Renderathon "Luxury Render Design" rules

It's important you read all of the following rules in order to have a successful participation in this **#Renderathon**.

1. What is OneRender® and what is #Renderathon "Luxury Render Design"?

OneRender® is a render engine capable of generating photorealistic images, which runs in GPU servers in the cloud. Now you are able to render in record times without the need of owning a powerful workstation.

#Renderathon "Luxury Render Design" is a render competition where architects and artist design a scene of luxury residence. It is an exterior architecture contest and contemplates the rendering of 3D design through OneRender® platform.

As of October 14th, you will have 7 full weeks to create and send us a 3D scene of exterior architecture; the contestants are free to choose the scenario of the project and the architectural style.

Your participation in this **#Renderathon** is individual and completely free!

2. Renderathon Objective

To create a 3D scene of exterior architecture and render it using OneRender®.

3. Dynamic

3.1 It's necessary to have an account in OneRender® to participate; if you don't have an account, register in www.onerender.com.

3.2 Go to www.onerender.com/luxury-en/ and select the option to **"Register now"**, send us your username. If you prefer, you can register to the contest sending an email to info@onerender.com with the subject: **"Renderathon Luxury Render Design registration"**.

3.3 Once you are registered consider to begin as soon as possible with your model, upload it to OneRender® and render it, (do not forget that you can get help, using the chat, email or forums).

3.4 The design proposal should be based on luxury residences. It is important you consider this for your design and be meet the requirements of **#Renderathon**. Focus on the exterior, there is no sense on spending to much time on the interior.

3.5 Send you final renders, 2 images, the first one as-rendered with OneRender® (must), and the second one with post-production (optional) before December 04th, 23: 00hrs Central Time (CDT).

3.6 The results will be published December 07th, 11:00hrs Central Time (CDT).

4. Important dates:

- October 14th through December 03rd, 2015: Open registry to **Renderathon**.
- October 14th through December 04th, 2015: Time for modeling and rendering with OneRender®.
- December 04th, 2015: Deadline to send your final render.
- December 07th, 2015: Results publishing.

5. Points to consider:

- You can use third-party models, but you must have copyright permissions from the owner.
- The jury will judge two images First image: which was generated with OneRender®, Second image: Render with post-production and retouching.
- The post-produced image is OPTIONAL, the render generated with OneRender® is a MUST.
- You can choose what modelling software to use, just make sure that you'll be able to export in OBJ format or any other format supported in OneRender®.
- Confirm that the polygons are rectangular or triangular.
- Be careful that you're including the geometry's normals and UVs.
- No specific hardware required for visualization of 3D object, just updated drivers and to able to visualize the following page: http://get.webgl.org/
- Only the following browsers are supported: Chrome, Safari and Firefox (we suggest using Firefox).
- Your scenes will be rendered in a small cloud, consider that this does not affect the time of your final deliveries.
- Keep an eye on all of our social networks (**facebook** and **twitter**): we will announce special days in which bigger and more powerful clouds will be available, this will make your final renders to finish faster and may give you an edge. Don't miss this great opportunity.

6. Tips and advice

- OneRender® engine is a physics based engine, keep this in mind while you're designing your model.
- You may accentuate optic components, such as refractions and reflections.
- Verify that your texture mapping (UV) is properly made to avoid rendering errors.
- Make sure you're including the geometry's normals.
- Make sure you are using the "smooth" tool in the required geometries.
- If you want to make sure the quality of your OBJ file, we recommend importing this file into your modeler:
  1. Export the file to OBJ format and name it "or-exported".
  2. Create a new project in your modeler.
  3. Import the "or-exported" file.
  4. Verify the geometries are correct.
- We advise to watch the tutorials, use the community forums and make use of the support chat to get all the help you may need.

7. Awards

OneRender® will select two winners, which shall send an image generated through OneRender® and other with post-production. The winners will be announced on December 07th, 2015 at 11: 00hrs Central Time (CDT).

First place: Google cardboard and a 6-month subscription to OneRender®.

Second place: a 3-month subscription to OneRender®.

8. Terms and conditions

- All used models must be made by the participant, or have copyright permissions to them.
- The participant grants permission to OneRender® to publically publish all the generated material.
- OneRender® will mention authors in all moment.
- The author will maintain copyright and ownership of the generated material.
- OneRender® may and will use the generated material for marketing and advertising proposes.
- The registration and participation are free in this contest.
- The access to the OneRender® software during **#Renderathon** will be completely free of charge and the participant won't need to make any payment in order to make use of it.

- Our work in OneRender® during the contest is the collection of pictures and selection of winners, liability arising out of the digital images, modeling and rendering artwork is the responsibility of the publisher.
- By registering to the **#Renderathon "Luxury Render Design"**, the participant is agreeing to the terms and conditions established, the participant agrees that submission of an entry in the Contest constitutes agreement to these Rules.

If you have any doubt please drop us a line: **info@onerender.com**
Good luck!
OneRender® team.