



REGULATIONS OF THE ANIMAP 2026 INTERNATIONAL VIDEO MAPPING COMPETITION

General Conditions

1.1. These regulations determine the procedures of the COMPETITION. The Competition is an international contest of audiovisual works representing 2D-3D light projections onto physical urban objects, considering their geometry and positioning, accompanied by music and/or voice-overs. The key requirement for the Architectural Mapping Competition is the use of effects, artistic techniques, and original ideas on how to integrate the entry work with the architectural peculiarities of the facades.

The Competition is held among professionals, students, creative teams, design studios, etc. Contestants must hold the copyrights to the audiovisual works or must have the right to use them for this Competition. The usage rights for the Competition works are granted to the Department without the consent of the authors or copyright holders and without royalties. All materials submitted to the Competition will not be reviewed and will not be returned to the authors (owners).

Competition dates: September 24 to October 8, 2026.

1.2. Selection and evaluation criteria:

- Imagination and originality
- Execution and Technique
- Choice of music
- Audience reaction

1.3. The winners are selected on a competitive basis.

1.4. The number of works per individual author or group of authors is limited to one.

1.5. Competition entries may be submitted by individual authors or groups of authors. Both Spanish and international individuals and legal entities may submit works to the Competition.

2. Main Objectives of the Competition

2.1. Promotion of modern art technologies among professional and amateur audiences.

2.2. Creation of Valencia's image as one of the European centers for audiovisual art technologies.

2.3. Discovering the best ideas contained in the audiovisual works of professionals and students.

2.4. Promotion of design activity and activation of the creative potential of audiovisual artists.

2.5. Promotion of creative initiatives, innovative ideas, and new technologies.

2.6. Stimulation of the creative potential of young people.

2.7. Creation of a communication environment for artists and a creative atmosphere in the field of contemporary art and design.

2.8. Attracting the attention of the media, the public, and professionals toward innovations in light art.

3. The Competition Jury and its Routine

3.1. The Department forms a Competition Jury for the organization of the Competition and the evaluation of the Competition itself.

3.2. The jury consists of renowned Spanish and international multimedia design experts, architects, artists, art historians, and other prominent culture, art, and public figures.

3.3. The most authoritative expert on the Jury is appointed as President of the Jury.

3.4. Jury sessions are held online using ZOOM or GOOGLE MEET technology during the Festival period.

3.5. A final Jury session is held for the final evaluation of the Competition works.

3.6. A Jury session constitutes a quorum if more than half of the total number of judges are present.

3.7. The Jury's decision is recorded in a protocol. The protocol will be agreed upon with the help of ZOOM technology by the President and all Jury members. The signed protocol is kept in the Department's archives.

3.8. The Jury's decision will be made during the event and after viewing all finalists. The Jury's ruling will be published on the official Competition website: <https://ficiv.org/animap/>

4. Awards

4.1. The sole winner will be awarded a prize and published on the official Competition website. There will only be one winner, whose prize will consist of €1,000.

4.2. The Festival Organizing Committee will prepare certificates for the 10 finalists to support the video mapping works included in the 2nd stage list. The certificates will be sent by email.

4.3. Individuals and companies interested in the development of light and art technologies have the right to submit a proposal to the Department to additionally reward participants.

5. Media Coverage of Competition Results

5.1. The results of the Competition Jury will be covered by the media and the press. To this end, the Department will issue a press release regarding the Competition.

5.2. The report on the Competition and the awards will be published on the Festival website.

6. Terms and Conditions of the Competition

6.1. The use of architectural video mapping techniques, methods, and effects is a mandatory term and condition.

6.2. Only those architectural video mapping works that are relevant to the Competition will be accepted.

6.3. Style solutions will be chosen by the Contestants themselves.

6.4. Images for the Competition must be submitted without any signs or logos.

Competition Structure (3 Stages)

1. First Stage

1.1. By August 15, 2026, confirm your participation by filling out an application form on the official Competition website: <https://ficiv.org/animap/>

1.2. Contestants who pass the first stage will be additionally informed via email; it will also be published on the website.

2. Second Stage

2.1. The entry work is a 2D-3D audiovisual projection onto the facade of the Palau de la Generalitat de Valencia, Torre Vella.

2.2. By September 10, 2026, you must provide a teaser, a portion of the work, or the complete work for pre-selection. The teaser at this stage must meet the following requirements:

- **Format:** Video file with a soundtrack (.mov or .mp4)
- **Resolution:** HD, Full HD
- **Duration:** 180 seconds to 240 seconds.
- **2.3.** By September 20, 2026, the Competition Organizer will pre-select the submitted works so that only the best of the best will be displayed on the facade. Contestants who pass the second stage will be informed via email.

3. Third Stage

3.1. By September 30, 2026, provide the final work. Instructions regarding the final works will be provided to the Contestants separately. The final work must meet the following requirements:

- **Torre Vella Facade:**
- **Image Resolution:** 1200 x 1479
- **Video:** DXV Codec with sound (*.mov), 30 FPS
- **Sound:** .wav 16bit/48000Hz (separate file)
- **Duration:** Maximum 4 minutes (180 to 240 seconds).

3.2. The original materials will be available for download from the website.

3.3. The content and technical parameters of the submitted works will be checked by the Competition Organizer. The Competition Organizer may refuse to allow the competitor to demonstrate their work without explanation.

3.4. The final works will be exhibited at the Venue during the Competition.

3.5. Contestants will be able to see a demonstration of their works on the official festival website. The organization will provide one night of hotel accommodation for the finalists.

3.6. Each Contestant guarantees that they possess all copyrights or usage rights for the work submitted to the Competition in the moments, in the form, and by the means described in these Regulations; the Contestant's rights to the audiovisual work do not violate any copyright, associated rights, and/or patent rights, rights to identification media, or any other intellectual property rights, or other property or personal rights of third parties. The Contestant also ensures that the work does not harm the honor, dignity, and/or reputation of third parties. The Contestant guarantees that all possible claims by third parties will be resolved by the Contestant at their own expense. The application for participation in the Competition is considered the Contestant's acceptance of all the conditions of these Regulations.

3.7. Limits of the Department's right to use works submitted to the Competition Contestants (authors, copyright holders) grant the following rights to the Department (on a royalty-free basis):

- Public demonstration of the works during the Competition/Festival on the selected object.
- Broadcast, via television and cable television, during the preparation of the Competition/Festival, during the Competition/Festival itself, and after the Festival has concluded, for an indefinite period.
- Placement of the Festival name or logo in the frame or in the credits of the work in case of uploading it to the Department's or the Competition/Festival's websites.
- Storage of the work and its display on the Department's and the Competition/Festival's websites during the preparation of the Competition/Festival, during the Competition/Festival itself, and after the Festival has concluded, for an indefinite time.
- Use of the work in reports about the Festival.
- Transfer of a part of the complete work to the media for publication to promote or cover the Festival by media outlets or screenshots (for the press) without mentioning the authors of the work shown, for an indefinite time and without territory limits.
- Use of the Competition works by different media for informational and cultural purposes without the consent of the author or copyright holder, and without mentioning the author or paying royalties, for an indefinite time and without territory limits.
- Inclusion of video filmed for informational purposes during the Competition/Festival using fragments of the projection mapping in audiovisual pieces, and the assignment of said rights to third parties without the consent of the author or copyright holder, and without mentioning the author or paying royalties, without restriction of time or territory.

Competition works are not reviewed and will not be returned.