

GSA BAFTA Student Film Awards

Rules and Information 2020

TIMETABLE 2020

Tuesday, March 3	Open for Submissions
Friday, April 24	Submissions Deadline
Tuesday, May 19	Shortlist Announcement
Tuesday, June 16	Finalist Announcement
TBC	Finals Event, Los Angeles

KEY ELIGIBILITY CRITERIA

Submission requirements: All films must be selected and submitted by the staff or faculty of an eligible college or university on behalf of the student filmmaker. Students cannot submit films directly. Films submitted to previous Student Film Awards cannot be resubmitted. Films must be submitted for consideration via an online link. The link may be password protected but must not require membership or the creation of an account for access. The links must remain live until June 16, 2020.

Number of submissions: Each eligible institution may submit up to three films in each of the 10 categories to the BAFTA Student Film Awards. The maximum number of submissions per institution is therefore 30. Of these 30 films, no more than three can be submitted per category.

Director: All Directors for each film must be a current or recently graduated full-time student in a degree-granting program at an eligible college or university. Only one film can be submitted per director in a submission year (Directors who have submitted in previous years or competitions may have new works submitted on their behalf).

Definition of Student Film: Submissions must have been made in a teacher-student environment within the curricular structure of that institution.

Completion date: Submissions must have been completed after April 1, 2019. Works-in-progress will not be accepted.

Deadline: All submissions must be submitted via the BAFTA submission portal no later than 11:59pm GMT on Friday, April 24, 2020.

Invitation: Eligible institutions must be invited to submit to the BAFTA Student Film Awards. Submissions will not be accepted unless an invitation has been extended. BAFTA will determine an institution's eligibility for an invite based on accreditation criteria that varies by geographic region.

CATEGORIES

Participating schools may submit up to 3 films in the each of the following 10 categories. Each film can only be submitted once, in just one category.

1. **Live Action Drama**
2. **Live Action Comedy**
3. **Live Action Alternative**
4. **Animation: CG**
5. **Animation: 2D**
6. **Animation: Stop Motion**
7. **Documentary: Less than 30 Minutes**
8. **Documentary: Less than 20 minutes**
9. **Documentary: Less than 10 minutes**
10. **Experimental/Alternative**

Please note that any interactive projects, including VR, 360 video, AR, Choose-Your-Own-Adventure or Games projects, should be submitted for consideration for our Interactive Media Showcase.

Definition of Live Action: Live action film uses imagery created primarily through practical photographic techniques used to capture physical actors, props, sets, and locations. It may incorporate animation or documentary elements, but if those elements are more prominent than live action elements, it should be categorized accordingly. *Live Action films cannot exceed 25 minutes in duration.*

Definition of Live Action Drama and Live Action Comedy: Submissions should be entered according to the category that best matches the overall tone. A film entered as a comedy should primarily use comedic devices for the conveyance of its themes and ideas. A drama may employ comedy, but should primarily use

dramatic devices for the conveyance of its themes and ideas. Ultimately, films will be judged for their overall quality, not merely for their use of comedy and/or drama.

Definition of Live Action Alternative: Live Action Alternative is intended for excellent live action films that do not fit into either **Drama** or **Comedy** categories. If they can be categorized as either **Drama** or **Comedy**, they should be entered into those categories. This category should be reserved for films that experiment or subvert traditional story structure, tone and style in such a way that distinguishes them from traditional narrative pieces. If they experiment with form in such a way that means they do not fit into the **Live Action** category at all - they should be entered as **Experimental/Alternative**.

Definition of Animation: Animation is primarily animated throughout the majority of the length of the film and has a significant number of animated major characters. Fully animated documentaries can be submitted in either category, according to the wishes of the filmmaker. *Animation films cannot exceed 25 minutes in duration.*

Definition of CG Animation: Computer graphics animation primarily using figures, objects and/or backgrounds modeled in a virtual three-dimensional space. This may include the use of motion or performance capture technology.

Definition of 2D Animation: 2D animation primarily uses figures, objects and/or backgrounds that are hand-drawn, whether digitally or on paper. It may use computer-generated images and effects, but the primary characters and the animation itself will be two-dimensional.

Definition of Stop Motion Animation: Stop Motion Animation primarily uses a camera to capture frames composed in three-dimensional physical spaces, using puppets or other objects, to create an animation.

Definition of Documentary: A film will be classed as a documentary if it is predominantly factual in content; this includes reenactments, animation, archive footage and stills as well as documentary footage. Dramatized factual subjects will not qualify as documentaries.

Documentary Categories: Documentaries are categorized according to length: less than 30 minutes; less than 20 minutes; and less than 10 minutes. The full length includes all credit sequences.

Experimental/Alternative: This category is reserved for short films that do not fit into any of the other categories. They may blend categories, or experiment with form and visual language. However, if the submission is primarily Live Action (primarily photographing physical spaces or people), it should be entered into the **Live Action Alternative** category. *Submissions in this category cannot exceed 25 minutes.* **Please note that we cannot accept interactive projects for the Student Film Awards. Any interactive projects, including VR, 360 video, AR, Choose-Your-Own-Adventure or Games projects, should be submitted for consideration for our Interactive Media Showcase.**

SELECTION

Once submitted, eligibility of entries and category definition will ultimately be determined by the BAFTA Los Angeles New Talent Committee and Staff. Once submitted, if a film is deemed ineligible, the submitting film school will not be offered an opportunity to submit an alternative film. The entries shall be judged on the basis of originality, craft, entertainment and artistic quality, without regard to cost of production or subject matter.

Final decision on the number and selection of finalists will be decided by the Committee and their decision is final. Such other rules as may be considered necessary for the proper conduct of these awards shall be adopted by BAFTA Los Angeles, subject to the approval of the Board of Directors of BAFTA Los Angeles.