

Jack Sprosen Memorial Trophy for Digital Audio-Visual Sequences

Competition Rules 2024-2025

Definition

An audio visual is a sequence of still photographs with accompanying audio built around a storyline or theme. The audio-visual medium is very flexible and artistic expression within it can take many forms. It is much more than images to music.

- An effective sequence will have unity of these elements - the storyline, the visuals, and the audio. These elements should reinforce each other, such that any one element without the others would be inadequate.
- The sequence should have an introduction, an interesting development of the storyline or theme, and a close.
- Narrative, text and graphics may be used

Eligibility of Entry

The JSMT is open to current financial members of the PSNZ or financial members of clubs affiliated to the PSNZ residing in New Zealand or overseas.

Rules

- (a) The number of categories - maximum of 2 per entrant
- (b) Entries which have previously received a commendation or higher in the JSMT will not be accepted.
- (c) There is no restriction on the subject matter
 - The organisers reserve the right to refuse an entry that they consider, in their absolute discretion, to be undesirable, unsuitable or incorrectly programmed for projection at the national convention.
- (d) Entries may run for any duration up to seven (7) minutes. Entries longer than the prescribed time will be disqualified.
- (e) Movement such as by panning and zooming, which can be created in some software programmes - is permissible.
- (f) An audio-visual must consist predominantly of a sequence of still images taken by the author.
 - Other visual material such as video clips including time lapse taken by the author and the use of third-party images such as historic photos, reference or similar images taken from other media such as the internet are allowable.

- It is recommended that video and third-party images are limited to no more than 20% of the total viewing time and relate strictly to the theme of the audio visual.
 - It is at the judges' discretion whether there is too much emphasis on third- party images, graphics such as titles and text and video clips.
- (g) Entries must be saved in .mp4 format.
- A separate file for each programme must be supplied.
- (i) The output must be able to run on either a Windows based PC or an Apple Mac.
- (j) The entry is to be submitted by web transfer.
- (k) The production of the audio-visual (photos and compilation) must be the original work of the entrant. Any assistance with computer editing should be minimal. The text for a voice-over should be prepared by the author but may be spoken by someone else at the specific direction of the author.
- (l) The use of AI generated images either in part or completely AI generated is not allowed. These are defined here as images generated using tools such as graphic design, computer aided design and generative-AI software that are not derived from an original photograph captured by the author. The use of an AI generated voice reading a script written by the author of the AV is acceptable. The inclusion of AI generated music or poem is also acceptable. Where AI is used it must be acknowledged in the credits.
- (m) All credits should be declared at the end of the sequence. All material not the original work of the entrant. e.g., music or text must be acknowledged.
- (n) The author's name must not be included. (The selectors must not know the identity of the author during the selection process).
- (o) The entrant must have photographed all images in the audio visual except as allowed for in 6(g).
- (p) Images will be displayed with the proportions they have been entered, at a screen resolution not greater than 3840 px on the horizontal side and 2160 px on the vertical side, in the sRGB colour space and on a black background.
- (q) After the competition has been judged, copies of the medal winning audio visuals will be sent to the JSMT Coordinator. When the organising club has confirmation that these have been successfully received, all copies of all the audio-visuals entered into the JSMT competition will be erase

Conditions of Entry

- (a) The submission of an entry implies the acceptance of these rules and permission for the entry to be shown at the upcoming PSNZ national convention.

- (b) The medal winning entries will be copied to the hard drive for projection at the upcoming PSNZ national convention. Copied material will be erased immediately following the convention. However - subject to authorisation of the medal winners - a copy will be kept for showing at regional conventions and PSNZ affiliated clubs. This authorisation is indicated on the entry form.

Judging

Judging will be done remotely with the judges each receiving copies of the entered audio-visuals for them to watch and complete the initial round of judging on their own computer.

The judges will meet on Zoom to make their final decisions.

The criteria used to identify the contenders for the top awards will be based on the three components within the definition of an audio-visual.

The judges for 2024 are:

Helen McLeod FPSNZ, GPSA, ARPS
Matt Leamy LPSNZ
Alia Naughton AV-AAPS, CAPS/b, SAPS

Awards

- (a) The overall winner will receive a Gold Medal and the Jack Sprosen Memorial Trophy
- (b) The runner up will receive a Silver Medal
- (c) The third placed AV will receive a Bronze Medal
- (d) At the judges discretion up to three Merit Certificates may be chosen.
- (e) A Novice Award maybe given to an author who has not previously received an award or Merit Certificate in a JSMT competition. This AV must receive a commended or higher

Exhibition

The top five (5) entries will be exhibited at the National Convention of the Society in Nelson 2025 and may be exhibited at a gathering of the organising club at which the general public may be present.

Reproduction

After the competition, the award winners may be asked for a copy of their audio visual with an introductory slide showing their name, the year and award. This should be saved as an mp4 programme that can be shown in agreed forums such as at regional conventions and by clubs regardless of the computer platform they use.

Copyrights and Responsibility

- (a) By participating in the competition, authors of audio-visual productions indemnify the organisers against all and any action which may be taken against them by owners of copyrights.
- (b) The organisers will accept no responsibility in the case of dispute or litigation. All care will be taken in the handling of entries, but the organisers cannot accept responsibility for loss, theft, or damage.
- (c) Entrants are expected to either own or hold copyright permission for all media including third party images, music and other material used in the audio-visual where that is required. Failure to do so may result in the audio-visual being rejected.