

# **DIGITAL ART : RULEBOOK**

*Organized by Digital Art , NIT Nagaland*

***THEME- “Exploring the Metaverse”***

## **CONTENTS**

### **1.Introduction**

### **2.Registration**

### **3.General Rules and Regulations**

### **4.Device and Software Specifications**

### **5.Judging and Scoring**

### **6.Contact Information**

## **1.Introduction**

The Digital Art Competition, organized by the Digital Art Club of NIT Nagaland, is a platform where creativity meets innovation. It is designed to encourage participants to push the boundaries of imagination and showcase their artistic vision through 2D digital mediums. Using tools such as Adobe Photoshop, Illustrator, Procreate, Krita, and drawing tablets, participants will bring their concepts to life with skill and originality.

This competition is not merely an event, but an opportunity for artists to express their individuality, explore the vast possibilities of digital art, and create works that inspire and captivate. It celebrates talent, passion, and the spirit of artistic exploration in the digital era.

## **2.Registration**

- Registration will be done through the official website of the event.
- Participants will be required to pay a registration fee as specified by the organizers.

(NITN Students-99 and Others-250)

- Registration must be completed before the closing date; late entries will not be accepted.

### 3.General Rules and Regulation

- The competition is open to all
- Participation is individual; team entries are not allowed
- Participants must bring their own device.
- The duration of the competition is 3 hours; no extra time will be provided.
- The theme is “**Exploring the Metaverse**” and artworks must strictly follow it.
- Each participant must create and submit an original artwork during the competition.
- Software allowed includes Adobe Photoshop, Illustrator, Procreate, Krita, or equivalent 2D digital art software.
- Code of conduct: plagiarism, use of pre-made templates, tracing, or any form of cheating will result in disqualification
- The decision of the organizing committee will be final and binding.

#### Rule: Artwork Presentation and File Retention

All participants are required to present their digital artwork directly from their own device (e.g., laptop, tablet, or phone) to the judges during the evaluation session. This ensures that the original quality, colors, and resolution of the artwork are accurately represented.

Participants must also **save a copy of their submitted artwork** (in its final form) on a secure storage medium such as a USB drive, cloud storage, or external hard drive. This is to prevent loss or data corruption and to allow verification if needed.

**Note:** The competition organizers and judges will not be responsible for lost, deleted, or corrupted files. Artists are encouraged to keep multiple backups of their work for their own records.

### 4.Device and Software

## Minimum Device Specifications

### For Laptops

- Processor: Intel i5 (8th Gen or above) / AMD Ryzen 5 or equivalent
- RAM: Minimum 8 GB
- Graphics: Integrated GPU supported; Dedicated GPU (2 GB or higher) recommended for smoother performance
- Storage: At least 10 GB free space
- Operating System: Windows 10/11 or macOS (latest stable version)
- Screen Resolution: 1080p or higher

### For Tablets

- RAM: Minimum 4 GB
- Screen Size: 8 inches or larger
- Stylus support (pressure sensitivity preferred)
- Operating System: iPadOS/Android with latest stable updates
- Apps supported: Procreate (iOS), Krita, Autodesk SketchBook, or equivalent

These are the suggested minimum specifications, but it is up to the artist—participants may use devices with lower specifications if they prefer.

## Software Requirements

- Participants may use any standard 2D digital art software such as Adobe Photoshop, Illustrator, Procreate, Krita, or equivalent.
- All required software must be **installed and tested on the participant's device before arriving at the event.**
- Organizers will not provide installation support during the competition.

## 5.Judging & Scoring

Criterion	Description	Suggested Weight (%)
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1.Creativity & Originality	Uniqueness of concept, imagination, and innovation in approach.	<b>25</b>
2.Technical Skill	Mastery of digital tools, techniques, and software (e.g., blending, lighting, anatomy, composition).	<b>20</b>
3.Composition & Design	Balance, use of color, depth, perspective, and overall visual harmony.	<b>15</b>
4.Theme Relevance	How well the artwork interprets or represents the given theme or prompt.	<b>15</b>
5.Emotional Impact / Storytelling	Ability to evoke emotion or convey a narrative or message.	<b>15</b>
6.Presentation / Overall Aesthetic	Final polish, clarity, and professional presentation.	<b>10</b>
		<b>100</b>

## **5.Contact Information**

### **Club Secretary**

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