# $\sim$ Sangetsu Wallpaper Design Awards 2020 $\sim$ Entry Guidelines

Sangetsu provides interior decorating materials for various spaces, such as homes, commercial facilities.

o ces, hotels and medical care and welfare facilities in order to share the joy of designing spaces with people.

We do not just supply interior decorating materials but we preserve the design materials to bring joy and comfort to the space. This is the idea that underlies the role of Sangetsu Corporation in the society, and we have strived to create rich lifestyle and culture under our brand concept "Joy of Design."

As a part of our corporate activities, we launched Sangetsu Wallpaper Design Awards in 2017. We convinced of the potential for expansion of wallcovering from every submitted work in the past and we are going to have Sangetsu Wallpaper Design Awards 2020 in this year as well.

Sangetsu brand philosophy (brand concept)

About "Joy of Design"



#### **Awards Overview**

[Theme] Joy of Design ]

#### [What You Should Do]

Design a sheet of wallpaper by imaging, since wallpaper is a product, "who would use the space and how" and remembering the contest theme of the "Joy of Design".

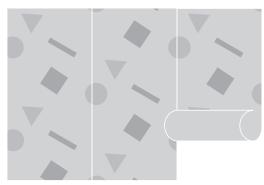
Wallpaper is meaningless on its own. Not until it is pasted on a wall does it fulfill its said purpose.

And, that purpose can be anything – to make a hospital more cheery, a hotel something to remember, a classroom more inviting to open discussion or an office more conducive to streamlined work flows. A single sheet of wallpaper can instill an air of comfort or change a person's mood.

That said, before actually designing anything, you should think about your wallpaper not just as a product but also in terms of the purpose and desired effect you want it to have in the space you imagine, and put your design concepts down in writing.

## [Wallpaper Specs]

- Wallpaper is an interior covering pasted onto walls and ceilings.
- Wallpaper is a 92 cm wide sheet that comes packaged as a roll and is pasted one sheet at a time by aligning the edges of the newest sheet with those of the previous.
- Voluminous effects that incorporate deep or complicated recesses/rises and the like do not work with wallpaper, but texture can be added by embossing or ink buildup.



--- 92 cm wide ---

## [Judging Criteria]

- (1) Weather the submitted artwork has new concept with an original design or not. (Product design)
- (2) Weather the submitted artwork was created from a point of view or ideas that envisions the intended atmosphere or users and the submission responds to said points e ectively with impact or not. (Design of the idea)
- (3) Weather the submitted artwork is both realistic and practical idea or not. (Potential for commercialization)

## [Judging Process]

Preliminary Round: Judging of submitted Projects (Planned for early October)

<u>Final Round:</u> Judging of presentations made by contestants who passed the Preliminary Round (Planned for mid-December in Tokyo)

- \* The Final Round is only for contestants who passed the Preliminary Round (Finalists).
- \* Finalists will be individually notified of the details of the Final Round.

## [Judges]

- · Nao Taniyama (President and Representative Director of NAO Taniyama & Associates, Creative Director)
- Ryosuke Uehara (Representative of KIGI Co., Ltd., Creative Director/Art Director)
- · Yoko Ando (Representative of Yoko Ando Design, Textile Designer and Coordinator)
- · Shosuke Yasuda (CEO of Sangetsu Corporation) \* Chairman of Judging Committee

#### [Awards & Prize]

- Grand Prize (1 entry) :1 million yen
- · Award for Excellence (1 entry):500,000 yen
- · Honorable Mention (3 entries) :200,000 yen (for each winner)
  - \*Judges may determine that none of the submitted works are befitting a given award, in which case, results will be indicated as "No corresponding entry". Moreover, judges may confer additional awards such as a "Judges' Award".
  - \* Sangetsu may develop products from winning works and other works that make it to the Final Round. For more information, see "Potential for Product Development".
  - \* Withholding tax, special income taxes for reconstruction and other required taxes will be deducted from prize monies before conferral to winners.

#### [Eligibility Requirements]

The competition is available to all regardless of the company, organization, individual, group, age, gender, occupation and nationality.

\* Finalists are requested to attend the Final Round and ceremony (winners announcement and awards conferral)

## [Entry Deadline]

Online entries accepted: July 1 (Wed,) - 18:00 on September 18 (Fri,), 2020

\* Projects must be submitted by September 30 (Wed,), 2020 Japan time.

## [Results Announcement]

#### Preliminary Round Results

Only contestants who pass the Preliminary Round will be notified. Notification will be sent by email.

## Final Round

On the same day that finalists give their Final Round presentations, a ceremony will be held to announce winners and confer awards.

The results will be posted on the official website of the competition at a later date.

## Preliminary Round

# STEP 1 Online Entry

You may enter the competition and receive your entry number online either by visiting the official website of the competition (http://www.sangetsu-award.jp) or scanning the QR code at right.

\* You will be sent a notification by email once you have completed the entry process. If you use filters to block domain names or spam, make sure ahead of time that your computer and cellphone are set to allow emails from sangetsu-award.jp.



#### STEP 2 Submittal

Mail your submission to the following address.

Sangetsu Corporation

Attn: Sangetsu Wallpaper Design Awards

1-4-1 Habashita, Nishi-ku, Nagoya-shi, Aichi-ken, 451-8575, Japan

## <u>Final Round</u> \* Only for contestants that pass the Preliminary Round

Only contestants that pass the Preliminary Round (finalists) will be notified of the schedule and other details of the Final Round. Notifications will be sent individually by email to each finalist.

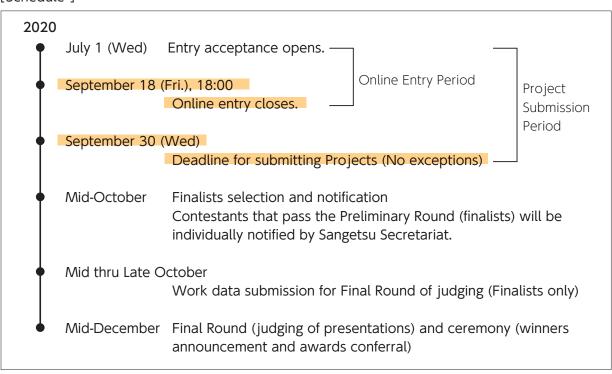
## STEP 1 Submission of Your Work Data for the Final Round of Judging

Submit data for your work. Your work must be scaled to W920 mm x H1,850 mm in size. Sangetsu will print an actual size sample of your work.

#### STEP 2 Judging of Presentations (Planned for mid-December in Tokyo)

Each finalist will go before the judges to explain the design concepts of his/her work and answer questions from the judges.

#### [Schedule ]



## [Project for Submission]

## **Preliminary Round**

You will need one artboard (1 mm or thicker) each in A2, A3 and A4 sizes. Prepare the works and documents described in A thru E, and submit Works [1] and [2] as a single Project. For the documents in B thru E, download and use the respective templates from the competition website. Print the templates in actual size; do not reduce them to fit smaller size paper.

## Works and Documents to Prepare and Submit

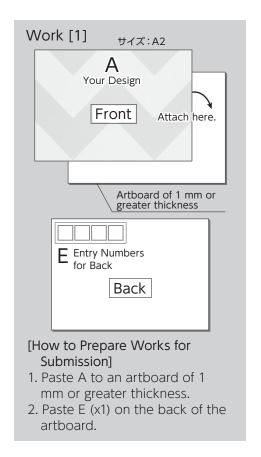
- A. Your Design: A2 Landscape (W594 mm x H420 mm), One side only, x1
  - You may use any mode of expression. \* Template unavailable Designs and patterns (CG, sketch, etc.) must be actual size.
- **B. Illustration of Imagined Space** (W285 mm x H297 mm)

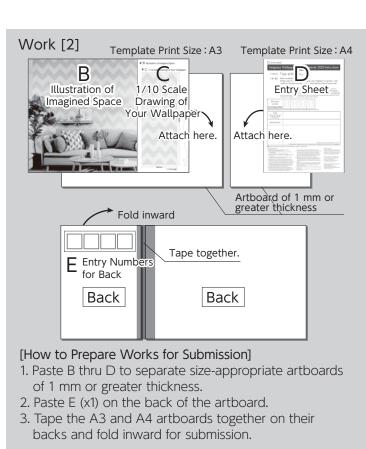
  Draw a picture (perspective drawing, sketch, etc.) of the space where you imagine pasting your wallpaper.
- C. 1/10 Scale Drawing of Your Wallpaper (W92 mm x H240 mm)

  Draw your design for a W920 mm x H2,400 mm sheet of wallpaper in 1/10 scale.
- D. Entry Sheet: A4 Portrait (W210 mm x H297 mm), One side only, x1
  - Enter the required information (entry number, design concepts, etc.) where indicated on the template.
  - \* Information may be provided in Japanese or English, but not any other languages.

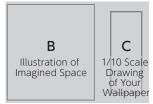
## E. Entry Numbers for Back

These entry numbers are to be glued to the back of Works [1] and [2]. Enter your entry number, cut along the dotted line and attach to works.

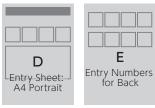




# Project Templates B thru E



Template Print Size: A3



Template Print Size : A4

Template 4 Print Size : A4

#### Final Round

\* Only contestants that pass the Preliminary Round (finalists) need to submit work data. Works and Documents to Prepare and Submit

Prepare and submit data of the "C. 1/10 Scale Drawing of Your Wallpaper" that you prepared for the Preliminary Round, for printing in actual size (W920 mm x H1,850 mm) at 72 dpi or higher resolution.

More information will be provided after the finalists have been selected.

## [Important Reminders about Your Design]

- As a product, wallpaper comes packaged as a 92 cm wide roll. Voluminous effects like deep recesses/rises cannot be used. For more information, see "Wallpaper Specs".
- If your work requires a specific material, indicate that in the concept explanation box on the Entry Sheet.

## [Potential for Product Development]

- Sangetsu may develop products from winning works and other works that make it to the Final Round.
- If your work is chosen for product development, you may be asked to take part in product development meetings and sign agreements on intellectual property rights, etc. Sangetsu will directly contact you with more information in that case.
- Product development may require changes to your design and material due to production processes, standards, etc.

## [Competition Rules]

- · Submitted works must meet all of the following criteria.
  - [1] Are original works of the contestants.
  - [2] Have not been already shown or announced domestically or internationally.
  - [3] Are not any replica or similar to any other work.
  - [4] Do not violate any laws or regulations regarding public order or otherwise.
  - [5] Do not infringe on the intellectual property rights or other rights of others in any way, shape or form.
- If submitted works or supporting documents (illustrations and drawings) are found to contravene any of the criteria in [1] thru [5] above, the contestant may be disqualified and, if such discovery is made after winners are announced, stripped of any awards and associated accolades. Moreover, the contestant will be responsible for solving any legal disputes that arise from the matter, as the competition organizer (Sangetsu) and its sponsors do not assume any responsibility whatsoever for related claims, etc.
- All intellectual property rights to winning works, including the rights set forth in Art. 27 and 28 of Japan's Copyright Act, belong to the competition organizer. By entering this competition, the contestant relinquishes all moral rights to winning works. Compensation for those rights is fulfilled with prize money.
- All intellectual property rights to submitted works that did not win an award rest with the
  contestant. However, by entering this competition, the contestant agrees to allow the
  competition organizer to duplicate, publicly transmit, announce, exhibit and otherwise use the
  submitted works and likenesses thereof for purposes related to this competition free of
  charge.
- Submitted works may not be entered in other contests or competitions during the competition period of the 4th Wallpaper Sangetsu Design Awards, nor may they be publicly shown or announced without the expressed permission of the competition organizer.
- The competition organizer takes every practical and reasonable measure to safeguard

submitted works, but refutes any and all liability for damages or losses resulting from acts of god or unforeseeable accidents.

- · Submitted works shall not be returned. If required, make copies beforehand.
- Minors must present written consent from a parent or guardian to receive awards.

## [Privacy Policy]

The personal information of the applicant shall be managed by Sangetsu Corporation and only be used

within the required scope for business communication, sharing event related news or statistical processing.

[Operation, Management]

Promoter: Sangetsu Corporation

[Contact Us]

E-mail: info@sangetsu-award.jp

Attn: Sangetsu Wallpaper Design Award O ce, Sangetsu Corporation