Forum: Challenges & Duels
Topic: 2005 Crossover
Subject: Re: 2005 Crossover
Posted by: Guest
Posted on: 2004/12/30 8:06:34

Hey kids, I'm Mike the other organiser of this hoot-a-nanny. It seems like C2f's interest is slighlty lower this year, but I think that's only because we just had a large event recently. So lets look at ground work.

There's two main ways of thinking: Teams and Competition. Either way I think there should be one deadline for everyone. I agree that it sucked last year when some team mates didn't complete on time, and because of that I think the competition idea will work better. So here's what I propose:

First of all everyone declares which level they think they should be in: Rookie, Cruiser or Vet. Then depending on the numbers they get split into groups (c2f and Heromorph) of 3-5. Each group is then assigned a theme, a character or given a base image, that they must work from. This gives artists creative freedom, but also brings things together as an event. Also, it means if someone drops out it's not the end of the world. We can then vote to get winners, although I don't know if that'd give it a negative spin.

What do you think?

Mike
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