

THE LONG ISLAND  
**MEDIA ARTS SHOW**

Thank you for helping to judge the Long Island Media Arts Show photography, 2D art, film, and animation submissions. We know your time is valuable and we truly appreciate your generosity. Your insight, expertise, and feedback will enrich and support young creative minds!

The judging window is Monday, March 3 - Sunday, March 9. (Student submission deadline is March 2).

All Judging will take place online via Film Freeway.

An email will be sent to you from Film Freeway where you can access your "sub user account." We have created a sub-user account for you, using the same address you used when filling out the Judges Form.

Click on the link within that email to see the entries assigned to you.

If you encounter any issues, please reach out to us at [LIMAS@ftc.edu](mailto:LIMAS@ftc.edu)

You have been granted permission to a FilmFreeway account



Dear Sharon,

The 2023 Luminaries Media Art Show has created a sub-user account for you on FilmFreeway.

To access your sub-user account, [click here](#).

The permissions of this sub-user account are controlled by the festival administrator.

Any questions? Feel free to contact us.

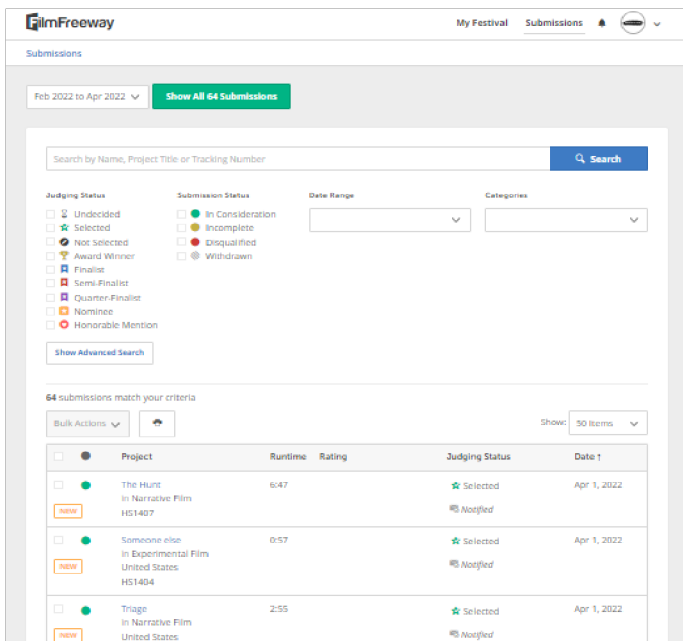
Welcome aboard!



Once the student submission deadline has been met (See above), the LIMAS committee will sort the submissions and assign submissions to your Film Freeway account.

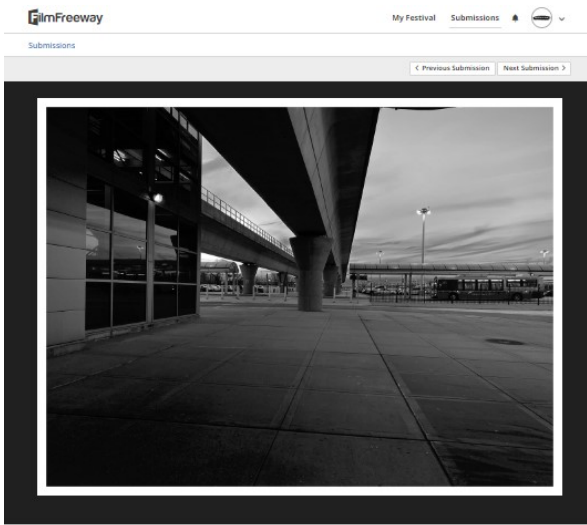
Once you login to Film Freeway you will see a tab with all the submissions that are assigned to you.

Select a title (submission) to review.



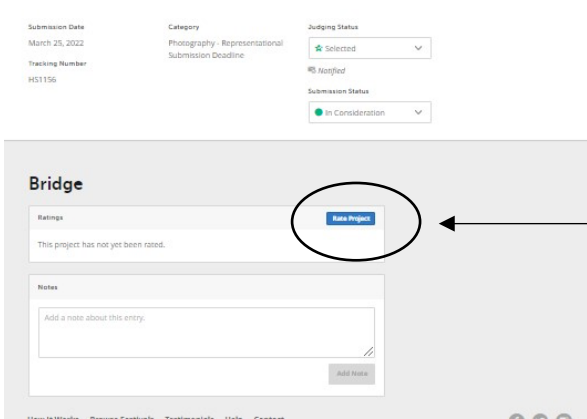
The screenshot shows the FilmFreeway interface for a festival. At the top, there are navigation tabs for 'My Festival' and 'Submissions'. Below this, there's a search bar and a 'Show All 64 Submissions' button. A filter section allows users to filter by Judging Status (Undecided, Selected, Not Selected, Award Winner, Finalist, Semi-Finalist, Quarter-Finalist, Nominee, Honorable Mention) and Submission Status (In Consideration, Incomplete, Disqualified, Withdrawn). There are also dropdowns for Date Range and Categories. Below the filters, it states '64 submissions match your criteria'. A table lists the submissions with columns for Project, Runtime, Rating, Judging Status, and Date. The first three rows are visible:

Project	Runtime	Rating	Judging Status	Date
The Hunt In Narrative Film HS1407	6:47		★ Selected Nope!ed	Apr 1, 2022
Someone else In Experimental Film United States HS1404	0:57		★ Selected Nope!ed	Apr 1, 2022
Triage In Narrative Film United States	2:55		★ Selected Nope!ed	Apr 1, 2022



View the submission

Scroll down



View the Category

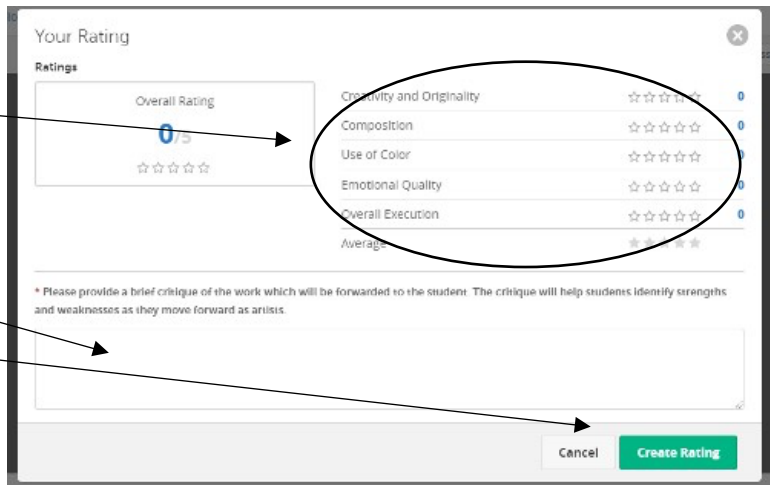
Click "Rate Project"

Complete the 5 stars categories

Insert written critique and feedback

When finished, click Create Rating

Click next submission and repeat the process



The following pages feature the rubrics and judging criteria for each of these media categories. If you have any questions, please reach out to [limas@ftc.edu](mailto:limas@ftc.edu).

Once again, many thanks for your involvement in helping make this event a success!

Best wishes,

The Long Island Media Arts Show Team

## Photography/2D Art Judging Criteria:

1. Creativity/Originality - Unique use of materials, concept, design, pushing boundaries
2. Composition- Balance and use formal elements of fine art and/or design
3. Use of Color- (or value if monochromatic)
4. Emotional Quality- Ability of the work to connect with viewer and evoke emotional response
5. Overall Execution- Complete work including technical proficiency of media

PHOTOGRAPHY/ 2D ART CRITERIA	1 STAR	2 STARS	3 STARS	4 STARS	5 STARS
Creativity/Originality	Work demonstrates little or no originality/creative approach	Work indicates some reference to similar works in the genre, yet begins to demonstrate and individual and personal voice	Reference to similar work is apparent, yet is treated with individual creativity that moves successfully toward originality	Work demonstrates an accomplished level of creativity and originality using references as foundation for individualism	Work is an outstanding example of originality and creative process and results in an engaging piece rooted in art historical and/or photography references
Composition	Work does not demonstrate knowledge of the formal elements of art/photography and principles of design to include: balance (symmetrical/asymmetrical), emphasis, contrast, rhythm, variety, proportion, etc.	Work demonstrates limited knowledge of the formal elements of art/photography and principles of design, however, is not cohesive	Work successfully employs some formal elements of art/photography and principles of design and begins to visually engage viewer	A clear understanding and application of the formal elements of art/photography and principles of design are evident in the work. The work visually engages the viewer	The work masterfully employs the formal elements of art/photography and principles of design to successfully engage the viewer and maintain visual interest
Use of Color (Value if Black and White)	Limited or arbitrary use of color or value	Some use of color theory and value is indicated; however, color message is not remarkable	Color and/or use of light and dark begin to effectively engage viewer	Color and/or use of light and dark demonstrate a clear knowledge of visual weight and color/value impact to engage viewer	Color and/or black and white is sophisticated and masterfully used to engage viewer and serves as an integral part of the work
Emotional Quality	Work does not evoke viewer response or emotion	Work begins to evoke viewer response, however, limited and not remarkable	Viewer is engaged in the work; Work begins to connect to viewer emotionally	Work is successful in evoking viewer response, extended thought, and emotion	Work masterfully creates a visual dialog with viewer and evoking response, though, analysis, and emotion
Overall Execution	Work does not demonstrate proficiency in medium, technical skills or creative process	Work demonstrates limited technical skill, use of medium, however, begins to explore the creative process	Work demonstrates average technical skill and use of medium, and creative process	Work demonstrates accomplished technical skills, use of medium and clear understanding of creative exploration	Work demonstrates mastery of technical skills and medium, and sophistication in the creative and artmaking process

## Film/Animation Judging Criteria

1. Content or Theme- Conveying a message to the viewer
2. Creativity/Originality- Unique approach to filming, Point of View
3. Technical Production- Components; Use of Camera, Sound, Lighting
4. Aesthetic Production- Composition, Color, Performance, Camera Angle, Emotional Response
5. Post Production- Quality of Editing

FILM/ANIMATION CRITERIA	1 STAR	2 STARS	3 STARS	4 STARS	5 STARS
Content or Theme	Work demonstrates little or no attention to conveying an idea or message.	Work indicates some thought behind the underlying message or idea, but not enough to resonate with an audience.	Work indicates a cohesive idea or message, but one that is full of clichés.	Work demonstrates a fresh take on familiar messages or ideas.	Work is an outstanding example of conveying an articulable and powerful message that resonates with its audience
Creativity/Originality	Work demonstrates little or no originality/creative approach	Work indicates some reference to similar works in the genre, yet begins to demonstrate and individual and personal voice	Reference to similar work is apparent, yet is treated with individual creativity that moves successfully toward originality	Work demonstrates an accomplished level of creativity and originality using references as foundation for individualism	Work is an outstanding example of originality and creative process and results in a work that has drawn on multiple influences to create a fresh new transformative approach to filmmaking/animating
Technical Production	Work does not demonstrate proficiency in medium, technical skills or creative process	Work demonstrates limited technical skill, use of medium, however, begins to explore the creative process	Work demonstrates average technical skill and use of medium, and creative process	Work demonstrates accomplished technical skills, use of medium and clear understanding of creative exploration	Work demonstrates mastery of technical skills and medium, and sophistication in the filmmaking/animating process
Aesthetic Production	Limited or arbitrary attention paid to the combined audiovisual /visual elements of filmmaking/animation, resulting in a work that does not evoke viewer response or emotion	Some attention paid to the combined audiovisual/visual elements of filmmaking/animation, resulting in a work that begins to evoke viewer response, however, limited and not remarkable	Attention has been paid to the combined audiovisual/visual elements of filmmaking/animation, but the resulting work demonstrates no new approaches to aesthetics, and only begins to connect to viewer emotionally	Meticulous attention has been paid to each of the audiovisual/visual elements of filmmaking/animation, resulting in a work is successful in evoking viewer response, extended thought, and emotion	Each audiovisual/visual element of filmmaking/animation relates to every other element, has been mastered, and, when combined, serves the work masterfully, resulting in a deeply affecting work that creates a visual dialog with viewer and evoking response, though, analysis, and emotion
Post Production	Work does not reflect a coherent vision applied to cutting, dissolves and cross-fades, transitions, juxtapositions, sound mix, sound edit	Work inconsistently demonstrates attention paid to cutting, dissolves and cross-fades, transitions, juxtapositions, sound mix, sound edit	Work demonstrates average skill in cutting, dissolves and crossfades, transitions, juxtapositions, sound mix, sound edit	Work demonstrates superior skill in cutting, dissolves and crossfades, transitions, juxtapositions, sound mix, sound edit	Work demonstrates a cohesive vision and has been noticeably improved by the superior skills applied to cutting, dissolves and cross-fades, transitions, juxtapositions, sound mix, sound edit