

CSAW'25 Hack3D

Registration Guidelines & Competition Rules

Hack3D Overview

The Hack3D competition serves to raise awareness and generate discussion in engineering and research communities about security in the additive manufacturing (AM) field. The competition occurs over two rounds: an online 48-hour Qualification Round and a hybrid 1 day event Final Round in November. Competitors will have the opportunity to learn and use skills in graphics programming, file manipulation, and reverse engineering while gaining an understanding of the additive manufacturing supply-chain. Students who are interested in learning more about CAD, reverse-engineering, security, and additive manufacturing are encouraged to participate. Videos of the Hack Challenge can be found on csaw.io/hack3d. Important Dates the Qualification Round challenge will be in September and the Final round will be held at CSAW in November. Registered team members should please make note of these dates and reserve time on your calendar for both the Qualification and Final round.

Competition Timeline

Registration deadline	3 October 2025, 11:59 PM EDT
Challenge details released via email to the email you registered	5 October 2025, 11:59 PM EDT
Qualification report deadline	7 October 2025, 11:59 PM EDT
Finalist notification	10 October 2025, End of Day
Final round challenge	13 November 2025
CSAW conference	12 - 15 November 2025
Final round presentations	14 November 2025
Award ceremony	November 15 th 2025

Competition Eligibility

This competition is open to students enrolled in undergraduate or graduate degree programs from around the world. Participation of post docs, working professionals, and other individuals is also permitted.

Qualification Round Rules

- Team registration is required and will remain open through the Qualification Round. Please register [here](#).
- Players can compete individually or on a team of up to 4 members.
- All players must compete under only 1 team name; playing for multiple teams is not permitted.
- Teams should work independently; sharing answers privately or publicly, or collaborating with another team to secure multiple spots at Finals constitutes cheating.
- Teams can use any open-source software available or any software provided by their university. The organizers will not provide access to any software or computing facilities.
- Submissions are to be submitted via email to csaw-3D@nyu.edu by 7 October 2025 at 11:59 PM EDT. Re-submissions are permitted before the deadline.

Qualifying for Finals

The top six (6) student teams will be notified of their Finalist status on 10 October 2025.

Final Round

Eligibility Student teams will be asked to verify their enrollment prior to being offered a spot at Finals.

Final Round Rules

- The Final round will be a hybrid event (in-person/remote). Finalist teams from US institutes will be provided a travel award to NYU Tandon School of Engineering to compete in the Final round in-person.
- Teams should maintain the same players as in the Qualification round.
- All players must compete under only 1 team name; playing for multiple teams is not permitted.

- Teams should work independently; sharing answers privately or publicly, or collaborating with another team to secure multiple spots at Finals constitutes cheating.
- Teams can use any open-source software available or any software provided by their university. The organizers will not provide access to any software or computing facilities.
- Final reports and presentation decks are to be submitted via email to CIB2783@nyu.edu by November 14 at 7:00 AM EDT. Presentation decks must not be changed between submission and the team's presentation on 14 November. No changes are permitted.
- Presentations will be performed in front of judges at 9:00 AM EDT on November 14th.

Prizes

Certificates will be provided to top three teams recognizing their achievements and the winning teams will also be listed on the CSAW Website.

Use of Personal Data Personal

data (ie, name, school, email) that is collected through the registration process is accessible only by the competition organizers and is used for the following purposes:

- Reminding registrants of competition timelines, rules, and updates
- Determining and contacting finalist teams and team members
- Announcing the names of finalist and winning team members on csaw.io/hack3d
- Examining multi-year participation of teams and individual player
- Determining and reporting total number of teams and total estimated individual participation
- Determining and reporting demographic trends related to participation, such as what countries have the highest number of teams participating
- Sending occasional updates regarding future CSAW events Aside from announcing finalist and winners' names, CSAW will not rent, sell, or share personal data with anyone other than the competition organizers.

Contact Please direct your inquiries to CIB2783@nyu.edu