

REGULATIONS

International CRYSTAL CANVAS Game Graphics digital art competition.

§ I General Provisions

1. The Organizer of CRYSTAL CANVAS Game Graphics Competition is the Mediations Biennale Foundation with its registered office in Poznań, National Court Register Number 0000372051, Gwarna 7a Street, 61-702 Poznań.
2. Competition is curated by Aleksandra Lison.
3. The partners of Competition are: PGA – Poznań Game Arena, GIC – Game Industry Conference and Indie Games Poland Foundation.
4. The Competition is conducted on the website <http://mediations.pl/biennale/>
5. Objectives of the Competition:
 - recognition of interesting artistic attitudes that may influence the computer games market by creating innovative game concepts
 - promoting the art created with digital techniques
 - drawing attention to computer games, and in particular to concept and promotional graphics, as an independent type of modern art
6. The best projects will be presented at PGA and GIC. The works selected by the Jury will be exhibited in a form of posters (100 x 250 cm) and selected works in a form of large-format banners.

§ II Participants

1. The Competition Participant may be any adult, who has become acquainted with these Regulations and accepts its provisions.
2. The Competition cannot be participated in by employees or management of the Competition Organizer or by persons directly involved in the preparation and conduct of the Competition.
3. The Competition cannot be participated in by teams of artists.

§ III Conditions of the Participation

1. In order to take part in the Competition, it is necessary to send an application by the specified deadline to the following e-mail address: crystal.canvas.gg@gmail.com. The works which are sent after the specified deadline will not take part in the Competition.
2. The Participant will receive a return e-mail confirming acceptance of the application.
3. You can send in one author's design made by yourself, to which the Participant has full copyrights, personal and property rights along with the application form available at <http://mediations.pl/biennale/>.
4. Commercial projects cannot be submitted for the Competition.
5. The Competition is open and international.
6. Participation in the Competition is free of charge.
7. Results of the Competition are not subject to an appeal.
8. The Organizer shall not cover the travel costs of Participants to the exhibition.

§ IV Thematic Area and Requirements

The theme of Competition is "Freedom".

The reference point for the main theme is the 100th anniversary of Poland's independence, celebrated in 2018. The concept of freedom is intended to be used only as an inspiration. The creators can present their world of the game vision in any real or fantastic space-time and in any interpretation.

All the works qualified for exhibition will be presented on free-standing boards in the format of 100 x 250 cm and selected works on large-format banners.

The task of the Participants is to carry out the project and send an application consisting of four elements:

1. a chart with concept sketches (300dpi, jpg)
2. well-developed illustration – promotional graphics, e.g. character or environmental design (300dpi, jpg)
3. a brief description of the idea for video game related to the fight for freedom (in the application form)

4. a draft chart for the exhibition (pdf), based on a template to be supported on the Competition website, containing the Organizer's and Partner's logos. The draft chart must contain above elements (concept and promotional graphics and description of the idea). The arrangement of these elements and coloring at the artist's discretion

The graphic part can be made in any digital technique and transmitted in a form of 2D graphics. The use of photos in creation of textures and the technique of photo-bashing are allowed.

§ V Schedule

1. Announcement of the Competition on the Organizer's website 20.06.2018
2. Online receipt of applications 20.06.2018 – 20.09.2018.
3. Jury proceedings and selection of winners – 21-25.09.2018.
4. The Organizer shall immediately inform the winners of the Competition results via e-mail or phone. The Organizer shall not bear any responsibility for mistakes in the contact details provided by the Competition Participants.
5. Publication of the Competition results – 30.09.2018.
6. Exhibition of finalist's works as a part of the sixth Mediations Biennale, PGA and GIC on the area of the Poznań International Fair:
 - 11.10.2018 – vernissage and awarding of prizes during the GIC
 - 12-14.10.2018 – exhibition on PGA

§ VI Jury

The jury of the first International CRYSTAL CANVAS Game Graphics Competition will consist of:

1. Jakub Jabłoński, illustrator, graphic designer, animated films director, Platige Image, Juggler Games
2. Jakub Wójcik, President of the Indie Games Poland Foundation
3. Sebastian Barabanow, founder of the Game Factory in Szczecin
4. Prof. Tomasz Wendland, artist and director of the Mediations Biennale

5. Prof. Arkadiusz Marcinkowski, Head of the Department of Interdisciplinary Graphic, The Szczecin Academy of Art
6. Aleksandra Lison, originator and curator of the Competition, visual artist
7. Prof. Agnieszka Jelewska, director and co-founder of the Humanities/Art /Technology Research Center at the Adam Mickiewicz University in Poznań
8. Milena Młynarska, professional digital artist, she is currently working at Techland on the upcoming Dying Light 2 game.

§ VII Awards

1. The Organizer shall establish the following statutory awards:
 - Main prize 5.000 PLN
 - Second prize 3.000 PLN
 - Third prize 2.000 PLN

The prize will be transferred to the winner's account within one month from the end of the Competition exhibition.

2. The Organizer may award additional distinctions.
3. The costs of qualified printouts for the exhibition (maximum 30) shall be covered by the Organizer.
4. The Organizer will fund entrance tickets for winners to the Poznań Game Arena at <http://www.gamearena.pl/pl/>, which will also entitle them to enter the Game Industry Conference at <https://gic.gd/pl/>.

§ VIII Copyright

1. The Participant, at the moment of submitting the project for Competition, grants the Organizer the right to:
 - free, unlimited in time and territory, use of the submitted works or their fragments in the following fields of use:

- reproduction of the work submitted for the Competition on the websites and in other media as a part of promotion and advertising of the Competition or the Organizer,
 - recording and reproduction by any means, including printing, and digital technology,
 - dissemination in any other way, including through public display and exhibition,
 - use of selected works for educational purposes.
2. The Organizer may use the rights included in the first point on condition that the author of work is indicated.
 3. The Organizer will not use the submitted concepts to create the game. Participants have the right to continue the project on their own.
 4. Personal copyrights to works shall not be transferred to the Organizer as a result of the Competition
 5. The Organizer shall not return the Competition works printed at the Organizer's expense to the Participants. Printouts of works presented at the exhibition become the property of archive of the Mediations Biennale Foundation collection.

§ IX Personal Details

1. The Participant provides his data voluntarily, but if they are not provided, it prevents from taking part in the Competition.
2. Taking part in the Competition shall be tantamount to giving consent to the processing of Participant's data for the purposes of Competition organization.
3. The Participant has the right to access his data, correct and delete them after the Competition.
4. The Participants agrees to give their name and surname as a part of the list of Winners on the Organizer's website, as well as to publish them on the exhibition, in catalogue and video report from the event.

§ X Final Provisions

1. The Organizer shall not be responsible for applications that did not reach him due to reasons beyond his control.

2. The Organizer shall announce the remaining members of the Jury after beginning the Competition.
3. Taking part in the Competition is tantamount to accepting the terms of these regulations.
4. Taking part in the Competition is tantamount to the Participant's liability for claims of third parties against the competition organizer in the event of infringement of copyright by the Participant in the submitted project or providing incorrect data.
5. In all matters not regulated by these Regulations, the provisions of Polish law shall apply.
6. If you have any questions about the Competition, please send them to ccgg.counsel@gmail.com.