institutions, digital publishing institutions, 3D printing institutions, VR/AR platforms, metaverse platforms, cultural and creative institutions, and

advertising agencies, will establish the "WER 3D Publication Express." Outstanding works will be directly recommended for publication, platform listing, exhibition, or competition entry. Works already published, listed, exhibited, or awarded will receive special bonus points.

IP Incubation: A "Best Commercial Potential Award" will be established, providing IP incubation and copyright monetization matching services for works with potential in game assets, film and television VFX, 3D printing, cultural and creative products, digital collectibles, VR/AR scenes, metaverse spaces, etc.

Credit Certification: For all participants who complete their works and successfully publish, list, or exhibit them on cooperative platforms, it is recommended that schools grant students AI practice credits.

3. Submission Method and Time (Important Deadline)

Deadline: Before November 30 (based on email sending time).

Submission Email: wer2026@abilix.com.

Email Format Requirements:

Email Subject: Uniformly named [WER 2026 World Championship] + School Name + Participating Student Name + Work Title.

Email Attachments: The following five items must be submitted at the same time (packaging into a compressed file is recommended):

Final 3D work (GLB/GLTF/FBX/OBJ/STL/PLY and other common formats; source files may be attached; for animated works, submit in MP4/MOV format with resolution not less than 1080p; series works may be packaged and submitted).

AI co-creation and trial-and-error log (Prompt record, including generated model screenshots, rendered images, and revision notes).

One-page creation statement (no more than 300 words).

Participating student resume (must include basic student information, literature- and technology-related learning experience, AI tool usage experience, etc., PDF format; if the work has been published or exhibited, provide corresponding proof).

Instructor resume (must include basic instructor information, educational background, SITA education- or AI-teaching-related experience, etc., PDF format).

Note: If you do not receive an automatic reply confirmation after submission, please resend before the deadline or contact the organizing committee. Late submission will be deemed as giving up the score for this stage.

4. Scoring Criteria (40 points)

3D Creativity and Logical Structure (15 points)

Depth of Human-AI Collaboration (15 points; emphasis on the efficiency of AI tool use and the “trial-and-error” process)

Commercial/Publication Potential (10 points; assesses the work’s potential for public publication, platform listing, exhibition, awards, or publication transformation). If already published or exhibited, 10–20 points will be awarded, with the total score capped at 40 points.

III. Stage Two (60%): On-site Project Challenge

[Objective] To practice “successful intelligence” and, in a 4-hour deep creation process, authentically test participants’ large language model and 3D generation model application ability, improvisational creation, continuous trial-and-error iteration, problem-solving ability, and awareness of achievement transformation.

1. On-site Creation Process (Total 4 Hours)

On the day of the competition, a unified theme (such as “Robot Friends of Future Schools,” “The Last Library in the AI Era,” etc.) and specific constraints will be announced on site. Participants must independently use their own computers or tablets and complete the creation through trial and error in collaboration with AI. Suggested timeline (participants may adjust freely):

0–40 minutes: Topic analysis and trial and error. Conceive the core 3D idea, write the initial Prompt, conduct multiple rounds of dialogue with AI to generate models, scenes, characters, or animation clips, and test and screen the spatial inspiration, modeling, structure, materials, style, or motion plans provided by AI.

40–120 minutes: Iteration and construction. Based on AI feedback, carry out in-depth manual revision, reject ineffective directions, establish the main structure, and complete the first draft of the core 3D work (reflecting “do not imitate, dare to think wildly”).

120–195 minutes: Deepening and polishing. Make structural adjustments to the first draft, improve proportions, optimize topology, adjust UV and textures, unify materials, and optimize lighting and rendering; continue targeted trial and error with AI to overcome creative bottlenecks.

195–225 minutes: Final 3D and speech preparation. Complete final 3D polishing, organize submission materials, refine the logic of the 3-minute speech, and prepare to explain the work’s publication/commercialization potential.

225–240 minutes: Submission and check. Confirm that the submission materials are complete and submit them to the designated on-site platform/judges’ table.

2. On-site Deliverables Checklist (must be submitted at the end of the 4 hours; none may be omitted)

Final 3D Work:

Format: GLB/GLTF/FBX/OBJ/STL/PLY and other common formats; source files may be attached; for animated works, submit in MP4/MOV format; structurally complete 3D work (model, animation, scene, character, 3D printing design, game asset, architectural visualization, product design, VR/AR scene, digital sculpture, etc.).

Requirements: The core creativity and emotional expression must be original; the structure must be complete and have spatial and visual expressiveness; the length/scope must reflect the workload of 4 hours of deep creation.

AI Collaboration and Trial-and-Error Log (Core Scoring Basis):

Content: Must include at least 4 or more records of Prompt modifications, including generated model screenshots, rendered images, and revision notes.

Requirements: Must reflect the complete process from "initial idea" to "failure/dissatisfaction" and then to "revision and adjustment" (the complete practical process of the SITA education method).

One-page Creation Statement:

Word count: No more than 300 words, handwritten.

Content: Briefly describe “how I analyzed AI’s 3D answers,” “where I insisted on myself,” and “how I finally transformed my ideas into a 3D outcome,” and use one sentence to explain the work’s publication/commercialization idea.

3. On-site Content Speech (strictly limited to 3 minutes per person)

After submitting the work, participants must give a strictly time-limited 3-minute on-site speech about their AI co-created work. The speech structure must include the following three sections (one minute each is recommended):

First minute: Work and Creation (What & Create). Briefly describe the core highlights, spatial style, and visual style of the final 3D work, as well as the source of the initial idea.

Second minute: Trial and Error and Analysis (How & Analyze). Describe the process of co-creating with AI within 4 hours. Focus on: What was the greatest difficulty encountered? What mediocre or incorrect modeling, structure, or animation did AI produce? What wonderful content did AI generate? How did you solve the problem by analyzing, modifying prompts, or manually retopologizing, UV unwrapping, texturing, rigging, color grading, or rendering?

Third minute: Outcomes, Publication Plan, and Reflection (Why & Practice). Explain the value of the final 3D outcome, focusing on the work’s publication/commercialization potential (e.g., suitable platforms for submission, 3D asset platform listing, exhibition, awards, publication, 3D

printing, cultural and creative products, VR/AR, or IP transformation directions), as well as the inspiration this AI co-creation brings to one's future spatial literacy or life goals.

Time warning: During the 3-minute speech, signs will be raised when 1 minute and 30 seconds remain; overtime will be forcibly interrupted and points deducted as appropriate.

4. On-site Competition Scoring Criteria (60 points, precisely corresponding to the 3-minute speech and deliverables)

Improvisational creativity (15 points): Examines the novelty, spatial expressiveness, visual expressiveness, and completeness of the work's creativity (corresponding to the first minute of the speech and the final work).

Analytical ability (15 points): Examines the depth of the Prompt log and the ability to critically screen and manually revise AI 3D output (corresponding to the second minute of the speech and the trial-and-error log).

Practical ability (15 points): Examines the efficiency of continuously iterating, integrating resources, producing high-quality 3D outcomes, and expressing them clearly within the specified 4 hours (corresponding to the third minute of the speech and the creation statement).

Commercial/publication potential (15 points): Evaluates whether the on-site work has the potential for public publication, platform listing, exhibition,

awards, publication, 3D printing, or IP transformation; whether the participant can clearly explain its publication/commercial value in the speech and creation statement (corresponding to the third minute of the speech and the potential idea in the one-page creation statement).

IV. General Competition Rules

Tool requirements: Only mainstream AI 3D generation models (text-to-3D, image-to-3D, etc.) and mainstream large language models for assisting with ideation, prompts, and script writing are allowed; automatic 3D generation agents or agents that generate complete 3D works with one click are not allowed. The list of tools must be reported before the competition.

Prohibited behavior: It is strictly forbidden to directly copy and paste AI-generated content as a submission (revision traces and Prompts must be provided); teachers or parents are strictly forbidden to do the work on behalf of students; plagiarism is strictly forbidden. Works must be original and must not infringe on others' copyright, portrait rights, trademark rights, patent rights, etc. Participants shall bear responsibility for any infringement.

Time Schedule:

Preliminary competition (40%): Submission opens 1 month before the competition; send to the designated email wer2026@abilix.com before November 30.

On-site competition (60%): The topic will be announced on site on the competition day; creation must be completed within 4 hours; scoring will be done on site.

Teacher isolation: During the on-site competition, instructors and parents must remain in the designated rest area and are strictly forbidden to enter the competition area, strictly implementing the SITA education principles of "no lecturing, no guiding, no answering, no doing for students."

V. Award Settings

First Prize, Second Prize, Third Prize

VI. Competition Design Philosophy

Regarding the pre-set project: This part is essentially a "pure 3D product incubation" process. Through long-term projects, students realize the complete closed loop of SITA education, and the competition systematically assesses students' successful intelligence, large language model and 3D generation model application ability, critical thinking ability, aesthetic ability, and value judgment ability.

Regarding the on-site project (4 hours + 3-minute speech): The 4-hour on-site deep creation truly embodies what SITA emphasizes: "make your own mistakes, think for yourself, dare to think and dare to act." Adding commercial/publication scoring to the on-site project means that students must not only create a good work, but also continuously judge its application value and transformation potential during sustained creation. This is a higher-order test of successful intelligence. The 3-minute roadshow is the ultimate distillation of the 4-hour trial-and-error process. The on-site project is the cornerstone of an objective, fair, and equitable evaluation of students' successful intelligence.

Regarding the teacher's role: The judges of the on-site competition are not only reviewers, but also observers of the "results of SITA education experts teaching how to fish." We observe how students, without teacher guidance, independently co-create with AI for 4 hours and solve 3D creation problems. Students' outcomes are also a reflection of teachers' educational outcomes.

WER competition design principles: Educational value first; able to fairly, equitably, and scientifically measure students' abilities and competencies.

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