Regulations for Entering and Participating

The 27th Tel-Aviv International Student Film Festival

June 25th – July 02th, 2025

The International Digital Media and AI Competition and Exhibition

Registration & film submission deadline: February 23rd, 2025

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

ENTRY CONDITIONS

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

- The competition accepts projects from graduates of professional establishments in the last 5 years.

- The competition only accepts projects produced in the years 2024-2025.

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

- The competition accepts work-in-progress projects, but we only accept fine cuts. Please indicate this status in your submission notes, and include images or a trailer that best represents your project.

- Projects submitted in the past cannot be submitted again.

REGISTRATION & PROJECT SUBMISSION

- The registration is done through the following link –

  https://taufilmfest.filmchief.com/submit-work/digital-media-competition-2025

- 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 as detailed 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.

- Films should be submitted on the website as screeners and enabled for download (only Vimeo or YouTube).

- Registration forms must be filled out on the website.

- A password must be provided for protected films.

- Films should be submitted only if they have not been released commercially, and if they haven't been presented on television, VOD, or via the internet with free access.

- An SRT file in English must be submitted upon registration.

● Prior to sending, please ensure the propriety of all provided links.

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.

- The festival will conduct pre-selection.

- Notifications regarding the selection for the competition will be delivered in March 2025.

- **The competition offers prizes to the winners.**

- The festival may change the amount of the prizes according to its considerations.

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.

4. **Technical Specifications FOR THEATER (AI Films)**
The format accepted is DCP - Digital Cinema Package.
It is strongly recommended that each DCP have a Total Quality Check (TQC) before sending it.

Image
● 2K & 4K DCP are both accepted, but 4K DCP will be screened as 2K.
● 24 fps & 25 fps & 30 fps DCP are all accepted, but 24 fps DCP are preferred.

Audio Channel
● 2.0 Channel tracks (stereo) or 5.1 Channel tracks (Surround).
● 5.1 Channel DCPs are preferred.

Security
Only non-encrypted DCPs are accepted (no KDMs).

Subtitles
● All films selected for the festival must be screened in their original language with English subtitles.
● The festival will add Hebrew subtitles to the accepted films.
● We kindly ask you to send English SRT files that match to the DCP.

Shipping material to the festival
● DCP copies can be sent via link.

Copyright
By registering for the festival and uploading a film, the submitter agrees to the following terms:
● Submitters shall agree to allow the Festival to present the film in theaters as well as in an online platform (we will allow geo-blocking if necessary).
● The copyright owners of the film authorize the above-mentioned uses and also the making of free reproduction of stills and excerpts (maximum 3 minutes) for any of the festival publications and promotional materials.
● The copyright owners of the film authorize the festival to schedule up to 3 screenings of the film during and after the festival.
● The copyright owners authorize that the winning films will be used for internal marketing and preservation needs.

● Copyright owners warrant that they own and/or control the IP rights in and to the content so as to allow the festival to make use of the film in accordance with these rules and regulations and that the use of the content by the festival does not violate the privacy rights, publicity rights, copyrights, contract rights or any other rights of any person or entity. You agree to pay for all royalties, fees, and any other monies owing any person or entity by reason of the use of any content embedded in the film.

●Copyright owners authorize that the festival may save their film in the festival archives for internal purposes only.

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.

A.I. Films

● The participant must demonstrate substantial creative input in the work.

- Submissions that are fully AI-generated, with no evidence of human creativity or significant artistic manipulation, will be disqualified.

- If there is any uncertainty regarding the presence of human creativity, participants may be asked to provide proof of their creative process, such as drafts, sketches, progress files, or screenshots, to demonstrate that the work incorporates substantial human contribution.

- A disclaimer regarding the use of external tools and AI must be clearly displayed at the beginning of the film, ensuring transparency about their role in the creation process.

- All sources and tools used in the creation process must be fully credited in a dedicated submission's credits section.

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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