2026 Filmmaking Contest
Rules and Contest Information

Technical Requirements

1. The entry must be between 4 and 10 minutes in length, including the title screen and credits.
2. The title screen should be displayed for 5 seconds at the beginning of the entry, with no audio. It should contain:
   a. The words "Film Four Corners 2026 Filmmaking Contest".
   b. The title of the entry, the division (Student or Community).
   c. The name of the team.
   d. The assigned genre.
      ⚠️*Fonts should be legible and large enough for audience members to identify the title of the entry.*
3. The credits should be no longer than 45 seconds, and should include each member of the cast and crew, along with their role or title.
4. When possible, the entry should be exported in **DCP format**. If contestants are working with software that does not allow for this, it will be converted by Film Four Corners before screening.
5. Audio can be rendered in mono or stereo, and should be normalized with peaks set to -3dB.
6. Video should be no less than 1920x1080, and no more than 3840x2160 in resolution.

Example title screen

Rules

1. Entries must consist primarily of original content, created between February 27th, 2026 at 6:00 PM and March 4th, 2026 at 11:59 PM, Mountain Standard Time.
2. Entries must be uploaded to the provided OneDrive link no later than March 4th, 2026 at 11:59 PM, Mountain Standard Time. If suitable internet connectivity is expected not to be available, arrangements must be made at the kickoff meeting to deliver a USB drive containing the entry to a Film Four Corners volunteer by the deadline.
3. Entries will be assigned a **specific prop**, and a **genre**, to be announced by Film Four Corners at the kickoff meeting on February 27th. For teams who have registered online, this information will be sent to the team leader via email during that meeting.
4. The conformance to the assigned genre is open to artistic interpretation on the part of the team's director, but may factor into the judges' decision on ranking of the entry.
5. AI-generated dialogue or plot elements may be used in the script, but must be noted in the credits.
6. Stock footage or AI images or video footage may be used, if properly licensed. The use and source(s) of stock footage or imagery must be noted in the credits.
7. Music must be originally created or properly licensed, and must be noted in the credits.
8. Teams may use their best judgement regarding content, but films should not exceed what would be typically rated as a "PG-13" movie.
9. Team names and members must be entered on the registration form completed online, or at the kickoff meeting on February 27th, 2026 at 6:00 PM. If any changes are made to team membership after the fact, the team leader must notify us by email at flimfourcorners@gmail.com as soon as possible.
10. A reference must be made to the **Four Corners area**, or the city or town in which one or more of the team members reside.

Resources for copyright-free music

https://www.audiolibrary.com.co/
https://www.bensound.com/
https://freemusicarchive.org/
https://pixabay.com/music
https://mixkit.co/free-stock-music/
https://audionautix.com/

Resources for stock photos/video footage

https://www.pixabay.com (generally free with attribution)
https://www.artlist.io (paid)
https://www.storyblocks.com (paid)
https://elements.envato.com (paid)
https://stock.adobe.com (paid)

Resources for copyright-free written works for adaptation

https://www.gutenberg.org
https://www.one-act-plays.com/royalty_free_plays.html

Video editing software with free version

https://www.blackmagicdesign.com/products/davinciresolve