



RULES AND GENERAL INFORMATION - 2019

THE CATEGORIES

1. Video Game - Pro
2. Video Game - Student
3. Video Game - Amateur & graduate student
4. Animation - 2D
5. Animation - 3D
6. Music of a Video Game
7. Sound Design of a Video Game
8. Music of an Animation
9. Sound Design of an Animation

HOW TO START

Video game

- Find your teammate(s) (max. 6 per team)
- Register on [Eventbrite](#)
- To improve your chance of winning, pair your team with a musician/sound designer by contacting them before the beginning of the Challenge. You can download the list of participants from the [web site under Rules](#)

Animation

- Find your teammate(s) (max. 6 per team)
- Register on [Eventbrite](#)
- To improve your chance of winning, pair your team with a musician/sound designer by contacting them before the beginning of the Challenge. You can download the list of participants from the [web site under Rules](#)

Music and Sound Design

- Register on [Eventbrite](#)
- If you do not know the team you will be paired with, you will have to find one. Pair yourself with an animation or a video game team by contacting them before the beginning of the Challenge. You can download the list of participants from the [web site under Rules](#)
- Once you know who you will be paired with, please send the information at pixel@pixelquebec.org

NOTE¹ : If you are responsible for registering every member of your team, you must have the names, info and coordinates for everyone. You cannot register them as #1, #2, #3, etc. and under only one e-mail address.

NOTE² : If you do not receive an e-mail confirmation of your registration, it's probably because of a typo when you entered your e-mail address. Contact us at pixel@pixelquebec.org so that we make the correction because we absolutely need your e-mail address to send you important information in the week prior to the Pixel Challenge.

VIDEO GAME COMPETITION

- Maximum members per team: 6. There is no minimum.
- There are three subcategories : Pro, Student and Amateur & Graduate student
- You are not allowed to bring a game created before the event.
- All games must be an original creation and not a copy of a pre-existing game.
- We strongly suggest the teams to bring their code libraries for basic operations (graphics, input, etc) it will allow you to spend more time on the actual game creation instead of the technology implementation.
- Usage of pre-existing artistic content is allowed as long as it is Public Domain or are yours. The same applies to libraries (code), SDK, etc. You also need to comply with the licenses for all the elements you use.
- You are required to list all technologies used in the game creation (including you own library), upon submission.
- Visitors will be allowed to move around within the competition area, during the Challenge. They are prohibited to participate in your game design (codes, asset creation, etc.). They are however allowed to do user tests.

ANIMATION COMPETITION

- Maximum members per team: 6. There is no minimum.
- There are two subcategories: Animated Short Film 2D and Animation Short Film 3D.
- You are allowed to bring your skeletal animation for the competition.
- We suggest you bring along a mirror and a camera for references.
- Usage of pre-existing artistic content is allowed as long as it is Public Domain or are yours.
- Visitors will be allowed to move around within the competition area, during the Challenge. They are prohibited to participate in the creation of your film. They are however allowed to critic your work.
- Your animation should at least be 15 seconds long and a maximum length of 120 seconds. However, it is advised not to exceed 50 seconds. The longer your film is, the more difficult it gets to produce a good quality final format and this lessens your chance to win.
- The four phases of the Challenge are : Idea – Planning – Blocking – Polish
- **IMPORTANT** : The judges will visit the teams only once during the Friday night tour. They will not see the teams again on Saturday. For the final deliberations, they will look at all the animation short films isolated in a room to accelerate the process. It is very important that the .mp4 or .mov file of your animation be ready at the end of the Challenge so that we can collect it right away.

MUSIC & SOUND DESIGN COMPETITION

- The goal of this category is to create the soundtrack of the video game or the animation of the team you will be paired with. The musician/sound designer will have to create a unique sound environment that will highlight the game or the animation from a theme that will be given at the beginning of Pixel Challenge.
- Even though the musicians/sound designers will be paired with a team, they will be judged separately.
- Headphones editing only.
- It is strictly forbidden to use sounds and music you do not own the rights too.
- It is allowed to use musique you own the rights too and music and sounds that are free of rights. Sound librairies will be provided during the Challenge.
- Licences of any element used must be respected.
- The entry can contain but not exclusively, narration and dialogues.
- **IMPORTANT** : All musicians and sound designers must be paired with an animation or a video game team before the beginning of the Challenge. See [the list of participants HERE](#) to get in touch with them . Once you know the name of the team you are paired with, send the information at pixel@pixelquebec.org
- **IMPORTANT.2** : Because of the increasing popularity of this category, it is no longer possible to be paired officially to more than one team. Unofficially, you can produce the sound design for more than one project, but you will only be judged for the project of the team you will be officially paired with.

HOW TO PAIR UP

- All musicians/sound designers must be paired with an animation or video game team before the start of the Pixel Challenge.
- You can find the list of teams and musicians/sound designers on the [web site under Rules](#). This list will be updated regularly, about once a week.
- Use the info on the list to contact other participants to find a team or a sound designer/musician to pair with.
- Once you know who you will be paired with, please send the info to pixel@pixelquebec.org, so we can update de list and let others know you are no longer available.
- **IMPORTANT** : The maximum of six (6) members per team does not include the musician/sound designer you are paired with. The musician/sound designer will be judged separately. If the team wins, it does NOT have to share its prize with the musician/sound designer and vice versa.

GENERAL INFO

- **Dates and time:** It is a 48 consecutive hours competition held from Thursday, April 4th, starting at 6:00 PM to Saturday, April 6th, 5:00 PM.
- All video games, animation and music and sound design entries must be accurate to the theme which will be given at the start of the Challenge.
- All entries must be finalized when the end of Challenge will be announced.
- Please be considerate to others: do not speak loudly in the working areas and do not leave your personal belongings lying around.
- All ideas, concepts, models, textures, animations, codes, and other elements created during the Pixel Challenge remain the property of the team members, including every aspects related to the intellectual property rights.
- Alcohol and drugs: Alcoholic beverages will be sold at certain moments during the Challenge. Any alcoholic beverage coming from outside the location is not permitted. The possession, sale, and use of any illegal drug is strictly prohibited. Any violation will result in the immediate expulsion from the site without any reimbursement.
- Coolers: For space and security reasons, coolers are not permitted.
- **IMPORTANT : The minimum age to participate at Pixel Challenge is 16 years old.** Participants under 18 must have the signed parental authorization form to enter the site. Any participant unable to prove he or she is 18 and without parental authorization, will not be allowed to participate. The form is included at the last page of this document.

ENTRY / PRESENTATION

- No modification will be allowed on the final version of your entry after the announcement of the end of the Challenge, while you wait for the judges. Breaking this rule would immediately get you disqualified.
- You will have to present and explain your entry regardless of its stage of development (finalized or not). We suggest you present the following elements:

Concept (VS Theme)
Design
Technology
Graphics

- The entry must be your original creation.
- The entry must not include any material infringing copyrights, trademark, patent or any other intellectual property rights.
- The entry must not contain any inappropriate material, including material of a hateful, racist or sexist nature.

EVALUATION CRITERIAS

The following criterias are not graded and are only a guide for the judges to evaluate the entries. It is during the deliberations that they will decide the winners by arguing and justifying their choices. The judges take their task very seriously and rest assure that you will be evaluated with integrity.

Your work will be evaluated according to the following criterias :

Video Game

- Originality / Innovation
- Theme respect
- Graphics / art direction
- Sound / music
- Gameplay

Animation*

- Originality / idea
- Theme respect
- Scenario
- Sound / music
- Overall performance (polish, fluidity)

Music & Sound Design

- Originality / idea
- Timing (is the sound timed with the action?)
- Mix quality (sound)
- Respect of the narrative of the animation or video game
- Coherence (does the sound design help understand and believe what is going on on screen?)
- Innovation (immersive audio, 360, usage of technologies)

The judges will visit each team twice (except for the animation teams).The first time is to get to know the participants and to familiarize themselves with the different projects. The second is to do the final evaluation.

- **1st visit : Friday, 6:00 to 8:00 PM**
- **2nd visit : Saturday, 5:00 to 7:00 PM**

IMPORTANT : Make sure your .mp4 or .mov file of your animation or video game is ready for the end of the Pixel Challenge on Saturday (60 secondes / 500Mb maximum). Instructions to transmit your file will be given on Saturday at the end of the Challenge and on the Facebook Event page. Those files will be used for the award ceremony. **Identify your file with the name of your team or with your name if you are a solo competitor and your team number.** Do not use a different team name than the one you are registered under. If you are paired with a musician/sound designer, write his or her name after the name of your team separated by a "-". (Ex: A1-PIXEL-Jane Doe)

* The judges of the animation category will not visit the teams on Saturday. For the final deliberations, they will look at all the animation short films isolated in a room to accelerate the process.

PRIZES AND CATEGORIES	Video Game - PRO 1st place	\$4,000
	Video Game - PRO 2nd place	\$ 1,000
	Video Game - STUDENT 1st place	\$ 1,000
	Video Game - STUDENT 2nd place	\$ 500
	Video Game - AMATEUR & GRADUATE STUDENT 1st place	\$ 1,000
	Video Game - AMATEUR & GRADUATE STUDENT 2nd place	\$ 500
	Animation Short Film 2D 1st place	\$ 2,000
	Animation Short Film 2D 2nd place	\$ 500
	Animation Short Film 3D 1st place	\$ 2,000
	Animation Short Film 3D 2nd place	\$ 500
	Sound Design of a Video Game	\$ 500
	Music of a Video Game	\$ 500
	Sound Design of an Animation Short Film	\$ 500
	Music of an Animation Short Film	\$ 500
	Music & Sound Design From the Heart Prize	\$ 500
CHECK-IN	<ul style="list-style-type: none"> ▪ Team's check-in will be on Thursday, April 4th, from 1:00 to 5:00 PM. ▪ Stickers will be provided to identify your equipment. ▪ We are not responsible for loss or damage but, we will do everything to ensure the safety of your equipment. There will be around the clock surveillance. ▪ A Pre-Challenge Meeting will be held to explain the proceedings and ground rules to the participants. (It's important to attend). ▪ The event's kick-off will be at 6:00 PM. 	
WORKING AREAS AND EQUIPMENT	<ul style="list-style-type: none"> ▪ We provide work station, electricity and High Speed Internet connection for every computers. ▪ You must bring all the equipment required to make your game, your animation, your sound design piece or your scenario. (computer, screen, license, etc) ▪ It is also very important to bring your own Power Bar. ▪ VERY IMPORTANT : if you are a participant from outside of Canada, you have to bring an electric adaptor or converter. Click HERE to find out more. ▪ Although a Pixel's representative will be on site at all time for surveillance purposes, you are responsible for your equipment security. ▪ You can you bring your own office chair or a cushion for your convenience. The chairs provided on site are basic banquet chairs. 	

FOOD AND BEVERAGES	<ul style="list-style-type: none">▪ Non-alcoholic beverages, meals and snacks will be provided without additional fees during the 48 hours of the competition.▪ If you have food allergies or if you are vegetarian, alternative meals will be provided. A question on the matter has been included on the registration page.▪ Alcoholic beverages will be sold at certain moments during Pixel Challenge.
REST	<ul style="list-style-type: none">▪ A resting area with mattresses, will be provided for the participants.▪ Pillow and covers not provided
HYGIENE	<ul style="list-style-type: none">▪ 5 showers will be available to the participants▪ Towel, soap and shampoo not provided
VISITORS	<ul style="list-style-type: none">▪ Visitors will be allowed into the competition area. They are prohibited to participate in the creation of your game, animation or sound design piece. They are however allowed to critic your work.▪ Any visitor lacking respect towards the staff and the participants, or who is too noisy (especially at night), will be asked to leave the premises and will be denied access for the duration of Pixel Challenge.



Parental Consent April 2019

Declaration of consent

I am the parent or legal guardian of [participant's name] _____ who is 17* years old or under on the date of the event [participant's birthdate] _____. By signing this document, I confirm that I have acquainted myself with the regulations of the activity and that I accept the terms and conditions thereof.

I assume all legal or financial responsibility in case of damage, loss or theft of goods or property, and of injury, whether minor or major, accidental or intentional, to the minor participant named above while he or she is at or near the site of the event.

By signing I give unrestricted and unlimited permission to the minor named above to participate in the Pixel Challenge (April 4-6, 2019) and I waive the right to take legal action against the organizers of the Pixel Challenge or its administrators, divisions, employees, sponsors and volunteers stemming from my decision to allow a minor to participate in an event of this nature.

If the minor participant has to take medication or has a medical condition in particular, indicate the details here.

MEDICAL CONDITION(S)

NAME OF PARENT OR LEGAL GUARDIAN

SIGNATURE OF PARENT OR LEGAL GUARDIAN

DATE

* The person has to be the minimum required age of 16 years old by April 4th 2019 to participate.