VIDX

CATEGORY

FINAL STAGE RULES

BAKU 2025

1. Introduction

1.1 Purpose

The main goal of this category is to develop the imagination and storytelling skills of participants aged 9–12. It aims to encourage them to create their own stories using technology and to work collaboratively in teams. In addition, participants are expected to improve their skills in video editing, scriptwriting, filming techniques, and animation production. This competition promotes innovation in the field of digital animation.

1.2 General description

In the final stage of the category, the task will be announced to participants in advance. Participants who qualify for the final will write a story based on one of the given topics and prepare an animation film using their imagination. They will also name their animation, and this title must be clearly indicated on the poster. Additionally, participants must create characters that fit the story they wrote.

1.3 Festival procedure

1.3.1 The final stage consists of three parts:

1.3.2 part 1
Participants will choose one topic and genre from a list of three pre-announced topics (available at saf@steam.edu.az) and write a story. Based on the story, they must create an animation and upload it to youtube. The video link must be submitted through the official website. A pdf report summarizing their work must also be uploaded.

1.3.3 part 2
Participants will attend training on how to create animations using artificial intelligence (AI). Using the AI tools taught in the training, they must create another animation based on the pre-assigned topics. This animation must be completed before the final event, named by the participants, and uploaded to youtube. The video link must be submitted via the official website.

1.3.4 part 3
On the final day, teams must create a physical A2-sized poster representing their animation, using materials provided by organizers. The poster should reflect the content and theme of the animation and must include:
- animation title
- main characters
- team name

Judges will evaluate all three parts based on the provided criteria.

2. Team requirements

2.1 Only participants will be allowed into the competition area during the event.

2.2 Team mentors and accompanying individuals are not permitted to enter the competition area or interfere in any way.

2.3 Teams or mentors displaying unethical behavior will be disqualified from the competition.

2.4 Each participant may only compete in one category of the festival.

2.5 Any replacement of a participant must be requested via saf@steam.edu.az .

3. Requirements for animation creation

3.1 Participants must create characters that align with the story written for the selected topic in part 1 of the final round.

3.2 Characters can be created using 3d models, toys, clay, paper, shadow effects, and other materials, and may be modified as needed.

3.3 Teams must produce an animation based on the characters they created.

3.4 The video resolution must be at least 720p and have a total duration of 60 to 90 seconds. The story must be narrated by the participants and included in the animation. Animations must be created using 'stop motion' and 'chromakey' techniques, using the 'stop motion studio pro' app, and edited using 'capcut'. The finished animation should be uploaded to youtube and the link submitted via the official website **saf@steam.edu.az**.

4. Requirements for creating animations with artificial intelligence (AI)

4.1. Fully AI -based creation process:

The animation must be created entirely using only the tools taught during training and listed in the "programs required for creating AI -based animations." Traditional software and manual illustrations or editing interventions are not permitted. Participants must use various AI platforms to carry out the entire creative process — from idea development to the final product — solely through AI .

4.2. AI -generated elements:

All key components of the animation project — including the script, visual scenes, character design, music, voice-over, and effects — must be created exclusively using AI tools. No element should be based on pre-made templates. The topics will be announced to teams in advance (via the official website: **saf@steam.edu.az**), but the entire creative process must be AI - generated.

4.3. Originality and participant initiative:

Repetition must be strictly avoided. Using stock animations, pre-made music, or other pre-existing materials is prohibited. All creative prompts must originate from the participant's own thinking and ideas. Participants must be the sole authors of the prompts submitted to the AI systems and demonstrate their unique creative approach.

4.4. AI tools required for animation creation:

- **Chatgpt** – for scriptwriting
- **Leonardo AI**– for visuals
- **Suno** – for music
- **Kling AI**– for text-to-video conversion
- **Midjourney** – for visual content

5. Requirements for poster design

5.1. On the competition day, each team must prepare a poster on A2-size paper representing their animation film.

5.1.1. Required materials: colored pencils, gouache, A2-size paper, etc. These materials will be provided by the organizers on the competition day. Participants must use only the materials given to them to create a poster that matches their animation.

5.1.2 The poster must be designed in accordance with the content and style of the animation. It must include the following:

- The **title** of the animation
- The **main characters**
- The **team name**

5.2. Teams must present both their animation film and poster to the jury.
5.2.1. Examples for the animation film poster:
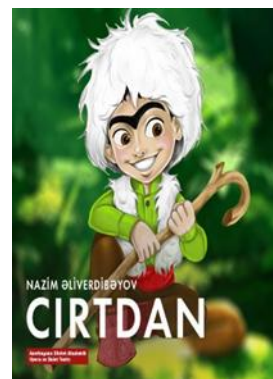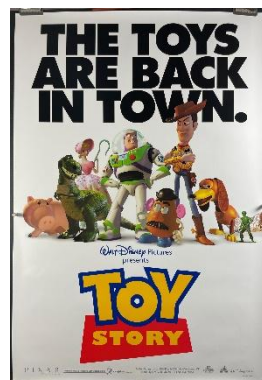
6. Additional notes

6.1. Contents of the written report:

6.1.1. Cover page
<u>The cover page must include:</u>
a) the selected topic and genre by the team;
b) the title of the animation film;
c) the story written based on the selected topic.

6.1.2. Photos of the created characters

6.1.3. Photos reflecting the team's working process must also be included in the report.

6.2. A sample written report will be available on the official website of the international saf festival at: saf@steam.edu.az

7. Evaluation

7.1. Evaluation criteria for the first stage of the final round

Criteria	Maximum points: 100
Content and creativity – relevance to topic (10 pts), creativity, clarity, and simplicity (10 pts), fluency and coherence (10 pts)	30
Artistic work – selection of appropriate colors, general design and aesthetics (10 pts), suitable background (10 pts)	20
Technical work – smooth animation flow (8 pts), scene setup (7 pts)	15
Music and sound – music relevance to content (5 pts), synchronization with scene transitions (5 pts), sync of sound with animation (5 pts)	15
Details – attention to props, scene design (5 pts), editing and overall presentation (5 pts)	10
Collaboration – effective task distribution among team members (5 pts), teamwork and cooperation (5 pts)	10

7.2. Evaluation criteria for the second stage of the final round

Criteria	Maximum points: 80
Creativity and originality – novel ideas and expressions (10 pts), innovative approach to the topic (10 pts)	20
Presentation – performance skills of team members, tone of voice, speech pace, and delivery dynamics (10 pts), audience engagement (10 pts)	20
Aesthetic skills – effective use of colors, shadows, and lighting (8 pts), color harmony (7 pts)	15
Relevance to topic – alignment of the poster with the assigned theme (8 pts), clear and comprehensive message delivery (7 pts)	15
Visual appeal – overall attractiveness and aesthetic quality of the poster (10 pts)	10

7.3. Evaluation criteria for the third stage of the final round

Criteria	Maximum points: 50
Prompt fluency – appropriateness and sequence of the prompts used	10
Use of various AI tools – variety of AI tools used for different components and effectiveness of outcomes	15
Integration of components – smooth and coherent combination of animation, visuals, script, and music	10
Originality and realism – avoidance of repetitive AI -generated visuals; achieving more natural and authentic output	15

8. Special cases

8.1. All decisions made by the jury during the competition are final and cannot be contested. If any participant or mentor violates the competition schedule by objecting to these decisions, the respective team may be disqualified.

8.2. If a team intentionally attempts to damage another team's poster during the festival, it will be immediately disqualified.

8.3. Mentors and accompanying persons are not allowed to enter or interfere in the competition area during the event.

8.4. Any unethical behavior by participating teams or mentors may result in disqualification.