

ANIMATION : RULEBOOK

Organized by Digital Art , NIT Nagaland

THEME- "ToonCraft-Create.Animate.Inspiration"

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1.Introduction

The Animation Making Competition is a celebration of creativity, storytelling, and digital artistry. It provides a platform for aspiring animators, designers, and storytellers to bring their imagination to life through motion and visuals. Participants are challenged to combine artistic expression, technical skill, and innovative thinking to produce original animated works that captivate and inspire.

This competition aims to encourage the exploration of diverse animation styles—whether 2D, 3D, stop motion, or mixed media—and to highlight the power of animation as a modern form of storytelling. It is not only a test of technical proficiency but also an opportunity to communicate powerful ideas, emotions, and messages through moving images.

Through this event, we hope to foster creativity, collaboration, and appreciation for the art and craft of animation, while recognizing the immense talent of digital creators in our community.

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-300)
- Registration must be completed before the closing date; late entries will not be accepted.

3.General Rules and Regulation

a. Eligibility

- The competition is open to all registered participants.
- Participants may compete **individually** or in **teams** (maximum of **[insert number, e.g., 3–5 members]** per team).
- Each participant may join **only one entry**.

b. Artwork Requirements

- The animation must be **pre-made** before the presentation day. No editing, rendering, or changes are allowed during the judging session.
- The animation must be **original** and created by the participant(s). Plagiarism or use of uncredited third-party content will result in disqualification.
- Any software or animation technique may be used (e.g., 2D, 3D, stop-motion, motion graphics).
- Duration of the animation should be between **[2–5 minutes]**.
- The content must be appropriate for all audiences — no offensive, violent, or discriminatory material is permitted.

c. Presentation

- Participants must **present their animation using their own device** (e.g., laptop, tablet, or phone) on the event day itself.
- The device should be **fully charged** and capable of playing the animation smoothly with sound, if applicable.

- The animation should be shown in **its original resolution and format** to preserve quality.
- Participants are required to keep a **backup copy** of their animation on a USB drive, cloud storage, or external hard drive to avoid file loss.
- The competition committee will **not be responsible** for lost, corrupted, or damaged files.

d. Submission and Deadlines

- All participants must **present their animation entries in person** during the scheduled judging session on the **event day**.
- No prior submission through online or physical means is required.
- Participants should ensure their files are properly prepared and easily accessible for presentation.

e. Disqualification

Entries may be disqualified for the following reasons:

- Violation of the originality rule (use of copyrighted or AI-generated content without credit).
- Submission of incomplete or corrupted files.
- Failure to follow presentation or format instructions.
- Any form of misconduct or disrespect during the event.

f. Rights and Permissions

- The organizers reserve the right to use submitted entries for **promotion, exhibition, or documentation** with full credit to the creators.
- Copyright remains with the artist(s).

4.Judging & Scoring

Criterion	Marks
Creativity & Originality	25
Technical Skill	20
Storytelling & Theme	20
Relevance	
Visual Design &	15
Composition	
Overall Presentation	10
Emotional /	10
Entertainment Impact	
	100

5.Contact Information

Club Secretary (Digital Art)

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