



ARTIFEX 2026

A CARNIVAL OF CREATIVITY

A CELEBRATION OF CREATIVITY.

INNOVATION & DESIGN

SEPT 19TH, 2026

ART | MUSIC | DANCE | DIGITAL MEDIA

ABOUT LMS



AT LAKE MONTFORT SCHOOL, WE BELIEVE THAT TRUE EDUCATION MUST INSPIRE STUDENTS TO EXPLORE, QUESTION, AND LEARN NOT JUST FOR ACADEMIC SUCCESS, BUT FOR LIFE ITSELF. IN TODAY'S EVER-CHANGING SOCIETY, WHERE VALUES ARE OFTEN CHALLENGED AND THE RELEVANCE OF MORALS QUESTIONED, EDUCATIONAL INSTITUTIONS HAVE A VITAL ROLE TO PLAY. IN A WORLD WHERE HONESTY IS SOMETIMES MISTAKEN FOR WEAKNESS AND THE PATH OF INTEGRITY OFTEN SEEMS THE LONGEST ROUTE TO SUCCESS, WE MUST GUIDE OUR STUDENTS TO UNDERSTAND THAT CHARACTER AND DETERMINATION ARE THE CORNERSTONES OF MEANINGFUL ACHIEVEMENT.

"RISE & SHINE" – OUR SCHOOL MOTTO INSPIRES US TO STEP FORWARD WITH STRONG DEVOTION TO GOD, RESPECT FOR PARENTS, AND OBEDIENCE TO TEACHERS. EVERY CHILD AT LMS IS A GEM, ENDOWED WITH INNATE TALENTS AND CHILDLIKE CONFIDENCE IN THEIR ABILITY TO ACHIEVE GREATNESS IN THE DAYS AHEAD. EDUCATION IS NOT MERELY ABOUT IMPARTING KNOWLEDGE, BUT ABOUT NURTURING THE UNIQUE POTENTIAL WITHIN EVERY CHILD.

OUR VISION GOES BEYOND ACADEMICS. WE ARE COMMITTED TO THE HOLISTIC DEVELOPMENT OF EACH CHILD SPIRITUALLY, MORALLY, CULTURALLY, INTELLECTUALLY, AND PHYSICALLY, SO THEY ARE WELL-PREPARED FOR THE RESPONSIBILITIES AND CHALLENGES OF AI DRIVEN WORLD. LAKE MONTFORT SCHOOL IS MORE THAN AN INSTITUTION IT IS A FAMILY. HERE, STUDENTS ARE ENCOURAGED TO DISCOVER AND NURTURE THEIR TALENTS, SUPPORTED BY DEDICATED TEACHERS AND A STRONG PARTNERSHIP WITH PARENTS. THIS BOND, ROOTED IN TRUST AND SHARED VALUES, STAYS WITH OUR STUDENTS FOR A LIFETIME.

THROUGH DISCIPLINED EFFORTS, MEANINGFUL ACTIVITIES, AND JOYFUL LEARNING EXPERIENCES, WE STRIVE TO SHAPE OUR STUDENTS INTO LAW-ABIDING, RESPONSIBLE CITIZENS WHO EMBODY SERENITY, PEACE, AND GOODNESS. WITH DEVOTION AND DILIGENCE, WE AIM TO PROVIDE AN ENVIRONMENT WHERE EVERY CHILD GROWS WITH CONFIDENCE, COMPASSION, AND A DEEP SENSE OF PURPOSE.

ABOUT ARTIFEX

ARTIFEX IS A VIBRANT CELEBRATION OF ARTISTIC EXPRESSION, TALENT, AND IMAGINATION. INITIATED IN THE ACADEMIC YEAR 2023–2024, THIS PRESTIGIOUS CULTURAL EVENT HAS STEADILY GROWN IN SCALE AND POPULARITY, AND THIS YEAR PROUDLY MARKS ITS 4TH EDITION.

THE NAME ARTIFEX IS DERIVED FROM LATIN, MEANING "ARTIST," "CREATOR," OR "CRAFTSMAN," PERFECTLY REFLECTING THE SPIRIT OF INNOVATION AND CREATIVITY THAT DEFINES THE EVENT. IT SYMBOLIZES THE IDEA THAT EVERY INDIVIDUAL HAS THE POTENTIAL TO CREATE, EXPRESS, AND INSPIRE THROUGH ART.

ORGANIZED BY LAKE MONTFORT SCHOOL, ARTIFEX IS MORE THAN JUST A CULTURAL FEST—IT IS A DYNAMIC PLATFORM THAT BRINGS TOGETHER STUDENTS TO SHOWCASE THEIR TALENTS AND CELEBRATE DIVERSE ART FORMS. THE EVENT FEATURES A WIDE RANGE OF ACTIVITIES, INCLUDING MUSIC, DANCE, FINE ARTS, DRAMA, AND OTHER CREATIVE COMPETITIONS, OFFERING SOMETHING FOR EVERY ASPIRING ARTIST.

ARTIFEX FOSTERS CONFIDENCE, COLLABORATION, AND CULTURAL APPRECIATION WHILE ENCOURAGING ORIGINALITY AND INNOVATION. WITH ITS LIVELY ATMOSPHERE AND INSPIRING PERFORMANCES, IT CREATES MEMORABLE EXPERIENCES FOR PARTICIPANTS AND AUDIENCES ALIKE.

AS IT ENTERS ITS 4TH EDITION, ARTIFEX CONTINUES TO UPHOLD ITS VISION OF NURTURING CREATIVITY AND CELEBRATING THE ARTIST WITHIN EVERY INDIVIDUAL.

INTRODUCING



CARNIVAL OF CREATIVITY REPRESENTS A VIBRANT BLEND OF JOY, COLOR, AND IMAGINATION. INSPIRED BY THE LIVELY SPIRIT OF A CARNIVAL, THE THEME BRINGS TOGETHER DIVERSE ART FORMS LIKE MUSIC, DANCE, AND VISUAL ARTS, CREATING AN ENERGETIC AND ENGAGING ATMOSPHERE.

IT ENCOURAGES PARTICIPANTS TO EXPLORE THEIR TALENTS, THINK CREATIVELY, AND EXPRESS THEMSELVES WITH CONFIDENCE AND ORIGINALITY. JUST AS A CARNIVAL CELEBRATES VARIETY AND EXCITEMENT, THIS THEME HIGHLIGHTS THE BEAUTY OF DIFFERENT FORMS OF ARTISTIC EXPRESSION.

AT ITS CORE, CARNIVAL OF CREATIVITY IS A CELEBRATION OF INNOVATION, TALENT, AND TOGETHERNESS, MAKING THE EVENT A TRULY INSPIRING AND MEMORABLE EXPERIENCE.

SCORING PATTERN

5 STAR EVENTS



1st	150
2nd	125
3rd	100

4 STAR EVENTS



1st	120
2nd	100
3rd	80

3 STAR EVENTS



1st	80
2nd	60
3rd	40



EVENTS



SYNC SQUAD

GROUP DANCE



A GROUP DANCE COMPETITION WHERE TEAMS SHOWCASE SYNCHRONIZED CHOREOGRAPHY, CREATIVITY, AND STAGE PRESENCE THROUGH THEMATIC PERFORMANCES.

WHERE RHYTHM MEETS STORYTELLING, **SYNC SQUAD** BRINGS THE STAGE ALIVE WITH POWERFUL PERFORMANCES THAT BLEND MOVEMENT, MUSIC, AND IMAGINATION. THIS EVENT CELEBRATES UNITY, COORDINATION, AND THE ART OF COLLECTIVE EXPRESSION.

FROM HIGH-ENERGY ROUTINES TO NARRATIVE-DRIVEN PIECES, EACH TEAM TRANSFORMS THE STAGE INTO A VIBRANT SPECTACLE—PROVING THAT CREATIVITY IS BEST EXPERIENCED WHEN IT MOVES TOGETHER.

RULES & REGULATIONS

- EACH HOUSE MAY FIELD A MAXIMUM OF 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 10 TO 15 PARTICIPANTS.
- THE TOTAL TIME LIMIT IS 5 MINUTES, INCLUDING ENTRY AND EXIT.
- OUT OF THE TWO TEAMS REPRESENTING A HOUSE:
TEAM 1 - OWN CHOICE THEME
TEAM 2 - STORY BASED THEME
- PARTICIPANTS MAY USE MUSIC IN ANY LANGUAGE.
- ALL MUSIC MUST BE SUBMITTED IN ADVANCE AS PER THE INSTRUCTIONS PROVIDED.
- PARTICIPANTS MUST ARRANGE THEIR OWN COSTUMES, WHICH SHOULD BE APPROPRIATE FOR A SCHOOL ENVIRONMENT.
- PROPS MAY BE USED, PROVIDED THEY ARE SAFE, MANAGEABLE, AND DO NOT CAUSE DELAY IN SETUP OR CLEARANCE.
- USE OF DANGEROUS STUNTS, FIRE, OR HAZARDOUS MATERIALS IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE CONTENT (MUSIC, GESTURES, OR THEME) WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



VOCAL ENSEMBLE

GROUP SINGING



A GROUP SINGING COMPETITION WHERE TEAMS SHOWCASE VOCAL HARMONY, COORDINATION, AND MUSICAL EXPRESSION THROUGH THEMATIC PERFORMANCES.

BLENDING VOICES INTO ONE UNIFIED SOUND, **VOCAL ENSEMBLE** HIGHLIGHTS THE POWER OF HARMONY AND COLLECTIVE ARTISTRY. THIS EVENT CELEBRATES MUSICAL SYNERGY, BALANCE, AND THE ABILITY TO CONVEY EMOTION THROUGH COORDINATED VOCALS.

FROM SOULFUL MELODIES TO DYNAMIC ARRANGEMENTS, EACH TEAM CREATES AN IMMERSIVE MUSICAL EXPERIENCE—DEMONSTRATING THAT WHEN VOICES COME TOGETHER, THEY CREATE SOMETHING GREATER THAN THE SUM OF THEIR PARTS.

RULES & REGULATIONS

- EACH HOUSE MAY FIELD A MAXIMUM OF 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 10 TO 15 MEMBERS, INCLUDING INSTRUMENTALISTS.
- THE TOTAL TIME LIMIT IS 5 MINUTES, INCLUDING ENTRY AND EXIT.
- OUT OF THE TWO TEAMS REPRESENTING A HOUSE:
 - TEAM 1 - OWN CHOICE
 - TEAM 2 - "VOICES OF UNITY" (SONGS CONVEYING TOGETHERNESS, HARMONY, OR CULTURAL FUSION).
- PARTICIPANTS MAY PERFORM USING SONGS IN ANY LANGUAGE.
- KARAOKE/BACKING TRACKS ARE ALLOWED.
- THE FOLLOWING INSTRUMENTS WILL BE PROVIDED: 1 KEYBOARD AND 1 DRUM SET.
- PARTICIPANTS MAY BRING ADDITIONAL INSTRUMENTS ONLY WITH PRIOR PERMISSION FROM THE EVENT HEAD.
- PARTICIPANTS MUST ARRANGE THEIR OWN COSTUMES, APPROPRIATE TO THEIR THEME AND SUITABLE FOR A SCHOOL ENVIRONMENT.
- EMPHASIS SHOULD BE ON GROUP HARMONY AND COORDINATION; EXCESSIVE DEPENDENCE ON SOLO SINGING MAY AFFECT SCORING.
- PROPS ARE ALLOWED, PROVIDED THEY ARE SAFE AND DO NOT DELAY STAGE SETUP OR CLEARANCE.
- ANY INAPPROPRIATE LYRICS, GESTURES, OR CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



EVENTS



TWIN MOVES

DUET DANCE



A DUET DANCE COMPETITION WHERE PAIRS SHOWCASE COORDINATION, CHEMISTRY, AND SYNCHRONIZED MOVEMENT THROUGH CREATIVE PERFORMANCES.

BUILT ON CONNECTION AND PRECISION, **TWIN MOVES** HIGHLIGHTS THE ART OF DANCING IN HARMONY WITH A PARTNER. THIS EVENT CELEBRATES TIMING, EXPRESSION, AND THE SEAMLESS BLEND OF TWO PERFORMERS MOVING AS ONE.

FROM GRACEFUL ROUTINES TO HIGH-ENERGY ACTS, EACH DUO BRINGS A UNIQUE DYNAMIC TO THE STAGE—DEMONSTRATING THAT STRONG PARTNERSHIPS CREATE POWERFUL PERFORMANCES.

RULES & REGULATIONS

- EACH HOUSE MAY FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TOTAL TIME LIMIT IS 4 MINUTES, INCLUDING ENTRY AND EXIT.
- PARTICIPANTS MAY USE MUSIC IN ANY LANGUAGE.
- MUSIC MUST BE SUBMITTED IN ADVANCE AS PER THE INSTRUCTIONS PROVIDED.
- PARTICIPANTS MUST ARRANGE THEIR OWN COSTUMES, WHICH SHOULD BE APPROPRIATE FOR A SCHOOL ENVIRONMENT.
- PROPS ARE ALLOWED, PROVIDED THEY ARE SAFE, MANAGEABLE, AND DO NOT CAUSE DELAY IN SETUP OR CLEARANCE.
- THE PERFORMANCE IS OPEN THEME.
- USE OF DANGEROUS STUNTS, FIRE, OR HAZARDOUS ELEMENTS IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE CONTENT (MUSIC, GESTURES, OR PERFORMANCE) WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



HARMONY DUO

DUET SINGING

A VOCAL DUET COMPETITION WHERE PAIRS SHOWCASE HARMONY, COORDINATION, AND MUSICAL EXPRESSION THROUGH COLLABORATIVE PERFORMANCES.

CENTERED ON BALANCE AND BLEND, **HARMONY DUO** HIGHLIGHTS THE BEAUTY OF TWO VOICES COMING TOGETHER AS ONE. THIS EVENT CELEBRATES VOCAL SYNERGY, CONTROL, AND THE ABILITY TO COMPLEMENT ONE ANOTHER MUSICALLY.

FROM MELODIC BALLADS TO DYNAMIC ARRANGEMENTS, EACH DUO CREATES A RICH AND ENGAGING SOUNDSCAPE—PROVING THAT HARMONY IS AT ITS BEST WHEN VOICES UNITE WITH PURPOSE.

RULES & REGULATIONS

- EACH HOUSE MAY FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TOTAL TIME LIMIT IS 4 MINUTES, INCLUDING ENTRY AND EXIT.
- THE PERFORMANCE IS OPEN THEME.
- PARTICIPANTS MAY PERFORM USING SONGS IN ANY LANGUAGE.
- KARAOKE/BACKING TRACKS ARE ALLOWED.
- OUT OF THE TWO PARTICIPANTS, ONLY ONE MAY PLAY A LIVE INSTRUMENT, WHICH MUST BE EITHER AN ACOUSTIC GUITAR OR A KEYBOARD.
- PARTICIPANTS MUST ARRANGE THEIR OWN COSTUMES, WHICH SHOULD BE APPROPRIATE FOR A SCHOOL ENVIRONMENT.
- PROPS ARE ALLOWED, PROVIDED THEY ARE SAFE, MANAGEABLE, AND DO NOT CAUSE DELAY IN SETUP OR CLEARANCE.
- EMPHASIS SHOULD BE ON VOCAL HARMONY AND COORDINATION BETWEEN THE PERFORMERS.
- USE OF LIP-SYNCING IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE LYRICS, GESTURES, OR CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



JAM THEORY

DUET INSTRUMENTAL



AN INSTRUMENTAL DUET COMPETITION WHERE PAIRS SHOWCASE MUSICAL SKILL, COORDINATION, AND LIVE PERFORMANCE THROUGH CREATIVE COMPOSITIONS AND ARRANGEMENTS.

FOCUSED ON PURE SOUND AND TECHNIQUE, **JAM THEORY** HIGHLIGHTS THE ART OF MUSICAL COLLABORATION WITHOUT VOCALS. THIS EVENT CELEBRATES RHYTHM, PRECISION, AND THE ABILITY TO CONNECT THROUGH INSTRUMENTS ALONE.

FROM INTRICATE MELODIES TO DYNAMIC IMPROVISATIONS, EACH DUO CRAFTS A UNIQUE MUSICAL DIALOGUE—DEMONSTRATING THAT INSTRUMENTS CAN SPEAK JUST AS POWERFULLY AS WORDS.

RULES & REGULATIONS

- EACH HOUSE MAY FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TOTAL TIME LIMIT IS 3 TO 4 MINUTES, INCLUDING ENTRY AND EXIT.
- THE PERFORMANCE IS INSTRUMENTAL ONLY. NO VOCALS ARE PERMITTED.
- PARTICIPANTS MAY USE ANY COMBINATION OF MUSICAL INSTRUMENTS.
- BACKING TRACKS ARE NOT ALLOWED. ALL PERFORMANCES MUST BE COMPLETELY LIVE.
- PARTICIPANTS MUST BRING AND ARRANGE THEIR OWN INSTRUMENTS.
- PARTICIPANTS MUST ARRANGE THEIR OWN COSTUMES, WHICH SHOULD BE APPROPRIATE FOR A SCHOOL ENVIRONMENT.
- EMPHASIS SHOULD BE ON COORDINATION, MUSICALITY, AND TECHNICAL SKILL BETWEEN THE PERFORMERS.
- NO EXTERNAL SUPPORT OR ACCOMPANIMENT IS ALLOWED, EXCEPT FOR THE USE OF A SHRUTHI BOX (IF REQUIRED).
- ANY PRE-RECORDED PERFORMANCE WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



EVENTS



SKETCH CLASH

D R A W I N G



A DRAWING COMPETITION WHERE PARTICIPANTS EXPRESS IDEAS THROUGH ILLUSTRATION, COMPOSITION, AND CREATIVE USE OF VISUAL ELEMENTS.

ROOTED IN TRADITIONAL ARTISTRY, **SKETCH CLASH** HIGHLIGHTS THE POWER OF HAND-DRAWN EXPRESSION AND IMAGINATION. THIS EVENT CELEBRATES TECHNIQUE, CREATIVITY, AND THE ABILITY TO BRING CONCEPTS TO LIFE ON PAPER.

FROM DETAILED ILLUSTRATIONS TO BOLD INTERPRETATIONS, EACH ARTWORK REFLECTS A DISTINCT PERSPECTIVE—PROVING THAT EVEN THE SIMPLEST STROKES CAN CREATE POWERFUL VISUAL IMPACT.

RULES & REGULATIONS

- EACH HOUSE MAY FIELD 4 PARTICIPANTS FOR THIS EVENT.
- THIS IS A SOLO EVENT.
- THE TIME LIMIT IS 1 HOUR 30 MINUTES.
- THE TOPIC/THEME WILL BE GIVEN ON THE SPOT.
- PARTICIPANTS MUST BRING THEIR OWN DRAWING MATERIALS.
- PARTICIPANTS MAY USE ANY MEDIUM, INCLUDING WATER COLOURS, POSTER COLOURS, AND ACRYLIC PAINTS.
- DRAWING PAPER WILL BE PROVIDED BY THE ORGANIZERS.
- THE ARTWORK MUST BE ORIGINAL AND CREATED DURING THE ALLOTTED TIME ONLY.
- USE OF TRACING OR PRE-DRAWN WORK IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE OR OFFENSIVE CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



A SLICE OF ART

VEGETABLE CARVING



A CREATIVE CARVING COMPETITION WHERE PARTICIPANTS TRANSFORM VEGETABLES INTO ARTISTIC DESIGNS USING IMAGINATION AND PRECISION.

BLENDING CREATIVITY WITH CRAFTSMANSHIP, **A SLICE OF ART** ENCOURAGES STUDENTS TO EXPLORE TEXTURES, SHAPES, AND PATTERNS THROUGH HANDS-ON DESIGN. THIS EVENT CELEBRATES ATTENTION TO DETAIL, PATIENCE, AND THE ABILITY TO TURN EVERYDAY MATERIALS INTO VISUALLY APPEALING CREATIONS.

FROM SIMPLE PATTERNS TO INTRICATE CARVINGS, EACH PIECE REFLECTS CREATIVITY IN ITS RAWEST FORM—SHOWCASING HOW ART CAN BE FOUND IN THE MOST UNEXPECTED PLACES.

RULES & REGULATIONS

- EACH HOUSE MAY FIELD 4 PARTICIPANTS FOR THIS EVENT.
- THIS IS A SOLO EVENT.
- THE TIME LIMIT IS 1 HOUR 30 MINUTES.
- THE THEME WILL BE PROVIDED ON THE SPOT.
- PARTICIPANTS MUST BRING THEIR OWN VEGETABLES, TOOLS, AND MATERIALS.
- ONLY FRESH VEGETABLES MUST BE USED (E.G., CARROT, CUCUMBER, PUMPKIN, RADISH, ETC.).
- ALL TOOLS MUST BE SAFE AND HANDLED CAREFULLY AT ALL TIMES.
- THE CARVING MUST BE DONE ENTIRELY DURING THE COMPETITION TIME.
- USE OF PRE-CARVED OR PRE-PREPARED ITEMS IS STRICTLY PROHIBITED.
- PARTICIPANTS MUST MAINTAIN CLEANLINESS OF THEIR WORKSPACE DURING AND AFTER THE EVENT.
- ANY UNSAFE BEHAVIOR OR MISUSE OF TOOLS MAY LEAD TO DISQUALIFICATION.
- ANY INAPPROPRIATE DESIGN/CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



MUD MAGIC

CLAY MODELING



A CLAY MODELING COMPETITION WHERE PARTICIPANTS SHAPE IDEAS INTO TANGIBLE FORMS THROUGH CREATIVITY, TECHNIQUE, AND THREE-DIMENSIONAL DESIGN.

CENTERED ON FORM AND STRUCTURE, **MUD MAGIC** HIGHLIGHTS THE TRANSFORMATION OF RAW MATERIAL INTO EXPRESSIVE CREATIONS. THIS EVENT CELEBRATES IMAGINATION, DETAILING, AND THE ABILITY TO BRING CONCEPTS TO LIFE THROUGH HANDS-ON ARTISTRY.

FROM SIMPLE FORMS TO INTRICATE MODELS, EACH CREATION REFLECTS DEPTH AND CRAFTSMANSHIP—SHOWCASING HOW CREATIVITY CAN TAKE SHAPE IN ITS MOST PHYSICAL FORM.

RULES & REGULATIONS

- EACH HOUSE MAY FIELD 2 PARTICIPANTS FOR THIS EVENT.
- THIS IS A SOLO EVENT.
- THE TIME LIMIT IS 60 MINUTES.
- THE THEME WILL BE ANNOUNCED ONE WEEK PRIOR TO THE EVENT.
- PARTICIPANTS MUST CREATE ORIGAMI MODELS USING PAPER ONLY.
- PARTICIPANTS MUST BRING THEIR OWN PAPER/MATERIALS.
- USE OF GLUE, SCISSORS, TAPE, OR ANY CUTTING TOOLS IS STRICTLY PROHIBITED.
- THE MODEL MUST BE CREATED ENTIRELY DURING THE ALLOTTED TIME.
- USE OF PRE-FOLDED OR PRE-PREPARED MATERIALS IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE OR UNSAFE DESIGN/CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



ILLUSION LAB

3D IN 2D ART



AN ILLUSION-BASED ART COMPETITION WHERE PARTICIPANTS CREATE DRAWINGS THAT GIVE A THREE-DIMENSIONAL EFFECT ON A TWO-DIMENSIONAL SURFACE.

BLENDING PERCEPTION WITH CREATIVITY, **ILLUSION LAB** CHALLENGES ARTISTS TO MANIPULATE DEPTH, PERSPECTIVE, AND SHADING TO TRICK THE EYE. THIS EVENT CELEBRATES VISUAL INTELLIGENCE, TECHNIQUE, AND THE ABILITY TO TURN FLAT SURFACES INTO IMMERSIVE EXPERIENCES.

FROM OPTICAL ILLUSIONS TO REALISTIC DEPTH EFFECTS, EACH ARTWORK PLAYS WITH PERSPECTIVE—PROVING THAT WHAT WE SEE ISN'T ALWAYS WHAT IT SEEMS.

RULES & REGULATIONS

- EACH HOUSE MAY FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 2 PARTICIPANTS.
- THE TIME LIMIT IS 1 HOUR 30 MINUTES.
- THE THEME WILL BE ANNOUNCED ONE WEEK PRIOR TO THE EVENT.
- PARTICIPANTS MUST CREATE ARTWORK THAT GIVES A 3D ILLUSION ON A 2D SURFACE.
- PARTICIPANTS MUST BRING THEIR OWN DRAWING MATERIALS.
- THE ARTWORK MUST BE CREATED ON THE PAPER PROVIDED BY THE ORGANIZERS.
- USE OF ANY MEDIUM (PENCIL, COLORS, MARKERS, ETC.) IS ALLOWED.
- THE ARTWORK MUST BE ORIGINAL AND CREATED DURING THE ALLOTTED TIME ONLY.
- USE OF TRACING OR PRE-DRAWN WORK IS STRICTLY PROHIBITED.
- ANY INAPPROPRIATE OR OFFENSIVE CONTENT WILL LEAD TO DISQUALIFICATION. PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



ADVIBE

AD REEL MAKING



A SHORT-FORM VIDEO COMPETITION WHERE TEAMS CREATE ENGAGING ADVERTISEMENTS BY COMBINING CREATIVITY, STORYTELLING, AND VISUAL IMPACT.

DRIVEN BY IDEAS AND EXECUTION, **ADVIBE** HIGHLIGHTS THE ART OF MODERN ADVERTISING IN A FAST-PACED DIGITAL FORMAT. THIS EVENT CELEBRATES ORIGINALITY, BRANDING, AND THE ABILITY TO COMMUNICATE A MESSAGE EFFECTIVELY WITHIN SECONDS.

FROM CLEVER CONCEPTS TO VISUALLY STRIKING EDITS, EACH REEL CAPTURES ATTENTION AND DELIVERS IMPACT—SHOWCASING HOW CREATIVITY CAN TURN SIMPLE IDEAS INTO POWERFUL STORIES.

RULES & REGULATIONS

- EACH HOUSE MAY FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 4 PARTICIPANTS.
- THE VIDEO MUST BE CREATED IN YOUTUBE SHORTS/REEL FORMAT.
- THE DURATION OF THE VIDEO MUST BE 45 TO 60 SECONDS.
- THE PRODUCT/BRAND WILL BE ANNOUNCED 10 DAYS PRIOR TO THE EVENT.
- THE FINAL VIDEO MUST BE SUBMITTED IN MP4 FORMAT.
- THE VIDEO MUST BE ORIGINAL AND CREATED BY THE PARTICIPANTS. USE OF PRE-SHOT FOOTAGE IS NOT ALLOWED.
- PARTICIPANTS MAY USE NON-COPYRIGHTED MUSIC ONLY.
- SHOOTING AND EDITING MUST BE DONE BY THE PARTICIPANTS THEMSELVES.
- THE VIDEO MUST CLEARLY CONVEY THE PRODUCT CONCEPT AND A CREATIVE ADVERTISING MESSAGE.
- PARTICIPANTS MAY USE PROPS, COSTUMES, AND LOCATIONS, PROVIDED THEY ARE APPROPRIATE AND MANAGEABLE.
- ANY INAPPROPRIATE OR OFFENSIVE CONTENT WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS MUST SUBMIT THEIR ENTRIES WITHIN THE STIPULATED TIME.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



COSPLAY PARADE



COSPLAY

A COSTUME-BASED EVENT WHERE PARTICIPANTS BRING CHARACTERS TO LIFE THROUGH APPEARANCE, EXPRESSION, AND PRESENTATION.

BLENDING CREATIVITY WITH PERFORMANCE, **COSPLAY PARADE** ALLOWS PARTICIPANTS TO STEP INTO THE SHOES OF THEIR FAVORITE CHARACTERS FROM MOVIES, CARTOONS, BOOKS, OR ORIGINAL CONCEPTS. THIS EVENT CELEBRATES IMAGINATION, CONFIDENCE, AND ATTENTION TO DETAIL.

FROM ICONIC CHARACTERS TO UNIQUE CREATIONS, EACH PARTICIPANT TRANSFORMS INTO A LIVING REPRESENTATION—SHOWCASING HOW CREATIVITY CAN BE WORN AND PERFORMED.

RULES & REGULATIONS

- EACH HOUSE MAY FIELD 2 TEAMS FOR THIS EVENT.
- EACH TEAM MUST CONSIST OF 3 PARTICIPANTS.
- EACH TEAM WILL BE GIVEN A TOTAL OF 4 MINUTES, INCLUDING ENTRY AND EXIT.
- PARTICIPANTS MUST PRESENT A COSPLAY PERFORMANCE, INCLUDING CHARACTER INTRODUCTION AND STAGE ACT.
- MUSIC IS COMPULSORY AND MUST BE SUBMITTED IN ADVANCE AS PER INSTRUCTIONS.
- A STAND MICROPHONE WILL BE PROVIDED AT CENTER STAGE.
- COSTUMES MUST BE ARRANGED BY THE PARTICIPANTS.
- USE OF PROPS IS ALLOWED, PROVIDED THEY ARE SAFE AND MANAGEABLE.
- USE OF DANGEROUS ITEMS OR HAZARDOUS MATERIALS IS STRICTLY PROHIBITED.
- THE PERFORMANCE MUST BE APPROPRIATE FOR A SCHOOL ENVIRONMENT.
- PARTICIPANTS MUST REPORT TO THE VENUE ON TIME AS INSTRUCTED.
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.

GENERAL GUIDELINES – JUNIOR CATEGORY (GRADES 6-8)

PARTICIPATION RULES

- 1. EACH PARTICIPANT MAY TAKE PART IN A MAXIMUM OF 2 EVENTS ONLY.**
- 2. EVENT PARTICIPATION IS RESTRICTED AS FOLLOWS:**
- 3. MAXIMUM 1 EVENT FROM 5 STAR CATEGORY.**
- 4. MAXIMUM 1 EVENT FROM 4 STAR CATEGORY.**
- 5. MAXIMUM 2 EVENTS FROM 3 STAR CATEGORY.**
- 6. PARTICIPANTS MAY CHOOSE COMBINATIONS SUCH AS:**
- 7. 1 × 5 STAR + 1 × 4 STAR**
- 8. 1 × 5 STAR + 1 × 3 STAR**
- 9. 1 × 4 STAR + 1 × 3 STAR**
- 10. 2 × 3 STAR EVENTS**
- 11. PARTICIPATION IN MORE THAN ONE 5 STAR EVENT IS NOT ALLOWED.**
- 12. PARTICIPATION IN MORE THAN ONE 4 STAR EVENT IS NOT ALLOWED.**

PARTICIPATION RULES

- 1. IT IS COMPULSORY FOR ALL HOUSES TO PARTICIPATE IN ALL 5 STAR AND 4 STAR EVENTS.**
- 2. FAILURE TO PARTICIPATE IN ANY OF THESE EVENTS WILL RESULT IN ZERO POINTS FOR THAT EVENT AND THE HOUSE BEING INELIGIBLE FOR THE OVERALL CHAMPIONSHIP /CUP, REGARDLESS OF TOTAL POINTS SCORED.**

EVENT ALLOCATION & CONTROL

- 1. A PARTICIPANT CANNOT BE PART OF MORE THAN ONE TEAM IN THE SAME EVENT CATEGORY.**
- 2. ONCE EVENT ENTRIES ARE FINALIZED, NO CHANGES OR SUBSTITUTIONS WILL BE ALLOWED UNLESS APPROVED BY THE ORGANIZING COMMITTEE.**
- 3. PARTICIPANTS MUST ENSURE THAT THEIR EVENT TIMINGS DO NOT CLASH; THE ORGANIZING COMMITTEE WILL NOT BE RESPONSIBLE FOR CONFLICTS.**

4. IN CASE OF A CLASH, THE PARTICIPANT MUST CHOOSE ONE EVENT, AND NO RESCHEDULING WILL BE PROVIDED.
5. A PARTICIPANT MAY REPRESENT ONLY ONE HOUSE THROUGHOUT THE FEST.
6. ANY VIOLATION OF PARTICIPATION RULES MAY LEAD TO DISQUALIFICATION FROM ONE OR ALL EVENTS.
7. THE ORGANIZING COMMITTEE RESERVES THE RIGHT TO VERIFY AND RESTRICT ENTRIES THAT DO NOT COMPLY WITH THE RULES.

CHEER SQUAD POINTS

1. CHEER SQUADS MAY BE AWARDED BONUS (BROWNIE) POINTS BASED ON PARTICIPATION, ENTHUSIASM, AND OVERALL SUPPORT, AT THE DISCRETION OF THE ORGANIZING COMMITTEE.

IDENTIFICATION REQUIREMENT

1. ALL PARTICIPANTS MUST CARRY THEIR SCHOOL ID CARD, WHICH IS MANDATORY FOR ENTRY AND PARTICIPATION IN ALL EVENTS.

PLANNING & ORGANIZING COMMITTEE (FINE & PERFORMING ARTS DEPT.)

Mr. Manuel Gowtham S	Overall Event Co-ordinator
Mrs. Shanthy D	Dance Events Co-ordinator
Mr. Sashi Kumar	Art Events Co-ordinator
Mr. Joshua Justus J	Music Events Co-ordinator

VENUES & TIMINGS

Venue	8:45 – 10:00	10:00 – 11:15	11:15 – 12:30	12:30 – 1:15	1:15 – 2:30
Montfort Audi	TWIN MOVES	-	THE COSPLAY PARADE	SYNC SQUAD	-
Mini Audi	HARMONY DUO	-	-	VOCAL ENSEMBLE	-
Music Room	JAM THEORY	-	-	-	-
Dance Room	SKETCH CLASH	-	-	-	ADVIBE
BasketBall Court	-	-	-	-	-
Class Room 1	-	-	-	SLICE OF ART	-
Class Room 2	MUD MAGIC	-	-	-	-
Class Room 3	-	-	-	ILLUSION LAB	-
Class Room 4	-	PAPER PLAY	-	-	-

ARTIFEX
2026
A CARNIVAL OF CREATIVITY