ARE YOU READY
TO COMPETE?

SCROLL DOWN

PHOTOGRAPHY

This category is for original student photography. Photos must be
taken by the student submitting. Photos can be manipulated in a
raster graphics program to enhance color, balance, tone, theme, etc.
This is not mandatory; photos can also be in their original format,
untouched. Entries will be judged on composition, content, and
technical merit.

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STOP-MOTION

This category is for animations that display the technique of repeatedly photographing individual frames of a physically manipulated object. Stop-motion animations can be created with puppets, clay, action figures, Legos, paper cut-outs, whiteboard, etc. Time lapse films are better suited for the Video category. Non-original music may be used with proper permissions and attribution.

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AUDIO

This category includes original music, radio commercials, and short radio plays. Record digital audio using programs such as GarageBand, Audacity, or Audition. Royalty-free audio loops may be used. All sound effects must be original. 2 minute maximum time limit.

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3D GRAPHICS

This category is for still images created in a 3D graphics program such as Maya, Blender, and 3DS Max. No premade assets should be used in this category. Pieces should be made from primitive geometry and modified by the student. Paint effects, character rigs, and visor assets should be omitted. Digital sculpting is acceptable but major changes should be present from base mesh. If a tutorial is used for the creation of the image, the URL should be noted on the Entry Form.

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WEB DESIGN

In this category, we encourage well-designed websites for web
portfolios, school sites, business sites, etc... We emphasize use of
HTML, CSS, Javascript, etc. in the design. Sites designed with a
Content Management System such as WordPress will not be
accepted. Content may be non-original, but all web design and
development should be performed by the submitting students.

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GAME DESIGN

This category is for games created in a variety of programs, including
GameMaker, Unity, Flash, TWINE, etc. Students must submit a
zipped folder containing all files necessary to play the game. They
must also submit planning and design documentation as a PDF.

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