AnimeNEXT 2015 Anime Music Video Contest Rules

Please read these rules in their entirety. All dates are for 2015 unless specified otherwise. Entries that fail to follow these rules are subject to disqualification. Any questions about these rules should be directed to: amv@animenext.org

1. Deadline: All entries must be in by **11:59 P.M. Eastern Time on May 2. All contestants must submit their entries via the online entry form**, available at: http://www.animenext.org/events/amvs

2. Who May (Not) Enter: Any videos created in whole or in part by a member of the AnimeNEXT staff may not be submitted, except as noncompeting. Anyone else may enter, with the understanding that by so doing, you give us permission to show your video(s) at AnimeNEXT 2015 **and** at future AnimeNEXT events. You do not need to attend AnimeNEXT in order to enter, and indicating that you will/won't attend the con will not affect your chances of making the finals or winning.

3. Number of Entries: You may submit a maximum of **two (2) videos** to the contest. Each video you submit must be your own work, either in whole or as part of a collaboration. A collaborative video counts against the two-video maximum for every collaborator, no matter which collaborator actually submits it.

4. Rule #4: There is, for (fittingly enough) the fourth year in a row, no rule #4.

5. Age of Entries: All entries must have been completed on or after **April 26, 2014.**

6. Length of Entries: Trailer/commercial-style videos have a minimum length of **30 seconds.** All other videos have a minimum length of **1 minute.** There is **no maximum length**.

7. Video Sources: The video component of each entry must consist of **at least 75**% footage from anime, manga, and/or video games of Japanese origin. Anime is here defined as animation produced by the Japanese and originally released primarily for a Japanese audience (plus special cases such as *Vampire Hunter D: Bloodlust* and Afro Samurai).

8. Audio Sources: Except for trailer/commercial-style videos, the audio component of each entry should be mostly music. Audio from English dubs of anime is not permitted, as North American voice actors and industry representatives regularly attend the convention.

9. Objectionable Content: Sexual nudity and excessive gore/violence are not permitted. Any profanities that would not be permissible to broadcast uncensored on terrestrial radio between 6 A.M. and 10 P.M. are not permitted (see http://transition.fcc.gov/cgb/consumerfacts/obscene.pdf

10. Other Prohibited Video Elements:
- **Bumpers or credit sequences** to identify yourself or the sources used in your video are not permitted. (We will be creating our own standard title cards containing all of this information for each video.)
- **Subtitles** are not permitted unless you added them yourself. **Watermarks and logos**, whether belonging to broadcasters, fansub groups, codecs (such as the DivX logo that can be disabled from the codec options), or whatever else, are not permitted. See the Subtitle & Logo Removal Guide at http://www.a-m-v.org/guides/ if you need help removing such

distractions from your video.

- **Other corporate logos** are not permitted unless they were in the original animé footage (such as Pizza Hut's product placement in Code Geass); parodies thereof are fine, as long as it is clear that the original companies' trademarked logos are not actually being used.

- **Special note for trailers:** Bumpers that may have been present in the original trailers to **identify the movie studios** or other involved companies are not permitted. Parodies thereof are fine, as long as it is clear that the original companies' trademarked logos are not actually being used. Also not permitted is any mention of the **MPAA**; if you intend to start your bumper with the standard green screen, you will need to make a parody of it that does not mention the MPAA.

11. Judging: In the highly probable event that we receive more competing entries than can fit into the two hours allowed for our contest screenings, our panel of judges will prescreen the videos and select the finalists. Even if an entry does not make finals, it will still be shown at one of our overflow/noncompeting screenings, as long as it is not disqualified for breaking the rules given above. The exception to this is the unlikely event that we receive so many entries that we cannot fit them all into these blocks. In that case, we would not be able to guarantee that any particular video would be played, but we would prioritize videos whose creators had indicated they would attend the convention.

12. Categories: After the finalist videos have been selected, we will decide on the categories, based on the thematic elements present in the qualifying videos. In other words, we will select the categories to fit the finalists instead of fixing the categories up front, so that categories are not considered in the selection of the finalists. Therefore, we do not know yet what the final categories will be, except that they will be some combination of the following:
- Action
- Artistic
- Character Profile
- Comedy
- Dance
- Dramatic/Serious
- Fun
- Horror
- Romance
- Segmented/"Hell"-style
- Sentimental
- Trailer/Parody
- Uplifting

Entrants should select two to four of the above elements for each video entered as competing on the entry form. Though we will do our best to honor the creators' preferences as specified on the entry form, the judges have final say over how the qualifying videos are sorted into categories.

13. Awards: The audience will vote on the qualifying videos at the convention. These votes will decide the Best [Category] awards and runners-up. In addition, the coordinators may select one video for the Coordinators' Choice Award, to be awarded to an entry we deemed worthy of special recognition that did not win the audience vote in its category (runners-up are still eligible).

We currently expect the winners to be announced immediately before the Masquerade on Saturday night of the convention. This is subject to change.

14. Technical Specifications:

- Resolution: Preferred is 1280x720. Minimum is 640x352 (anything smaller is bound to look poor when played on the big screen at the convention). Maximum is 1920x1080 (our hardware cannot play anything bigger). **Please be mindful of title-safe/action-safe zones,** so that nothing important in your video gets cut off when played over the projectors at the convention.

- (Display) Aspect Ratio: Use either 4:3 or 16:9, whichever matches your source material. Yes, we will accept MPEG-1 and MPEG-2 files encoded for anamorphic 16:9 playback.

- Framerate: 23.976 and 29.97 are strongly preferred; 24, 25, 59.94, and 60 are also acceptable. We will do our best to accommodate other frame rates, but we recommend you do the conversion yourself to be sure that the result looks the way you want it.

- Audio channels: Mono or stereo only. The screening rooms at the convention are not equipped for surround sound.

- Audio sample rate: At least 44100 Hz is required.

- Audio bit depth: 16 bits only, please.

- Bitrate: **Please send us the highest-quality file you can, subject to a maximum size of 1 GB.**

- Blank leaders: We recommend you include two seconds of silent black leader on the beginning and end of your video, as our hardware may not sync the first 1-2 seconds of the video file properly.

15. Acceptable Video Formats: We will accept videos in the following containers. If you don't see it on this list, don't ask. For MP4/AVI/MKV, we can handle a wide variety of video codecs; our preferences are given below.

- **MPEG-4:** x264 video with AAC audio is our preferred format.

- **AVI**: XviD/DivX video is strongly preferred. (Our playback hardware cannot handle the usual lossless codecs such as HuffYUV, Lagarith, and UtVideo; if you send us video in one of these codecs, we will recompress it for the convention.) If using MP3 audio, please make it CBR (constant bit rate), not VBR (variable bit rate).

- **MPEG-2** (note that this is no longer our preferred format, but still accepted)

- **MPEG-1**

- **Matroska/MKV**: see MPEG-4

- **Windows Media (WMV)** - Please only use this as a last resort; if you edited your video in Windows Movie Maker, guidance is available on the Web for how to make it encode high-quality video. If you must use WMV, we STRONGLY suggest including two seconds of black leader on the beginning and end of your video to ensure proper sync on our hardware.

- **Quicktime (MOV)** - Please only use this as a last resort

16. Acceptable Audio Formats: We accept WAV (linear PCM only please), MP2, MP3, OGG, AAC (/M4A), AC3, and FLAC.

17. How to Submit Your Entry: As mentioned before, the entry form is online at: http://www.animenext.org/events/amvs; you may fill out the form before your video is complete. The entry confirmation e-mail you receive will contain a personalized link to the upload page. If for some reason the upload page does not work, send an e-mail to amv@animenext.org to request FTP access.

Again, all entry forms and videos must be completely received by the end of **May 2.**

- We will not accept direct links from file storage websites such as RapidShare, MediaFire,

YouSendIt, etc. or from your own webspace, nor will we allow file transfers over services such as IRC or AOLIM.

18. Because We Say So: The AnimeNEXT AMV staff reserve the right to make clarifications to these rules as necessary. We also reserve the right to reject any entry for any reason.