

# 3D Modelling: RULEBOOK

*Organized by Digital Art, NIT Nagaland*

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## 1.Introduction:

**3D Modelling** is a competition that challenges participants to design and develop a three-dimensional digital model using computer-aided design (CAD) or 3D modelling software. The event aims to test the participants' creativity, innovation, and technical proficiency in visualizing and representing real-world or conceptual objects in 3D form.

Participants are expected to demonstrate their design thinking, attention to detail, and presentation skills. This event provides a platform for aspiring designers and engineers to showcase their ability to bring ideas to life through digital modelling.

## 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- Rs99 and Others- Rs300)

- 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.
- Theme- Participants are free to create model of their own choice.
- Each participant must create and submit an original design during the competition.
- Software allowed includes Blender, Fusion 360, SolidWorks, AutoCAD, TinkerCAD, etc.
- 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.

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

#### **Minimum Device Specification**

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 Specifications

- Participants may use Blender, Fusion 360, SolidWorks, AutoCAD, TinkerCAD, etc..
- 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 and Scoring

Participants will be evaluated based on the following parameters:

Criteria	Description	Marks
Creativity & Originality	Uniqueness of the concept and innovative approach in design.	20
Design Quality	Accuracy, proportions, detailing, and overall aesthetics of the model.	25
Technical Skill	Efficient use of 3D modelling tools, software features, and techniques.	20
Theme Relevance	How well the model aligns with the given theme or problem statement (if applicable).	15
Presentation & Rendering	Quality of visualization, camera angles, lighting, and final presentation.	15
Complexity & Feasibility	Logical structure, model integrity, and design practicality.	5
Total		100

## 6. Contact information

Club secretariat (Digital Art)

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