

# Escape Awards



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# 1. Introduction

Thank you for getting involved in this year's Escape Awards!

In addition to our world-class training programmes, Escape Studios' aim has always been to help talented individuals find their way into the 3D animation and visual effects industries. Last year Ridley Scott, a friend of Escape Studios, provided his support to give the Awards a fantastic start. This year the search for creative talent goes to the next level with our fantastic selection of supporting companies. All of the sponsors work closely with us and we know that they are as excited as we are to see this year's entries. These partners are at the top of their game and the ability to learn from them is utterly invaluable to anyone looking to start a career.

If you would like to visit Escape Studios feel free to call or email us anytime in order to arrange a tour and a chat about what we can offer. If you have any more questions or queries about the awards drop an email to [awards@escapestudios.co.uk](mailto:awards@escapestudios.co.uk).

We hope you'll have fun working on your entries and we wish you the very best of luck,

A handwritten signature in black ink, appearing to read 'D. Davenport', with a stylized flourish at the end.

**Dominic Davenport**  
Managing Director  
Escape Studios

## 2. The Aardman Award



**The Brief** Either environments OR characters - if it's characters we'd like to see them rigged - there's nothing worse than having a lovely model that can't be animated. If environments we'd like to see some texturing too.

**Character Animation** Use a character (of any sort, could be really simple) to show off your acting, posing and timing skills. Lip-synch could be included too if you like. We probably don't want to see the Disney over-acting style - something a bit more subtle and interesting - unless it's done really well!

In no more than 30 seconds demonstrate skill in character animation using a maximum of two characters. Background elements and props can be used but are NOT essential. Judging will focus on the animation.

**Environment** Anything at all. It would be nice to see an environment with character and mood. We'd like to see one preparatory sketch, even something very rough and a short clip of your environment lasting no longer than 30 seconds.

Please note that the shortlisted entrants may be asked to supply source files of their work in order to demonstrate their working practice.

**Deliverables** A CD-ROM containing the following:  
1 x 30 second clip supplied at PAL resolution (720 x 576) and as a .TIF image sequence

A4 Hard copy printouts:  
1 x Preparatory artwork piece supporting your clip

Have fun!

**Stefan Marjoram**  
Aardman Animations

### 3. The Cinesite Award



**The Brief** Create a realistic environment using paint and texture techniques. This same environment will need to be presented in three key stages in order to re ect a “passage of time”. Photographic material may be used as a starting point or as part of the transition. The length of time is up to the artist's creative interpretation.

**The Focus** Painting and drawing skills will be the main focus of this award. The ability to match photorealism will be key. Entries will be judged on creative presentation, not just technical execution.

Please note that the shortlisted entrants may be asked to supply source files of their work in order to demonstrate their working practice.

**Deliverables** A CD-ROM containing the following:  
1 x 2k digital still (jpeg or tif) of the original environment  
1 x 2k digital still (jpeg or tif) of the work in progress  
1 x 2k digital still (jpeg or tif) of the environment in it's finished state

Optional – if the artist would like to present the 3D look of this piece, a 10 second PAL quicktime showing the environment using a minor camera move may be submitted as well.

A4 Hard copy printouts:

1 x Colour printout of the original environment  
1 x Colour printout of the work in progress  
1 x Colour printout of the environment in it's finished state

**Dan Pettipher**

Head of 2D  
Cinesite



## 4. The Mill Award

**The Brief** Create a detailed 3D model of a small organic life-form that exists in your day-to-day surroundings. This could be anything from a plant to a pet. Using photographic reference accurately model and texture your subject and produce a finished render.

**The Focus** The focus here is on attention to detail and technical skill. Animation is NOT required. The final image does not have to be rendered in a scene but can simply be placed on a single colour background.

Please note that the shortlisted entrants may be asked to supply source files of their work in order to demonstrate their working practice.

**Deliverables** A CD-ROM containing the following:  
3 x 2k digital stills (jpeg or tif) of the finished piece from different perspectives

A4 Hard copy printouts:  
3 x Colour copies of the above images

Remember, although a good idea is important, quality of execution is what we're looking for. Good luck.

**Stephen Venning**  
Head of 3D  
The Mill

## 5. The Lionhead Award

**The Brief** Daniel Defoe's 'Robinson Crusoe' is sometimes described as the first British novel. Initially 'survival' and later 'escape', are the aims of the protagonist, both on his own and later with the help of his friend Friday. Take this classic tale of adventure and make your own treatment. It could be classical, modernised, politicised, made comic or transplanted to another location or culture.

We want to see how you deal with the themes and relationship between the man, and his environment, whilst keeping the idea of gameplay at the core of your submission. In the main area of the brief you have a choice between submitting a character design OR environment concepts. The rest of the deliverables are compulsory for all.

**Character** Design a character for the game, Robinson or Friday. Prepare a character sheet, showing full body views, typical poses etc. Remember players would expect to spend many hours with the character so they must be appealing and expressive. Of course you can include working drawings and sketches too.

**Environment** That Robinson is on some kind of island is a given. We'd like to see designs of the kind of perils he may have to negotiate to survive and escape back to England. Add to this a colour 'concept board', giving a feel/mood of the art direction of his surroundings – colour palettes, lighting, etc. Also we'd like to see some plans for the layout and construction of the environment, from which artists could create in-game models and levels.

**Storyboard** Illustrate a 30 second section of gameplay in a storyboard.

**3D Model** Design and model an 'emblematic object' which captures the heart of your game concept or art direction, in any 3d software. Textures are not essential, a default material render is fine.

Please note that the shortlisted entrants may be asked to supply source files of their work in order to demonstrate their working practice.

**Deliverables** 1 x Character Sheet  
OR  
1 x Colour Concept Board and some working designs/ layouts of the environment

1 x Storyboard illustrating a section of gameplay  
1 x 3D model of an Emblematic Object capturing the heart or art direction of the game  
1 x A4 Colour printout/Render of 3d model of Emblematic Object

We'll be looking to see creativity in the artwork and innovative ideas in the gameplay, though your interpretation can remain close to the classic original and still achieve this if you so choose. Remember you can submit a character design or environment concept.

Good luck!

**Andrew Lindsay**  
Senior Animator  
Lionhead Studios

## 6. Terms & Conditions

<b>Key Dates</b>	Call for Entries Closing Date Finalists Announced Winners Announced	Wednesday 17th November 2004 Friday 21st January 2005 Friday 4th February 2005 Friday 25th February 2005
<b>Deadline</b>	As indicated above the deadline for entries is the 14th January 2005 at 6pm. Any entries received after this point will not be accepted. All entries must be delivered to:  The Escape Awards Escape Studios 126 Westbourne Studios 242 Acklam Road London W10 5JJ UK	
<b>Registration</b>	All entrants must register online at <a href="http://www.escapestudios.co.uk/awards">www.escapestudios.co.uk/awards</a> before submitting any artwork. Any entries submitted by unregistered applicants will not be accepted. The entry fee for the Awards is £15.00 inc. VAT (US\$25.00 or EUR€20.00).	
<b>Eligibility</b>	The Awards are open to anyone who is not currently employed within the field of 3D animation or visual effects. International entries are welcome.	
<b>Entry Form</b>	ALL entrants must include a completed entry form with their submission. Any entries received without a completed entry form will not be accepted.	
<b>Deliverables</b>	All entries must be submitted as specified in the PDF briefs. Any entries not supplied in this format will not be accepted. We are unable to return any of the work submitted.	
<b>Copyright</b>	Please ensure that submitted work does not infringe copyright laws. Whilst all entries remain the sole property of the entrant, Escape Studios reserve the right to use any submitted work for PR and advertising purposes relating to the awards.	
<b>Judging</b>	The judging of each category will be undertaken by the relevant sponsor after the deadline. The shortlisted entrants will be announced and further material may be required by the judges in order to determine an overall winner. The judges decision is final.	
<b>Winners</b>	The winner of each award will win a work placement with the category sponsor. This is a fantastic opportunity to acquire both invaluable experience and contacts. Each of the sponsors are at the top of their respective field and are keen to provide the lucky winners with a chance to learn from the best.  Please note that Escape Studios and sponsors take no responsibility for travel and accommodation requirements for award winners. The dates of the work placements will be mutually agreed between winner and sponsor. The work placements will be unpaid, therefore prior consideration should be given to any practical concerns the winner may have. Due to the unpaid nature of the work any overseas winners will only requires standard visitors visas. Both the terms and duration of the work placement will be determined at the sponsors discretion.  The prizes are non-transferrable and there is no cash alternative.	

# 7. Entry Form

**Personal Details**

Name \_\_\_\_\_

Telephone \_\_\_\_\_

Email \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_

**Registration Code**

Please enter your registration number below. This is the number given to you once online registration has been completed.

\_\_\_\_\_

Reg, No.

**Deliverables**

Please include a full list of deliverables below. This list should incorporate everything you have submitted for your entry. Please label your deliverables accordingly.

\_\_\_\_\_

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**Declaration**

I confirm that all of the information I have supplied is accurate. I have read and fully understood the terms and conditions as set out in this document and agree to abide by them.

\_\_\_\_\_  
Signed by Entrant

\_\_\_\_\_  
Date