

Basic Rules for Interface 2017

- A student is only allowed to participate in **maximum 2 contests at a time**. This is applicable to both group and individual categories. However a student can enter or participate in another contest **if he/she has completed the previous contest**.
 - In every individual category, participants have to go through an **evaluation test**.
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CATEGORIES:

Individual Category

Story Telling

This is a unique category, where students are requested to present their stories.

- The story must be for animation film, so understanding of the medium is very important.
 - Character design is not mandatory.
 - Student has to tell their story; we will not accept any written copy of your story.
 - Participant must submit their story with proper animatics video; we will accept only animatics, without it participation will not be valid.
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Individual Category

2D Illustration

2D Illustration – **Cartooning**

- You have to design **minimum 1 character** and any software or tools can be used. Participants must show the original character design or concept development skill. Good colour and implementations of mood is important. Create concepts on current affairs.
- **Topics not allowed:**
Female Feticide | Deforestation | Global Warming | Save Water | No Smoking
No Drugs | Any kind of social awareness.

Concentrate more on character development / design. Designs can be cartoony, semi-realistic or realistic.

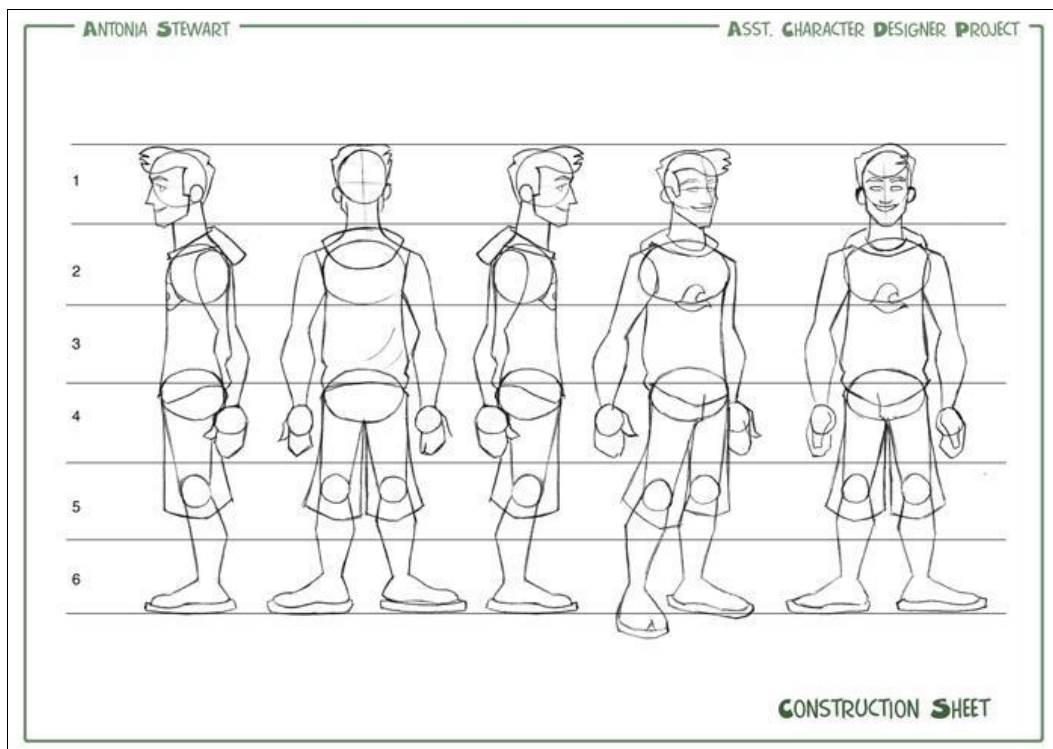
CHARACTER DESIGN

The most important factors in any character design:

- Colour: Stick to no more than three base colours and some value variations.
- Concept: Your whole design should radiate with one strong idea.
- Shape: You should be able to recognize your character as a silhouette only.
- Simplicity: You should be able to convey your character's overall design in ten pen strokes or less.
- Cohesiveness: The bottom half of your design should look like it belongs to the top half.
- Repeatability: Drawing your character should be relatively easy.
- Personality: We should know your character the moment we look at him.
- Uniqueness: You should still be able to recognize your character even if they were bald and naked.

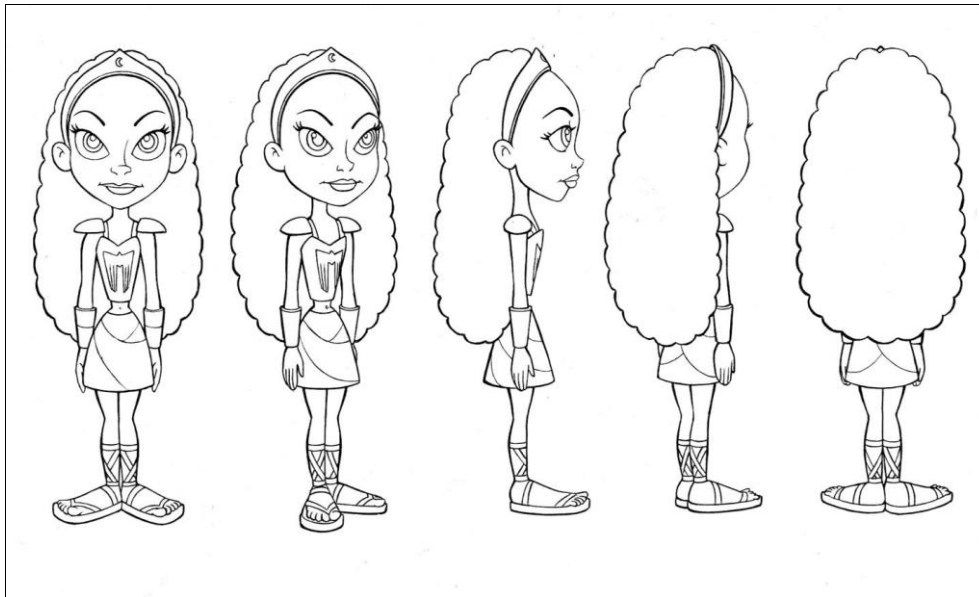
Create an Original Character design along with the following.

1. Character Construction Sheet: Draw a character Construction sheet



2. Character Model Sheet: Draw a character model sheet which is the rotation of your original character design using the following views. The sizes and proportions of each view should be consistent with the other views.

- Front view
- 3/4 front view
- Profile view
- 3/4 back view
- Back view

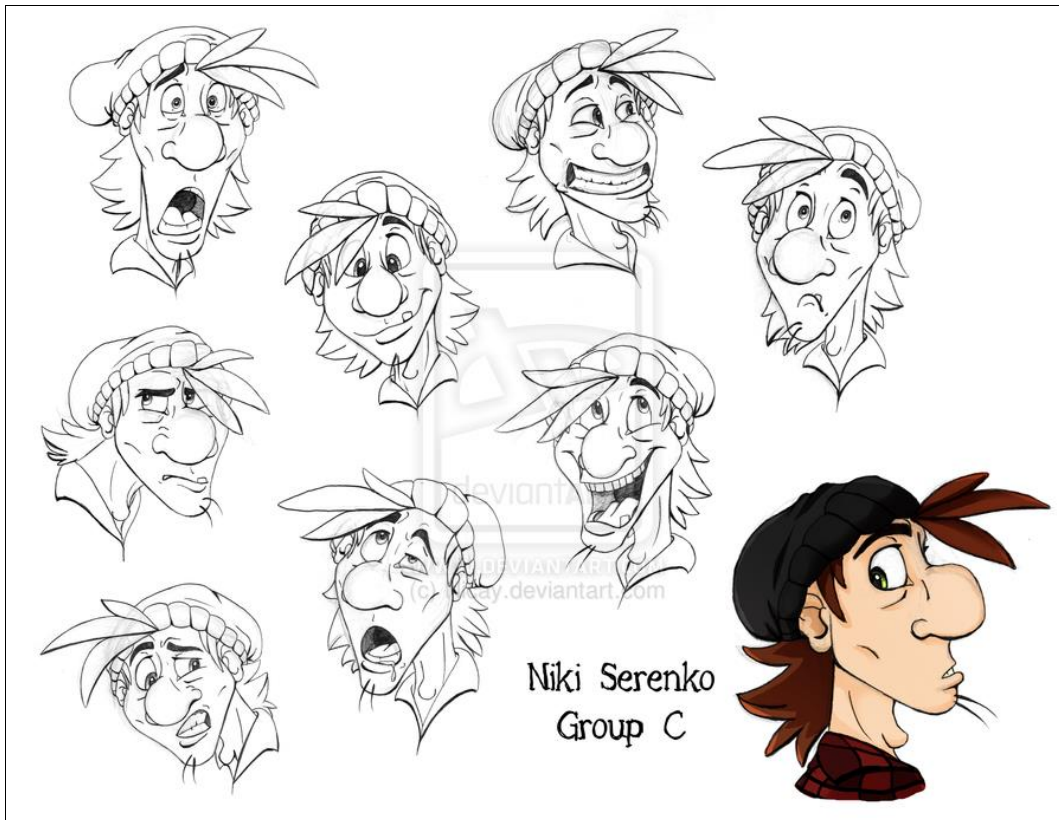


3. Action Pose Sheets: Draw 2 action poses of your original character.



4. Expression Sheet: On one slide, Showcase your original character's head with five different expressions (see below). Show dimension by changing the angle of the head for each expression. You may choose to draw these heads on larger paper and cut, paste and reduce if necessary to arrange all five heads on one 8.5" x 11" sheet, but you need to include the original drawings as well as the reductions.

- Neutral (normal expression)
- Angry
- Happy
- Sad
- Surprised



SUBMISSION: FILE FORMAT & RESOLUTION

A PowerPoint Presentation with 5 slides

Slide 1: Character Construction (Rough sketches)

Slide 2: Character Model Sheet (Turnarounds)

Slide 3: Action Poses – 2 nos.

Slide 4: Expressions – 5 nos.

Slide 5: Final Coloured Character Design

- Hi-Resolution (200 dpi) TIFF Images of the above should be submitted along with the PowerPoint File.

ENTRY CRITERIA: Individual Entry

* Each student can submit 1 entry in each category

Individual Category

3D Character Design

- Must be an original character or inorganic model. Participants must submit original concept sketch before they start modeling. In character, T-pose turnaround sketch is must.
- Character model must be based on original character design, such as Cartoon character, realistic character, animal, monster, etc. But sketch turnaround is must.
- Final submission should be in video format, in final video you have to submit final character pose image with proper light and texture and then the turn table with wire frame, shaded and textured . Video duration will be 90 seconds with credits.

Individual Category

3D Set Designing

- Participants can create any scene or set but it should be an original concept. Before modeling they have to submit their concept sketch or photograph.
- This category is not for just creating set, this is part of asset design specially for game, where design element should be unique, original and must be fit for game assets.
- Models will light but detailed and lighting should enhance the texture of model.
- Final submission should be in video format , in final video you have to submit final character pose image with proper light and texture and then the turn table with wire frame, shaded and textured . Video duration will be 90 seconds with credits.

Individual Category

3D Product Pack shot-----

- Participant can create a 3d model of any commercial products (e.g. Durables, Home appliances, FMCG, Electronics) of relevance.
- Participants must submit the detailed references of the product before start the 3d model.
- Final submission will be ten (10) second video .
- The video will be a total presentation focusing with the product with proper effects, light and sound. Usually this pack shot is the last 10 seconds of TV commercials .

Individual Category

3D Channel Ident shot-----

- Create a logo of any TV channels and create a 10 seconds logo animation presentations .
- The logo must be made of 3D.
- The channel can be from reality or make believe.

Individual /Group Category

3D realistic Face model and Rigging-----

- Participant have to model a realistic human face and then create a full advance facial rig .
- Character image can be downloaded or you can create on your own.
- It will be a portrait model of any well known personality or own creation but has to be realistic.
- Facial rigging must be full functional with proper lip sync setup.
- Final submission will be a 90 seconds play blast video presentation with total function of rig setup.
- Play blast has to be submitted with proper bone setup, controller setup and skinning.
- Rigging can be done in Max or Maya.
- The final output must be creative and original.

Individual Category

Dialogue Animation Sequence-----

- You will get a 11 seconds audio. Based on that audio you have to create a 3D, 2D, stop motion acting shot with lip synchronizations. You can use any download rig character model from internet. You can use any software like Max, Maya, Flash, cell animation, stop motion etc. for making this.
- Full render is not required in 3d animation, Play blast is allowed for output.

Individual Category

CLAY MODELLING-----

Individual Category

- For this category this students can use clay. This is a manual clay modeling category , students can create anything character or abstract model but only with clay they can use their own clay. Before you start with clay every student has to submit their character or concept sketch or images.

Individual /group Category

Short Film -----

2D Animated Short Film

- The story must be original duration minimum 1 min. to maximum 3 mins.
-
- Participants must submit story, story board and detail animatic with rough audio music.
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- The story must be based on two scenes and maximum 2 characters
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- Detailed Animatic submission is a must before the production starts.
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- For 2D animation film please concentrate on stylization and work on different form of 2D animation.
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- Keeping it simple and short will be the main objective.

3D Animated Short Film

- The story must be original duration minimum 1 min. to maximum 3 mins.
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- Participants must submit story, story board and detail animatic with rough audio music.
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- The story must be based on two scenes and maximum 2 characters
-
- Detailed Animatic submission is a must before the production starts.
-
- Keeping it simple and short will be the main objective.
-

Stop Motion Short Film

- The story must be original duration minimum 1 min. to maximum 3 mints.
-
- Participants must submit story, story board and detail animatic with rough audio music.
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- The story must be based on two scenes and maximum 2 characters
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- Detailed Animatic submission is a must before the production starts.
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- Use clay, cut out and sand. Story must be within 2 mints. with title and credentials.
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- Keeping it simple and short will be the main objective. .

SOCIAL MEDIA VIDEO /Viral Video:

Create a short video of 2 minutes duration in Animation / Live Action / Mixed Media based on the theme (Will be provided)

The Short Film can be in any medium (2D / 3D / Stop-motion/ Live action / Mixed Media)

Genre: Comedy / Humor

Any tool/s or software/s can be used to create the Social Media “Viral” film.

FILE FORMAT & RESOLUTION

The **SOCIAL MEDIA VIDEO** has to be **MPG 4 Movie Format (using a standard codec, PAL Video, playable on a Windows Media Player, VLC Player) of 1080p HD - 1920 pixels (Width) x 1080 pixels (Height) of 72 dpi resolution.**

* Half HD (720P) Output is also acceptable.

DURATION

Arena Animation (Chowringhee)

A 120-second Video besides Credits, which should only be at the end of the movie.

ENTRY CRITERIA: Maximum of 5 students in a group

AWARDS

- SOCIAL MEDIA “VIRAL” – Winner / 1st Runner up / 2nd Runner Up

LAST DATE OF SUBMISSION : MONDAY , 16TH MAY 2016

Individual /group Category

VFX Scene

- A Group or individual have to create a VFX Shot based on an ad or a concept . It should be made in such a way that it leaves an impact on the viewers mind.
- Duration of the shot will be not more than 30 seconds.
- Students should have knowledge about MAX or MAYA.
- Must have knowledge in After Effects and Particle Simulation
- Must have knowledge in Photo shop (like matte paintings)
- Must have knowledge in colour correction
- Match Moving knowledge will be an added advantage.
- The group have to combine 3D and Live Action in your shot.
- The group have to submit break-down of one scene

Movie Trailer

Create a short Movie Trailer for a feature film.

1. You can select any movie
2. The video should start with movie name which need to be developed using at your own graphics and video editing tools only.
3. The video should tell the story of the film in a highly condensed fashion.
4. The video has to be appealing.
5. It should have the ability to present even poor movie attractively.
6. You cannot use shot from existing trailer of your selected film.

Output: Final scene (Duration: 90 seconds)

Format: MPG 4 Movie (using a standard codec, PAL Video, playable on a Windows Media Player, VLC Player)

File Size/Dimension: 1080p HD - 1920 pixels (Width) x 1080 pixels (Height) of 72 dpi resolutions.

Foley Sound Editing

Foley is the reproduction of everyday sound effects that are added to film, video, and other media in post-production to enhance audio quality. These reproduced sounds can be anything from the swishing of clothing and footsteps to squeaky doors and breaking glass.

What you have to do?

Arena Animation (Chowringhee)

Recreate the Foley sounds of a 30 seconds video clip which we will be provided by faculty. Students must generate the sounds by him or themselves only. No downloaded sounds will be acceptable for this contest.

Rules and Regulations

1. Students can use any device to record the sound. [Headphone, Microphone, lapel mic, Mobile]
2. Students can use any external objects to create the sounds as per their requirements.
3. We will provide you the video clips.
4. Any kind of editing or adding anything to the video clips will be disqualified.
5. You only put the Foley sounds. You will not put the background music.

How you have to submit?

You have to show both the video files of the clip what we provide and the making video of yours while you recreate the sounds. You can use left side for the reference clip and right side for the Foley sound making video. And you can use vertically also. Like upside for the reference clip and bottom side for the foley sound making video.

Format:MPEG4, MOV, MP4 (Codec - H.264)

File Size/Dimension

1080p HD - 1920 pixels (Width) x 1080 pixels (Height) of 72 dpi resolutions.

Web Template

Students have to design a Web Template(HOME PAGE) of any Existing Company/Brand in Photo shop and convert it to a Responsive Web Page using HTML,CSS etc for Desktop and Mobile view.

Banner of the Webpage should be Animated(JQUERY/JS) and should contain at least 4 slides.

Individual Category

This is an Individual Category for GWD/GWDD students.

- Each student can submit only one Web Page.
- For Logo and other graphics Illustrator can be used.
- Menu bar of the Web Page should contain at least six menu items and Menu items should be well synchronized with the subject.
- Width(in Photos hop) of the Web Page should be either 960px (without background) or 1500px(with background).
- Height(in Photo shop) of the Web Page should not be more than 2000px.
- Students have to submit the PSD,JPG and HTML/CSS/JS file of the Web Page in a proper folder structure along with their Name, Roll and Mobile number to avoid cancellation from the contest.

Individual Category

Mobile UI design:

Students are requested to design 'Mobile User Interface' which can be used as a mobile theme. The design should be based on Android Smart phone layout. No Apple iPhone/IOS design allowed.

Layout size: 720px X 1280px (720p HD) with 96 dpi RGB color mode (any other dimension will lead to disqualification).

Screens to submit: Home screen, Lock screen, Notification screen & Menu screen.

Icons (only design these): Call, Messages, Contacts, Internet, Music, File Manager, Settings, Clock, Calendar, and Camera.

Submission format: JPEG or PNG with less than 500KB in size. Place all the screen design in one page at the final submission.

- No downloaded images. You are not allowed to use any kind of downloaded images from the internet.
- All the icons should be self-designed. No downloaded icons will be allowed.
- All the graphic should designed from the scratch. However you are allowed to trace images.
- You are allowed to submit more than one design.
- If the design doesn't meet the specification/rules mentioned, the entry will be disqualified.
- Keep the raw files handy. We will check the raw files.

Individual Category

Wall calender design:

Students are requested to design 'Wall Calendar', which we see usually at our homes, hanging on the wall.

Layout size: A3 300 dpi with CMYK mode (any other dimension will lead to disqualification).

Submission format: JPEG or PNG with less than 500KB in size for preview and PDF for print. If any student fails to follow the submission format, his/her design will be disqualified.

- No downloaded images. You are not allowed to use any kind of downloaded images from the internet.
- All the graphic should designed from the scratch. However you are allowed to trace images.
- You are allowed to submit more than one design.
- If the design doesn't meet the specification/rules mentioned, the entry will be disqualified.
- Keep the raw files handy. We will check the raw files.