

**DEV.PLAY ART CONTEST**  
**2D&3D art challenge for games**  
**Theme: Mythology**

The finalists artworks will be showcased as an art exhibition at Dev.Play 2018, the game development conference for Eastern Europe that will take place on 4<sup>th</sup> -5<sup>th</sup> of October at Grand Cinema & More from Băneasa Shopping City and at Bucharest Gaming Week (the date of the event will be announced later). At Dev.Play, a jury form by artist from game development industry will decide who's the winner of both categories.

**Who can participate?**

Young artists with the age between 16-25 years, that are passionate about digital art and wish to bring their ideas to life no matter if it's concept art or 3D modeling. They must not have a higher experience than 6 months (employed or from an internship) in a gaming studio. Submissions are accepted between 22<sup>nd</sup> of August and 1st of October for both categories:

1. 2D Concept Art
2. 3D Modeling

**Demands for each category:**

**2D Concept Art**

If you want to make a prop/character you must present two drawings:

- one with the object / character from three different angles (front, side, back);
- one beauty shot. In this case we want to see your creation in perspective (A pose in case of a character), placed in an adequate environment.

In case of an environment drawing we would like to see the concept in two stages of light, one by day and the other one by night (or two different situations in case of artificial light).

**What does your submission need to contain?**

Send us an email at [info@dev-play.ro](mailto:info@dev-play.ro) that must contain a ZIP archive with the following files:

- Images with the art work in various stages of execution (maximum 5) and use the format TGA;
- Final drawings as we described before in TGA format and at 1920x1080px resolution.

Also, in the submission email you must mention the following:

- Your full name;
- Name of the artwork;
- Email address;

- Phone number;
- Name of the artwork and the zip archives must be used like this: eg. **2Dcontest\_ArtworkName\_YourLastName.**

### **3D Modeling**

All participants must present a final scene in Marmoset Toolbag / Marmoset Viewer with all the textures loaded, adequate material settings and a basic setup for brightness. Everyone has the liberty to choose what software to use to model that certain texture.

3D Artists will have to choose a concept and/or reference images based on what they will create their artwork. It is allowed the concept modification, this not being an evaluation criteria for this category.

Great to have: Reference pictures or base concepts, highpoly model, lowpoly model, textures, a beauty shot rendered in an engine or other specific software.

#### **What does your submission need to contain?**

Send us an email at [info@dev-play.ro](mailto:info@dev-play.ro) that must contain a ZIP archive with the following files:

- The reference images / the concept in PNG format (maximum 5);
- Screenshots with high-poly in PNG format (if it's the case, maximum 7);
- Low-poly model in FBX / OBJ format;
- Textures in TGA format;
- Marmoset Toolbag / Marmoset Viewr scene in final stage;
- A beauty shot render in Marmoset (any post-process setting it's allowed).

Also, in the submission email you must mention the following:

- Your full name;
- Name of the artwork;
- Email address;
- Phone number;
- Name of the artwork and the zip archives must be used like this: eg. **3Dcontest\_ArtworkName\_YourLastName.**

### **Winners**

The finalists will be announced on the 2nd of October via email and will be asked for the original version of the artwork, in tiff format in order to be printed. There will be selected the best 15 artworks and the finalists will receive free entrance at Dev.Play 2018 Conference.

The winners of the best artworks from both categories will be announced during Dev.Play 2018 and the jury will be made of RGDA representatives and international speakers that will be present at the conference.

### **Awards:**

#### Best 2D Art

- ArtStation Pro Subscription
- Tableta Wacom Intuos M
- Personalised print with your own artwork
- Internship at AMC starting 1st of November 2018

#### Best 3D Art

- AMC Romania Internship
- ArtStation Pro subscription
- 3D Printed figurine with your own artwork

### **Creation copyright and personal data**

Dev.Play has no right over the artworks submitted during the art contest and the participants are the rightful owners. With the permission of the owners, Dev.Play will promote and showcase the artworks during the conference and after that.

Dev.Play will keep the submitted creations that does not enter in the finals only until the contest ends and after 3<sup>rd</sup> of October, we will not keep them anymore.

The 15 finalists creations will be presented to the public at Dev.Play and in mass media for a maximum 1 year period (with the name of the artist specified), in order to promote the contest and the artworks realized during this contest. Also, the creations of the 15 finalists will be collected to be exhibited at Bucharest Gaming Week event as well (with the owner's permission), that will take place in the last 3 month from 2018.