



HSMC Mascot Design Competition Application Form  
恒管吉祥物設計比賽報名表

One application form for one entry only. 每份作品請填寫一份報名表。

<b>Personal Information 個人資料</b>	
Name (Chinese) 中文姓名	Name (English) 英文姓名
Email 電郵	Contact Number 聯絡號碼
<b>Please tick as appropriate. 請在適當方格內填上「✓」號。</b>	
<input type="checkbox"/> Student 學生 ❖ Student ID 學生編號 _____ ❖ Year 年級 _____ ❖ Programme 課程 _____	
<input type="checkbox"/> Staff 教職員 ❖ Department 部門 _____ ❖ Extension 內線 _____	
<input type="checkbox"/> Alumni 校友 ❖ Programme Attended 曾就讀課程 _____ ❖ Year of Graduation 畢業年份 _____	
<b>Description of the Mascot 作品資料</b>	
Name of the Mascot 吉祥物名稱 (Chinese 中文) _____ (English 英文) _____	
Short description of the Mascot and the rationale behind the design (No more than 250 words) 簡介吉祥物及創作意念 (不多於 250 字)	
<hr/> <hr/> <hr/> <hr/> <hr/>	
<b>Declaration and Signature 聲明及簽署</b>	
I/ We, hereby declare and agree that 本人/我們，謹此聲明並同意：	
<ul style="list-style-type: none"> <li>• My/ Our entry complies with the Rules of the Competition. 本人/我們之參賽作品符合比賽規則。</li> <li>• The information given in this form and the submitted documents are correct, true and complete. 本人/我們所提供的資料均屬正確無訛且並無缺漏。</li> <li>• I/ We have read the Rules of the Competition and agree to abide by them. 本人/我們已細閱並同意遵守比賽規則。</li> </ul>	
_____	_____
Signature of Participant 參賽者簽署	Date 日期

Please submit the entry and application form by email, post or in person to the following address:  
請將參賽作品連同填妥之表格，電郵、郵寄或親身遞交至以下地址：

- ❖ Email address 電郵地址 [mascot@hsmc.edu.hk](mailto:mascot@hsmc.edu.hk)
- ❖ Office Hours 辦公時間 Monday to Friday 9am to 5:45pm (Except Public Holidays) 星期一至五 上午九時至下午五時四十五分 (公眾假期除外)
- ❖ Address 地址

Communications and Public Affairs Office,  
Room 816, 8/F,  
Lee Quo Wei Academic Building (Block D),  
Hang Seng Management College,  
Hang Shin Link, Siu Lek Yuen, Shatin,  
"HSMC Mascot Design Competition"

香港新界沙田小瀝源行善里  
恒生管理學院  
利國偉教學大樓 (D座) 8樓 816室  
傳訊及公共事務處  
「恒管吉祥物設計比賽」

Deadline: 20 October 2017 (HK Postmark date will be used as the submission date) 截止日期 2017 年 10 月 20 日 (以郵戳日期為準)

## Rules 比賽規則

1. Individual or team participation (no more than 5 persons) is allowed.  
參賽者可以個人或隊制名義參賽（每隊最多五人）。
2. Each individual/team can submit a maximum of 2 entries.  
每人或每隊最多遞交兩份作品。
3. There is no specification on entry format (2D/3D drawing, 3D model, animation and video are accepted, except written texts.)  
參賽作品形式不限（2D/3D 圖像、立體模型、動畫、影片等，不可以純文字提交）。
4. Hand-painted or computer-drawn entries should be displayed by painting or printing on A4 (210mm x 297mm) or A3 (297mm x 420mm) sized white paper. Details of the mascot must be clearly shown.  
遞交手繪作品或電腦繪圖作品的參賽者，須於 A4（210mm x 297mm）或 A3（297mm x 420mm）尺寸的白紙上展示其參賽作品，並需清晰顯示作品細節。
5. Output file of a computer-aided design can be in PNG or JPG format with 300 dpi and a file size between 1MB and 10MB.  
以電子形式遞交的電腦繪圖作品，須為解像度達 300dpi 的 PNG、JPG 電子圖像格式，檔案大小須為 1MB 至 10MB。
6. For animation and video, the output file should be in MP4 format with a file size not exceeding 300MB. The animation or video length should be within 1 minute.  
參賽作品屬動畫、影片類須為 MP4 格式，長度為 1 分鐘以內，其檔案大小限 300MB 以內。
7. The front and the back views of the mascot must be shown in the entry while the side view is optional. The front, back and side views of the mascot should be painted or printed on A4 or A3 sized paper separately.  
參賽作品必須包含吉祥物的正面及背面，參加者可自由選擇提交吉祥物的側面設計。正面、背面及側面設計須各自繪畫或打印在 A4 或 A3 紙上。
8. Coloured artworks in different forms are accepted (e.g. pencil drawing, watercolour painting, animation, computer drawing, etc.)  
是次比賽接受不同方法繪製的彩色作品（如鉛筆、水彩、動畫、電腦繪圖等）。
9. Name of the mascot must be provided (in both Chinese and English) together with a description of the character in no more than 250 words.  
參賽者需為吉祥物命名（包括中文及英文），並提交不多於 250 字的簡介。
10. Entries must be submitted together with an application form by email, post or in person.  
參賽者需連同報名表格及參賽作品一併遞交。遞交方法包括電郵、郵寄以及親身送交。
11. Entries must be original and have not been published. Existing clip art images, stock photos, other similar illustrations or copyrighted artworks are not allowed.  
作品必須原創，並未曾發表。不可使用現成美工圖案、相片、其他類似圖畫圖像或版權屬他人的美術品。
12. Submissions received will be considered as final. No amendment or resubmission will be allowed.  
已遞交的作品將被視為最後版本，不得修改或重新遞交。
13. Late submissions will not be accepted.  
逾期遞交作品將不被接納。
14. An email acknowledging receipt will be sent upon completion of application.  
大會收到作品後，將會以電郵確認收妥有關資料。
15. The copyright of the winning entries and the right to use the winning entries will be owned by HSMC who reserves the right to modify the winning entries, to use them in any forms for public display and to produce them in different forms of promotional items without prior consent from or remuneration to the related participants.  
大會擁有得獎作品的版權、使用權利。大會有權修改得獎作品，並可以任何形式進行公開展示，以及製作成不同類型的宣傳品，而毋須徵求參賽者同意或另外給予酬報。
16. HSMC has the right to interpret the rules of this competition and for final decisions, including whether to adopt the winning design as the final artwork for the HSMC mascot.  
大會擁有本比賽規則的解釋權和最終決定權，包括是否採用得獎設計作為恒管吉祥物之最終設計藍本。