



VIDX

CATEGORY

FINAL STAGE RULES
BAKU 2025

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1. Introduction

Art is a means of expressing human emotions. It is a form of social consciousness that constitutes a part of culture. As a reflection of reality, it is determined through visual images (visual arts, architecture), sound images (music), words (literature), and in some cases, through a synthesis of these (theater, cinema). In an era of technological advancement, certain forms of art have also evolved. Thus, technology has become an inseparable part of art.

In the STEAM concept, the letter “A” stands for Art. It enables students to transform their projects into works of art, design, and creativity.

The objective of this competition is to encourage participants to develop their imagination and storytelling skills, create their own stories using technology, and collaborate as a team. Additionally, it aims to help participants enhance their skills in editing, scriptwriting, filming techniques, and video editing. This competition is organized to promote the simultaneous development of artistic and digital skills.

2. Final Stage

First Phase of the Final Competition

- 2.1. The final topics will be announced to the participants before the festival’s final stage. Teams must submit their animation films by the specified deadline.
- 2.1.1. After the selection phase is completed, the finalists must use their imagination to choose one of the three pre-assigned topics and genres to write a story. Based on the written story, participants must create an animation film. The animation film must be given a title by the participants, and this title must be included on the poster.
- 2.2. Participants must create characters according to the chosen story.
- 2.2.1. To create characters, they may use 3D models, toys, clay, paper, shadow effects, and other materials. The created characters can be modified as desired.
- 2.3. Teams will create an animation film based on their designed characters.
- 2.3.1. The video resolution must be at least 720p, and the total duration should be 90–120 seconds.
- 2.5. Teams must prepare a report on their work. The report should be in PDF format and must include:
 - Title Page
 - The team’s chosen topic and genre
 - The title of the animation film

- The story written based on the selected topic
- Photos of the created characters
- Photos documenting the team's work process

Second Phase of the Final Competition

2.6. On the competition day, teams must prepare an A2-sized poster for their animation film.

2.6.1. The poster must be designed according to the content and style of the created animation.

The poster must include:

- The title of the animation
- The main characters of the animation
- The team's name

2.7. Teams must present their animation film and poster to the jury.

3. Scoring (for the Final Stage)

3.1. The final stage will be evaluated by three judges.

Evaluation Criteria for the First Phase of the Final Competition:

Criteria points	Bal
Content and Creativity – Demonstrating comprehensive, creative, clear, and simple information related to the topic, ensuring fluency and coherence.	30
Artistic Work – Selection of colors appropriate to the content, overall design and aesthetic solution, suitable background selection.	20
Technical Work – Smooth animation, scene composition.	15
Music and Sound – Suitability of the music to the content, synchronization of music with scene transitions, alignment of sound and animation.	15
Relevance to the Theme – The poster and composition must align with the assigned theme and effectively express it.	10

Visual Appeal – The overall aesthetic attraction and visual appeal of the poster and composition.	10
Details – Attention to props, scene design, potential editing solutions, and overall presentation.	10
Collaboration – Proper task distribution among team members, teamwork between groups	10
Total	120