



Computer Graphics and Art Category

1. Description:

In the edge of IT technologies, the computer graphics, art and virtual reality become indispensable part of our daily life. Can you use digital image software or video editor? How about 3D Design software? Are you able to turn a plain white background into a stunning display of creative talent? Or maybe make a short film from static 3D environments?

There are two stages in this category.

Stage – I: In this stage participants present their graphics and art projects (2D, 3D designs, or 3D simulations etc.,) with the team members to the juries, juries and being questioned related to their project. The questions are generally based on the content and technologies used.

General duration for the project presentation: 10 minutes (juries of the category can change as they wish, please ask juries for the exact timings)

Stage – II: In this stage participants are going to be give a particulat task which they have to complete within specified time. For example, to create particular 2D or 3D design, or create a simulations. Tasks are going to be assigned according to students projects from the stage-I.

2. Evaluation of projects and determination of degrees:

In the first phase all projects will be presented. On the second day of the competition participants will perform a task assigned by juries. Participants will be given their points according to these two phases.

IMPORTANT NOTES:

1. Participants must bring their needed equipment's for the Stage-II