

RULES & REGULATIONS

Please carefully review the following rules and regulations before participating in our event. All participants are expected to comply with the following regulations to ensure a fair and competitive setting for everyone involved. By participating in this event, you agree to abide by these rules and regulations.

Nexentia.lk

PIXELYNX | POSTER DESIGN RULES AND REGULATIONS

TASK

DESIGN AN INFOGRAPHIC ABOUT "SMART CITIES: HOW TECHNOLOGY IS SHAPING THE FUTURE OF URBAN LIFE"

ELIGIBILITY AND PARTICIPATION

- THE COMPETITION IS OPEN FOR ANY CATEGORY. ALL CONTESTANTS STUDYING IN GRADE 6-13 ARE ELIGIBLE TO PARTICIPATE.
- THIS COMPETITION IS FOR INDIVIDUALS, NOT FOR TEAMS.
- NO LIMITATION IS ADDED TO THE NUMBER OF CONTESTANTS PARTICIPATING FROM A SCHOOL.
- ONLY ONE SUBMISSION IS ACCEPTED FROM EACH CONTESTANT.

INSTRUCTIONS

- YOU CAN ONLY USE EITHER ADOBE PHOTOSHOP OR ADOBE ILLUSTRATOR FOR THIS COMPETITION.
- YOU MUST REGULARLY CAPTURE SCREENSHOTS DURING THE CREATION OF YOUR ARTWORK FOR SUBMISSION PURPOSES,
- YOU MUST NOT USE ANY TEMPLATES, AND PLAGIRISM IS STRICKLY PROHIBITED. ANY INSTANCE WILL RESULT IN IMMEDIATE DISQUALIFICATION.
- YOUR DESIGNS SHOULD HAVE A CONSISTENT THEME.
- DIMENSIONS OF YOUR DESIGN SHOULD FOLLOW 4:3 SIZE.

- YOU MUST SUBMIT ALL THE PROJECT FILES (INCLUDING ANY TEXTURES, OVERLAYS, IMAGES, ETC.). RAR FILE.
- THE ARTWORK SHOULD BE EXPORTED ONLY IN EITHER .PNG .JPG OR .PDF FORMAT. YOU
 MUST ALSO UPLOAD A PDF FILE CONTAINING THE SCREENSHOTS OF ALL THE LAYERS USED
 IN CREATING THE ARTWORK AND 5 SCREENSHOTS OF YOUR WORKSPACE DURING THE
 CREATION OF THE ARTWORK.
- THE FILE SHOULD BE RENAMED AS "POST SCHOOLNAME YOURNAME.RAR" FORMAT.
- EXAMPLE: POST_ST.JOSEPHSGIRLSSCHOOL_DIMASHIAYODYA.RAR
- ALL THE SUBMISSIONS SHOULD BE UPLOADED TO GOOGLE DRIVE, AND THE PUBLIC ACCESSED GOOGLE DRIVE LINK SHOULD BE SENT THROUGH THE SUBMISSION LINK. SUBMISSIONS RECEIVED AFTER THE SPECIFIED DEADLINE WILL NOT BE ACCEPTED UNDER ANY CIRCUMSTANCES.

JUDGING WILL BE DONE BY A PANEL OF EXPERTS IN POSTER DESIGNING. POINTS FOR YOUR DESIGN WILL BE BASED ON THE FOLLOWING CRITERIA:

- 1. FUNCTIONALITY: THE THEME-RELATIVITY OF THE POST AND UNDERSTANDING THE INTENDED PURPOSE OF THE THEME.
- 2. CREATIVITY: THE UNIQUENESS OF THE POST AND THE INTRODUCTION OF INNOVATIVE IDEAS OR APPROACHES.
- 3. AESTHETICS : THE VISUAL APPEAL OF THE DESIGN AND THE USAGE OF COLORS AND TEXTURES.
- 4. TECHNICAL EXECUTION : THE MATERIALS AND TECHNIQUES USED FOR THE POST AND THEIR APPROPRIATENESS.
- 5. USER EXPERIENCE: THE LEVEL OF CONSIDERATION GIVEN TO THE NEEDS AND PREFERENCES OF THE TARGETED AUDIENCE.



PIXELYNX | VIDEO EDITING RULES AND REGULATIONS

TASK

ONLY ONE VIDEO MUST BE SUBMITTED BY EACH PARTICIPANT BASED ON ONE OF THE FOLLOWING THREE TOPICS:

1. OUR SCHOOL, OUR STORY

- THEME: A CREATIVE SHOWCASE OF THE SCHOOL'S CULTURE.
- DESCRIPTION: CREATE A SHORT VIDEO (MAXIMUM 5 MINUTES) THAT HIGHLIGHTS THE SPIRIT, VALUES, ACHIEVEMENTS, AND EVERYDAY LIFE OF YOUR SCHOOL. CONTENT MAY INCLUDE STUDENT ACTIVITIES, TEACHER-STUDENT INTERACTIONS, CLUBS, EVENTS, OR HISTORICAL HIGHLIGHTS. USE EFFECTIVE TRANSITIONS, MUSIC, AND NARRATION TO ENHANCE THE STORY.

2. GADGET COMMERCIAL PARODY

- THEME: A HUMOROUS OR EXAGGERATED ADVERTISEMENT FOR A FICTIONAL TECH PRODUCT.
- DESCRIPTION: DESIGN A COMMERCIAL (30 SECONDS TO 2 MINUTES) FOR AN IMAGINARY GADGET OR TECH PRODUCT. THE CONCEPT CAN BE FUTURISTIC, OVERLY COMPLEX, OR MALFUNCTIONING. THE OBJECTIVE IS TO SHOWCASE EDITING AND VISUAL STORYTELLING SKILLS THROUGH CREATIVITY AND HUMOR.

3. BEHIND THE SCENES OF ICT DAY

- THEME: A DOCUMENTARY-STYLE VIDEO COVERING PREPARATIONS AND HIGHLIGHTS OF ICT DAY
- DESCRIPTION: PRODUCE A VIDEO (1–3 MINUTES) THAT CAPTURES THE PLANNING, TEAMWORK, AND KEY MOMENTS OF YOUR SCHOOL'S ICT DAY. THE VIDEO MAY BE FILMED IN REAL TIME OR RECREATED BASED ON ACTUAL EVENTS.

ELIGIBILITY AND PARTICIPATION

- THE COMPETITION IS OPEN FOR ANY CATEGORY. ALL CONTESTANTS STUDYING IN GRADE 10-13 ARE ELIGIBLE TO PARTICIPATE.
- THIS IS A TEAM-BASED COMPETITION. EACH TEAM MAY CONSIST OF 1 TO 4 STUDENTS.
- PARTICIPANTS MAY COMPETE INDIVIDUALLY OR FORM TEAMS OF TWO, THREE, OR FOUR STUDENTS.
- NO LIMITATION IS ADDED TO THE NUMBER OF TEAMS PARTICIPATING FROM A SCHOOL.
- ONLY ONE SUBMISSION IS ACCEPTED FROM EACH TEAM.

INSTRUCTIONS

- USE OF AI-GENERATED VIDEO, AUDIO, IMAGES, OR EFFECTS IS STRICTLY PROHIBITED.
- ALL CONTENT MUST BE ORIGINAL OR ROYALTY-FREE. REUSE OF WORK FROM OTHER COMPETITIONS OR PLAGIARISED CONTENT WILL LEAD TO IMMEDIATE DISQUALIFICATION.
- PARTICIPANTS MUST CAPTURE AT LEAST THREE SCREENSHOTS OF THEIR EDITING TIMELINE OR WORKSPACE DURING THE CREATION PROCESS.
- THE VIDEO SHOULD BE CREATED STRICTLY WITHIN THE COMPETITION PERIOD.
- FINAL OUTPUT MUST BE IN LANDSCAPE FORMAT AND A MINIMUM RESOLUTION OF 720P.

SUBMISSION

- SUBMIT THE FINAL VIDEO IN .MP4 OR .MOV FORMAT.
- A PDF FILE MUST ALSO BE SUBMITTED, INCLUDING:
- A SHORT DESCRIPTION OF THE SELECTED TOPIC AND CONCEPT (MAXIMUM 150 WORDS).
- A MINIMUM OF THREE SCREENSHOTS AND FIVE PHOTOS SHOWING YOUR EDITING TIMELINE OR WORKSPACE AND BTS.
- THE FOLDER SHOULD BE NAMED: VIDEO_SCHOOLNAME_YOURNAME
- EXAMPLE: VIDEO_ST.JOSEPHSGIRLSSCHOOL_DIMASHIAYODYA
- ALL SUBMISSIONS MUST BE UPLOADED TO GOOGLE DRIVE. THE PUBLIC ACCESS LINK MUST BE SUBMITTED VIA THE OFFICIAL SUBMISSION FORM.
- SUBMISSIONS AFTER THE DEADLINE WILL NOT BE ACCEPTED UNDER ANY CIRCUMSTANCES.

JUDGING CRITERIA

JUDGING WILL BE CONDUCTED BY A PANEL OF PROFESSIONALS IN DIGITAL MEDIA AND CONTENT CREATION. POINTS WILL BE AWARDED BASED ON THE FOLLOWING CRITERIA:

- 1.CONCEPT & THEME RELEVANCE : CLARITY, ORIGINALITY, AND ALIGNMENT WITH THE SELECTED TOPIC.
- 2. EDITING TECHNIQUE: USE OF TRANSITIONS, EFFECTS, PACING, AND OVERALL FLOW.
- 3. STORYTELLING : NARRATIVE STRUCTURE, SEQUENCING, AND CREATIVE PRESENTATION.
- 4. VISUAL & AUDIO QUALITY: RESOLUTION, SOUND DESIGN, VOICE CLARITY, AND MUSIC INTEGRATION.
- 5. EFFORT & PRODUCTION QUALITY: CREATIVITY, PLANNING, AND OVERALL EXECUTION OF THE FINAL VIDEO.

PIXELYNX | ANIMATION COMPETITION RULES AND REGULATIONS

TASK

CREATE A SHORT ANIMATION (30 SECONDS TO 2 MINUTES) ON THE THEME: "A DAY IN A FUTURE WORLD"

ELIGIBILITY AND PARTICIPATION

- THE COMPETITION IS OPEN FOR ANY CATEGORY. ALL CONTESTANTS STUDYING IN GRADE 6-13 ARE ELIGIBLE TO PARTICIPATE.
- THIS COMPETITION IS FOR INDIVIDUALS, NOT FOR TEAMS.
- NO LIMITATION IS ADDED TO THE NUMBER OF CONTESTANTS PARTICIPATING FROM A SCHOOL.
- ONLY ONE SUBMISSION IS ACCEPTED FROM EACH CONTESTANT.

INSTRUCTIONS

- YOU ARE NOT ALLOWED TO USE AI-GENERATED CONTENT FOR THIS COMPETITION.
- YOU CAN USE 2D OR 3D ANIMATION, STOP-MOTION, OR MOTION GRAPHICS TECHNIQUES.
- FRAME-BY-FRAME OR KEYFRAME ANIMATION METHODS ARE ALLOWED.
- PLAGIARISM, REUSE OF PREVIOUS WORK, OR USE OF TEMPLATES IS STRICTLY PROHIBITED.
- YOU MUST REGULARLY CAPTURE SCREENSHOTS OF YOUR TIMELINE OR ANIMATION WORKSPACE.
- YOUR ANIMATION MUST MAINTAIN A CONSISTENT FLOW AND RELATE CLEARLY TO THE GIVEN THEME.

- YOU MUST SUBMIT THE FINAL ANIMATION FILE IN EITHER .MP4 OR .MOV FORMAT.
- YOU MUST ALSO UPLOAD A PDF FILE CONTAINING:
- AT LEAST 3 SCREENSHOTS OF YOUR ANIMATION PROCESS.
- A SHORT EXPLANATION OF YOUR CONCEPT (MAXIMUM 100 WORDS).
- THE FILES SHOULD BE NAMED AS: ANIM_SCHOOLNAME_YOURNAME
- EXAMPLE: ANIM_ST.JOSEPHSGIRLSSCHOOL_DIMASHAVIYODARA
- ALL THE SUBMISSIONS SHOULD BE UPLOADED TO GOOGLE DRIVE AND THE PUBLIC ACCESS
 GOOGLE DRIVE LINK SHOULD BE SENT THROUGH THE SUBMISSION LINK.
- SUBMISSIONS RECEIVED AFTER THE SPECIFIED DEADLINE WILL NOT BE ACCEPTED UNDER ANY CIRCUMSTANCES.

JUDGING WILL BE CONDUCTED BY A PANEL OF EXPERTS IN ANIMATION AND DIGITAL ARTS. SCORES WILL BE BASED ON:

- 1. THEME INTERPRETATION : CREATIVITY IN EXPRESSING THE THEME: "A DAY IN A FUTURE WORLD."
- 2. ANIMATION SKILL: FLUIDITY OF MOTION, SCENE TRANSITIONS, CHARACTER OR OBJECT MOVEMENT.
- 3. ART DIRECTION: VISUAL CONSISTENCY, STYLE, AND ATMOSPHERE.
- 4. AUDIO INTEGRATION : EFFECTIVE USE OF SOUND EFFECTS, VOICEOVERS, OR BACKGROUND MUSIC.
- 5. ORIGINALITY & TECHNICAL EXECUTION: UNIQUENESS AND COMMAND OF CHOSEN ANIMATION TOOLS.



PIXELYNX | GRAPHIC DESIGN COMPETITION RULES AND REGULATIONS

TASK

DESIGN A CREATIVE DIGITAL ARTWORK BASED ON THE THEME: "BREAKING BOUNDARIES, THE FUTURE OF EXPRESSION"

ELIGIBILITY AND PARTICIPATION

- THE COMPETITION IS OPEN FOR ANY CATEGORY. ALL CONTESTANTS STUDYING IN GRADE 6-13 ARE ELIGIBLE TO PARTICIPATE.
- THIS COMPETITION IS FOR INDIVIDUALS, NOT FOR TEAMS.
- NO LIMITATION IS ADDED TO THE NUMBER OF CONTESTANTS PARTICIPATING FROM A SCHOOL.
- ONLY ONE SUBMISSION IS ACCEPTED FROM EACH CONTESTANT.

INSTRUCTIONS

- YOU CAN ONLY USE EITHER ADOBE PHOTOSHOP, ADOBE ILLUSTRATOR, OR ANY OTHER STANDARD DESIGN SOFTWARE FOR THIS COMPETITION.
- AI-GENERATED TOOLS OR ASSETS ARE STRICTLY PROHIBITED.
- YOU MUST REGULARLY CAPTURE SCREENSHOTS DURING THE CREATION OF YOUR ARTWORK, ESPECIALLY YOUR LAYER SETUP.
- YOU MUST NOT USE ANY TEMPLATES, AND PLAGIARISM IS STRICTLY PROHIBITED. ANY INSTANCE WILL RESULT IN IMMEDIATE DISQUALIFICATION.
- YOUR DESIGN SHOULD FOLLOW A CONSISTENT THEME.
- DIMENSIONS OF YOUR DESIGN SHOULD FOLLOW A 1:1 RATIO.

- YOU MUST SUBMIT ALL THE PROJECT FILES (INCLUDING ANY TEXTURES, OVERLAYS, IMAGES, ETC.) IN A .RAR FILE.
- THE ARTWORK SHOULD BE EXPORTED ONLY IN EITHER .PNG, .JPG, OR .PDF FORMAT.
- YOU MUST ALSO UPLOAD A PDF FILE CONTAINING:
 - THE SCREENSHOTS OF ALL THE LAYERS USED IN CREATING THE ARTWORK.
 - 5 SCREENSHOTS OF YOUR WORKSPACE DURING THE CREATION.
- THE FILES SHOULD BE NAMED AS: GRAPHIC_SCHOOLNAME_YOURNAME
- EXAMPLE: GRAPHIC ST.JOSEPHSGIRLSSCHOOL DIMASHIAYODYA
- ALL THE SUBMISSIONS SHOULD BE UPLOADED TO GOOGLE DRIVE AND THE PUBLIC ACCESS
 GOOGLE DRIVE LINK SHOULD BE SENT THROUGH THE SUBMISSION LINK.
- SUBMISSIONS RECEIVED AFTER THE SPECIFIED DEADLINE WILL NOT BE ACCEPTED UNDER ANY CIRCUMSTANCES.

JUDGING WILL BE CARRIED OUT BY A PANEL OF PROFESSIONALS IN GRAPHIC DESIGN AND VISUAL COMMUNICATION. POINTS WILL BE AWARDED BASED ON:

- FUNCTIONALITY RELEVANCE TO THE THEME AND CLARITY OF COMMUNICATION.
- CREATIVITY INNOVATION IN LAYOUT, ELEMENTS, AND VISUAL APPROACH.
- AESTHETICS USE OF COLOR, TEXTURE, BALANCE, AND VISUAL APPEAL.
- TECHNICAL EXECUTION LAYERING, COMPOSITION, AND FINISHING QUALITY.
- USER EXPERIENCE HOW WELL THE DESIGN COMMUNICATES TO AND ENGAGES ITS AUDIENCE.



PIXELYNX | AI GRAPHIC COMPETITION RULES AND REGULATIONS

TASK

GENERATE AN ALARTWORK BASED ON THE THEME: "WHEN MACHINES DREAM"

ELIGIBILITY AND PARTICIPATION

- THE COMPETITION IS OPEN FOR ANY CATEGORY. ALL CONTESTANTS STUDYING IN GRADE 6-13 ARE ELIGIBLE TO PARTICIPATE.
- THIS COMPETITION IS FOR INDIVIDUALS, NOT FOR TEAMS.
- NO LIMITATION IS ADDED TO THE NUMBER OF CONTESTANTS PARTICIPATING FROM A SCHOOL.
- ONLY ONE SUBMISSION IS ACCEPTED FROM EACH CONTESTANT.

INSTRUCTIONS

- YOU ARE FREE TO USE ANY AI GRAPHIC GENERATION TOOLS (E.G., DALL-E, MIDJOURNEY, FIREFLY, ETC.).
- YOU MUST INCLUDE THE FULL PROMPT(S) USED TO GENERATE THE FINAL ARTWORK.
- POST-EDITING USING DESIGN SOFTWARE IS ALLOWED BUT MUST BE BRIEFLY MENTIONED.
- TEMPLATES FROM AI MODEL LIBRARIES OR PREVIOUSLY USED/GENERATED ARTWORK ARE NOT ALLOWED.
- ENTRIES MUST BE CREATED DURING THE COMPETITION PERIOD AND MUST NOT HAVE BEEN SUBMITTED TO ANY OTHER COMPETITION.
- AI WORKS GENERATED USING NSFW OR HARMFUL CONTENT MODELS WILL BE DISQUALIFIED.

- FINAL AI-GENERATED ARTWORK MUST BE SUBMITTED IN .PNG OR .JPG FORMAT.
- YOU MUST ALSO INCLUDE:
 - A TEXT FILE (.TXT OR .PDF) CONTAINING THE PROMPT(S) USED.
 - A BRIEF DESCRIPTION OF YOUR CONCEPT (MAXIMUM 50 WORDS).
- THE FILES SHOULD BE NAMED AS: AIGRAPHIC_SCHOOLNAME_YOURNAME
- EXAMPLE: AIGRAPHIC_ST.JOSEPHSGIRLSSCHOOL_DIMASHIAYODYA
- ALL THE SUBMISSIONS SHOULD BE UPLOADED TO GOOGLE DRIVE AND THE PUBLIC ACCESS
 GOOGLE DRIVE LINK SHOULD BE SENT THROUGH THE SUBMISSION LINK.
- SUBMISSIONS RECEIVED AFTER THE SPECIFIED DEADLINE WILL NOT BE ACCEPTED UNDER ANY CIRCUMSTANCES.

JUDGING WILL BE CONDUCTED BY A PANEL OF AI ART AND DESIGN EXPERTS. EVALUATION WILL BE BASED ON:

- 1. PROMPT CREATIVITY INVENTIVENESS AND DETAIL OF THE AI PROMPT(S) SUBMITTED.
- 2. THEME RELEVANCE CONNECTION BETWEEN THE ARTWORK AND THE THEME: "WHEN MACHINES DREAM."
- 3. VISUAL IMPACT AESTHETIC STRENGTH, COHERENCE, AND ATTENTION TO VISUAL COMPOSITION.
- 4. POST-PROCESSING QUALITY EFFECTIVE AND MINIMAL POST-EDITING TO ENHANCE AI OUTPUT.
- 5. ORIGINALITY OVERALL UNIQUENESS AND NON-REPLICATED APPROACH TO AI USE.



PIXELYNX | PHOTO MANIPULATION COMPETITION RULES AND REGULATIONS

COMPETITION OVERVIEW

THE COMPETITION HAS BEEN DESIGNED TO FOSTER CREATIVITY AND TECHNICAL EXPERTISE IN PHOTO MANIPULATION. ALL PARTICIPANTS ARE EXPECTED TO COMPLY WITH THE FOLLOWING REGULATIONS TO ENSURE A FAIR AND COMPETITIVE SETTING FOR EVERYONE INVOLVED.

THEME

BROKEN REALITY: WHEN DATA BECOMES DANGEROUS

ELIGIBILITY AND PARTICIPATION

- THE COMPETITION IS OPEN FOR ANY CATEGORY. ALL CONTESTANTS STUDYING IN GRADE 06 -13 ARE ELIGIBLE TO PARTICIPATE.
- THIS COMPETITION IS FOR INDIVIDUALS, NOT FOR TEAMS.
- NO LIMITATION IS ADDED TO THE NUMBER OF CONTESTANTS PARTICIPATING FROM A SCHOOL.
- ONLY ONE SUBMISSION IS ACCEPTED FROM EACH CONTESTANT.

INSTRUCTIONS

- YOU CAN ONLY USE ADOBE PHOTOSHOP FOR THIS COMPETITION.
- YOU MUST REGULARLY CAPTURE SCREENSHOTS DURING THE CREATION OF YOUR ARTWORK FOR SUBMISSION PURPOSES.
- YOU MUST NOT USE ANY TEMPLATES, AND PLAGIARISM IS STRICTLY PROHIBITED. ANY VIOLATION WILL RESULT IN IMMEDIATE DISQUALIFICATION.
- YOUR DESIGNS SHOULD FOLLOW A CONSISTENT THEME.
- FEEL FREE TO USE ANY DIMENSION FOR YOUR DESIGN.

- SUBMIT ALL PROJECT FILES (INCLUDING ANY TEXTURES, OVERLAYS, IMAGES, ETC.) AS A
 .RAR FILE.
- THE ARTWORK SHOULD BE EXPORTED IN EITHER .PNG OR .JPG FORMAT.
- UPLOAD A PDF FILE CONTAINING ALL THE LAYERS USED IN CREATING THR ARTWORK AND 5 SCREENSHOTS OF YOUR WORKSPACE DURING THE CREATION PROCESS.
- RENAME THE FILE AS "POST_SCHOOLNAME_YOURNAME.RAR" FORMAT.
- EXAMPLE: POST_ST.JOSEPHSGIRLSSCHOOL_DIMASHIAYODYA.RAR
- ALL SUBMISSIONS SHOULD BE UPLOADED TO GOOGLE DRIVE, AND THE PUBLIC-ACCESSED LINK MUST BE SENT VIA SUBMISSION LINK.
- SUBMISSIONS RECEIVED AFTER THE SPECIFIED DEADLINE WILL NOT BE ACCEPTED UNDER ANY CIRCUMSTANCES.

JUDGING WILL BE CONDUCTED BY A PANEL OF EXPERTS IN GRAPHIC DESIGN. POINTS WILL BE AWARDED BASED ON THE FOLLOWING CRITERIA:

- FUNCTIONALITY: THEME RELEVANCE AND UNDERSTANDING OF THE INTENDED PURPOSE.
- CREATIVITY: UNIQUENESS OF THE DESIGN AND THE INTRODUCTION OF INNOVATIVE IDEAS OR APPROACHES.
- AESTHETICS: VISUAL APPEAL, USE OF COLORS AND TEXTURES.
- TECHNICAL EXECUTION: APPROPRIATENESS OF MATERIALS AND TECHNIQUES USED IN THE DESIGN.
- USER EXPERIENCE: CONSIDERATION OF THE NEEDS AND PREFERENCES OF THE TARGETED AUDIENCE.



PIXELYNX | 3D DESIGN RULES AND REGULATIONS

GENERAL INFORMATION

- ELIGIBILITY: OPEN TO STUDENTS FROM GRADES 6 TO 13.
- TYPE OF EVENT: INDIVIDUAL PARTICIPATION ONLY, NO TEAMS ARE ALLOWED.
- THEME: OPEN THEME. PARTICIPANTS CAN CHOOSE ANY THEME BUT MUST CREATE ORIGINAL, SELF- DESIGNED ARTWORK.
- SOFTWARE: PARTICIPANTS CAN USE ANY 3D SOFTWARE TO DEVELOP THEIR ARTWORK, THOUGH BLENDER IS HIGHLY RECOMMENDED.

SUBMISSION REQUIREMENTS

BASE FILE:

- A BASE FILE IN BLENDER, FBX, OR OBJ FORMATS CONTAINING AN OBJECT AND A CAMERA ANGLE WILL BE PROVIDED.
- PARTICIPANTS MUST WORK FROM THIS BASE FILE AND CREATE THEIR OWN UNIQUE ARTWORK WITHIN THIS ENVIRONMENT.

SUBMISSION FORMAT:

- PROJECT FILE: SUBMIT THE COMPLETED PROJECT FILE, OBJ, AND FBX FILES.
- OUTPUT IMAGES: AT LEAST 3 HIGH-QUALITY RENDERS OF THE FINAL MODEL IN IMAGE FORMAT (PNG/JPEG).
- ALL FILES MUST BE NAMED WITH THE PARTICIPANT'S NAME AND SCHOOL.

SUBMISSION PLATFORM:

- ALL SUBMISSIONS MUST BE UPLOADED VIA THE SUBMISSION LINK PROVIDED.
- DEADLINE: PARTICIPANTS MUST SUBMIT THEIR ENTRIES BEFORE THE DEADLINE DATE.
 LATE SUBMISSIONS WILL NOT BE ACCEPTED.

ADDITIONAL RULES

- PLAGIARISM: ANY USE OF NON-ORIGINAL MODELS OR ARTWORKS FROM THIRD-PARTY SOURCES WILL RESULT IN IMMEDIATE DISQUALIFICATION.
- THIRD-PARTY MODELS: USE OF EXCESSIVE THIRD-PARTY 3D MODELS THAT ARE NOT CREATED BY THE PARTICIPANT WILL RESULT IN A SIGNIFICANT DEDUCTION IN MARKS.
- AI-GENERATED SUBMISSIONS: AI-GENERATED CONTENT IS STRICTLY PROHIBITED.
- REFERENCES & ASSETS: PARTICIPANTS ARE ALLOWED TO USE REFERENCES FOR INSPIRATION.
- HDRIS, TEXTURES, AND OTHER ASSETS IF NEEDED.

- ORIGINALITY & CREATIVITY: HOW UNIQUE AND CREATIVE IS THE MODEL?
- TECHNICAL SKILL: HOW WELL-EXECUTED IS THE MODEL TECHNICALLY? INCLUDES ATTENTION TO DETAIL, MODELING COMPLEXITY, AND CLEAN TOPOLOGY.
- AESTHETIC QUALITY: HOW VISUALLY APPEALING IS THE DESIGN, INCLUDING COLORS, MATERIALS, LIGHTING, AND COMPOSITION OF RENDERED IMAGES?
- PRESENTATION: QUALITY OF RENDERED IMAGES, ANGLES, AND HOW WELL THE FINAL MODEL IS PRESENTED.



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