TECHNICAL REQUIREMENT FOR PROJECTS

OF THE *CONTEST OF IT-PROJECTS IN MULTIMEDIA TECHNOLOGIES*

1. General requirement for projects nominated for the contest

a) Projects must be visible on PC with Windows XP/7/8/10 operational system.
b) Source files must accompany the contest projects and are to be located in the «source» folder.
c) Non-standard fonts must be stored in the "fonts" catalogue in case of usage the ones.

2. Requirements for projects nominated within the category of "Web design"

a) The project must be located in the folder with the corresponding name of the project. The folders "site" and "design" must be stored in the same folder.
b) The website is to be located in the folder **"site"** and be suitable for offline preview. The internal links on pages must be relative. Scripts CGI and PHP will not be considered by the jury. The link to the website online version should be indicated in the cover letter during the registration.
c) The folder **"design"** should contain 1-7 screenshots of the website in **JPEG** format. Please choose the best ones.
d) The work will be evaluated with regard to the graphical design and coding. The usage of constructors and CMS is forbidden.

3. Requirements for projects nominated within the categories of "Two-dimensional raster graphics" and "Two-dimensional vector graphics"

a) The project must be located in the folder with the corresponding name of the project. The folders "image" and "source" are to be stored in the same folder.
b) The work/series of works are to be located in the folder **"image"** in JPEG (jpeg, jpg) or CompuServe GIF (gif) formats.
c) The source file is to be located in the **"source"** folder. For example, if the work is done in Adobe PhotoShop, the file should be presented with psd extension without flattening; CorelDraw - file cdr; Adobe Illustrator – file ai, Paint – intermediate stages of work.

4. Requirements for projects nominated within the category of "Two-dimensional animation"

a) The project must be located in the folder with the corresponding name of the project. The folders "video" and "source" must be stored in the same folder.
b) The work should be stored in the **«video»** folder in video format. The video should be saved with the usage of K-Lite Mega Codec Pack version 6.5.0 codecs or that of lower level versions.
c) The source file is to be located in the **"source"** folder.

5. Requirements for projects nominated within the category of "Three-dimensional graphics"

a) The project must be located in the folder with the corresponding name of the project. The folders "image" and "source" must be stored in the same folder.
b) The work/series of works is to be located in the folder **"image"** in JPEG (jpeg, jpg) or CompuServe GIF (gif) formats.
c) The source file is to be located in the **"source"** folder. In case the project is made in 3ds Max, the scene should be presented in 3ds format.
d) In case external plugins and renders usage one should indicate their name and version in the cover letter during the project registration on the website.
e) Non-standard textures should be presented in separate folder "**texture**".

a) Remarks

The jury can decline projects that do not fulfill the mentioned requirements. If you cannot follow the regulations (at any reasons), please inform the organizer before the registration is closed.