Pixel Shift

Intro

Introducing Pixel Shift, a ground-breaking sub-event that stands as a pioneer in the realm of digital artistry. As the first of its kind, Pixel Shift pushes the boundaries of creativity by merging traditional art with cutting-edge technology. This innovative fusion showcases the evolution of art into the third dimension, where pixels not only animate and shift but also transform into multidimensional masterpieces. Witness the convergence of nostalgia and modernity as artists harness the power of pixels to create dynamic and interactive installations that challenge perceptions and redefine the very essence of visual storytelling. Join us in experiencing a paradigm shift in artistic expression, where each pixel carries the weight of innovation and the promise of a new artistic era.

Round Details

For this Sub-event, there are no rounds whatsoever. Instead, a project will be made on any 3D software of choice.

Delegates will be recreating a hallway of JT, their inspiration being the image labelled "Inspiration" provided in the drive link below.

Several close up shots and videos will be given to assist in giving a detailed view of the scene assigned.

On the **second day of the event**, delegates will share their renders in PNG file in both viewport shading format as well the rendered format to the email: **pixelshift00@gmail.com** If at any point, there is an error or lack of proper equipment to render the image/animation then the project file can be shared to the contacts shared below so that they may render in return.

For any further queries they may contact:

Hayat Ahmed: +92 309 9650333 Ibrahim Saghir: +92 335 4904999

Link to the source files: Pixel Shift Source files

Judging Criteria for Round:

- **Texturing** Appropriate use of textures and the similarity of these textures to the original picture
- **Lighting-** Highlighting the angle of the light with accurate power.
- **Details-** Both major and minor subjects covered in the final render.
- Creativity- Use of your own creativity to add something new.
- **Bonus-** If an animation will be made of the shot provided, extra points will be given.

