Regulations for Entering and Participating

The 26th Tel-Aviv International Student Film Festival
August 14th – 20th, 2024
The International Digital Media Exhibition and Competition
Registration & film submission deadline: January 31st, 2024
Deadline extension: February 29th, 2024

Below, are the rules and regulations of entering and participating in the Tel-Aviv International Student Film Festival:

ENTRY CONDITIONS

- The competition only accepts student projects produced in school programs, universities or professional establishments.

- The competition only accepts projects produced in the years 2023-2024.

- The competition accepts digital narrative projects in the following categories: Fiction, Documentary and Experimental.

- The competition allows work-in-progress projects. Please mention this status in the notes while submitting, and send images and/or a trailer that represents the project best.

- Projects submitted in the past cannot be submitted again.

REGISTRATION & PROJECT SUBMISSION

- The registration should be done through the following link –

  https://taufilmfest.filmchief.com/submit-work/digital-media-competition-2024

- The project file name should be the same as registered in the submission.

- Prior to sending, please make sure the link is correct and working.

- Please fill out the project information with as much detail as possible. Specify technical details such as the platform and its preferred/required model, specific handling instructions, and other details necessary for using and/or displaying your project.

PROGRAMME

- The competition will conduct pre-selection for the exhibition. The competition will decide on the participating projects and will not provide feedback to projects that were not selected.

- Winner of the competition will be awarded by the Tel Aviv International Student Film Festival with a prize of the amount of 5,000 NIS.

TECHNICAL SPECIFICATION

Digital projects must be in English or otherwise include English subtitles.

1. **VIDEO GAME / INTERACTIVE PROJECTS -** including PC, Console, Mobile, VR (regular and standalone), AR, MR, Web, Visual Novel, or any other interactive project.
   ○ The project must be optimized for use and display, preferably after QA testing.

   ○ VR projects should be available for a wide variety of VR headsets. If the project is not supported by OpenXR, please specify the exact hardware and software necessary.

   ○ Projects should specify any special audio system or hardware requirements such as spatial sound, etc.

   ○ AR and MR projects involving real objects should specify the objects, measurements, or anything else needed for the exhibition.

2. **FILM, SPHERICAL VIDEO, AND ANIMATION -** any film where VFX, animation, or other digital elements serve as a narrative/aesthetic device.

   ○ Films should be sent in a minimum resolution of FullHD. 4K resolution is recommended.

   ○ Projects should specify any display/screening specifications necessary.

   ○ Please specify if the film requires any additional props (for example 3D glasses).

   ○ If the film is a spherical video, include subtitles on both sides of the sphere.

3. **EXPERIMENTAL EXHIBITS -** any digital media exhibit not mentioned in the previous categories.

   ○ Projects should specify any requirements for displaying and/or interacting with the exhibit.

SHIPPING OF SCREENING MATERIALS

● Screening copies, if needed for the exhibition, can be sent via shipping.

● Any details and information for customs should be written in English.

● Screening copies will be returned after the end of the exhibition. Delegations may collect their projects in Israel after the final day of the exhibition. All uncollected projects will be sent back by the festival within three months of the end of the exhibition. If you wish to guarantee an earlier arrival of your copies, you may request an alternative shipping method. In this case, shipping costs will be charged to the student's school's account.

COPYRIGHT

By entering the digital projects into the competition, you agree that:

- The copyright owners of the project authorize a free reproduction of stills and excerpts (maximum 3 minutes) for any of the festival publications and promotional materials.

- The copyright owners authorize that the winning projects will be used for internal marketing and preservation needs.

- The project creators own the content or otherwise have the right to grant the license for usage and distribution.

- The content does not violate the privacy rights, publicity rights, copyrights, contract rights or any other rights of any person or entity. The project creators agree to pay for all royalties and fees to any person or entity in case of dispute over usage of any content embedded in the project.

PARTICIPANTS AND ACCOMODATION:

Students whose projects have been selected will be invited to the festival and hosted by local film students. Accommodation (lodging and one meal a day) will be provided by the festival.

For any inquiries regarding the competition, please feel free to contact us.

Best of luck,

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