

# MEDIA ARTS SECTION

The Media Arts Section is a part of the Exhibits Division.

When considering an entry for the Media Arts Section, students must realise that an early start to their project will help to produce a high quality and competitive entry.

Choose your subject wisely, with guidance from the Scriptures (Philippians 4:8) and your supervisor, so that your theme/purpose is in harmony with a Biblical Worldview. Refer to the Judges Form for your project.

A student may enter three (3) events in the Media Arts Section, and a total of three (3) events across the Exhibits Division.

Following is a list of events in the Media Arts Section:

## **Photography**

1. Portraiture
2. Nature
3. Structure/Vehicles
4. Scapes
5. Event/Action
6. Macro
7. General
8. Composite

## **Information and Communications Technology**

9. Digital Art
10. Posters
11. Graphic Design
12. Linear PowerPoint Presentation
13. Non-Linear PowerPoint Presentation
14. Website Development
15. Radio Play
16. Video Production

## GENERAL GUIDELINES

All entries must be the sole work of the student, and each item must have been commenced since the previous Student Convention in their region. The appropriate Report is to be checked-in with the student's Judges Forms and items as required - see specific event Guidelines.

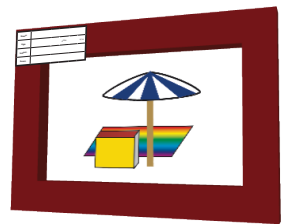
Entries must not be in conflict with a Biblical Worldview and subject matter must adhere to the Convention Dress Code (see the Introduction to Guidelines on page IN.11), or it will not be judged, and may not be displayed.

All entries must be done in realistic style - no *surrealism* (the definition of surreal that we use is: Having the disorientation, hallucinatory quality of a dream; unreal, fantastic, bizarre). Entries should not attempt to portray the face of God (Exodus 33:20).

### CHECKLIST FOR MEDIA ARTS:

- One (1) copy of the appropriate REPORT\* - per entry is to be completed neatly by the student.

*\*Composite Photography does not need a report, it has its own requirements.*



## PHOTOGRAPHY GUIDELINES

1. If the photograph is obviously not in focus where it is meant to be, it will not be judged.
2. Students may use any camera for all entries. Editing software is permitted for enhancements, such as hue, saturation, brightness, contrast, shadows, highlights, lights/blacks, minor blemish removal, cropping, straightening, lens correction, distraction element elimination, etc for a photo or part of a photo. Major manipulation, for example: liquefaction, enlarging or shrinking body parts, or major object addition or subtraction are not allowed.
3. The Photography Report must be submitted with the original photo (before editing), or the entry will not be accepted. Every part of the Photography Report must be filled in to receive full marks.
4. Composite Photography has a separate Judges Form but will follow the same Guidelines as other entries where applicable. A sheet or sheets of each of the elements or techniques used in each step of the process MUST be included, or the entry will not be accepted. This takes the place of the normal Photography Report.
5. Naming of the Photograph is purely optional and will not alter the final score.
6. Contestants may enter **three (3)** photos IN TOTAL. Students may only enter one photograph in each category, and may not enter the same photograph in different categories.

### CATEGORIES

1. **Portraiture (humans as the subject):** A photo with people as the subject. This could be a headshot, wedding photo, family photo, or candid, etc.
2. **Nature:** A photo showcasing elements of the natural world, including animals/wildlife, plants, flowers, trees, etc.
3. **Structure/Vehicle:** A photo of objects or structures engineered by man, for example building, vehicles, or interior design scenes. This includes vehicles, push bike, and real estate photography.
4. **Scapes:** A photo that shows spaces within the world, sometimes vast and unending. Typically has the presence of nature, but can also focus on man-made features or disturbances of landscapes. This can be a seascape, beachscape, sunset, cityscape, or astrophotography as a few examples.
5. **Event/Action:** A photo showcasing individual or crowd photography at events such as sports, church, concerts, or other events. Can be separate from portraiture.
6. **General:** A photo of objects, food, toys, and other general goods.
7. **Macro:** Photography of small items/ subjects to make them seem larger than life size. For example: Floral, insects/spiders, textures, and microscopic.
8. **Composite:** A photo made of 2 or more images or photos, removing several elements to create something otherwise unobtainable in one shot. This can allow for almost any manipulation, but cannot be surreal. See surreal definition on page ME.2.

### Judging Criteria explanation

**Initial Impression:** Does it catch your eye at first glance?

**Degree of difficulty:** Can include physical effort or complexity of submission

**Appropriateness to Category:** See category definitions and determine appropriateness

**Originality:** Do you feel like you've seen it before? A lot?

**Creativity:** Use of individualized techniques to make the photo stand out.

**Composition:** Rule of Thirds, strength of line, cropping, distracting elements etc.

**Colour:** use of temperature (warm, cold) and contrast.

**Lighting:** correct or clever use of natural or artificial light sources.

**Exposure:** the subject has had the appropriate amount of movement captured i.e. for sports photography the athlete may appear frozen (short exposure), for seascape the water may seem milky (long exposure).

**Focus:** The subject must be sharp and clear, i.e. for portraiture the eyes should be the main focus. Focus includes use of depth of field.

**Sensible use of enhancements:** Was computer software used appropriately? I.e. over done or not enough

**Photo is submitted appropriately & Documentation:** As per Guidelines. Photograph is in the most appropriate category. Photograph is easy to view (not too small etc.).

**COMPOSITE ONLY**

**Quality of Composite:** How well were the additional photos inserted, i.e. do they look like they technically belong.

**Technical Skill Displayed:** Appropriate use of the skills needed to manipulate the photograph, including set up and/or software used.

**VFX Breakdown Submitted:** A sheet or sheets of each of the elements or techniques used in each step of the process.

PLEASE REFER TO THE MEDIA ARTS GENERAL GUIDELINES WHEN PREPARING FOR THESE EVENTS

# PHOTOGRAPHY REPORT

OPEN       U/16  
 (Please ✓ the appropriate box)

Portraiture       Nature       Structure/Vehicle       Scape  
 General       Event/Action       Macro

*DO NOT use this form for Composite Photography.*

<b>Name:</b>		<b>D.O.B.</b>	
<b>School:</b>		<b>Cust Code:</b>	

**Type of Camera/Device :**  
 (Please identify the brand & model number of camera/device, film used (where applicable), and other specs/lenses attached, i.e. twin lens, single lens, range finder, automatic, manual etc.)


**Exposure Data for Entered Photograph:**

<b>Focus:</b>	Automatic <input type="checkbox"/>	<b>Camera Settings:</b>	Automatic <input type="checkbox"/>	<i>Manual Settings Only</i>
	OR		OR	<b>Aperture:</b>
	Manual <input type="checkbox"/>		Manual <input type="checkbox"/>	<b>Shutter Speed:</b>
				<b>ISO:</b>
				<b>Light Meter (Exposure):</b>

**Lighting Conditions:**

<b>Natural:</b>
<b>Artificial:</b>

**Describe how you came to your end result and why you chose this subject:**


<b>Judge's Name:</b>	<b>Judge's Signature:</b>
Student's Signature	Date



### JUDGES FORM - PHOTOGRAPHY

OPEN       U/16  
 (Please ✓ the appropriate box)

Colour       Monochromatic

Portraiture       Nature       Structure/Vehicle       Scape  
 General       Event/Action       Macro

*DO NOT use this form for Composite Photography.*

<b>Name:</b>		<b>D.O.B.</b>	
<b>School:</b>		<b>Cust Code:</b>	

AREAS OF EVALUATION	POINTS	
	POSSIBLE	AWARDED
<b>I. Quality of Submission</b>		
A. Initial Impression	5	
B. Degree of Difficulty	10	
C. Appropriateness to Category	5	
D. Originality	10	
E. Creativity	10	
<b>II. Technical Expertise</b>		
A. Composition	15	
B. Colour	5	
C. Lighting	5	
D. Exposure	5	
E. Focus	5	
F. Sensible use of enhancements	10	
<b>III. Finishing</b>		
A. Photo is submitted appropriately	5	
B. Proper documentation submitted	10	
<b>TOTAL POINTS</b>		<b>100</b>

<b>COMMENT:</b>	
<b>Judge's Name:</b>	<b>Judge's Signature:</b>



**JUDGES FORM - COMPOSITE PHOTOGRAPHY**

OPEN       U/16  
 (Please ✓ the appropriate box)

<b>Name:</b>		<b>D.O.B.</b>	
<b>School:</b>		<b>Cust Code:</b>	

AREAS OF EVALUATION	POINTS	
	POSSIBLE	AWARDED
<b>I. Quality of Submission</b>		
A. Initial Impression	5	
B. Degree of Difficulty	10	
C. Appropriateness to Category	5	
D. Originality	10	
E. Creativity	10	
<b>II. Technical Expertise</b>		
A. Composition	10	
B. Color, Lighting, Exposure and Focus	10	
C. Quality of Composite	10	
D. Technical Skill Displayed	10	
<b>III. Finishing</b>		
A. Photo is submitted appropriately	5	
B. VFX Breakdown Submitted	15	
	<b>TOTAL POINTS</b>	<b>100</b>

**COMMENT:**

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<b>Judge's Name:</b>	<b>Judge's Signature:</b>
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## DIGITAL ART

*The student must create a piece of artwork entirely using computer software.*

1. The artwork must be entirely the work of the student. Other images may be used for ideas or inspiration, but should not simply be copied. Any images used for this purpose should be included with the paper work, and accredited on the report. "Google Images", "Amazon", etc are NOT image sources. Exact web addresses and the name of the owner of the image must be submitted as a part of the Poster/Graphic Design Report.
2. No physical medium is to be used.
3. Any software or combination can be used, however, it should not be used to 'convert' a photo or other image into digital art - the student should start with a blank canvas, and build it up, as they would any other visual art (Oils, coloured pencils, etc).
4. Any style is acceptable (vectors, brushes, sketching, etc), but must not be surreal (see definition of surreal in ME.2)
5. Text should not be added, unless it is part of the 'scene' (eg., writing on billboards or street signs, logos on clothing, etc.)
6. The final artwork should be sufficient resolution to be printed. Digital Art entries that are pixilated will not be placed.
7. Entries are to not be in conflict with a Biblical Worldview.
8. Depiction of people must be consistent with the Convention Dress Code (see Introduction to Guidelines on page IN.11).
9. Entries must be submitted digitally. No printed copies will be accepted.
10. Digital Art must be submitted with a step-by-step Poster Report (ME.14) identifying the process of the production of the poster.

PLEASE REFER TO THE MEDIA ARTS GENERAL GUIDELINES WHEN PREPARING FOR THESE EVENTS





## POSTERS

*A poster is a large placard or bill posted for advertisement, publicity or decorative purposes.*

1. Posters must be created digitally.
2. A poster's aim is to give a message - short and simple. It needs to be eye-catching, to the point and easy to read.
3. The poster MUST deliver a Christian message (e.g. God's world, Scriptures depicting character traits, or God's principles and truths), or advertise a Christian event, business, or school.
4. Each poster must be submitted with a step-by-step Poster Report (ME.14) identifying the process of the production of the poster.
5. Students must give proper credit to all images which are not their own work. Written approval for use of any copyrighted material must be submitted with the Poster/Graphic Design Report.
6. A Bibliography of any references including credits for photos and images must be included.
7. "Google Images", "Amazon", etc are NOT image sources. Exact web addresses and the name of the owner of the image must be submitted as a part of the Poster/Graphic Design Report.
8. Posters using uncredited or incorrectly credited images (e.g. Google Images) will not be placed.
9. Posters using unfocussed or pixelated pictures or images will not be placed.
10. Posters are to not be in conflict with a Biblical Worldview.
11. Depiction of people must be consistent with the Convention Dress Code (see Introduction to Guidelines on page IN.11).

PLEASE REFER TO THE MEDIA ARTS GENERAL GUIDELINES WHEN PREPARING FOR THESE EVENTS



## GRAPHIC DESIGN

*The student is to create a flyer, tract or advertising brochure or pennant.*

1. The item chosen must be at least A5 size when folded with a maximum of A4 size.
2. Brochures and flyers may be double sided or single sided.
3. It must have a Christian message or advertise a Christian event, business, or school.
4. If creating a tract, it must have a clear Gospel message, based solely on the Bible, without any denominational doctrine.
5. Each design must be submitted with a step-by-step Poster/Graphic Design Report (ME.14) identifying the process of the production of the design.
6. Graphic Design entries must be created and submitted digitally.
7. Templates must not be used. The entire project must be created by the student.
8. A Poster/Graphic Design Report describing the progression of ideas and work must be presented with the entry.
9. Graphics should not simply be copied from the Internet. Creativity will be rewarded.
10. Students must give proper credit for all images which are not their own work. Written approval for use of any copyrighted material must be submitted with the Poster/Graphic Design Report.
11. A Bibliography of all references, including credits for photos and images, must be included.
12. "Google Images", "Amazon", etc are NOT image sources. Exact web addresses and the name of the owner of the image must be submitted as a part of the Poster/Graphic Design Report.
13. Graphic Design entries using uncredited or incorrectly credited images (e.g. Google Images) will not be placed.
14. Graphic Design entries using unfocussed or pixelated pictures or images will not be placed.
15. Graphic Design entries are to not be in conflict with a Biblical Worldview.
16. Depiction of people must be consistent with the Convention Dress Code (see Introduction to Guidelines on page IN.11).

**PLEASE REFER TO THE MEDIA ARTS GENERAL GUIDELINES WHEN PREPARING FOR THESE EVENTS**

### JUDGES FORM - GRAPHIC DESIGN

OPEN       U/16  
 (Please ✓ the appropriate box)

<b>Name:</b>		<b>D.O.B.</b>	
<b>School:</b>		<b>Cust Code:</b>	
<b>Purpose of Design:</b>			

AREAS OF EVALUATION	POINTS	
	POSSIBLE	AWARDED
A. Quality of images & artwork	15	
B. Colour contrast/Harmony; Balance	10	
C. Visual Impact	5	
D. Purpose clearly identified	5	
E. Font suitability	10	
F. Font colour	10	
G. Text Size	5	
H. Text Orientation/justification	5	
I. Worthwhile purpose/message; Relevant	5	
J. Degree of difficulty	10	
K. Creativity; Originality of Work	10	
L. Documentation completed	5	
M. Correct size as stated in Guidelines	5	
<b>TOTAL POINTS</b>	<b>100</b>	

**COMMENT:**

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<b>Judge's Name:</b>	<b>Judge's Signature:</b>
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DIGITAL ART/POSTER/GRAPHIC DESIGN REPORT

OPEN     U/16     Digital Art     Poster     Graphic Design  
(Please ✓ the appropriate boxes)

Name:		D.O.B.	
School:		Cust Code:	

Acknowledgement of sources should be included.

**Source(s) of Images and Ideas (include references and credits, e.g. book title, author, website details)**


**List the program(s) (e.g. Adobe® InDesign®, Microsoft® Publisher®) used to design the poster:**


**Describe the step-by-step procedures used to complete your project:**


(add additional sheets if necessary)

Student's Signature	Date



## POWERPOINT PRESENTATION

PowerPoint presentations are typically used to support oral presentations. However, the project must be a user-directed, stand-alone presentation using no live Internet links. It can convey academic concepts, promotional information, or theological truths. The student is free to use any element that PowerPoint will support provided it is not contradictory to a Biblical Worldview and is consistent with the Convention Dress Code (see the Introduction to Guidelines on page IN.11).

### TYPES OF ENTRIES

1. **Linear** - Presentation begins and runs through to an end. In a Linear Presentation, there is a set sequence to the presentation, starting at the beginning and continuing to the conclusion. No navigation is required. **Presentation may run for maximum 10 minutes.**
2. **Non-Linear** - User is given navigational control and can wander through the content at will. In a Non-Linear presentation the user can pick and choose, using a random route through the presentation. **A maximum 35 slides may be used in the presentation, not including bibliography slides.**

Sponsors or staff members should advise students to take great care to ensure that their exhibits are entered in the correct event, if there is any confusion, please check with SCEE PRIOR to Registration.

### POSSIBLE PROJECT AREAS:

These are not intended to limit the project possibilities, but are intended to stimulate creative thought about how to structure a project.

- **Academic**

There is a need for academic reinforcement and explanation. Teach, review, or expand an academic concept, such as a difficult concept in a PACE or supplemental concept to a PACE.

- **Promotional**

Promote your school and/or church, or present material to new parents or students. It could be a presentation for students (e.g., promoting convention participation or reinforcing school rules, policies or procedures). It could be a presentation to solicit parental, business, or community support for a project.

- **Truth**

There may be Biblical or theological truths that the church and/or school wants to reinforce. This could even be a self-directed training series.

Do not copy blocks of text from any website or other source.

The Student must write all reports/information in their own words and must credit any resources.

Multiple sources should be used to prove adequate research has been done.

### REQUIREMENTS:

1. The presentation must be the sole work of the student(s) since their previous Regional Student Convention.
2. No more than two students may participate in the design and development of the presentation.
3. While there are a number of presentation products on the market, PowerPoint for Windows is the product required for Student Convention competition.
4. **Students entering both Linear and Non-Linear PowerPoint events cannot enter the same content. Each**

presentation must be based on a separate topic.

5. Designers must give proper credit and have written approval for use of any copyrighted material. Powerpoints using copyrighted material illegally will not be placed.
6. Powerpoints using unfocussed or pixellated pictures or images will not place.
7. A Bibliography of any references including credits for photos and images must be included. All photos or images used in any powerpoint must be properly accredited to the owner or source of that photo or image e.g. <http://www.freeimages.com/> (example only).
8. All entries must include a 'Title Slide' at the beginning of presentation which lists:

1. Title of Presentation -

2. First and Last name of student -

3. Age -

4. School/HSSP -

5. Country/State -

"What is Photosynthesis?"  
  
Joe Bloggs  
15  
One Gospel Christian School  
New Zealand

*(example)*

PLEASE REFER TO THE MEDIA ARTS GENERAL GUIDELINES WHEN PREPARING FOR THESE EVENTS





## WEB SITE DEVELOPMENT

Websites can serve many purposes. They may support existing customers, give information, or promote products, services or ideas. The website is not just an academic exercise and will be judged via the Internet. The site should have a clear purpose which it pursues with creativity and skill.

Because it must be an accessible website, students are free to use any platform, tools, programs, computer languages, or other resources that are available or that they can create. However, remember there are a variety of browsers that may attempt to access the site. The website and all of its links must not be in conflict with a Biblical Worldview and in keeping with the Convention Dress Code (see Introduction to Guidelines on page IN.11)

### POSSIBLE PROJECT AREAS:

These are not intended to limit the project possibilities, but are intended to stimulate creative thought about how to structure a project.

- **Informational**  
Offer or provide information.
- **Promotional**  
Promote your school and/or church.
- **Serviceable**  
Offer a service to a group.

### REQUIREMENTS:

1. Designers must give proper credit and have written approval for use of any copyrighted material. Websites using copyrighted material illegally will not be placed.
2. Websites using unfocussed or pixellated pictures or images will not be placed.
3. A Bibliography of any references including credits for photos and images must be included. All photos or images used in any Website must be properly accredited to the owner or source of that photo or image e.g. <http://www.freeimages.com/> (example only). NOTE: Google Images is not a website it is a search engine therefore is not a source of photos or images and should not be accredited as a source.
4. The Student must write all reports/information in their own words and must credit any resources.
5. Multiple sources should be used to prove adequate research has been done.
6. The Web site must be the sole work of the student(s) since the previous Student Convention.
7. No more than two students may participate in the design and development of the website.

PLEASE REFER TO THE MEDIA ARTS GENERAL GUIDELINES WHEN PREPARING FOR THESE EVENTS



## RADIO PLAY

Students may present a radio play written by the students or another author, or a play that has been adapted by the students or sponsor. If the radio play is adapted, then a copy of the original text is required. (Acknowledgement must be given to the original author.) The drama is to be prepared as a presentation for a Christian radio station.

1. No more than five (5) players and/or student technicians may be involved in the presentation.
2. Each student may portray more than one character. (Males doing male characters and females doing female characters.)
3. Adults may give technical guidance and advice, but the preparation and production must be done by the students.
4. Students will NOT perform the presentation live before a panel of judges; the recording will be judged.
5. The DRAMA must not be in conflict with a Biblical Worldview.
6. Specify age of audience to whom the program is being presented (e.g. children aged 6-8; teens etc.)
7. The time limit for the presentation is four (4) minutes minimum and eight (8) minutes maximum.

### CHECKLIST FOR RADIO PLAY:

- ONE (1) copy of the radio play script (typed & double-spaced).
- ONE (1) copy of the RADIO PLAY REPORT.
- EACH student heard in the play must sign a TALENT RELEASE FORM.

PLEASE REFER TO THE MEDIA ARTS GENERAL GUIDELINES WHEN PREPARING FOR THESE EVENTS

**JUDGES FORM - RADIO PLAY**

OPEN ONLY

<b>Name:</b>		<b>D.O.B.</b>	
<b>Name:</b>		<b>D.O.B.</b>	
<b>Name:</b>		<b>D.O.B.</b>	
<b>Name:</b>		<b>D.O.B.</b>	
<b>Name:</b>		<b>D.O.B.</b>	
<b>School:</b>		<b>Cust Code:</b>	
<b>Title of Entry:</b>		<b>Target Age Group:</b>	

(JUDGES! Please remember that items MUST not be in conflict with a Biblical Worldview)

AREAS OF EVALUATION	POINTS	
	POSSIBLE	AWARDED
A. Conveys age appropriate Christian theme	5	
B. Sound effects blend naturally and accomplish desired impact	5	
C. Voice inflections convey appropriate mood/s; add life/believability to characters	10	
D. Flow and continuity of script - easy to follow and understand	5	
E. Audience appeal, theme and presentation appropriately directed at nominated audience	10	
F. Has interest level consistency by catching listeners attention and holding it throughout	10	
G. Clear diction/pronunciation	10	
H. Mood created; proper use of dramatics	5	
I. Creativity, overall concept and thought resulting in end product	5	
J. Shows technical quality through skillful use of equipment to achieve desired results	10	
K. Worthwhile message	5	
L. Degree of Difficulty	10	
<b>Paperwork &amp; Script Supplied</b>	10	
<b>TOTAL POINTS</b>	100	
<b>Time Limit: 4 - 8 mins</b>	<b>Actual Time:</b> _____	(Dedu't 0.5 for every 30 sec under/over)
		<b>FINAL SCORE</b>
<b>COMMENT:</b>		
Judge's Name:	Judge's Signature:	



## VIDEO PRODUCTION

The video production should be an original production utilizing background music and/or sound effects. This is not, however, a music video, rather, it should tell a story or illustrate a positive character trait\*. It is a video with the emphasis on narration and visual interpretation of the Scripture passage or character trait.

1. No more than five (5) actors and/or student technicians may be involved.
2. Students may portray more than five characters (males doing males characters, females doing female characters).
3. Adults may give technical guidance and advice, but the preparation, production, acting and editing must be done by the students.
4. Students will not perform the presentation live before a panel of judges; the video recording will be judged.
5. The time limit for the presentation is six (6) minutes minimum and ten (10) minutes maximum.
6. Animation is acceptable. A storyboard is required to be submitted with the digital recording. No flip books.
7. Credits are to be added at the end of the production.
8. Sound effects and music may be used.
9. The production should not be in conflict with a Biblical Worldview. Negative behaviour (for example: drunkenness, drug abuse, violence) should not be portrayed in a positive light.
10. All costumes/clothing must meet the Convention Dress Code.

### CHECKLIST FOR VIDEO PRODUCTION:

- ONE (1) copy of the video production script. (Animation ONLY - 1 copy of the Storyboard)
- ONE (1) copy of the video production report.
- EACH person seen or heard on the video must sign a Talent Release Form.

PLEASE REFER TO THE MEDIA ARTS GENERAL GUIDELINES WHEN PREPARING FOR THESE EVENTS

**JUDGES FORM - VIDEO PRODUCTION OPEN ONLY**

<b>Name:</b>		<b>D.O.B.</b>	
<b>Name:</b>		<b>D.O.B.</b>	
<b>Name:</b>		<b>D.O.B.</b>	
<b>Name:</b>		<b>D.O.B.</b>	
<b>Name:</b>		<b>D.O.B.</b>	
<b>School:</b>		<b>Cust Code:</b>	
<b>Title of Entry:</b>		<b>Target Age Group:</b>	

(JUDGES! Please remember that items MUST not be in conflict with a Biblical Worldview)

AREAS OF EVALUATION	POINTS	
	POSSIBLE	AWARDED
<b>I. General Assessment</b>		
A. Narration/dialogue - words clear and well delivered	10	
B. Selected music enhances the program	5	
C. Worthwhile Message	5	
D. Objective - Scripture passage/character trait clearly visualized	5	
E. Acting/animation is engaging and enhances the message	10	
F. Degree of Difficulty	10	
<b>III. Camera Technique</b>		
A. Creative - shots well composed and enhance production	10	
B. Technical - shots in focus, properly exposed and steady	10	
C. Camera Positions/Animation perspectives	5	
<b>IV. Editing</b>		
A. Creative - order and length of shots enhance the program	10	
B. Technical - editing equipment's capability skillfully used	5	
C. Music, sound effects and words blended well	5	
<b>V. Paperwork &amp; Script Supplied</b>	10	
<b>TOTAL POINTS</b>	100	
<b>Time Limit: 6 - 10 mins</b>	<b>Actual Time:</b> _____	<small>(Deduct 0.5 for every 30 sec under/over)</small>
		<b>FINAL SCORE</b>

<b>COMMENT:</b>	
<b>Judge's Name:</b>	<b>Judge's Signature:</b>







# TALENT RELEASE FORM

Production Title:

Production Type:

School:

Student's Names:

## Declaration:

I \_\_\_\_\_ (student's name) hereby give permission to the students/  
school named above to use my image / voice in the above mentioned production.

I will not expect, request or demand payment of any kind for the use of my image / voice in  
the above production.

(Student's Signature)

(Date)

(Supervisor's Signature)

(Date)

**This form requires the signatures of the Participant and Learning Centre Supervisor.**