

# VidX

## Category



**FINAL STAGE RULES**

**BAKU 2024**

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## 1. Introduction

- 1.1. Art is a means of depicting human emotions. It is a form of social consciousness that is part of culture. As a reflection of reality, art is defined by visual images (visual arts, architecture), sound images (music), words (literature), and certain art forms (theater, cinema) through synthesis. In an era where technology is advancing, certain forms of art are also evolving. Therefore, technology constitutes an integral part of art.
- 1.2. The letter "A" in the **STEAM** concept stands for Art. It allows students to transform their projects into products of art, design, and creativity.
- 1.3. The purpose of the competition is to encourage participants to develop their imagination and storytelling skills, create their own stories using technology, and work as a team. Additionally, it aims to improve participants' skills in editing, scriptwriting, filming techniques, and video editing. This competition is organized to promote the joint development of artistic and digital skills.

## 2. Participation Terms

- 2.1. Teams will compete in the VidX competition according to the rules outlined below.
- 2.2. Teams must consist of one team leader who is over 18 years old and two participants aged between 9 and 12. Each team member can only join one team.
- 2.3. During the competition, team leaders and accompanying persons are not allowed to enter the competition area or interfere with the game in any form from outside the competition area. If the team leader or accompanying person supports the team or interferes with other teams' games, the referee has the right to issue a warning, disqualify the team, and impose other penalties.
- 2.4. Each participant is limited to competing in one category. Repeating the competition, false registration, misrepresentation of a participant's age, unauthorized substitution of participants, etc., are strictly prohibited. If discovered and confirmed, the participant will be disqualified.

### 3. Application Method

Applications will be accepted through the official website of SAF 2024 <https://saf.steam.edu.az>.

### 4. Special Cases

- 4.1. The main reasons for special cases are interruptions due to venue staff, venue control, the competition area, or force majeure. After inspections and discussions, the chief judge may decide whether or not to hold a response meeting.
- 4.2. Participants who are unable to compete at the venue due to personal reasons or force majeure must inform the competition organizing committee in advance.
- 4.3. If force majeure cases not covered by the rules occur, decisions will be made by the coordinators.

### 5. Final Stage

#### 5.1. First Stage of the Final Competition:

- 5.1.1. Final topics will be announced to participants before the festival's final stage. Teams must submit their animation films by the specified deadline.
- 5.1.2. After the selection stage is over, the participants who qualify for the final must choose one of the three different topics and genres given to them in advance and write a story using their imagination. Based on the written story, participants must create an animation film. Participants must name the created animation film themselves, and these names must be included in the poster.
- 5.1.3. Participants must create characters according to the story written based on the chosen topic.
- 5.1.4. To create the characters, participants can use tools like 3D models, toys, clay, paper, shadow effects, etc., and can modify the created characters as desired.
- 5.1.5. At least one of the characters must be made from waste materials. This includes any kind of waste - metal, plastic, cardboard, and other wastes.
- 5.1.6. Teams will create the animation film based on the characters they have prepared.
- 5.1.7. The video should have a minimum resolution of 720p and a total duration of 60-90 seconds. The story should be narrated by the participants and added to the video clip. The submitted video clips should be prepared using "Stop motion" and "ChromaKey" technology. For this, participants should shoot video animations using the "Stop Motion Studio Pro" program, and then edit these video animations using the "CapCut" program. The video should be uploaded to the "YouTube" platform by the specified time, and the link should be submitted.
- 5.1.8. Participants can use any location equipped with "ChromaKey" technology to prepare the animation film.
- 5.1.9. Teams should prepare a report on the work they have done. The report should be in PDF format.

5.1.10. The content of the written report:

5.1.11. - Cover page;

5.1.12. - The cover page should include:

- a) The topic and genre chosen by the teams;
- b) The name given to the animation films;
- c) The story written based on the topic.

5.1.13. - Photos of the prepared characters;

5.1.14. - Photos reflecting the work process of the teams should be included in the report.

## 5.2. Second Stage of the Final Competition:

5.2.1. On the competition day, teams should prepare a poster on A2-sized paper and a composition from waste materials for the video animation they shot.

5.2.2. The animation poster must include:

- The name of the animation;
- The main characters of the animation;
- The name of the team.

5.2.3. Other additions and the design of the poster are left to the participants' discretion.

5.2.4. The theme of the composition is "From Waste to Art." Teams should prepare the composition work from waste materials.

5.2.5. One of the points that teams should consider while preparing the model is that they must bring the necessary waste materials and supplies for the model. For example, plastic bottles, cardboards, etc.

5.2.6. Each team that advances to the second stage of the final competition must prepare the mentioned composition on the competition day at the competition venue.

5.2.7. Teams should present their animation film, composition, and posters to the jury.



**Example Poster for an animation movie**



### Example for Composition

## 6. Scoring (For the Final Stage)

- 6.1. The final stage will be evaluated by 3 jury members.  
 6.2. Evaluation Criteria for the First Stage of the Final Competition:

Criteria	Points
<b>Content and Creativity</b> - Demonstrating full, creative, clear, and simple information related to the topic, fluency, coherence	30
<b>Artistic Work</b> - Selection of colors appropriate to the content, overall design and aesthetic solution, selection of background appropriate to the content and artistic work.	20
<b>Technical Work</b> - Smoothness of the animation, scene setup.	15
<b>Music and Sound Work</b> - Appropriateness of the music to the content, alignment of the music with scene transitions, synchronization of sound and animation	15
<b>Details</b> - Attention to props, scene design, possible editing solutions, and overall presentation	10
<b>Collaboration</b> - Proper distribution of work among team members, teamwork	10
<b>Total</b>	<b>100</b>

### 6.3. Evaluation Criteria for the Second Stage of the Final Competition:

Criteria	Points
<b>Creativity and Originality</b> - New and unique ideas, methods of expression. Innovative approach to the topic and creative solutions	30
<b>Presentation</b> - Presentation skills of the team members, tone of voice, speed and dynamics of speech. Connection with the audience and maintaining attention	20
<b>Ecological Message and Valuation</b> - Strength of the ecological message of the composition and emphasis on the reuse of waste materials.	15
<b>Esthetic Skill</b> - Proper and effective use of colors, shadows, and lighting. Compatibility and harmony of colors.	15
<b>Relevance to the Theme</b> - Compliance of the poster and composition with the specified theme and relevance to the theme. Proper and complete expression of the theme	10
<b>Visual Appeal</b> - Overall aesthetic appeal and visual attractiveness of the poster and composition.	10
<b>Total</b>	<b>100</b>