

DIGITAL A-V COMPETITION

Rules :

1. Each entry for this competition can last for any length up to a total of 12 minutes.
2. The sequence should ideally be presented as a self-executing ('exe') file that will run on a PC system without any additional software. However, other types of sequence will be accepted if they will run using the club laptop's own preloaded software, including Windows Media Player and Powerpoint viewer.
3. The sequence should have a 'Title' image. An 'End' image is optional, but it should be obvious from the soundtrack or images that the sequence is finishing if the 'End' image is omitted.
4. At the end of the sequence the computer should return automatically to the desktop.
5. Details of the entry, including title and approximate duration, must be handed in to the organiser at least seven days prior to the competition. The running order will then be decided by a random draw.
6. The names of any collaborators must also be disclosed at the time of entry.
7. Entries should be listed in order of preference, in case 'culling' be needed to reduce the overall number of sequences accepted.
8. Sequences may be passed to the organiser by any convenient method, including CD/DVD-ROM, memory stick and internet file transfer. Entries must be with the organiser seven days prior to the competition.

Additional information :

The term 'Audio-visual sequence' is usually reserved for a combination of images and soundtrack that complement each other. They may tell a story, illustrate a piece of music or present interpretations of a theme. Successful sequences are often produced from 'scratch', rather than the result of dipping into one's existing images.

The images may be changed after a fixed interval, but it is usually better if they are changed when required by the sound-track - eg quickly during a fast paced piece of music and more slowly for quiet passages.

If you have an entry for this competition, please complete the form below and pass it to the organiser (Ray Wilson).

NAME	TITLE OF SEQUENCE	DURATION