

FESTIAV LAB

LEGAL TERMS OF PARTICIPATION · 2026

International Festival of Artificial Intelligence Cinema of Valencia
Valencia, Spain · 26–30 October 2026 (FESTIAV LAB: 26 October)

- This document governs participation in FESTIAV LAB exclusively.
For the Official Selection categories (Fiction AI, Comedy AI, Horror AI, Valencian AI and Historical AI), please refer to the General Participation Rules available at www.festiv.com.

ARTICLE

1

PURPOSE AND ORGANISATION

These rules govern the organisation, participation, operation and award of prizes for FESTIAV LAB 2026, the 24-hour creative laboratory forming part of the International Festival of Artificial Intelligence Cinema of Valencia (FESTIAV), in its 2nd edition.

FESTIAV LAB is organised by GALAXIA TELEVISION SL (hereinafter "the Organisation"), registered at Calle Ciudad de Eibar, no. 4, 46988, Paterna (Valencia, Spain), Tax ID B46372843.

Participation in FESTIAV LAB implies reading, understanding and full and unconditional acceptance of these rules in their entirety, as well as the General Rules of FESTIAV 2026.

ARTICLE

2

CHALLENGE DESCRIPTION

FESTIAV LAB is set up as a creative audiovisual production laboratory in which participating teams must develop a short film within a maximum period of 24 hours, using materials provided by the Organisation.

At the start of the challenge, the Organisation will provide all teams with a common set of creative resources, which will include:

- An original script
- A selection of musical pieces
- Audiovisual material consisting of actor recordings

All these materials will be duly authorised, with FESTIAV guaranteeing the availability of the rights necessary for their use by participants within the framework of the competition.

The aim of this dynamic is to establish a controlled creative environment that allows participants to work with artificial intelligence tools while respecting the principles of authorship and intellectual property currently applicable in the audiovisual sector. In this regard, the use of the materials provided ensures that the underlying creative elements have been generated by people, in line with current criteria for protecting authorship in the film industry.

Using these materials, teams may:

- Edit the short film using the delivered resources in whole or in part
- Modify the script, narrative structure or creative approach
- Create new audiovisual elements, provided these are generated while respecting the principle of human intervention in creative processes
- Record their own material (image or sound), including the possibility of replacing the original actors
- Compose or modify original musical pieces

Likewise, the actor images provided may be:

- Kept in their original form

- Transformed using digital tools or artificial intelligence
- Adapted to different visual styles (realistic, animation or other creative languages)
- Replaced by new resources generated by the participants

In all cases, artificial intelligence must be used as a support tool for creation, always maintaining human intervention in the essential elements of the creative process.

The final result must be a complete short film, exported in the format specified by the Organisation and generated entirely during the 24 hours of the challenge, which will be evaluated and screened at the festival for selected projects.

■ The script is the same for all teams. What differentiates each work is the creative and technical use of AI. There is no "correct" solution: the diversity of interpretations is an essential part of the challenge.

ARTICLE 3 **KEY DATES**

Time	Activity	Mode
Mon 26 · 09:00	Opening, accreditations and team reception	In-person
Mon 26 · 09:30	Talk: Future of generative AI video and new tools	In-person / Online
Mon 26 · 10:30	Delivery of the official script (secret) — 24 h challenge starts	Both
Mon 26 · 10:30 – Tue 27 · 10:30	Creation period: 24 uninterrupted hours	Both
Tue 27 · 10:30	Submission deadline (non-extendable)	Online platform
Fri 30 · 10:30	Awards ceremony and announcement of winning team — La Harinera	In-person

The Organisation reserves the right to modify the schedule, notifying participants as far in advance as possible through the Festival's official channels.

Key registration dates:

- Registration period opens: 27 May 2026.
- Registration deadline: 25 October 2026, at 23:59 (GMT+1). Any registration received after this deadline will be automatically rejected. If capacity is reached before the registration deadline, registrations will close earlier.
- Deadline for submission of the final file for jury evaluation: 27 October 2026 at 10:30 (GMT+1).

ARTICLE 4 **PARTICIPANTS AND TEAMS**

4.1 Individual Requirements

- Participation is open to any person aged 18 or over, of any nationality.
- Registration implies a responsible declaration of legal age. The Organisation may request proof of identity (national ID, passport or equivalent).
- Persons forming part of the selection committees, jury or Organisation of the festival, or their direct relatives up to the second degree of consanguinity or affinity, may not participate.
- Employees of FESTIAV LAB sponsor companies may only participate in the non-competitive category, if the Organisation enables such a category.

4.2 Team Composition

- Teams must consist of a minimum of 2 and a maximum of 3 people.

- Individual participation is not permitted.
- A person may not be a member of more than one team simultaneously.
- Each team will designate a representative (team captain) responsible for communications with the Organisation, submission of the project and receipt of the prize.
- Team composition is final at the close of registrations. No subsequent changes are permitted except in cases of duly justified force majeure approved by the Organisation.

4.3 Participation Mode

- **In-person:** teams work at La Harinera (Valencia) during the 24 hours of the challenge. Includes access to the premises, internet connection and venue services. In-person participants must bring their own computers and tools. There is a maximum of 30 people in-person, i.e. a minimum of 10 teams and a maximum of 15, depending on the number of members per team.
- **Remote (online):** teams work from anywhere in the world, connected via the communication tools established by the Organisation. They have access to the same materials as in-person teams. There is a maximum of 40 remote teams, whether of 2 or 3 people.
- Both modes compete on equal terms before the same jury.

ARTICLE 5

REGISTRATION PROCESS

Registration for FESTIAV LAB is completed exclusively through the official form available at www.festiv.com/lab. Registration is free of charge.

5.1 Period and Procedure

- The registration period is open from 22 May 2026 to 25 October 2026 at 23:59 (GMT+1), or until available places are filled.
- Registration is completed at team level. The representative fills in the form including the details of all members.
- The team will receive a confirmation email. Registration will not be considered valid until this email is received.
- The number of teams admitted may be limited for capacity reasons, especially for the in-person mode. In the event of a waiting list, teams will be notified in order of registration.

5.2 Data Required at Registration

- Full name of each member.
- Contact email address (team representative).
- Team name.
- Participation mode: in-person or remote.
- Approximate level of experience with generative AI tools (informative, not eliminatory).
- Main AI tools they plan to use (informative, not binding).
- Express acceptance of these rules and the Privacy Policy.

ARTICLE 6

OFFICIAL CHALLENGE MATERIALS

At the official start of the challenge (Monday 26 October at 10:30), all teams will simultaneously receive the "FESTIAV LAB 2026 Official Pack", which contains:

- **Official short film script:** PDF document with the full script (2-7 pages), including structure, dialogue and stage directions. The script is secret until this moment.
- **Music pack:** between 1 and 3 original or royalty-free musical compositions, with a licence for use in the challenge and at the festival screening.
- **Visual material:** images and recorded sequences not generated by AI.

- **Technical delivery guide:** specifications for format, resolution, duration and submission platform.

■ Teams may use additional tools, models or resources of their own, provided they are legal, do not violate third-party rights and comply with the EU AI Act. The use of third-party audiovisual material not provided by the Organisation is the sole responsibility of the team.

ARTICLE 7

TECHNICAL REQUIREMENTS

The submitted short film must meet the following minimum technical requirements to be admitted for evaluation:

7.1 Format and Duration

- Minimum duration: 2 minutes. Maximum duration: 5 minutes (excluding credits).
- Video format: MP4 or MOV, H.264 or H.265 codec.
- Minimum resolution: 1080p (1920 × 1080 pixels). 4K is accepted and valued.
- Aspect ratio: 16:9 (horizontal). Vertical and square formats are not accepted.
- Frame rate: minimum 24 fps.
- Audio: stereo, minimum 44.1 kHz, no clipping. Elaborate sound design will be valued.

7.2 Content Requirements

- The work must develop the story of the official script received. Free interpretations, ellipses and creative reinterpretations of the text are permitted, but a clear narrative relationship with the base script must exist.
- Subtitles are mandatory if dialogue is not in Spanish or English. Recommended in any case.
- The work may not contain explicitly sexual content, gratuitously violent content, discriminatory content or content that violates fundamental rights.

7.3 Mandatory Documentation

- Final video file (see specifications 7.1).
- Technical sheet in PDF (1 page): team name, members, synopsis (max. 100 words), AI tools used (software, models, versions) and brief description of the creative process.
- Sworn declaration of originality and ownership of rights (form provided by the Organisation).

ARTICLE 8

SUBMISSION PROCESS

Submission will be made exclusively via a download link (WeTransfer or similar) to the address: lab@festiv.com.

- The submission deadline is Tuesday 27 October 2026 at 10:30 (GMT+1), with no extension possible.
- Works received after the deadline will not be evaluated. The Organisation accepts no responsibility for technical failures attributable to the participant's connection or equipment.
- It is recommended to begin the upload process at least 2 hours before the deadline to avoid incidents.
- Once the work has been submitted, no modifications may be made. If serious technical errors occur in the submitted file, the team may request authorisation from the Organisation to resubmit within a maximum of 30 minutes after the close.

ARTICLE 9

EVALUATION AND JURY

9.1 Jury Composition

The FESTIAV LAB jury will consist of a minimum of 3 and a maximum of 5 people of recognised standing in one of the following fields: cinema and audiovisual narrative, artificial intelligence applied to the creative sector, audiovisual

production and post-production, or technological innovation.

No jury member may have a family relationship up to the second degree or an employment relationship with any member of the participating teams. In the event of a conflict of interest, the affected member will recuse themselves from evaluating the relevant project and notify the Organisation.

9.2 Evaluation Criteria

Criterion	Description	Weight
Creativity and innovation	Originality of the narrative and visual approach. Imaginative and distinctive use of AI tools.	30%
Technical mastery of AI	Quality, consistency and complexity of the generation process. Advanced and justified use of the models employed.	25%
Narrative coherence	Fidelity to the base script. Dramatic structure, pacing and story development.	20%
Audiovisual quality	Image, sound, editing and aesthetic coherence of the final result.	15%
Jury presentation	Clarity in presenting the creative process and the technical decisions made during the 24 hours.	10%

9.3 Evaluation Process

- **Phase 1 — Technical review:** the Organisation's technical committee will verify that all works meet the requirements of Articles 7 and 8. Works that do not pass this phase will be disqualified and the team notified.
- **Phase 2 — Jury evaluation:** the jury will view all admitted works and score each criterion independently. The 4 highest-scoring works will be selected for cinema screening and for prizes.
- **Phase 3 — Screening:** the selection of 4 finalist works will be screened at ABC Park on Thursday 29 October.
- **Phase 4 — Deliberation and decision:** the jury will deliberate in private and issue its final decision from among the 4 works selected for screening. The jury's decision is final and not subject to appeal.
- **Phase 5 —** On Friday 30 October at the Awards Ceremony at La Harinera, the winner will be announced.

ARTICLE 10

PRIZES

The FESTIAV LAB jury will award the following prizes:

- **FESTIAV LAB Prize for Best Short Film:** €3,000 gross, shared equally among the members of the winning team.
- **Special jury mention:** accreditation certificate, without financial award, for the works finishing in second, third and fourth place.

■ The monetary prize constitutes employment income and is subject to the corresponding tax withholding under current Spanish legislation (Personal Income Tax, Law 35/2006). Members of the winning team must provide their tax details within a maximum of 7 working days of notification. Failure to meet this requirement implies waiver of the prize.

The Organisation reserves the right to award additional prizes in collaboration with sponsors or external entities, which will be communicated in due course.

ARTICLE 11

INTELLECTUAL PROPERTY

11.1 Ownership of the Work

The intellectual property rights in the short film created during FESTIAV LAB belong entirely to the members of the participating team, in the proportion they agree upon internally. FESTIAV LAB also grants, free of charge, the use of the audiovisual content delivered to the various teams — i.e. music, script and recorded images — solely for the production of the short film made during the festival.

Participants declare and warrant that they are the sole holders of the rights to the elements added to the original materials and that they have obtained all licences and authorisations necessary for the use of third-party resources incorporated therein (AI models, datasets, additional sound elements, etc.).

11.2 Licence to FESTIAV

By participating, teams grant FESTIAV a non-exclusive, royalty-free, worldwide and indefinite licence to:

- Exhibit the work in the context of the festival (screenings, awards ceremony, etc.).
- Reproduce excerpts from the work for promotional, communications and dissemination purposes of the festival in any medium and format (web, social media, press, events).
- Include the work in possible compilations or academic publications linked to the festival, always citing the authorship.

This licence does not imply assignment or transfer of ownership of the work, which remains at all times with the creators.

11.3 Official Script

The official challenge script is the property of FESTIAV and is protected by copyright. Teams receive a limited licence of use for exclusive use in the context of FESTIAV LAB 2026. It may not be reproduced, distributed or published without express authorisation from the Organisation.

11.4 AI and Third-Party Rights

Participants are responsible for their use of artificial intelligence tools and for compliance with their terms of service. In particular:

- AI tools prohibited under the EU AI Act (Regulation 2024/1689, OJ of 12 July 2024) may not be used.
- Images, sounds or texts protected by third-party rights may not be incorporated into the work without the corresponding licence or authorisation.
- The use of voice or image synthesis technology of real persons (deepfake) is expressly prohibited without the express and evidenced consent of the person concerned.

11.5 Theme, Exploitation Rights and Institutional Use

Mandatory theme

The official script for FESTIAV LAB 2026 will be linked to the theme established by the sponsor for this edition. Both the identity of the sponsor and the script theme will be communicated to all teams at the challenge opening event.

Authorship rights

Participants will retain at all times the authorship and moral rights over their work, in accordance with Article 14 of the Revised Text of the Intellectual Property Act (RDL 1/1996). The FESTIAV organisation and the institutional sponsor will expressly acknowledge the authorship of the team in all public communications in which the work is disseminated.

Assignment of rights – winning short film

By accepting these rules and receiving the FESTIAV LAB 2026 Prize (€3,000), the winning team grants the sponsor a non-exclusive, worldwide licence for a period of five (5) years from the delivery of the prize, for the dissemination and public communication of the winning short film in its campaigns, via television, digital platforms, social media and any other public communication medium. The monetary prize constitutes the sole and entire consideration for this assignment.

The institutional sponsor is authorised to make format adaptations to the work only: duration adjustment, inclusion of subtitles and technical adaptation of the file to the dissemination medium. Content modifications, changes to the narrative or main visual elements are expressly prohibited without written authorisation from the authoring team.

The winning team may continue to distribute their work through their own channels without any restriction.

Moment of acceptance and right of withdrawal

The identity of the sponsor and the theme of the official script will be communicated to all teams at the challenge opening event. Teams that at that point do not accept the rights assignment conditions may withdraw from participation before the formal start of the 24-hour timer, without any penalty. Continuing in the challenge implies full and unconditional acceptance of said conditions.

Non-winning works

Short films entered that do not win will not be subject to this rights assignment.

ARTICLE 12

CODE OF CONDUCT AND INTEGRITY

FESTIAV LAB aspires to be a safe, inclusive and creative space for all participants, regardless of their gender, gender identity, sexual orientation, age, origin, religion, political opinion, level of experience or any other personal circumstance.

12.1 Participant Commitments

- Maintain respectful and collaborative behaviour throughout the duration of the challenge.
- Not use, share or publish within the LAB context any discriminatory, sexist, racist, offensive or dignity-violating content.
- Not develop or submit works containing explicitly sexual content, gratuitous violence, hate speech or disinformation.
- Not use tools, code or elements developed prior to the start of the challenge as the basis for the short film. All audiovisual content must be generated during the 24 hours.
- Not share the content of the official script on social media, forums or any public channel until the Organisation authorises its disclosure.

12.2 Disciplinary Regime

Breach of the code of conduct may result in the following measures, at the Organisation's discretion:

- Verbal or written warning.
- Exclusion of the team from the challenge without right to reimbursement or compensation.
- Disqualification from participating in future editions of FESTIAV LAB and/or the Official Selection.
- Referral to the competent authorities if the conduct constitutes a legal infringement.

ARTICLE 13

GROUNDS FOR DISQUALIFICATION

The following will constitute grounds for automatic disqualification, without prejudice to any other legal actions that may be applicable:

- Failure to meet the minimum technical requirements established in Article 7.
- Submission after the deadline established in Article 8.
- Inclusion in the work of audiovisual material produced before the start of the challenge, except for material provided by the Organisation.
- False declaration regarding team composition, authorship of the work or ownership of rights.
- Use of AI tools prohibited under current European regulations.
- Violation of the code of conduct in Article 12.
- Any attempt to manipulate the evaluation process or the jury.

ARTICLE 14

LIABILITY AND INDEMNITY

The Organisation accepts no responsibility for:

- Technical failures that prevent or hinder the timely submission of the project when attributable to the teams or third parties.
- Damage or loss arising from use of the in-person facilities, unless attributable to negligence of the Organisation.

- Third-party claims arising from the use of AI tools, generative models, datasets or additional resources used by teams.

Participants will hold FESTIAV and its associated brands harmless against all damages, liabilities, claims and expenses that may arise as a result of their infringement of intellectual property rights or any other applicable regulations.

ARTICLE 15

PERSONAL DATA PROTECTION

In compliance with the General Data Protection Regulation (GDPR, EU 2016/679) and Organic Law 3/2018 on Personal Data Protection and the Guarantee of Digital Rights (LOPDGDD):

- **Data Controller:** GALAXIA TELEVISION SL, Calle Ciudad de Eibar, no. 4, 46988, Paterna (Valencia, Spain). Email: info@galaxiastudios.es.
- **Purpose:** to manage registration, the conduct of FESTIAV LAB 2026 and the communication of results.
- **Legal basis:** performance of the participation contract (Art. 6.1.b GDPR) and, where applicable, the participant's consent.
- **Retention:** data will be retained for the duration of the festival edition and for applicable statutory limitation periods. Data of winning and finalist teams will be maintained on the Festival website in accordance with transparency and intellectual property legislation.
- **Recipients:** data will not be transferred to third parties except as required by law or to jury members, who are bound by confidentiality.
- **Rights:** participants may exercise their rights of access, rectification, erasure, objection, restriction and portability by writing to info@galaxiastudios.es.

Participation implies express authorisation for the Organisation to reproduce the name, image and work of participants in the festival's communications and promotional materials. Participants who do not wish their image to appear in communications must notify the Organisation in writing before the start of the challenge.

ARTICLE 16

AMENDMENT AND CANCELLATION

The Organisation reserves the right to amend these rules or cancel FESTIAV LAB for duly justified force majeure reasons, without this giving rise to any right to compensation for participants, beyond the refund of any fees paid.

Any amendment will be communicated publicly at www.festiv.com and to registered teams by email with as much notice as possible.

ARTICLE 17

GOVERNING LAW AND JURISDICTION

These rules are governed by Spanish law. In particular, the following apply:

- Royal Legislative Decree 1/1996 of 12 April, approving the revised text of the Intellectual Property Act.
- Regulation (EU) 2024/1689 of the European Parliament and of the Council of 13 June 2024, laying down harmonised rules on artificial intelligence (EU AI Act).
- Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 (GDPR).
- Law 35/2006 of 28 November on Personal Income Tax, regarding the taxation of prizes.

For the resolution of any dispute that may arise in connection with the interpretation or application of these rules, the parties submit, expressly waiving any other jurisdiction that may apply to them, to the jurisdiction of the Courts and Tribunals of the city of Valencia, Spain.

CONTACT

For any queries related to FESTIAV LAB:

- Web: www.festiav.com/lab
- Email: lab@festiv.com
- Social media: @festiv (Instagram, X/Twitter, TikTok, YouTube)

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