



2024 WORLD CINEMATIC COSPLAY SUMMIT AUSTRALIAN PRELIMINARY COMPETITION

RULES, REQUIREMENTS & GUIDELINES

World Cosplay Summit Australia is proud to host the WCCS Australian Preliminary Competition to select a Cosplay Team who will win the right to represent Australia at the **World Cinematic Cosplay Summit Championship** as **Team Australia 2024!**

The World Cinematic Cosplay Summit (WCCS) is an annual international Cosplay Competition held online, created to bring contestants together from all over the globe to showcase their cosplay talents and foster a spirit of cultural exchange.

This document outlines the Rules, Requirements and Guidelines for the World Cinematic Cosplay Summit Australian Preliminary Competition ONLY.

Section 14 "BEING TEAM AUSTRALIA" should be read and understood only as a guide as to what will be required of the winning Team Australia. Rules in this section are subject to change at any time, at the discretion of WCS Inc.

Please take the time to read this document in full and make sure you understand the RULES, REQUIREMENTS & GUIDELINES.

WCS Australia will bear no responsibility in the event that you are unable to compete in the WCCS Australian Preliminary Competition due to your failure to read and understand the Rules, Requirements & Guidelines. No special allowances or exemptions will be granted.

CONTACTING WCS Australia

If you require further clarification after reading all the **RULES, REQUIREMENTS & GUIDELINES** outlined in this document, please contact WCS Australia via these official contact means only:

WCS Australia Email - worldcosplaysummitaustralia@gmail.com

- When Contacting WCS Australia, please write the words 'WCCS rule query' in the subject. Describe the rule/s you have questions about, including their dot point number and page number, in the body of your email.
If you contact WCS Australia without fully reading the RULES, REQUIREMENTS & GUIDELINES outlined in this document, you will be directed to do so.
- **DO NOT** contact any WCS Australia staff or volunteers by any other means in regards to questions about the **RULES, REQUIREMENTS & GUIDELINES** outlined in this document.
- WCS Australia is not responsible for any misunderstandings or false information that arises from contacting individuals or discussing the **RULES, REQUIREMENTS & GUIDELINES** via any channels other than the WCS Australia email address.

COMMUNICATION From WCS Australia

WCS Australia's main form of communication to Cosplay Teams competing in the WCCS Australia Preliminary Competition will be via the WCS Australia email account:

WCS Australia Email - worldcosplaysummitaustralia@gmail.com

All important WCCS Australia Preliminary Competition related event information will be communicated from this email address.

Information such as website updates, Submission Date & Time will be posted to WCS Australia social media, including but not limited to; - the WCS Australia Discord, WCS Australia Facebook page and the WCS Australia Instagram.

UNDER NO CIRCUMSTANCES will a member (past or present) of the WCS Australia Committee, Staff, Volunteer, WCS Australia Alumni, or Judge (past or present) contact an individual or Cosplay Team in relation to; -

- Another Cosplay Team
- Your own or any other individual's private/personal information.

If you receive any suspect messages from individuals who claim they represent WCS Australia or WCS Inc, please inform WCS Australia immediately via the WCS Australia email account.

If you receive any suspect messages from individuals who use their status to infer that they represent WCS Australia, please inform WCS Australia immediately via the WCS Australia email account.

If you receive any suspect messages from individuals who state they are giving you private information or hints, and ask you to keep their communication confidential, this is an immediate red flag. WCS Australia will never favour one team over another or leak special/private information. Please inform WCS Australia immediately via the WCS Australia email account.

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1. DEFINITIONS

Below are the definitions for some of the common terms related to the Australian Preliminary Competition only:

Table 1: WCS Australia Definitions

<i>WCS</i>	World Cosplay Summit - An annual Cosplay Summit held in Japan culminating in the World Cosplay Summit Championship performance.
<i>WCCS</i>	World Cinematic Cosplay Summit - An annual Video Cosplay Summit held online, where participants are being judged on various aspects of their video application.
<i>WCS Inc</i>	World Cosplay Summit Incorporated - The Japanese body responsible for WCS events held in Japan
<i>WCS Australia</i>	World Cosplay Summit Australia - The organisation that runs the WCS Australian Preliminary Competition & WCCS Australian Preliminary Competition
<i>WCCS Australian Preliminary Competition</i>	The official Competition held to select Team Australia for the World Cinematic Cosplay Summit for that year.
<i>Team Australia</i>	The name given to the winning Cosplay Team of the WCCS Australian Preliminary Competition, who will represent Australia in Japan the following year.
<i>Cosplay Team</i>	A Cosplay Team is made up of two (2) individuals. At the WCCS Australian Preliminary Competition, only eligible Cosplay Teams are able to compete.
<i>WCS Australia Alumni</i>	Previous year's Team Australia, that have previously represented Australia at the WCS Championship Competition in Japan or Online.
<i>WCS Australia Organiser</i>	The individual that will be assisting the new Team Australia in getting ready for and during the World Cinematic Cosplay Summit.

2. HOW TO ENTER

This section outlines what is required for a **Cosplay Team** to enter and be eligible to compete in the WCCS Australian Preliminary Competition.

2.1. In order for a **Cosplay Team** to compete in the WCCS Australian Preliminary Competition, there are a number of required **ITEMS** they must fulfil and submit.

2.2. A **Cosplay Team** must keep names consistent across any and all forms.
If Team Member 1 is "Ann" in one form, it is important that Team Member 1 is always "Ann".

2.3. **ITEM 1- Cosplayer's Eligibility**

Each member of the **Cosplay Team** must be **Eligible** to enter into the WCCS Australian Preliminary Competition. All conditions of eligibility are outlined in Section 3.

2.4. **ITEM 2- Rules, Requirements and Guidelines**

Each member of the **Cosplay Team** should read, understand and agree to all Rules, Requirements & Guidelines outlined in all sections; -

- a) **CHARACTERS & CHARACTER DESIGNS** - Section 4
- b) **COSPLAY COSTUME** - Section 5
- c) **SPECIAL EFFECTS MAKEUP & STAGE MAKEUP** - Section 6
- d) **VIDEO PERFORMANCE** - Section 7
- e) **AUDIO & VIDEO** - Section 8
- f) **THE WCCS AUSTRALIAN PRELIMINARY COMPETITION** - Section 9

2.5. **ITEM 3- Cosplay Team Entry**

The **Cosplay Team Entry** is to be submitted as a single Google Drive Folder, or a Single DropBox Folder. (No other file sharing options will be accepted). This Folder is to contain; -

a) **Reference Images**

Images that show the original artwork of the Characters being cosplayed.

- These are to be put into at least one subfolder named "Reference Images".
- Images are to be clearly labelled (e.g.: "Team Member 1 reference images" etc).
- Images can be used both in the Team Build Book and the Reference Image folder.
- Only official artwork is to be submitted - No fanart/fanart adaptations will be accepted.
- Images are to be .PNG or .JPG files. Please make sure all images are formatted correctly.
- Images are to be as high resolution as possible.
- Include front, back and side views where possible.

b) **Costume Images**

Images that show each Team Member wearing each of the costumes worn in the video.

- These are to be put into at least one subfolder named "Costume Images".
- Images are to be clearly labelled (e.g.: "Team Member 1 Character" etc).
- Images are to be .PNG or .JPG files. Please make sure all images are formatted correctly.
- Images are to be as high resolution as possible.
- Include at least front & back standing images, including wearing wig, make-up and accessories.

c) **Video Performance File**

The **Cosplay Team** is required to submit their Video Performance File, outlined in Section 9.

Formatting requirements-

Audio-

Sound: Full Stereo at least 192 kbps

Video-

Image: 1920x1080 pixels

Screen resolution: 1080p

Aspect ratio 16:9

- a) Required to be in the following file format: MP4.
- b) Video files must NOT have any subtitles added.

d) **Sound & Video Sources**

The **Sound & Video Sources Form** will detail the Sound, Music & Video Sources.

- A blank Sources Form will be available on our website at a later date, for the Cosplay Team to fill in with all relevant information.
- The **Sound & Video Sources Form** is to be submitted as an excel file. No other file types will be accepted.
- A Sound & Video Sources Form will be available on our website at a later date, for the Cosplay Team to fill in with all relevant information.

e) **Film Information**

The **Film Information Form** will detail:

- i) Script with spoken lines & time stamps
 - ii) Camera References used for filming
 - iii) Locations used for filming
 - iv) Softwares used for video production
 - v) Screen captures of project work files
 - vi) Third parties involved in Video Production & role (if any)
- A Film Information Form will be available on our website at a later date, for the Cosplay Team to fill in with all relevant information.

2.6. The **Google Drive Folder** or **DropBox Folder** Requirements for the Cosplay Team Entry; -

- a) The **Cosplay Team** is to name the Main Folder as their Cosplay Team Name and Year, i.e. "TeamCosplayPeople- 2024".
- b) Subfolders are allowed to be used, for ease of organisation, within the Main Folder. The **Cosplay Team** can name these Subfolders at their discretion, so long as it makes sense.
- c) All Folders' and Subfolders' sharing permission will be set to allow the viewing and downloading/copying of all files contained.
- d) The **Cosplay Team** is not allowed to edit or continue to work on any files in their Main Folder and/or Subfolders after they have Submitted an **ITEM 5- Email Application**.
- e) All files contained in the **Cosplay Team Entry** are to be free of any virus or malware. If any of the files submitted are found to contain any virus or malware, the **Cosplay Team** will be disqualified and this may affect their eligibility to compete in future years.

2.7. **ITEM 4- Submit a Team Entry Form**

- The **Team Entry Form** will include personal information such as Legal Name, Date of Birth, etc. in addition to the names of characters being Cosplayed and the full title they are from - i.e. instead of

just "*Samurai Warriors*," include the original Japanese title and translation: "*Sengoku Musou 5* (Samurai Warriors 5)".

- It is important to fill in all relevant information.
- Information given in the **Team Entry Form** is required by WCS Australia for the purposes of the WCCS Australian Preliminary Competition. No Personal information will be given, circulated, or sold to any other persons or parties.
- A link to **Team Entry Forms** will be available on the WCS Australia Website, closer to the date of the WCCS Australian Preliminary Competition for the **Cosplay Team** to fill in and complete.
- Failure to complete and fill in the **Team Entry Form** with all relevant information may void the **Cosplay Team's** application to compete in the WCCS Australian Preliminary Competition.
- The **Team Entry Form** is to be submitted as a Google Form. No other file types will be accepted.

2.8. **ITEM 5- Submit an Email Application**

In order to be considered to compete in the WCCS Australian Preliminary Competition, a **Cosplay Team** is to submit an **Email Application** containing all the relevant information- outlined in section 2.5; 2.8 - including the link to their Cosplay Team Entry, by the **Submission Date & Time**. No extensions or exceptions will be given.

Email Applications are to be submitted by - 11:59 pm (AEST) Sunday April 14 , 2024

2.9. **Email Applications** are to be sent to the WCS Australia Email at: - worldcosplaysummitaustralia@gmail.com

- a) Only one (1) **Email Application** per **Cosplay Team** is required to be sent to WCS Australia Email.
- b) The Subject of the **Email Application** is required to be; - "CosplayTeamName Entry for WCCS 2024"
- c) The body of text in the **Email Application** is required to contain-
 - The link to **ITEM 3- Cosplay Team Entry**
 - Cosplay Team Name
 - The preferred Names and email contact of BOTH members of the **Cosplay Team**.
 - Valid and regularly monitored email addresses of BOTH members of the **Cosplay Team** - WCS Australia will not be held responsible if communications are missed due to an invalid email address.
- d) An **Email Application** that only contains a link with no other required information will not be accepted.

2.10. A **Cosplay Team** will receive a Confirmation Email within 24 hours of their submitted **Email Application**.

- a) A Confirmation Email might end up in the Spam folder. Please check, and mark the WCS Australia email as Not Spam.
- b) If, after 24 hours the Cosplay Team have not received a Confirmation Email, please contact WCS Australia via; - worldcosplaysummitaustralia@gmail.com

2.10 Following the Application Deadline, videos will be uploaded for public viewing on WCS Australia's social media.

3. COSPLAYER'S ELIGIBILITY

This section outlines who is **Eligible** to enter the WCCS Australian Preliminary Competition and explains what conditions need to be met.

- 3.1. It is a requirement that anyone who wishes to participate in the WCCS Australian Preliminary Competition, does so as part of a Cosplay Team.
- 3.2. A Cosplay Team can only be made up of two (2) individuals.

Solo Cosplayers are **NOT Eligible** to compete.
- 3.3. In order to be **Eligible** to participate, **BOTH MEMBERS** of a Cosplay Team are required to:
 - a) Be an Australian citizen or an Australian permanent resident.
 - b) Be aged 18 years old or older at the date of the WCCS Australian Preliminary Competition **2024**.
 - c) **IF CHOSEN to be Team Australia 2024** - Be able and willing to submit any further information required for the WCCS Finals **2024**. The World Cinematic Cosplay Summit will be held in May, 2024, with specific dates to be confirmed at a later date.
- 3.4. The WCCS Australian Preliminary Competition is open to:
 - a) All Australian Cosplayers, even if they work/have previously worked professionally in costuming, prop manufacturing, makeup/cosmetics, and textile industries.
 - b) All Past & Present WCS Australia Committee, WCS Australia Volunteers, WCS Australia Staff, and any WCS Australia Alumni, with the exception of the current WCS Australia President.
- 3.5. Individuals that are **NOT Eligible** to enter the WCCS Australian Preliminary Competition **2024**, even if they meet all other requirements, are as follows: -
 - a) The current **WCS Australia President**.
 - b) An individual that has participated as a representative of a country other than Australia in the WCCS Championship Competition, held in Japan or Online. Regardless of any changes in said individual's place of residence or nationality.
This rule only applies to the individual for **5 years** from the year of participation.
 - c) An individual who has been BANNED from participating in the WCS Australian Preliminary Competition and any related WCS Australia events.

4. CHARACTERS & CHARACTER DESIGNS

This section outlines what **Characters & Character Designs** a Cosplay Team is permitted to Cosplay, regarding Section 5 Cosplay Costumes.

- 4.1. **Characters** must be of Japanese origin. **Character Designs** are to be sourced from a Japanese Manga, Anime, Video Game, or Tokusatsu work.
- a) **Characters** portrayed must be faithful to the designs depicted in the chosen work.
 - b) In cases where there are 'crossover' or 'guest' **Characters** from other genres or from works not of Japanese origin, appearing in a Japanese origin title; these **Characters** are **NOT ELIGIBLE** for entry. For example; Disney characters such as Mickey Mouse, appearing in Japanese origin video game *Kingdom Hearts*.
 - c) **Character Designs** cannot be redesigned or OC (Original Character) variants. This includes redesigns or OCs commissioned from a professional working in the anime, manga, and/or gaming industry, or any other artist.
- 4.2. **Characters & Character Designs** that are **NOT PERMITTED**; -
- a) **Character Designs** from doujinshi (lit. self published comic – online and hard copy), fan art, or standalone artworks. This includes work by artists such as Sakizou.
 - b) **Characters & Character Designs** from comics, games, movies and other popular culture products originally from any country that is not Japan (for example Marvel, DC, NetEase, or CD Projekt).
 - c) **Characters** that portray or support hate-speech, including but not limited to; racism, antisemitism, anti-LGBTQI+ sentiments, etc. This includes insignia, regalia, and military accoutrement of historical figures even if they are depicted in permitted Anime, Manga, Video Games, and Tokusatsu work. Examples include, but are not limited to; Nazi swastikas, the Japanese Imperial Flag/Flag of the Rising Sun, the American Confederate Flag, etc.
- 4.3. In accordance with Section 4.2.b), the list on page 10 (Table 2) details the **Characters & Character Designs** that are **NOT PERMITTED** as provided by WCS Inc. Please note, this list is not exhaustive and may change at the discretion of WCS Inc.
- a) "**Reasoning**" for sources being **NOT PERMITTED** are given by WCS Inc. and WCS Australia is not able to give any exemptions to any Cosplay Teams in regard to this.
 - b) In the case where a title is not listed but falls under Section 4.2 - Characters and Character Designs that are Not Permitted, it is still **NOT PERMITTED**.
 - c) If a Cosplay Team Entry contains Characters and Character Designs that are **NOT PERMITTED**, the Cosplay Team will not be eligible to compete.
- 4.4. All Reference Images/artwork of the **Characters Designs** that the Cosplay Team is Cosplaying from, is to be official artwork. Fanart/fanart adaptations are **NOT PERMITTED**.

Table 2: **Characters & Character Designs** that are **NOT PERMITTED** as provided by WCS Inc.

Title (日本語)	Title (English)	Genre/s	Reasoning
ウィッチャー	Witcher	- Game - Anime	- Game is not of Japanese origin. - Anime is based on a source not of Japanese origin.
リーグ・オブ・レジェンド	League of Legends	- Game	- Game is not of Japanese origin.
原神インパクト	Genshin Impact	- Game - Anime	- Game is not of Japanese origin. - Anime is based on a source not of Japanese origin.
サイバーパンク エッジランナーズ	Cyberpunk; Edge Runners	- Anime	- Anime is based on a source not of Japanese origin.
第五人格	Identity V	- Game - Stage Show	- Game is not of Japanese origin. - Stage show is based on a source not of Japanese origin.
崩壊インパクト3rd	Honkai Impact	- Game	- Game is not of Japanese origin.
ヴァロラント	Valorant	- Game	- Game is not of Japanese origin.
エーペックス	Apex	- Game	- Game is not of Japanese origin.
オーバーウォッチ	Overwatch	- Game	- Game is not of Japanese origin.
ワールドオブウォークラフト	World of Warcraft	- Game	- Game is not of Japanese origin.
RWBY	RWBY	- Game - Anime/TV show	- Game is not of Japanese origin. - Anime/TV Show is not of Japanese origin.
魔道祖師	Mo Dao Zu Shi	- Comic/Anime	- Comic/anime is not of Japanese origin.
ハウルの動く城	Howl's Moving Castle	- Film	- Source material is not of Japanese origin.
フォートナイト	Fornite	- Game	- Game is not of Japanese origin
クッキーラン キングダム	Cookie Run Kingdom	- Game	- Game is not of Japanese origin
ザ・ラスト・オブ・アス	The Last of Us	- Game - TV Show	- Game is not of Japanese origin. - TV Show is not of Japanese origin.
アンダーテイル	Undertale	- Game	- Game is not of Japanese origin
ホームスタック	Homestuck	- Comic	- Comic is not of Japanese origin
東方PROJECT	TOHO Project	- Game - Doujin	- Game is not of Japanese origin
ラグナロクオンライン	Ragnarok	- Game - Anime	- Game is not of Japanese origin. - Anime/TV Show is not of Japanese origin.
ゲド戦記	Tales from Earthsea	- Film	- Source material is not of Japanese origin.
借り暮らしのアリエッティ	Arrietty	- Film	- Source material is not of Japanese origin.
思い出のマーニー	When Marnie Was There	- Film	- Source material is not of Japanese origin.
あーやと魔女	Earwig and the Witch	- Film	- Source material is not of Japanese origin.
アルプスの少女ハイジ	Heidi	- Anime	- Source material is not of Japanese origin.
アドベンチャータイム	Adventure Time	- TV Show	- TV show is not of Japanese origin.
ゴーストオブツシマ	Ghost of Tsushima	- Game	- Game is not of Japanese origin.
陰陽師	Onmyoji	- Game - Stage Show	- Game is not of Japanese origin. - Anime/Stage Show is not of Japanese origin.

5. COSPLAY COSTUME

This section outlines what sort of **Cosplay Costumes** are eligible to compete in the WCCS Australian Preliminary Competition.

- 5.1. The WCCS Australian Preliminary Competition requires all Cosplay Teams to wear and perform in **Cosplay Costumes**. These **Cosplay Costumes/Accessories** may be shop purchased, commissioned, made by the Cosplay Team or made with the help of friends.
- 5.2. BOTH members of the Cosplay Team must wear **Cosplay Costumes** from the SAME title. Cosplay Costumes from two different titles, even if both are of Japanese origin, are not permitted.
- 5.3. Both members of a Cosplay Team are to wear a minimum of one (1) **Cosplay Costume** each.
 - a) A Cosplay Team is permitted to have more than the minimum number of **Cosplay Costumes** for either member.
 - b) Where more than one **Cosplay Costume** is worn in the **Video Performance**, each of the Cosplay Team's **Cosplay Costumes** are still required to follow the RULES, REGULATIONS & GUIDELINES outlined in this document.
- 5.4. If details of the original costume are changed (i.e., parts added for augmented purposes or effects.) they still must be respectful of the original work. Customization is tolerated, but fan created works as the likes of gender-bent, ginjika or mash-up versions of the characters in the performance are not allowed. Failure to comply with this requirement will result in the entry deemed as invalid and thus won't be judged.
- 5.5. **Cosplay Costumes** that have previously competed in a WCS Video Preliminary Competition are not eligible to enter.
- 5.6. WCS Australia reserves the right to refuse entry/display to any **Cosplay Costumes** entered into the WCCS Australian Preliminary Competition that are deemed inappropriate for whatever reason.

6. SPECIAL EFFECTS MAKEUP & STAGE MAKEUP

This section outlines how **Special Effects Makeup & Stage Makeup** may be used to enhance a Cosplay Team's Performance and Cosplay Costume if they wish to.

- 6.1. "Race face" (blackface, yellowface, redface, etc) either by **makeup, mask** or by any **other means** will not be tolerated.
- 6.2. The use of tape to change the shape of your face to, for example, smooth out wrinkles, change the shape of your jaw, or tighten your neck **IS PERMITTED**.
You must not use tape to change the shape or your eyes in any way that might be considered racist.
"Fox Eyes" and similar created eye shapes are **NOT PERMITTED**.

7. VIDEO PERFORMANCE

This section outlines the kind of **Video Performance** that may be performed as part of the WCCS Australian Preliminary Competition.

- 7.1. The WCCS Australian Preliminary Competition requires all Cosplay Teams to provide a **Video Performance**.
- 7.2. The maximum length of time for a Cosplay Team's **Video Performance** is **2 minutes & 30 seconds**.
- 7.3. **Video Performances** are not permitted to contain or condone hate-speech. This includes but is not limited to racism, fascism, and/or anti LGBTQI+ sentiments.
- 7.4. In such cases in which a performance includes a high number of original elements and reformulation from a subjective perspective, the performances shall demonstrate respect for the original work, without departing from its original setting or disdaining it by means of an inconsiderate interpretation.
- 7.5. The Participants must ensure their video entry is open to any public of any age and sensibility.
- 7.6. For the duration of the Video Performance, it is not allowed for both Team Members to be out of the frame for a period of more than 15 seconds consecutively. When this time limit is exceeded, Video Judging points will be deducted as follows:
 - 15.1 ~ 16 seconds: 5 points deduction
 - 16.1 ~ 17 seconds: 5 points deduction
 - Hereafter, 5 points deduction for every second in excess
 - For an excess time of 20 seconds or more, an unconditional score of 0 will apply to Video Judging.
- 7.7. For the duration of the Video Performance persons other than the Team Members may be featured as **extras**, as well as creating characters by means of techniques such as animation or CG, but Team Members shall be clearly denoted as performing as the main characters. Also, in the case of creating characters, these shall not be produced copying or tracing original designs.
- 7.8. During the **Video Performance extras** used as support characters can't be featured for more than 20 seconds. The same extra can participate with additional characters following the same restrictions.
- 7.9. Consideration must be given for safety and the environment at filming locations, and filming must be done in accordance with national and local regulations.
- 7.10. Any choreography including but not limited to martial arts, stage fighting, sword fights, dance, etc, must be performed safely. To ensure the safety of competitors, the use of dangerous weapons such as shop-purchased imitation swords, katana, or similar items with processed metal edges, blunt instruments, and firearms is prohibited. Additionally Video Performances in which actual fire is lit, or in which dangerous substances requiring special care in handling, are also prohibited.
- 7.11. **Video Performances** must not violate the guidelines of streaming platforms. Full details can be found here: https://www.youtube.com/intl/en_us/howyoutubeworks/policies/community-guidelines/ . Below are some things that, are **PROHIBITED** and are **NOT PERMITTED** to be utilised during a video performance:
 - The use of official illustrations or logos from the WCS or official logos, images edited into the video, animation, copyrighted special effects, copyrighted sound effects, and copyrighted music from other original works or violating someone's copyright.
 - Excessive sexual expression or narration.
 - Detestable violent expressions such as an immoderate depiction of blood or vomit, assault, and torture.
 - Contents instigating hate speech, suicide, and bullying.
 - Political messages or propaganda.
 - Video challenges that can cause serious injury or encourage the possibility of it.

8. AUDIO & VIDEO

This section outlines the use of **Audio & Video** in a Cosplay Team's Video Performance as part of the WCCS Australian Preliminary Competition.

- 8.1. The Performance must be carried out in the English language. However, if it is relevant to the performance - such as providing a setting - key phrases or words may be given in languages other than English. These key phrases should be easily understood without translation (e.g. 'Bonjour' for French characters).
- 8.2. **Audio** that **IS PERMITTED** to be used in a Cosplay Team's Video Performance; -
 - Recordings of the Cosplay Team's own voices or those of their Family or Friends. (While release forms are not necessary, it should be made clear that any such recording was created with consent.)
 - Paid voice actors may be used, only if they have been hired by the Cosplay Team, and have provided the rights to use their voice.
 - Copyright-free music.
 - Copyright-free sound clips/sound effects.
 - Music, Sound Clips, Sound effects that the Cosplay Team has obtained the correct rights/licence to use.
- 8.3. **Audio** that is **NOT PERMITTED** to be used in a Cosplay Team's Video Performance; -
 - Music from the original title being Cosplayed.
 - Copyrighted music, e.g. of any well-known band or singer.
 - Copyrighted sound clips/sound effects.
 - Voice actors' audio from the original title being cosplayed, including Japanese and/or English voice actors.
 - Audio that requires credit to be given to be used, i.e. if an artist or poster stipulates that credit must be included when posting a video to YouTube, this Audio cannot be used.
 - AI generated Audio - including music, voice acting, and sound effects. This does not include original music that has been created/composed using only computer software.
- 8.4. Basic video editing must be done by the representatives, however adding CG or visual effects done by someone other than the representatives are allowed with credit to them. (Basic video editing means the editing of the video and to ensure the finished length of the video is no longer than 2:30 minutes.)
- 8.5. Participants are allowed to receive help from third parties in the production of their video performance. This help can happen in the form of technical support behind the camera. Their cosplay name, nickname or real name must be provided.
- 8.6. Shooting without permission in public places or private places which are not the property of the team, as well as 'guerrilla-style' unpermitted shooting is prohibited.
- 8.7. **Imagery** that **IS PERMITTED** to be used in a Cosplay Team's Video Performance; -
 - Photos of **Imagery** taken by one or both members of the Cosplay Team.
 - Photos of **Imagery** that the Cosplay Team has obtained the correct rights/licence to use.
 - Stock photos that the Cosplay Team has obtained the correct rights/licence to use.
- 8.8. **Imagery** that is **NOT PERMITTED** to be used in a Cosplay Team's Video Performance; -
 - Original **Imagery** from the Title being Cosplayed.
 - Any **Imagery** not owned by the Cosplay Team or that the licence/permission to use has not been obtained and supplied.
- 8.9. **Illustration and/or Animation** can be of any medium, traditional or computer, 2D/3D or a mixture of all.

- 8.10. Illustration and/or Animation that **IS PERMITTED** to be used in a Cosplay Team's Video Performance; -
 - 2D/3D Animation or illustrations drawn or animated by either member of the Cosplay Team or their friends/family.
 - Commissioned 2D/3D Animation or illustrations drawn or animated that the Cosplay Team have paid for.
 - Stock 2D/3D Animation or illustrations that the Cosplay Team has obtained the correct rights/licence to use.
- 8.11. Illustration and/or Animation that is **NOT PERMITTED** to be used in a Cosplay Team's Video Performance; -
 - 2D/3D Animation or Illustrations that have been traced from/off any scenes or images of official art from the Title being Cosplayed.
 -2D/3D Animation or Illustrations that have been ripped, clipped, or recorded from the Title being Cosplayed.
- 8.12. Special Effects:
 Including, but not limited to, explosion, energy, or light effects that coordinate with movements of the Cosplay Team's Performance.
- 8.13. Special Effects that **ARE PERMITTED** to be used in a Cosplay Team's Video Performance; -
 - Special Effects and After Effects drawn or animated by either members of the Cosplay Team or their Friends/Family.
 - Stock Special Effects and After Effects that the Cosplay Team has obtained the correct rights/licence to use.
- 8.14. Special Effects that are **NOT PERMITTED** to be used in a Cosplay Team's Video Performance; -
 - Excessive use of flashing or strobing lights that might affect people with light sensitivity or Epilepsy.
 - Special Effects that have been ripped, clipped, or recorded from the Title being Cosplayed.
- 8.15. The use of any form of AI generating programs such as, but not limited to, DALL-E2, Dream, and/or Midjourney in the creation of a Cosplay Team's **Video Performance** is **NOT PERMITTED**.
- 8.16. Formatting requirements; -
- Audio-**
 Sound: Full Stereo at least 192 kbps
- Video-**
 Image: 1920x1080 pixels
 Screen resolution: 1080p
 Aspect ratio: 16:9
- 8.17. The **Cosplay Team** is required to submit one **Video Performance File**. It must contain both video and audio components.
- 8.18. **Video Performance Files** are required to be the following file format: MP4
- 8.19. If a Cosplay Team does **NOT** submit a **Video Performance File** as part of their Team Entry, they will not be able to compete in the WCCS Australian Preliminary Competition.
- 8.20. **Video Performance** files will be reviewed upon submission.
 In the event of a technical file issue, (such as video or sound corruption) or failure to adhere to the RULES, REQUIREMENTS & GUIDELINES, the Cosplay Team will be contacted via the email supplied.
- a) Upon notification, Cosplay Teams will have approximately 48 hours to fix the issue and to submit a replacement via email reply. Failure to do so will result in the Cosplay Team not being permitted to compete in the WCCS Australian Preliminary Competition.

9. THE WCCS AUSTRALIAN PRELIMINARY COMPETITION

This section outlines the requirements of a Cosplay Team for **Competing in the WCCS Australian Preliminary Competition** in the lead up to and during the Competition event.

- 9.1. Cosplay Teams in the WCCS Australian Preliminary Competition are expected to comply with all directions from WCS Australia during the WCCS Australian Preliminary Competition.
- 9.2. The WCCS Australian Preliminary Competition entries will be uploaded to social media in the week following the close of entries. Winners will be announced online, Sunday 21st of April.
- 9.3. WCS Australia reserves the right to adjust the competition rules in any way it sees fit and disqualify any Cosplay Team for non-compliance with the rules outlined in this document.
- 9.4. By entering the WCCS Australian Preliminary Competition, the Cosplay Team agrees to abide by the terms and conditions as set out in this document. Participants who do not follow these rules will be disqualified and this may affect their eligibility to compete in future years.
- 9.5. Permission is granted to WCS Australia to use any photographs/video provided of Cosplay Team Cosplay Costumes for future promotions of the event.
- 9.6. Judges are **NOT PERMITTED** to give any feedback to Cosplay Teams (directly or indirectly).
- 9.7. Cosplay Teams are **NOT PERMITTED** to contact the Judges directly about feedback by any means - Including, but not limited to, face to face, social media, or private messaging. After or during the WCCS Australian Preliminary Competition.
- 9.8. Cosplay Teams will be contacted via Email, after the WCCS Australian Preliminary Competition by WCS Australia inquiring if the Cosplay Team would like to request feedback.
- 9.9. Each Cosplay Team who requests feedback will receive a confidential document of collated and anonymised feedback from the Judges.
A Cosplay Team will receive ONLY their personal feedback.
No Cosplay Team's Feedback will be shared or given to any other Cosplay Team.

Please be patient, as this information can take some time to collect from the Judges and to anonymise.
- 9.10. Any member of a Cosplay Team, who are found to be harassing/contacting Judges before, or after the WCCS Australian Preliminary Competition in regard to feedback will be stripped of any awards, if applicable, and this may affect their eligibility to compete in future years.

10. JUDGING

This section outlines the **Judging** procedure for the WCCS Australian Preliminary Competition. Judging will be held privately after entries have closed.

10.1. **Judging** consists of one (1) part -

Performance Judging - Section 12

Performance Judging will happen during the Private Video Performance viewing.

10.2. The **MAXIMUM AMOUNT** of **Points** a Cosplay Team can be awarded by each Judge is **200 Points**:

10.3. Cosplay Teams should exhibit a positive and supportive attitude befitting of a representative of WCCS Australia. **Judges** have the authority to penalise Cosplay Teams in the case of "bad sportsmanship" or poor attitude.

10.4. WCCS Australian Preliminary Competition is an inclusive competition. No Cosplay Team will be penalised for any perceived differences of race, gender, body art, or body type of the Character they are Cosplaying.

10.5. Penalties

- a) For entries exceeding the limit of 2:30 minutes, a 10% deduction of the score in Video Judging will be applied for overtime for every 5 seconds, and the score will be 0 for videos over 2:46 minutes.
- b) In the case documents are received after the submission deadline, a 10% deduction of the score will be applied for every 24 hours of delay in submission, and a score of 0 points will be awarded without judgement in case the delay exceeds 120 hours (delay exceeding 24 hours: 10%, delay exceeding 48 hours: 20%, and so on).
- c) Additionally, in case the Organisers request the correction of documents determined to be defective, it is required to resend a corrected version of the documents addressing the defects indicated from the Organizers within 24 hours from the communication of the request. In this case, as well, a 10% deduction of the score in Costume Judging will be applied for every 24 hours of delay, and a score of 0 points will be awarded without judgement in case the delay exceeds 72 hours.
- d) In the case there is a delay in both the submission deadline and resubmission, the penalties are to be applied cumulatively (delay exceeding 24 hours from the submission deadline: 10% + delay exceeding 24 hours in resubmission: 10%, for a total deduction of 20% of the score in Costume Judging).
- e) The point reduction caused by overdue entry items will be applied by the Organizers.
- f) It is allowed for the representatives to perform as multiple characters, but in the case of characters such as those performed by extras, these are excluded from scoring when it comes to Judging criteria A, B and C. The use of commercially available costumes for the extras is also allowed.
- g) It is not allowed for both Team Members to be out of the frame for a period of more than 15 seconds consecutively.
When this time limit is exceeded, Video Judging points will be deducted as follows:
 - 15.1 ~ 16 seconds: 5 points deduction
 - 16.1 ~ 17 seconds: 5 points deduction
 - Hereafter, 5 points deduction for every second in excess
 - For an excess time of 20 seconds or more, an unconditional score of 0 will apply to Video Judging.
- h) Any extra featured with a support character for more than 20 seconds, will result in a penalty applied as follows:
 - 0.1 ~ 1 seconds: 5 points deduction

- 1.1 ~ 2 seconds: 5 points deduction
- Hereafter, 5 points deduction for every second in excess
- For an excess time of 5 seconds or more, an unconditional score of 0 will apply to Video Judging

11. JUDGING PANEL

This section outlines the **Judging Panel** for the WCCS Australia Preliminary Competition

- 11.1. The **Judging Panel** will be made up of between 3 to 8 **Judges**.
- 11.2. **Judges** will select all winning Cosplay Teams, including the First Place Team that will become the next **Team Australia** based on the criteria and process outlined in Section 10 & Section 12.
- 11.3. **Judging** for the WCCS Australia Preliminary Competition is carried out to the same standards as all other WCCS Preliminaries conducted worldwide.
- 11.4. The **Judging Panel** will not consist of any WCCS Australia Committee member/s that are competing in the current year's WCCS Australian Preliminary Competition.
- 11.5. The Current WCS Australia President is not eligible to be on the **Judging Panel**.
- 11.6. No more than half of the **Judges** for the **Judging Panel** may be current WCS Australia Committee members.
- 11.7. The **Judging Panel** will consist of individuals who have a varied and extensive range of skill sets, knowledge, and experience suitable for Performance Judging.

12. JUDGING CRITERIA

This section outlines the **Judging** for the WCCS Australian Preliminary Competition. Each **Judge** can award a maximum of **200 Points** for a Cosplay Team's Video Entry.

Points for **Judging** will be awarded according to nine (9) criteria; -

Costume Quality & Appearance - 20 Points

Embodiment of characters - 20 points

Acting - 50 points

Video Direction - 20 points

Video Editing - 20 points

Lighting/Photography - 20 points

Sound & Music - 20 points

Script/Screenplay - 20 points

X Factor - 10 points

Total of 200 Points

An average score will be calculated from the scores of the judges. Should the final score result in a tie the ranking will be determined at the discretion of the judges.

12.1. **Costume Quality & Appearance** - 20 Points

Costume Quality & Appearance will be evaluated based on the following aspects;

The overall quality and look of the costumes. How well and accurate they are compared to the original reference and how good they look on film. The quality and look of the materials, fabric, accessories, wigs, make-up, and other details will influence the grade. All elements deemed indispensable to portray the character are to be considered a part of the costume and can be subject to judging. Elements that are not worn by the cosplayers but placed in the scene of action (objects to be used as assistance for the performance) cannot be subject to Costume Quality and Appearance judging.

12.2. **Embodiment of characters** - 20 points

The Cosplay Team **Embodiment of Characters** is defined by how well the characters are embodied. This is not related to the costume or the physical features, but the overall attitude of the cosplayer and the interpretation of the character in their personality, habits, and gimmicks.

12.3. **Acting** - 50 points

The **Acting** criterion covers how well the cosplayers are acting during their video performance. How convincing and expressive they are, and how well they convey emotions through their acting. The more they drag us into their storytelling the higher the grade.

12.4. **Video Direction** - 20 points

The **Video Direction Score** evaluates the overall storytelling and visual creativity of your cosplay video. Judges will assess how effectively you convey the narrative of your cosplay performance through camera work, composition, and creative direction. Consider the framing of shots, the dynamic use of angles, and visual elements that contribute to the overall impact. A strong video direction should seamlessly guide viewers through your story, emphasising the characters personalities and the essence of your performance.

12.5. **Video Editing** - 20 points

The **Video Editing** criterion assesses the technical proficiency and creativity in the editing process. Judges will consider how well you synchronise footage, apply transitions, and use effects to enhance the overall visual appeal of your cosplay video. Effective editing should contribute to a seamless and engaging viewing experience, emphasising the strengths of your story and performance.

12.6. **Lighting/Photography** - 20 points

The **Lighting/Photography** criterion evaluates the use of light and photographic techniques to showcase your cosplay. Judges will consider the quality and creativity of lighting setups, as well as the composition of shots. A well-lit and expertly photographed video enhances the visibility of costume details and brings out the best in your performance and all the emotions intended.

12.7. **Sound & Music** - 20 points

The **Sound & Music** criterion focuses on the audio elements of your video performance. Judges will evaluate how well you utilise sound effects, music, and overall audio quality to complement and elevate your cosplay presentation. The integration of audio should enhance the mood, atmosphere, and storytelling, creating a well-rounded and immersive viewing experience.

12.8. **X Factor** - 10 points

The **X Factor score** is calculated in addition to the above factors. Points will be awarded for elements that exceed expectations, for example: a performance which is particularly moving or exciting, or the innovation of new ideas or refinement of beloved techniques that have not been seen before in the competition.

13. RESULTS, PRIZES & AWARDS

This section outlines the **Results, prizes & Awards** for the WCCS Australian Preliminary Competition.

- 13.1. An **Awards Ceremony will be** broadcast on our social media on the 21st of April 2024. We advertise the time of this broadcast at a later date..
- 13.2. **Prizes & Awards** will be given to a select number of Cosplay Teams competing in the WCCS Australian Preliminary Competition.
- 13.3. At any point, WCS Australia may announce more **Prizes & Awards** which Cosplay Teams may be eligible to win at the WCCS Australian Preliminary Competition.
- 13.4. WCS Australia reserves the right to not allocate **Prizes & Awards** in the event that there is not an eligible Cosplay Team.
- 13.5. The **Winning First-Place Cosplay Team**, Prize & Award include:
 - a) An invitation to represent Australia in the **WCCS Championship Competition 2024.**
- 13.6. In the event that the First Place winning Cosplay Team is unable to represent Australia in the World Cinematic Cosplay Summit Championship, the Second-Place Cosplay Team for the WCCS Australian Preliminary Competition will be invited as the reserve Cosplay Team.

In the event the First Place winning Cosplay Team has to withdraw:

- The reserve Cosplay Team is immediately notified and enquired about their availability. If the reserve Cosplay Team is unavailable, the Third-Place Cosplay Team is notified and enquired about their availability.
- World Cosplay Summit Inc. will be immediately notified about the change of Cosplay Team and Cosplay Team Members.

14. BEING TEAM AUSTRALIA

The purpose of this section is to give a basic guide/understanding of what will be expected of the winning Cosplay Team, known as **Team Australia**, for the World Cinematic Cosplay Summit (WCCS).

These points outlined here are understood by WCS Australia to be common rules, regulations, and guidelines set out by WCS Inc, for WCS and the WCCS Championship Competition, used in past years.

HOWEVER, it should also be known that these can be changed, updated or removed by WCS Inc at any time. WCS Australia will try their best to keep **Team Australia** informed of any changes or updated to the rules for the World Cosplay Summit.

Also note that this is not a full, or extensive list of all the rules set out by WCS Inc for the World Cinematic Cosplay Summit, as updated rules are generally only released at the beginning of each year. i.e. The World Cinematic Cosplay Summit 2024 rules have been released on their website.

No third party involved in the production is eligible for the prizes set for the event.

Team Australia will be granted the status of WCS Alumni.

All selected participants from the different countries will compete for the Grand Champion title. The Global winning team will be invited to WCS in Japan, taking place in early August 2024. The WCS Office will cover flights and accommodation for the duration of the activities of WCS 2024.

- 14.1. **Team Australia** is expected to cooperate with WCS Australia and WCS Inc in a positive manner in order to ensure the success of the World Cinematic Cosplay Summit.
- 14.2. **Team Australia** is aware and agrees that their images (wearing their WCS Australian Preliminary Competition Cosplay Costumes) may be used by Media related to the World Cosplay Summit, such as TV programs, website, blogs, newspapers, magazines, etc., in the lead up to the **World Cinematic Cosplay Summit**. On these occasions, monetary compensation will not be furnished.
- 14.3. **Team Australia** is aware and agrees that their images (wearing their WCCS Championship Cosplay Costumes) may be used by Media related to the World Cosplay Summit, such as TV programs, websites, blogs, newspapers, magazines, etc., after the **World Cosplay Summit**. In this instance, all image rights including will be attributed to the World Cosplay Summit Executive Committee.
- 14.4. **Team Australia** will be required to complete a number of forms and documents in order to participate in the World Cinematic Cosplay Summit. The WCS Australia Organiser will inform the team of what is required and the due date of the items and will offer help when required. However, **Team Australia** should be aware that failure to submit items by the Submission Date & Time, will result in point deductions for the World Cinematic Cosplay Summit Championship and this could affect their participation in the World Cinematic Cosplay Summit.
- 14.5. **Team Australia** will be provided with full in-depth rules, requirements and guidelines for the World Cinematic Cosplay Summit, at a date soon after the WCS Australian Preliminary Competition. They are aware that these rules, when provided, will have to be followed in order to participate in the World Cinematic Cosplay Summit.
- 14.6. If one or both members of **Team Australia** feels like they cannot follow the rules set out by WCS Inc, the team will no longer be Team Australia and a new team will be selected at the discretion of the WCS Committee. After this decision has been made, the decision cannot be reversed. In this instance, the team will also not be counted as WCS Alumni.