



# THE GREAT FLAVOR BYTE

A TASTE OF UNITY, A BYTE OF INNOVATION

## NOODLE MOTION LAB:

### Motion Graphics Showdown

|                                |   |
|--------------------------------|---|
| <b>Deadline of Submission</b>  | February 14, 2026   |
| <b>Facility / Venue</b>        | Asynchronous  |
| <b>Contest Focal Person(s)</b> | Khalyll C. Lagunzad   |
| <b>Registration Link</b>       | <a href="https://forms.gle/5oSQcvsnPzA9Y73A">https://forms.gle/5oSQcvsnPzA9Y73A</a> |

The Motion Graphics Showdown is a creative sub-event of ACSS The Grand Flavor Byte, designed to showcase the animation, design, and visual storytelling skills of Computer Science students. Instead of following a single overarching theme, participating teams are required to develop their own creative concept based on their assigned pancit canton flavor, translating its identity through motion, design, and visual storytelling.

#### Guidelines & Mechanics

1. The competition is open to all verified Computer Science students, with participation strictly limited to one (1) representative per team. Each team is allowed to submit exactly one (1) official motion graphics entry, and no changes to the designated representative will be permitted once the submission has been finalized.
2. All entries must visually showcase their team's flavor. Participants should use motion design to creatively interpret their flavor identity, ensuring the concept, visuals, and message are clear and engaging within the exact timeframe provided.
3. Submissions must be in landscape orientation with a high-definition resolution of exactly 1080p to ensure professional visual quality. The video must have a total duration of exactly 30 seconds and must be exported and submitted in MP4 format.
4. Every aspect of the animation, including the motion flow, layout, and pacing, must be the original work of the participant. While the use of external assets like background music, icons, or basic stock elements from platforms like Canva or CapCut is allowed, these must be properly credited in a text slide or a separate document and must undergo significant customization.
5. The use of AI-generated video or animation tools is strictly prohibited, as is the submission of pre-made templates where only text or colors have been modified. Furthermore, the inclusion of any copyrighted music or imagery without proper credit, as well as the use of offensive, non-academic, or inappropriate content, is strictly forbidden.



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6. Participants are required to submit a single Google Drive folder link containing the final video file named as *TeamName\_MotionGraphics.mp4*. This folder must also include "Proof of Creation," such as timeline screenshots showing layers and keyframes, a screen recording of the editing process, or a short 1-minute explanation video demonstrating the project's evolution.
7. To maintain the integrity of the competition, the following point deductions will be strictly applied:
  - **Time Non-compliance:** A deduction of 10 points for every second under or over the required 30-second duration.
  - **Resolution/Format Errors:** A 10-point deduction for entries that do not meet the exact 1080p resolution or the required MP4 format.
  - **Late Submission:** A deduction of 10 points for every hour past the deadline.
  - **Minimal Customization:** A 20-point deduction for entries that rely heavily on templates without demonstrating original animation work.
  - **Missing Proof of Creation:** A 20-point deduction if the submission folder lacks clear evidence of the original design process.
  - **Improper Attribution:** A 5-point deduction for failing to credit external assets used in the project.

## Criteria for Judging

| Criteria                            | Description   | Weight      |
|-------------------------------------|---|-------------|
| <b>Creativity &amp; Originality</b> | The uniqueness of the concept and the innovative use of original ideas in visual storytelling.  | 30%         |
| <b>Visual Appeal &amp; Quality</b>  | The technical execution of the animation, including smoothness, color theory, and typography.   | 30%         |
| <b>Relevance to Theme</b>           | How effectively the motion graphics interpret and represent the team's assigned pancit canton flavor through concept, visuals, and motion design. | 20%         |
| <b>Overall Impact</b>               | The memorability of the output and its ability to engage the audience emotionally and intellectually.   | 20%         |
| <b>TOTAL</b>                        |   | <b>100%</b> |



**Awards and Prizes**

| Award        | Prizes and Recognition                      | Points Toward Overall Score |
|--------------|---|-----------------------------|
| First Place  | Gold Medal and Certificate of Recognition   | 55 Points                   |
| Second Place | Silver Medal and Certificate of Recognition | 40 Points                   |
| Third Place  | Bronze Medal and Certificate of Recognition | 30 Points                   |

*In the event of a tie, the participant with the higher score in the "Creativity & Originality" category will be ranked higher.*