

Y85: Closet Classics

T-Shirt Design Competition

Introduction

If there's one thing about the past that people just can't stop coming back to, it's the fashion. Pieces go in and out of style in almost a cycle, having resurgences even 20 years apart from when they first trended. But there are some styles that are just here to stay, living on and passed down through generations.

In this competition, you're encouraged to set your creativity free and make your statement with a t-shirt design to rock the decade. Harness your imagination and create a look that no one could ever resist repping for years to come. What do you say? Do you have what it takes to make a closet classic?

Specific Guidelines

1. Participants must register for the event on or before September 24, 2024.
2. Entries shall include the following:
 - a. Official logos of the School of Computing and its Student Council shall be placed at the lower right portion of the output (Note: Not on the shirt itself). The official logos will be sent after the registration of the participants closes.
 - b. The t-shirt design must be related to this year's theme of the SOC Days which is 'PRESS START: Rediscovering the Retro Reality'.
 - c. The t-shirt design must have an image of a Fox (Mandatory Subject) and an element inspired by Retro Games (Mandatory). These elements may be mixed, but it must be obvious in the design itself.
3. The participant may use any kind of editing/drawing application. The guidelines below shall be followed:
 - a. File Size: 1080x1920 (Landscape) with 300 PPI/dpi
 - b. File Format: PNG
 - c. Submit the working file/s in whichever format it was created in (.psd, .kra, etc.)
4. The medium of submission will be through Google Drive. Each participant will be given their respective links to a private folder in which they will upload their entry.

- a. FILE NAME: ServerName_LastName_InitialsofthParticipant.png (e.g., Atari_DelaCruz_JM.png)
 5. The entry must be submitted before the given deadline which is October 4, 2024.
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Sanctions

1. Two (2) points deduction from the judges' overall average score of the specific event for every violation of the specific guidelines.
 2. Two (2) points deduction from the judges' overall average score of the specific event for every violation of the submission.
 3. Five (5) point deductions from the judges' overall average score of the specific event if the Server failed to comply with the deadline for submission of output for the specific event.
 4. Plagiarism of any form will automatically lead to the DISQUALIFICATION of the said participant.
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Criteria for Judging

1. Winners will be determined through the criteria shown below. The highest score will receive as follows:
 - a. Champion – Plaque, Free SOC T-Shirt, and Certificate
 - b. 1st Runner-Up – Certificate
 - c. 2nd Runner-Up – Certificate
2. The participants' entries will be posted on the School of Computing Student Council's official Facebook page for the People's Choice portion of the judging. The percentages for that criteria will be given as follows:
 - a. 1st Highest Reactions: 35%
 - b. 2nd Highest Reactions: 30%
 - c. 3rd Highest Reactions: 25%
 - d. 4th Highest Reactions: 20%

- e. 5th Highest Reactions: 15%
- f. 6th Highest Reactions and Onwards: 10%

3. Judging of the entries is done on a point scale by the student council. The criteria for judging are as follows:

<i>Content</i>	How the participants expressed their digital skills in an organized and well-delivered manner and how they adhered to the theme.	30%
<i>People's Choice</i>	How popular the design is.	35%
<i>Originality and Creativity</i>	How the participants showcased their creativity, inventiveness, and distinctiveness among the others through their digital art.	25%
<i>Overall Impact</i>	How the output resonated with the student council.	10%
TOTAL		100%

Awards

- Champion
- 1st Runner-Up
- 2nd Runner-Up

Note: Any problem encountered must be addressed to the corresponding Officers-in-Charge for the event before, within the course, or after the competition but before the awarding ceremony takes place. Otherwise, the concern will no longer be entertained.



Contact Persons

If there are queries or concerns, you may contact the following.

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Councilor for Events Management

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