

## **Autodesk Imagine Awards**

### **Have you been invited to submit to us a video?**

Congratulations! We're excited to see your video contribution, as a business community, your peers are eager to see you and hear you to share your inspiration with them. To make sure your message comes across loud and clear, and everyone compliments you on the work, check out these guidelines that will give you and us the best project material to work with:

### **Keep it horizontal**

In order for the videos to appear best both on the Imagine Awards website, live screen at the Imagine Awards as well as on social media, we invite you to record the video using a 16:9 aspect ratio (landscape/horizontal) video, not vertical. That often means you'll have to flip your phones/cameras sideways to achieve this.

### **Check the file format**

When submitting your videos, please ensure that the video has been recorded either in MP4 or MOV file format in order to allow us to make various post-edits to your videos to make them look stellar.

### **Great resolution gives great results**

When submitting videos, please ensure that your video has been recorded with a resolution of minimum 720p (1280 wide, 720 pixels high). Larger sizes are fine (for example 1080p or higher). Having a larger resolution reduces the pixilation effects that you sometimes encounter on videos.

### **Watch out also on the audio quality**

There is only so much we can do to improve audio quality if the source video isn't good. So, it's really important to think about your audio if any, make sure to speak clearly, slow down as much as you can to ensure you're understandable.

Try to minimize the background noise, for example, try to stay away from places with a lot of background noise or even consider using an external dedicated microphone.

### **Don't make the overview video too long**

When you're recording an overview video for the project, please try to keep the timeline between 30 secs to 90 secs for the submission. Other videos highlighting the detailed project work can be longer.