

# Scoring Guidelines

## Why does this document exist?

This document has been made in an effort to delineate contest guidelines, and what the standard to which contests will be held against is. This includes, but is not limited to, the spriting rules which sprites submitted to these contests are expected to adhere to, but also rules surrounding the contestants themselves.

## Grading Criteria:

Sprites submitted to any contest are subjected to a panel of judges who grade it based on the following criteria:

- **Readability:**
  - Is the sprite clearly the combo of head/body it claims to be?
  - Do prominent features still show?
  - Is the color palette compliant with #spriting-guidelines?
  - Does the silhouette read correctly for the fusion?
  - If a judge has to look up the fusion, chances are the sprite has low readability.
- **Quality:**
  - Does the sprite follow #spriting-guidelines?
  - Is the lighting done correctly?
  - Are there broken outlines/lack of correctly colored outlines?
  - Are the textures well-rendered (within gen 5 standards)?
  - Is the SFX (if present) well done and unobtrusive?
- **Pose:**
  - Does the sprite look and/or face left?
  - Do the parts fit together?
  - Does the anatomy/shape make sense for either Pokemon in the fusion?
  - Does the silhouette read correctly for the fusion?

## Grading Scale:

|  |   |    |
|--|---|----|
|  | This sprite does not meet all the requirements.                         | 0  |
|  | Multiple major issues   | 1  |
|  | Major issue(s)  | 2  |
|  | Moderate issues (average sprite)  | 3  |
|  | Moderate issues (average sprite)  | 4  |
|  | Minor issues (visible fairly quickly)                                   | 5  |
|  | Few minor issues (may or may not be visible without zooming in)         | 6  |
|  | Very minor issues (have to zoom in)                                     | 7  |
|  | Very minor issue (singular)   | 8  |
|  | Excellent sprite, no discernible errors.                                | 9  |
|  | A perfect sprite with no errors, goes above and beyond for all criteria | 10 |
|  | One of the judges favorite sprites; tiebreaker vote (1 per judge)       | 11 |

**(NOT A HARD RULE, BUT RATHER A GUIDELINE)**

## Grading Criteria, extended:

0. Sprite does not meet all requirements. Refer to the rules for entries and #spriting-guidelines.
  1. Multiple major issues
    - 1.1. The sprite has a plethora of issues, ranging from severe lack of outlines to not having shading, overall not up to standard.
    - 1.2. May be lacking in creative application of the parts, and strays very far from the application of the #spriting-guidelines
    - 1.3. Unintentional transparency would more than likely end up here.
  2. Major issue(s)
    - 2.1. The sprite has more than one or more major issues, as stated above.
    - 2.2. May be lacking in creative application of the parts, and lacks in the application of the #spriting-guidelines
  3. Moderate issues (average sprite)

- 3.1. The sprite might have a major issue and a couple of minor issues that can be detrimental to the design, anatomy and readability of the fusion.
  - 3.2. May be lacking in creative application of the parts, or overall has issues in the application of the #spriting-guidelines
4. Moderate issues (average sprite)
  - 4.1. The sprite has no major issues, but has a couple of minor issues that can be detrimental to the design, anatomy and readability of the fusion.
  - 4.2. May be lacking in creative application of the parts, or just okay application of the #spriting-guidelines
5. Minor issues (visible fairly quickly)
  - 5.1. The sprite possesses a few minor issues, but for the most part, nothing that makes it unrecognizable.
  - 5.2. Creative application of the parts, or or just okay application of the #spriting-guidelines
6. Few minor issues (may or may not be visible without zooming in)
  - 6.1. The sprite possesses little to no immediately visible issues, and none of those issues break the sprite.
  - 6.2. Creative application of the parts, or just good application of the #spriting-guidelines
7. Very minor issues (have to zoom in)
  - 7.1. May or may not have issues, and if issues are present, they are very small.
  - 7.2. Very creative application of the parts, or just superb application of the #spriting-guidelines
8. Very minor issue (singular)
  - 8.1. May or may not have an issue, and if an issue is present, it does not break the presentation of the sprite.
  - 8.2. Highly creative application of the parts, or just superb application of the #spriting-guidelines
9. Excellent sprite, no discernible errors.
  - 9.1. The sprite has no errors when viewed, and is of the highest quality.
  - 9.2. Highly creative application of the parts, or just amazing application of the #spriting-guidelines
10. A perfect sprite, no errors, goes above and beyond for all criteria
  - 10.1. The sprite has no errors when viewed, and is of the highest quality.
  - 10.2. Highly creative and perfectly executed. Passes all criteria and #spriting-guidelines with flying colors.
11. One of the judges favorite sprites; tiebreaker vote (1 per judge, the above criteria are applicable)

## Judging Criteria:

- The judges *must* be unbiased.
- The judges' names will be anonymized, but will be recorded to keep them accountable.
- While comments are not obligatory, they are highly encouraged to the judges, as it is a learning opportunity for the spriter.
- The judges' ruling is final, and once the announcement is made, no scores will be altered.
- Judges can "bump" one 10-score sprite to 11 (Thus marking it as the *best* sprite, in their opinion.)
- In the case of a tie for 1st place, the number of 11's those sprites received will be accounted for.
  - If the number is the same, judges will then vote amongst the options for 1st place to determine the winner, while relegating the others to 2nd place.
- The criteria for the sprite spotlights *may* be arbitrary.
  - There may or may not be a spotlight in any given contest, and the criteria for the spotlight may fluctuate (they are, by all intents and purposes, honorable mentions).
- All judging panels will have at least one sprite manager to balance out the judges.
- Any judge currently participating in a contest **CANNOT** judge within that same contest, failure to comply will lead to disqualification.
- All judge's votes should be their own, with minimal input from anything outside of your own intuition.
- Additional Criteria may be mentioned to judges based on challenges and themes of a contest.