



bloomimages

MADI XI Competition

Mission

Create one CG image of a given architectural subject.

You have complete freedom. Use it to at your advantage to create the unexpected.

Blow us away with your creativity!



Award

Become a member of our team of ~16 artists from all over Europe as a paid intern
for up to 6 months at Bloomimages Berlin

including :

- flight to Berlin
- training workshops
- German classes
- Gym subscription (Urban Sports Club)
- Team lunches

Guidelines

- we want to see how you can sell an architecture, show us your point of view
- you don't necessarily need to show the entire building - could be an extra image out of a bigger set
- apply the materials you think work best for the architecture, interpret the design concept
- you are going to receive the 3d model of an architecture, reinterpret it, bring the best out of it, sell it to us
- the image must be an exterior view
- You can modify the 3D model and get creative with it, we should still be able to read the original structure
- You can choose how much you want to do in 3D and in Post, but the main output should be from rendering and not the result of heavy collage/mattepainting technique

Regulation

There is no software limitation, although at least for your internship prior knowledge of 3dsMax+Corona/Vray and Photoshop will be appreciated.

There is no limitation in terms of location, scale, perspective and level of realism.

Minimum resolution 2000px on the longest side (landscape or portrait)

Please specify and credit downloaded assets (fotos, 3d models, materials)

Please only submit original work

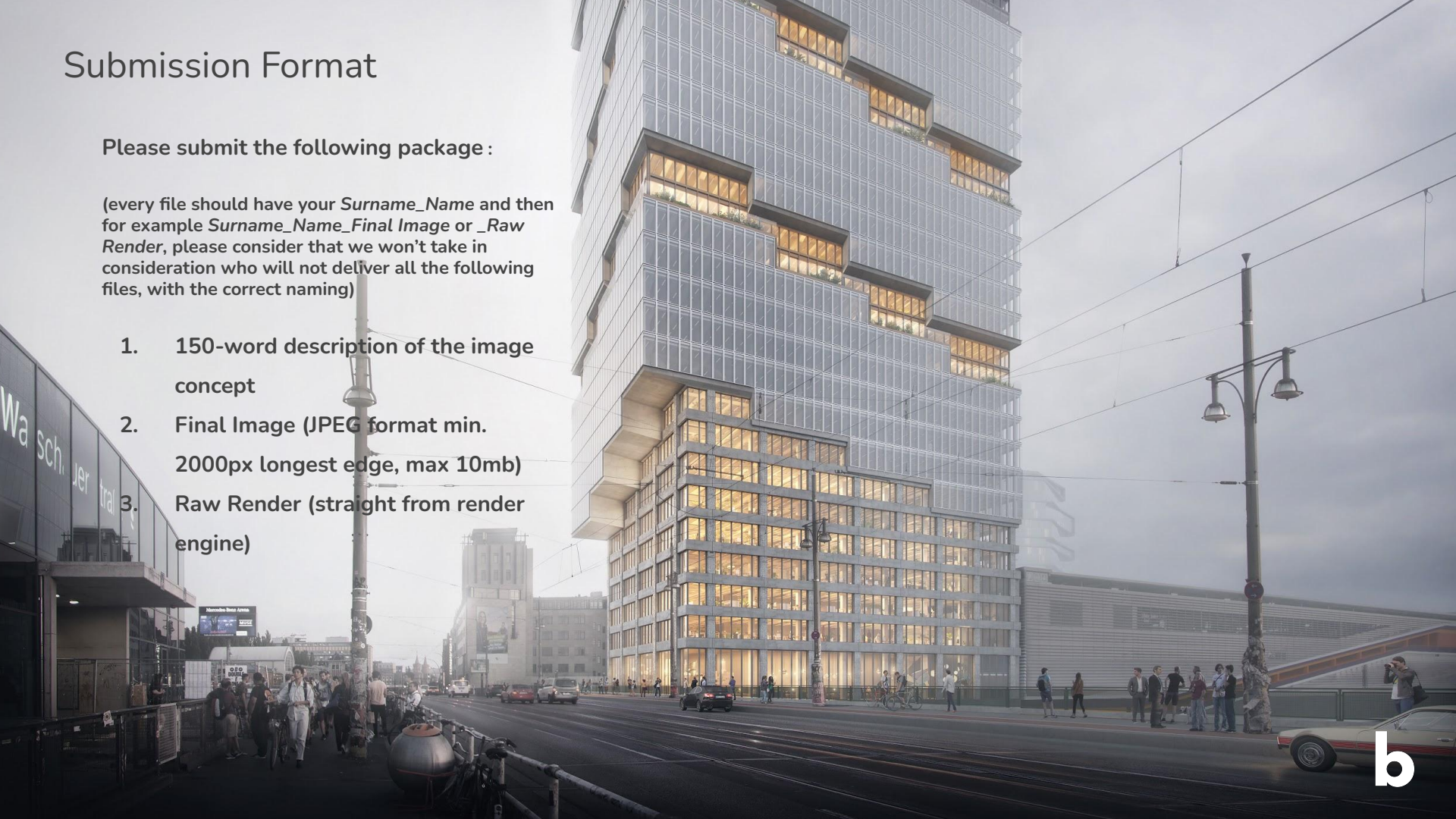
Work should be strictly individual

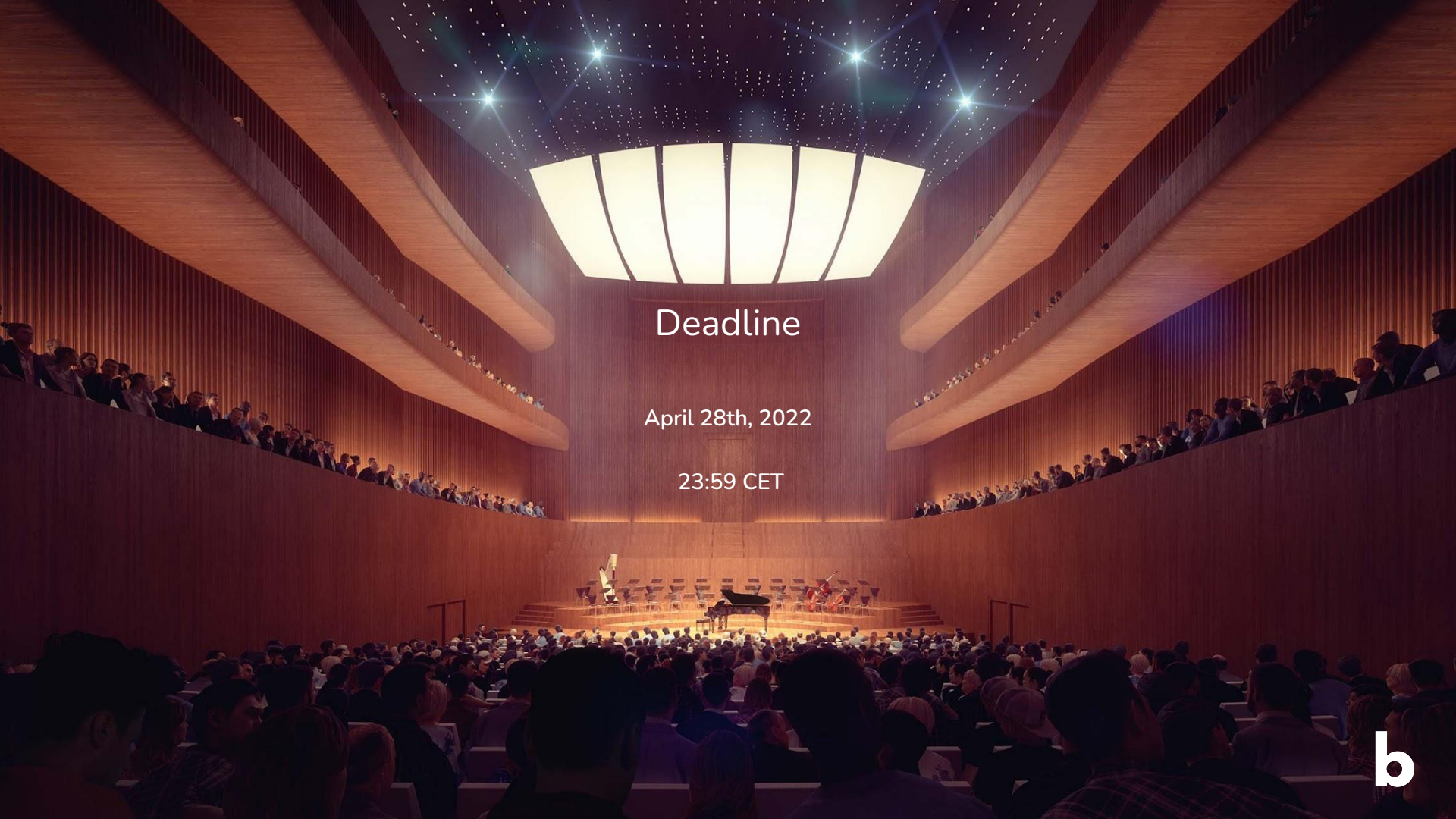
Submission Format

Please submit the following package :

(every file should have your *Surname_Name* and then for example *Surname_Name_Final Image* or *_Raw Render*, please consider that we won't take in consideration who will not deliver all the following files, with the correct naming)

1. 150-word description of the image concept
2. Final Image (JPEG format min. 2000px longest edge, max 10mb)
3. Raw Render (straight from render engine)





Deadline

April 28th, 2022

23:59 CET

Jury

MADI team + Bloomimages

