

# ANIMEX AWARDS 08

## regulations and guidelines



### Philosophy

The Animex Awards are dedicated to the promotion of the art of animation and to the recognition of excellence in pre rendered graphics for visualisation, animation and games productions.

### Qualification for entries

Any frame by frame or computer assisted animated film or game created between 1 October 2006 and 1 October 2007 produced as student work.

### Technical requirements for preview copies

For preview, animation works must be submitted on DVD disk (however VHS tapes will also be considered). You are also required to submit at least three high resolution digital still images for exhibition and promotional purposes (300 dpi). Preview material cannot be returned. If work is selected, the competition screening tapes will be returned. Internet animation may be submitted via a web site link, which should be included on the entry form.

### Deadline dates and registration

No registration fee is required. The entry form, supporting information and preview material should reach the awards office on or before 1 October 2007.

### Pre-selection

Pre-selection of the competition programme is due to be completed by December 2007. The pre-selection panel will comprise staff from the University of Teesside.

### Requirements if your work is selected

If selected, screening copies must be supplied on either Beta SP, DV Cam, Mini DV in PAL format for the competition programme. Entrants should also provide additional high resolution publicity stills for promotional purposes.

### Transportation and insurance

Entrants are responsible for transport costs. No material can be returned or loaned during the Animex festival. All Beta Sp, DV cam and Mini DV tapes will be returned.

### Customs

For entries outside of UK or EU countries, please remember to include a label on your tape and package stating "No commercial value - preview material for cultural and educational uses only" for customs purposes.

### Composition of programmes for official competition

The Animex festival and awards team will define the competition programme and running order.

### Invitations

Invitations to the competition screening programme and awards are given to entrants with films in the competition.

### Festival selection and jury

Judging and announcement of the awards are due to take place during the Animex festival in February 2008. The final judging panel will comprise representatives from the animation industry.

### Promotional use of works

Unless otherwise indicated on the entry form, entrants consent to the use of their animation for publicity purposes of the University of Teesside.

### Acceptance of regulations

By signing the entry form for the Animex Awards, participants accept, without reservation, the terms of the regulations.

### Any queries

Please email [awards@animex.net](mailto:awards@animex.net) or contact Justin Greetham, Head of Animex Awards on +44 (0) 1642 342692.

Entry forms and animation preview tapes must be received no later than **1 October 2007**.

Entries must be addressed to: Animex Awards, School of Computing, University of Teesside, Middlesbrough, Tees Valley TS1 3BA, UK.

## ANIMEX AWARDS 2007

### 3D ANIMATION AWARD

Best and most innovative use of a 3D animation application for the production of a film, video or game sequence.

### 2D ANIMATION AWARD

Best and most innovative use of a 2D animation application for the production of a film, video or game sequence.

### GAMES ART AWARD

Best and most innovative use of any technique for the design of a game character, game terrain and/or game trailer.

### VISUAL EFFECTS AWARD

Best and most innovative use of 2D or 3D media combined with live action.

### VISUALISATION AWARD

Best and most innovative use computer software and/or language for the production of a pre-rendered environment to support creative, architectural, engineering and scientific applications.

### EXPERIMENTAL ANIMATION AWARD

Best use or mix of any animation technique (digital or non-digital) open to any animation style and subject matter under ten minutes.

### MOTION GRAPHICS AWARD

Best and most innovative use of typography combined with 2D or 3D media for the design and promotion of a product or theme.

All entries are eligible for commendations:

- Character Animation
- Editing
- Stop Motion
- Gaming
- Motion Capture
- Sound for Animation
- Newcomer (for students under 18 years)
- Audience Award



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