



NUS STUDENTS' COMICS AND ANIMATION SOCIETY



GRAPHITE '08

Festival: The Colours of Life

An event organised by:
NUS Comics and Animation Society
Anime Festival Asia (AFA)

Official Partners:
The Tab
LEAD
Ngee Ann Polytechnic

Sponsored by:
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The TKG Comic Circle

Official Magazine:
GameAxis

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About NUS Comics and Animation Society

The NUS Comics and Animation Society (NUS Anime Club) of the National University of Singapore (NUS) is an independent society in NUS. It was formerly an interest group, and before that a sub-committee under the University's Cultural Activities and Community Services (CACCS) club. The club aims to increase comics and animation appreciation in the NUS student body, and through our activities, help stimulate creativity in the local manga art scene. Major events organised by the club includes the bazaar, Anime Film Fest, manga resale and Graphite. Do visit our website at www.nusanime.com.

About Graphite

Aims:

Graphite aims at providing a platform for talented and aspiring individuals to showcase their works, and through the competition, provide a valuable stepping stone for budding artists to gain recognition.

To ensure the continued success and relevancy of Graphite, the organising committee has consistently reviewed and revised the various categories in the competition to reflect the latest trends in the industry.

History:

NUS Anime Club first organized Graphite in 2001 as an intra-varsity manga drawing competition. The first Graphite was an unexpected success, and gained an increasing number of participants in the following years. Given the increasing popularity and prestige of Graphite, the competition was extended to Nanyang Technological University (NTU) and Singapore Management University (SMU) undergraduates in 2004, and subsequently, to the public in 2005. Graphite is now a national competition, and widely acknowledged to be the premier competition in the local semi-professional circuit.

Theme:

The theme for Graphite '08 will be "**Festival: Colours of Life**". Participants can draw their ideas from existing festivals or create their own festival, and are highly encouraged to create original fictional festivals or draw on interesting festivals that are not widely known.

Registration:

Registration officially begins in May. Interested participants can register for the competition online at the official Graphite website - <http://graphite.nusanime.com>. There is no registration fee required.

Submission:

The deadline for submission is 28 September 08. We will be accepting both physical and digital submissions. The venue for accepting physical submissions will be announced on the Graphite website at a later date. In addition, for those who wish to submit early, physical submissions will be accepted during our annual club Bazaar from 3-5 September 08 in NUS, while digital submissions will be accepted via email. More submission details regarding physical and digital submissions can be found at the Graphite website.

Exhibition/Prize Presentation:

The exhibition cum prize presentation will be held in conjunction with Anime Festival Asia at the Suntec City Convention Hall on 22-23 November 08. More details will be released closer to the date.

Post-Competition Features:

A Deviantart website has been set up, and we will be uploading the winning artworks to the gallery.

Contact Details:

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Appendix 7.1: Details of Competition

Division Guidelines:

Secondary Division

- Individuals residing in Singapore and enrolled in MOE or International Secondary Schools
- Ages 12 to 18 (age as of 1 Jan 2008)

Open Division

- Individuals residing in Singapore and not studying in Secondary School.
- Ages 16 to 35 (age as of 1 Jan 2008)

Category Guidelines:

Character Design

Category	Media Accepted	Participants
Secondary	Traditional/Digital black and white media OR Traditional/Digital colour media	Secondary Division
Open Traditional	Traditional black and white media OR Traditional colour media	Open Division
Open Digital	Computer generated graphics OR Digitally enhanced graphics done in traditional media	Open Division

Following the model of previous Graphite competitions, there will be a character design competition. Participants can either draw the whole artwork using traditional medium or computer. They can also create their drawings using both media but that would be classified under digital category.

Short Story Manga Composition

Category	Media Accepted	Participants
Open Manga	Black and white or Colour Traditional or digitally enhanced medium	Open Division
Team Manga	Black and white or Colour Traditional or digitally enhanced medium	A team of not more than 2 people

This year, Graphite will target a larger audience group for the manga short story competition. There is an individual and a team category for participants to choose from.

For all categories:

1. All submissions must be accompanied by a short write up of **not more than 150 words** describing the chosen festival and on what occasion/date the festival will happen.
2. All members of the organizing committee will not be allowed to participate in the competition.

For Character Design:

1. Participants for character design category must enter the competition as individual. No teams allowed.
 2. For participants of age 12-17 and studying in a Secondary School in Singapore, they can enter the "School - Character design" division.
 3. For participants of age 18-35 and are not studying in a Secondary School, they can choose to participate under "Open - Traditional character design" or "Open - Digital character design"
 4. The competition will be in the form of **Character Design Illustration**, i.e. creating an **original** character in **festival costume**. Participants are to produce an artwork of **a character** in a pose with a **festival backdrop**, on **one A3-sized paper**.
 5. As the theme is festival, the background of the artwork can consist of other characters. However there must be a distinct character at the foreground which the judges can easily identify to be the main character.
 6. Character designs can range from humans to "other creatures with human-like characteristics". While Graphite encourages creativity, participants must understand that the essence of their designs also lies in their understanding and sensitivity towards their character types, and how successfully they bring out the characteristics of their chosen characters.
 7. The character can carry an avatar (equipment, pet, etc.).
 8. If it is a living avatar, it should be small and must not be confused with the main character.
 9. For those choosing to illustrate in the traditional medium, the artwork is to be illustrated in **tones of black and white (including grey) or coloured using only traditional media (ink, water colour, pencil except charcoal)**.
 10. For those choosing to illustrate in the digital medium, the artwork is to be illustrated in **part or wholly using computer programs (Adobe Photoshop, Coral Painter etc)**.
 11. For those illustrating in the traditional medium for all 3 categories, each participant will be required to hand in the hardcopy.
 12. Participants for the choosing to illustrate digitally will submit a copy of their works and records of their work progress as a proof of not plagiarising. Participants may choose to submit either physically (i.e. works have to be printed, and all work progress saved in a CD), or via email.
9. By entering this competition, all entrants agree that 'Graphite 08' and the organizing committee for the art competition cannot be held responsible for any damage or loss of artwork. In addition, the organizer has the right to copy or duplicate any submitted piece of work for later promotional use and for other commercial purpose.
10. All entrants by submission also declare their entry to be an original (previously unpublished) and not copied from any other. 'Graphite 08' or its organizer will not be responsible for any copyright breach, plagiarism or legal infringement.

11. All disqualifications and disputes over eligibility for participation and/or winning a prize will be settled at the judges' and organizers' discretion. All judges and organizer decisions will be final.

12. The organizers retain the right to alter these terms and conditions at any point before the judging without prior notice.

For Short Story Manga Composition:

1. The competition will be in the form of **short story manga** creation relating to the theme this year.
2. This category is for participants of age 7-35.
3. Participants can choose to participate alone under “Individual Manga or pair up with a friend and participate in “Team: Manga”.
4. Participants are to produce the **short story manga** on **single-sided A4-sized** paper
5. The page limit for the Individual and Team Manga is 2 - 8 pages and 4 - 16 pages respectively.
6. The pages are to be illustrated in **colour or tones of black and white (including grey)** using **traditional medium (ink, pencil, screen tone paper or water colour medium etc)** and/or using **computer programs (Adobe Photoshop, Coral Painter, Tab Manga etc)**
7. Participants using traditional medium will be required to submit the hardcopy
8. Participants using digital medium will submit a printed copy of their work and a CD containing records of their work progress to prevent any incidences and/or claims of plagiarism.
9. By entering this competition, all entrants agree that 'Graphite 08' and the organizing committee for the art competition cannot be held responsible for any damage or loss of artwork. In addition, the organizer has the right to copy or duplicate any submitted piece of work for later promotional use and for other commercial purpose.
10. All entrants by submission also declare their entry to be an original (previously unpublished) and not copied from any other. 'Graphite 08' or its organizer will not be responsible for any copyright breach, plagiarism or legal infringement.
11. All disqualifications and disputes over eligibility for participation and/or winning a prize will be settled at the judges' and organizers' discretion. All judges and organizer decisions will be final.
12. The organizers retain the right to alter these terms and conditions at any point before the judging without prior notice.

Appendix 7.2: Judging Criteria

Judging:

There will be a panel of judges for the whole competition, who will be experts in related fields. They will judge the pieces of work according to a set of criteria. The judging process will take around two to three weeks. Confirmed judges include Imaginary Friends Studio and the TKG Comic Circle.

The judging criteria will be as follows:

A point system will be applied. Each area of artwork: coloring, relevance to topic provided, drawing technique etc will be allocated a percentage of the final result and the judges will grade each area by giving points. The final grade will be calculated by adding up all the points awarded to each section. Prizes for winners will then be awarded accordingly.

Grading Criteria for Character Design

Character design	35%
Background (festival atmosphere)	10%
Skills	30%
Theme Relevance (and write up)	25%
Total	100%

Grading Criteria for Short Story Manga

Story Plot	15%
Artwork	35%
Characterisation & Design	35%
Theme Relevance (and write up)	15%
Total	100%

Appendix 7.3: Judges' Biography

Stanley:

Better known as Artgerm, is the creative director and key founder of [Imaginary Friends Studios](#)(IFS).

- When Stanley was an art director at the advertising agency Paprika, he created the Pepper Project to inspire his creative team to explore as many different styles as possible, using the singular concept of a female character “Pepper”. Eventually Pepper became a cult mascot in the digital art community.
- After some years in the advertising industry, Stanley one day decided to set up a studio that would allow him to enjoy what he loves best, and still make a living out of it, and to provide a viable space for aspiring fantasy illustrators and artists a place to fulfill their dreams of breaking into the entertainment industry.
- Some of Stanley's notable clients include CAPCOM, NAMCO, SNK and Blizzard Studios.
- Stanley's words for aspiring creators, “Be curious. Do not settle for anything less. An elite artist is not someone who waits for things to happen but one who actively seeks for knowledge though every mean. Have an international vision, know where you stand internationally and what you can offer to the industry. Lastly and most importantly, never see Art as a subject or job. It's a lifestyle we choose to live for.”

Kai:

One of the founders and a senior art director at IFS.

- Before founding IFS, Kai was interning at an advertising agency where he met Stanley and Kendrick. For a long while, he has has been dabbling in mods and independent game design as a concept artist, and the eye opening experiences at the design agency only served to ignite a passion to explore even more possibilities within the entertainment industry.
- Kai has designed for Zombie Studios on Shrapnel, Wizkids on Mechwarrior and Nuclear Dawn for Half Life 2. He dreams of designing his own game one day.
- Preferred medium: Digital and Ink
- Kai love sandbox-style games and those that promote emergent gameplay rank high on his list! Syd Mead and Lebbeus Woods are some of his favourites artists.
- Kai's words for aspiring creators: “Learn to love what you do”.

Kendrick:

The other senior art director at IFS, and also one of the founders.

- Before founding IFS, Kendrick was working for on a project for Square Enix in Japan. He was involved on PS2 game “Valkyrie Profile 2”.
- Some of his notable works include Ero Ero, that was featured in “World Greatest Erotic Art of Today” Vol 2 and the DOTA load screen featured in Spectrum Vol 15.
- Artists such Moebius, Katsuya Terada, Justin Sweet and Range Murata inspired his art.
- Kendrick's words for aspiring creators: “Do not be afraid to learn and copy. It is from that that your own style will eventually surface. Also, keep going back to refresh on fundamentals, there's always something new to learn and discover when you go back.”

Jennyson Rosero:

Known as 2ngaw on DeviantArt, Jennyson is IFS' resident manga artist from Philippines.

- He started drawing at the age of 13, and began professional work three years later for Questor Magazine, Philippine's anime and manga magazine.
- Jennyson's first break came in 2003, when he provided the artwork on American manga "No Man's Land" from Seven Seas Entertainment. He moved to Singapore in 2007 to join IFS.
- Currently Jennyson is working on Freedom Formula, the cyberpunk mecha racing series from Radical Comics.
- Jennyson is a manga, comics and anime fan, X-men, Genshiken, Diebuster, Escaflowne, Jin-Roh, stuff by Masami Obari are among his list of favourites.
- His published manga works are "No Man's Land" and "Free Runners" from Seven Seas Entertainment. He's also responsible for the good girl art found in the pages of FHM Philippines.
- Jennyson's words for aspiring creators: "Practice. Lots of practice."

Appendix 7.3: Planned Awards

If the quality of the artwork is not up to standard, the Gold prize may not be awarded, and the judging committee might award up to 2 silver prizes instead. Similarly, depending on the quality of the artworks, up to a maximum of 3 honorary mentions may be awarded. The prize amounts denoted above are inclusive of non-monetary prizes and are subjected to change depending on sponsorship. Below is the breakdown of the prizes. The value stated refers to the equivalent value they will get, which might be in the form of cash, products and/or vouchers.

Prizes for Secondary Character Design category

Gold:	\$300
Silver:	\$200
Bronze:	\$100
Up to 3 Honorary Mentions:	\$50

Prizes for Open (Traditional) Character Design category

Gold:	\$400
Silver:	\$300
Bronze:	\$200
Up to 3 Honorary Mentions:	\$50

Prizes for Open (Digital) Character Design category

Gold:	\$400
Silver:	\$300
Bronze:	\$200
Up to 3 Honorary Mentions:	\$50

Prizes for Individual Short Story Manga category

Gold:	\$400
Silver:	\$300
Bronze:	\$200
Up to 3 Honorary Mentions:	\$50

Prizes for Team Short Story Manga category

Gold:	\$400
Silver:	\$300
Bronze:	\$200
Up to 3 Honorary Mentions:	\$50

In lieu of the recent changes made to the categories, for both the Individual and Team Short Story Manga categories, one honorary mention from each category will be given to a participant from a primary and secondary school, provided that neither are featured in the top three (i.e. Gold, silver or bronze).