Rendering Category

To register visit http://imagine.thespoke.net Registration opens October 7th 2004
If chosen the winners will be flown to Japan, Yokohama for the award ceremony.

Prize Amounts
- First Place $8,000 USD
- Second Place $4,000 USD
- Third Place $3,000 USD

The Rendering Invitational calls on students to tell a story in 3D, combining artistic skills with coding and algorithmic ability. Student teams are challenged to create an interpretation of the overall contest theme, the "dissolving (of) boundaries."

General Guidelines
- Teams of up to 4 individuals
- Theme: dissolving boundaries
- Coolest real time rendering coded in DirectX9 and Visual Studio .NET
- Up to 30 teams move on to second round
- Winning team advances to awards ceremony in Japan

Deliverables
- *Round 1* Abstract and storyboard
- *Round 2* Real time rendering, project description and technical specification

Required Elements
- *Round 1* - Abstract must be less than 500 words, in English. Storyboard must be less than 25 MB, in Microsoft PowerPoint
- *Round 2* - Documentation must be less than 5 pages in length, in English
- Submission package must be less than 150 MB, zipped
- Must use Visual Studio .NET and DirectX9

Judging Elements

Round 1: Review of Abstract/storyboard
- 50%   Story idea (through abstract and storyboard)
- 50%   Expressiveness/Artistry (storyboard)

Round 2: Review of rendering
- 30%   Story idea
- 30%   Impact of visual effects
- 20%   Technical difficulty
- 20%   Polish