Regulations for Entering and Participating

The 28th Tel-Aviv International Student Film Festival
June 23rd – June 30th, 2026
The International Digital Media and AI Competition and Exhibition
Registration & film submission deadline: February 4th, 2026

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 2025-2026.

- 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

- 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.

PROGRAMME

- The competition will be held in a pre-selection for the exhibition. The competition will decide on the participating projects and will not provide feedback on projects that were not selected.

- Notifications regarding the selection for the competition will be delivered in March 2026.

- **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 to 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, it includes 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.

Additional technical requirements, such as subtitles, audio, and screening copies, will be provided by email to films accepted at the festival.

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 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 to 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.
● Submission of the film to the festival constitutes the applicant's declaration and confirmation that they hold all copyright and ownership rights in the film, and that there is no legal or other restriction preventing its screening as part of the festival. The applicant shall bear full responsibility for any claim arising from copyright infringement or any third-party rights relating to the film. The festival shall bear no liability for any such claims.

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 credits section.

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