



Fauston.com[®]
T-Shirt Design Contest

[FAQ and T&C](#)

Terms and Conditions

1. Competition

By submitting an entry into the “Fauston.com T-Shirt Design Contest”, and thereby entering to have the design be selected, and other Fauston related prizes, contestants acknowledge that they have read, understood and accepted the rules.

2. To Enter

After March 18, 2015 (the “**Start Date**”), the completed entry should be submitted via Fauston (the “**Promoter**”). Responsibility cannot be accepted for any delay in the receipt of entries. Entries through agents or third parties will be invalid.

Participants may only enter the Contest by uploading an image to the space provides on Fauston.com. Information you provide is subject to, Sponsor’s Privacy Policy. By participating in the Contest, winners consent to the release of their personally identifiable information as part of the winner’s list. All entries become the property of the Sponsor, and will not be acknowledged.

Sponsor is not responsible for undeliverable, late, illegible, incomplete, or misdirected entries, or for mechanical errors, typographical errors, and computer malfunctions, display viewing problems, faulty transmissions or network errors during the submission of your entry or the hosting of the Contest. Entries that are incomplete, defective, altered, forged or irregular in any way, or are otherwise not in full compliance with these Official Rules are void.

Fauston requires a working In Design file (PSD) to be upload on Fauston.com for final design modifications. Winner may put their signature design on the shirt, which should include a front and back design. The design is set-to print on a t-shirt approximately 12”x 14” size, and the colors should be able to be transferred for screen-printing or digital printing.

Fauston.com Contest

3. Eligibility

The Competition is open to all country residents aged 18 or over as at the Start Date until May 18, 2015 (the “**Closing Date**”). Distributors, dealers and employees of the Promoter, any member of their households or other company involved directly with the administration of this Competition are not eligible to enter.

4. Validity

By entering the Competition the entrant hereby warrants that any information provided is true and is owned by the entrant. Each entrant further represents and warrants that he or she is 18 years of age or older, and acknowledges that his or her entry is void if the entrant is in a state or other jurisdiction where the Competition is prohibited by law.

5. The Prize

Prizes and the value of the prize are subject to change without notice by the Promoter and the Promoter may, in its absolute discretion, offer an alternative prize of equal or greater value. The Prize cannot be exchanged for other goods or redeemed for cash value.

7. Entries

Participation in the competition constitutes acceptance of these competition rules and permission for use of submitted entries, emails, images and names (or pseudonyms if requested) in other media. Entrants hereby assign to the Promoter all worldwide copyright and like rights in their entries and waive all moral rights.

8. Winner Publicity

Entrants accept that, if they win, the Promoter will have the right, without additional payment or permission, to use their name, age, town of residence and likeness for the purposes of announcing the winner of this competition and for related promotional purposes.

9. Winning Entry Details

The winner will be announced on the Promoter’s Website and other social media like Facebook, Twitter, Instagram and the winners will be notified personally as soon as practicable either before or after this date. The Promoter bears no responsibility for inaccurate contact information, which may affect delivery of the prize. Winner’s names (or pseudonyms if requested) and country of residence may be published on the website.

10. Liability Limitations

The Promoter is not liable for any loss or damage associated or incurred with any prize awarded.

11. Data Privacy

At Fauston we believe that you have a right to know our practices regarding the information we collect when you visit our websites, and what type of information is collected. The guidelines contained herein only apply to your visits to www.Fauston.com. While Fauston does not generally require that you provide us with personally identifiable information in order to visit and use the Fauston websites, please note that in order to participate in some activities, it will be necessary for you to provide this information. If you choose not to provide it for those activities, you may not be able to participate in them.

13. Governing Law and Jurisdiction

These rules and any non-contractual obligations arising out of or in connection with them shall be governed by and construed in accordance with India. The courts of India shall have jurisdiction to hear and determine any suit, action or proceedings, and to settle any disputes, which may arise out of or in connection with this Competition and, all parties for such purposes, irrevocably submit to the jurisdiction of such courts.

Requirement to Submit your design: -

1. Create your art

We recommend using a program such as Adobe Photoshop or Illustrator to create your design. Make sure to create your art at a minimum resolution of 300 dpi and to the approximate size that the design should be printed.

2. Design Examples

You are required to upload two separate files when submitting to Fauston. The first image should be your art file (1500x 1500 Pixel and 300 DPI) and should be a good representation of the artwork. We use the art image to represent your submission in the vote gallery and through various areas on the site.

The second image is your submission image (1500 pixels wide x 1500 pixels tall). We do require you show placement of your design in this submission image. This image will be the one representing your piece for people to vote on. You can change the colour of T-Shirt according to your design.

Art Example 1500x1500



Placement Example 1500x1500



You can download the Complete Pack Here:



www.fauston.com/completekkit.zip

3. Design Submitting

In design and pretty much everything in life, it is always imperative to have a good foundation. So let us begin with the basics.

Color Mode: RGB, 8-bit

Resolution: 300 DPI

Sizing

- Standard 17.5" x 19"
- Oversized 19" x 25"
- All-over 40" x 35"

Please Note: Don't forget that resolution depends on which platform you are using. If you are designing in vector (Illustrator), then resolution does not apply. Just make sure to expand your strokes and text!

4. Submitting T Shirt Artwork

Now that your magnum opus is finito, it is time to grace the masses with its presence! Yayy!! Let all those fortunate enough to come to Fauston bask in our glory!

First things, first, you need to make Three Images:

1. T-Shirt Template



www.fauston.com/complekit.zip

2. High Resolution Art Work

Upload all the Images (Your Artwork, T-Shirt Template, and Model Template) of High Resolutions and make a .zip of all files and upload it on Fauston.com to enter in the contest.

3. Information about you Design

Title for your design:

Brief description about your design:

Theme (if any)

Examples of your work (such as an online portfolio)

Note: You can upload above information in a notepad file.

Promote your design

Spread the word by letting friends, family and your fans know how talented you are! Post a status message with a link on Facebook, make a tweet on Twitter, post an image on Tumblr, throw your art up on Instagram and email your entire contact list! Reel in those votes!

Please Note: Once we approve you design we will share you the links of all social media pages where you design has been uploaded. You can share these designs with your friends and get more votes.

How Are Winners Chosen “Evaluation Criteria”?

The Fauston Contest winners are chosen on several factors including votes, comments, printability, and input from the Fauston Art Department. The contests usually have a judging panel from the contest partner and the Fauston team who make the final decision. This is based on the partner’s brand, characters and artist reactions to the brief provided. The number of likes, which are cumulative, can differ greatly. The judges and staff use votes as a guideline for popularity within the community. Votes on Facebook are not the sole deciding factor on whether or not a design gets printed.

Originality & Creativity

Taking an image off the Internet that does not belong to you, running Illustrator's Live Trace, and/or a Photoshop filter or the like is a big no-no!

If your design calls for a clock, don't just Google "clock" and take the first image that comes up. More often than not, chances are those images are copyrighted, and taking and using them as your own is **STRICTLY PROHIBITED** (it's called plagiarism)!! Your artwork will be rejected if the curator believes the artwork is not original and does not belong to the artist.

Using an image as "inspiration" is fine so long as we can see it as an inspiration and not a straight rip, which will be decided at the curator's discretion.

We encourage our artists to be imaginative and to take their time when constructing their artwork. Don't be in such a hurry and slap just any old filter or throw on a two-second Live Trace on some image from a search engine. Designs that are rushed show, and are quite easy to spot. Take your time, if the design isn't working out, leave it for a few hours/days/weeks and come back to it later with a fresh mind. Keep in thought that even the best artists get design block!

Mastering a Shirt Design Concept, Theme and Idea

Some designs are led by an idea or theme that tells the viewer something other than "Hello, I am a t-shirt, all pretty and stuff." The idea can be subtle or in your face. It can be central to the design or a clever little element that is only revealed after a bit of looking. Artists who nail concepts/ideas/themes in their apparel design:

2. Abstract

An abstract design is simply a collection of shapes or lines that do not represent anything physical. Something considered apart from concrete existence. "Easy," I hear you mutter. Not so, creating an abstract design takes real skill. Combining elements to make something look beautiful is very difficult.

3. Composition

"The combining of distinct parts or elements to form a whole" basically sums it up. How you lay out elements on your canvas, in this case a t-shirt. How do you as a designer utilize the t-shirt area? How do the elements you use balance or contrast so that they appeal to the viewer? Questions all designers should ask themselves.

4. Style

A style is something you gain through years of drawing and developing as an artist or designer. I personally have been drawing for about 30 years and all the time I have been developing a distinct style. People know it as mine and recognize it instantly. It takes work to get there and along the way you will draw on many influences. That's not to say you copy a style from someone else, that friends is naughty. It's also a whole other subject I could talk about for a year.

5. Depth

Depth in design can be described as many things; "the creation of something more than what is required or minimal, the hidden, the unclear, the difficult, the different, abundance and sometimes refinement and meaning." For me depth is about layers of physical beauty or ideas. When you look at a design and see something within it. Layers of elements, it doesn't need to be complicated but just thought provoking. Take the viewer on a journey. Make them look closer, question and ask "why?" Why is the Mona Lisa so famous? Lots of reasons, but partly because we are drawn in to her many layers, the cheeky smile, her eyes, the story. Capture that or something like it, and you're there.

6. Color

Color theory is a huge subject but here I will give you the whistle stop tour. Let's jump in. When looking at color we have to respect the color wheel. The color wheel helps us to understand colors and how they relate to one another.

7. Line, Shape and Texture

Lines are pretty simple things but here are some interesting things you should know. The direction of a line can convey mood. Horizontal lines are calm and quiet, vertical lines suggest more of a potential for movement, while diagonal lines strongly suggest movement and give more of a feeling of vitality. Contour lines are lines that make the edge of a shape. Gesture lines are multiple lines that make the shape look like it's moving. It suggests shaking or wobbling.

Value Lines or crosshatching can also be used to create areas of grey inside a drawing. These areas of darker shading inside a shape, called areas of value, can give a more three-dimensional feeling to an object. Crosshatching done right can look incredible.

In a picture, the shapes that the artist has placed are the positive shapes. The spaces around the shapes are the negative spaces. It is as important to consider the negative space in a picture as the positive shapes. Some artists can create pieces that have no distinction between positive and negative spaces, clever. M. C. Escher was the top dog at creating drawings like this.

8. Movement

We all move and in art sometimes you want to portray movement, but how? Here's how

Artists use repeated/fuzzy outlines to convey motion. Using multiple overlapping images gives us the impression of motion too. Eyes are awesome things, not just because they are the windows to your soul but because they see images cleverly. A good artist will lead the eyes on a journey around their artwork. Purposefully linking objects. "Rhythm" in art refers to the way your eye moves throughout a picture. Some images move your eye through them in a connected, flowing way, other images move you from one place to another in an abrupt, dynamic way Rhythm in art is created by the repetition of elements. The eyes have so much rhythm that optical illusions based on the repetition of geometric forms will cause your eye to produce motion where none is present. Yikes!

9. Balance

When objects are of equal weight, they are balanced. If you have several small items on one side, a large object on the other side can balance them. Visual balance works in the same way. Let's break it down.

Symmetrical Balance – Symmetrical balance is mirror image balance. If you draw a line down the center of the page, all the objects on one side of the screen are mirrored on the other side.

Asymmetrical Balance – Asymmetrical balance occurs when several smaller items on one side are balanced by a large item on the other side, or smaller items are placed further away from the center of the image than larger items. One darker item will need to be balanced by many lighter items.

An unbalanced design creates a feeling of tension, as if the whole thing might tip, looks unfinished or the eye is drawn to the area that seems to have something 'missing'.

Color can help to balance things too; our eyes are drawn by color. Small areas of vibrant color can be used to balance larger areas of more neutral colors. Use shape and textures too, large flat areas without detail can be balanced by smaller irregularly shaped objects (maybe with texture) since the eye is led towards the more detailed shapes.

A focal point is the area you want the viewer to focus on or see first. Like that 60" LCD TV you have at home, that's the first thing visitors see because it is awesome and right in the middle of the wall. A focal point can be supported by other elements around it to balance the whole image out.

FAQ's

Q: What is the maximum size DTG can print?

A: 14.8 inches wide, 18 inches tall.

Q: What color of tees is available?

A: Men: Black, White, Ocean Blue, Kelly Green, Charcoal Gray, Silver, Turquoise, Red, Purple, Light Blue and Navy

Woman: Black, White, Ocean Blue, Kelly Green, Charcoal Gray, Silver, Turquoise, Red, Purple, Pink, Yellow and Navy

Q: What kind of files should I be uploading?

A: You should be upload transparent PNG files using the template provided, RGB files that fit within the specified template size. Those PNGs will eventually be transferred, via magic to TIFF files for printing.

Please Note: You should .zip all the files (High resolution artwork and templates as mentioned above)

Q: How do I get paid for the contest?

A: All the artist (Winner's) will get paid via Bank Account (for Indians) and PayPal for (Outside India). Regarding Nexus 6 we will deliver it to the Winner address once the contest ends.

Q: How many designs I can upload?

A: There is no limit. You can upload any number of designs. More designs increase the chance of winning the contest

Q: Who owns the rights to my artwork?

A: You retain all rights to your artwork submitted to Fauston.

Q: Do I get any royalty for my designs?

Fauston.com Contest

A: Once we get live we will upload all your designs in our store. You will be awarded royalty every time your T-shirts sells on Fauston.Com. Royalty rates will be declared later on.

Q: What happens if I upload ripped, stolen or copyrighted art?

A: You are out! That's right, get caught uploading art that isn't yours or you don't have the rights to and you will be disqualified from this contest be added to the dreaded black list.

Q: What format I should use to upload my designs on Fauston.com

A: You need to .zip all your artwork and upload it on Fauston.Com

For any query please visit us at: care@fauston.com