

Adobo Design Awards 2019 **ENTRY KIT**



Design Masterclass May 9, 2019 Design Conference May 10, 2019

Samsung Hall, SM Aura Premier, Taguig City, Manila, Philippines



Adobo Design Awards

Deadline of Entries April 5, 2019 Judging May 7 & 8, 2019 Awards Ceremony May 10, 2019



▲ www.adobodesignawards.asia



We Inform. Inspire. Connect. We are the word on creativity.

adobo magazine is one of Asia's and the Philippine's most influential and leading media brand on Creativity, Marketing and Innovation. As the top resource for the latest intelligent and engaging news and stories on brands and businesses, current trends, industry issues, insights, consumer "hot buttons" and more, we aim to Inspire, Educate and Connect the Global Creative Class through Content, Education and Community.

adobo magazine has received numerous awards, including an unprecedented three Philippine Quill Top Awards; and the Lifetime Achievement Award at the International AD STARS in Busan, Korea in 2017.



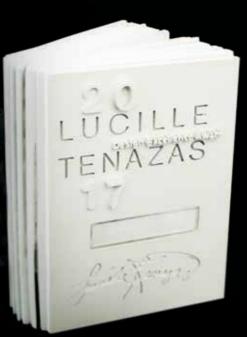


Lucille Tenazas

Design Excellence Award

In 2014, we introduced the Lucille Tenazas Design Excellence Award, named after New York-based design educator and practitioner, Lucille Tenazas. Tenazas is the Associate Dean in the School of Art, Media and Technology (AMT) at Parsons The New School for Design where she is the Henry Wolf Professor in Communication Design. She was the founding Chair of the Master of Fine Arts program in Design at the California College of the Arts (CCA) where she taught for 20 years. She is a recipient of the prestigious American Institute of Graphic Arts (AIGA) Award.

The Lucille Tenazas Design Excellence Awards trophy was designed by Tenazas, and she will select the winner of this prestigious award from among the top winners.





Adobo Design Awards 2019

Launched in 2007, the *adobo* Design Awards Asia aims to champion the best in design and recognize the talents behind the work. Now with over 20 categories and hundreds of entries, the competition is open to all design enthusiasts in the professional, freelance and student communities throughout Asia and beyond.

The competition has since grown to include international entries, raising the bar even higher to parallel global standards of creative excellence. An exemplary jury comprising of design luminaries reviews, scrutinizes, judges and selects the best of the best and the winners are revealed at the annual *adobo* Design Awards Asia awards ceremony. To further this cause, a design seminar series and an exhibit, forms part of the *adobo* Design Week.

As the word on creativity, *adobo magazine* was actively involved in passing the Philippine Design Competitiveness Act of 2013, or Republic Act No. 10557 to promote and strengthen Filipino design, providing for the purpose of having a national design policy.

In 2016 and 2017, *adobo magazine* was selected as the representative partner in Asia by D&AD, the most prestigious award-giving body in design.

Trophy designed by Plus63







YANG YEO Asia Pacific Creative Kaiju Hakuhodo Inc.

Yang started at Saatchi & Saatchi Singapore in 1992. His leadership and track record earned him the PDA 'Designer of the Year' accolade. With his creative talent that has won him multiple awards like "Creative of the Year," "Agency of the Year," and "Marketer of the Year" from different award shows.

hakuhodo-global.com



NADYA KIRILLOVA **Creative Director** Dentsu Team B

Her career led her to events like the "2010 APEC Japan," and projects such as Sound of Honda / Ayrton Senna 1989. Her excellence resulted in a **Titanium Grand Prix at Cannes** and a Black Pencil at D&AD. Nadya creates original creative education programs to innovate and diverse education in Japan.

bbbbb.team/en



HIDETOSHI KURANARI

Creative Director Dentsu Team B

In less than a year, he won in awards like Cannes and NYADC for his works in Dentsu Inc. He has worked on projects for the APEC 2010 conference, Tokyo Motor Show, IMF-World Bank Conference Tokyo, and Arita Porcelain Revitalisation project, to name a few.

bbbbb.team/en



JAYSON ATIENZA Artist & Creative Director

Visual artist based in Shanghai whose passion for painting has led him to the different parts of the world. He applies his signature style to an array of traditional and nontraditional canvases, painting the world with dynamic colors and strong line detail.

jaysonatienza.com



RICH TU VP/Creative Director of MTV Brand Design and AIGA NY Board of Directors

An award-winning artist residing in Brooklyn, Rich is a recipient of "Young Guns" award from the Art Directors Club. He has exhibited at galleries and festivals in New York, Los Angeles, Berlin and hosts First Generation Burden, a podcast about immigrants within the creative industry.

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JOWEE ALVIAR Co-Founder, Team Manila Founder & President of CDAP

Co-founder and Creative Director of TeamManila Lifestyle. Ranging from travel brochures, matchboxes to sweepstakes tickets, his impressive collection comes from his tireless rummaging in thrift shops. He hopes to preserve the collection of Philippine design for the future generations.

teammanila.com

AJ DIMARUCOT Graphic Designer and Creative Entrepreneur

One of the founders of the **Communication Design** Association of the Philippines. He started as an Art Director in Ogilvy & Mather. Currently, he creates iconic designs for brands like Nike, Jordan, and Adidas. AJ is also an entrepreneur who co-owns a hip baby clothing line with his wife.

ajdimarucot.com



DAN MATUTINA Founder Plus63 Design Philippines

Graphic designer and illustrator based in the Philippines. His style is described as a combination of angular, graphic shapes layered with handpainted textures on print, digital and animation for brands like Apple, Google, Microsoft, Pinterest, Airbnb and many more.

twistedfork.me



JOHN ED DE VERA

Creative Director for Design TBWA\Santiago Mangada Puno

Despite joining a little late in the game, the UST Fine Arts Major has won a number of awards and the #1 Art Director in the adobo Creative Rankings. When he is not teaching at the University of Asia and the Pacific, he creates paper crafts which attracted followers and collaborations with different brands globally.

johned.co



lore details on the jury at



adobo Design Week 2019, and the adobo Design Awards Asia,

launches its 10th year with the theme, THINK DESIGN THINK. Design is one of the most powerful forces in our lives and must always be in service to make lives better. Good design makes good business. Design builds brand credibility and recognition by creating a consistent visual language, thus providing a connection to a brand's services, offerings, and experience. As creators, designers, brand owners, and as people who experience design in all its forms, be it visual, tangible, digital, or an experience, let us take this moment to reevaluate the power of purposeful design and demonstrate the value of design thinking to create human-centric design that advances solutions for business, for life, for culture, and society. As the great Steve Jobs once said, "Design is not just what it looks like and feels like. Design is how it works."

The *adobo* Design Awards theme logo "Think Design Think" is a design collaboration between J. Walter Thompson Philippines and Plus63.

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ABOUT THE THEME

Adobo Design Awards 2019



"Design cannot be great simply by looking good. Creating something aesthetically pleasing can never be the ultimate goal. That's too straightforward. Good design must mingle with the zeitgeist. Design and ideas must go hand in hand, complementing one another. When this happens, both the idea and design can achieve maximum impact. That's the goal."



"Be connected by design. Build your company from the ground up to innovate. Today that means everything from transforming business and brand, to building products and service, and crafting communications."

Bob Greenberg

Founder & Executive Chairman of R/GA



"Design is a conversation

between you, your partners, and your audience. In that conversation, emotional intelligence is just as important as academics."

Rich Tu

VP of Design, MTV Board of Directors, AIGA NY

Jayson Atienza Visual Artist



"Design thinking packages a designer's way of working for a non-designer audience by codifying their process into a prescriptive, step-by-step approach to creative problem solving that can be applied by anyone to any problem."

Natasha Jen Partner, Pentagram NY



"Design is viewed as a process something that would be multi-sensory, immersive, and would immediately add value to their customer experience. Something that has brought in good brand experience and growth for business."

Jim Fuentebella Chief Marketing Officer, Max's Group



"While design finds solutions to current problems, it can also help us become resilient to uncertainties brought about by our rapidly changing world. Design & design thinking allow us to think ahead and open up our imagination to various possibilities."

Dan Matutina

Founder, Plus63 Design Philippines



"Design is a way of looking at the

world. You produce an artifact or create a system with a set of conditions, an infrastructure or an apparatus where you've done half the equation and you leave the rest to whoever wants to participate."

Lucille Tenazas

Graphic Designer

Associate Dean, Parsons School of Design New York

Tenazas Design





PRESS & POSTER

Press advertising that has appeared in local, national or international press. Includes interactive print or special executions in newspapers and magazines (e.g. Print Ads, Wrap-around, Posters, Signs, Flyers or Leaflets). Printed posters that have been displayed in conventional spaces and can include digital and interactive poster sites.

OUTDOOR/AMBIENT

Design rendered on any Out-of-Home (OOH) medium (e.g. billboards, stunts, street furniture, live events, pop-up shops, installations, 3D billboards, and digital OOH).

BRANDING/CORPORATE IDENTITY

Graphic design that represents the company, brand, product or event's trademark with applications across various corporate collaterals and visual identity platforms (e.g. logos, branding schemes, catalogues, stationery, and multi-platform branding).

PACKAGING DESIGN

Design of the shape and form of a piece of packaging with a focus on functionality. An actual container, graphics, or visible outer presence of a product. The container may be a box, bottle or label to an elaborate system of boxes and inner packaging (e.g. consumer packaging, luxury packaging, structural packaging, and sustainable packaging).

PRODUCT/INDUSTRIAL DESIGN

Design of a tangible material or 3-dimensional product that combines design and functionality, manufactured for use or for sale (e.g. consumer product design, industrial product design, wearable technology, sustainable product design, and prototypes).

BOOK DESIGN

Design for publishing in any genre, whether sold commercially or released for free (e.g. trade books, children's & young adult books, culture, art & design books, illustrated books, cookbooks, travel guides, specialist and limited edition covers, coffee table books, e-books and digital books).

BOOK COVER

Design rendered on the book's protective covering. ENTIRE BOOK The holistic value of the book. SPECIAL LAYOUT The specially designed layout or execution that forms part of the book, excluding the cover.

ILLUSTRATIONS The illustrated visuals. PHOTOGRAPHY

The photos in a book.

MAGAZINE & NEWSPAPER DESIGN

Design of consumer magazines, trade magazines, independent magazines, fashion magazines, magazine supplements, newspaper supplements, both digitally and in print.

MAGAZINE / NEWSPAPER COVER

Design rendered on the magazine's or newspaper's protective covering. **ENTIRE MAGAZINE / NEWSPAPER** The holistic value of the magazine or newspaper.

MAGAZINE / NEWSPAPER SUPPLEMENT

Supplementary publication of a magazine or newspaper.

MAGAZINE / NEWSPAPER SECTIONS Specially designed sections of a magazine or newspaper.

DIGITAL MAGAZINE / NEWSPAPER A magazine or newspaper published on a non-print platform.

GRAPHIC NOVELS & COMIC BOOK

GRAPHIC NOVEL/ COMIC BOOK COVER

Conceptual designs applied on the panels or spine of the book. **ENTIRE GRAPHIC NOVEL/**

COMIC BOOK

The graphic novel or comic book's overall artistic impact. **CHARACTER DESIGN IN A GRAPHIC**

NOVEL / COMIC BOOK

Original character design in a graphic novel or comic book.

ILLUSTRATION IN A GRAPHIC NOVEL / COMIC BOOK Original illustrations rendered in a

graphic novel or comic book.





GRAPHIC DESIGN

Graphic design is communication design that projects ideas and experiences with visual and textual content. The form of the communication can be physical or virtual, and may include images, words, or graphic forms (e.g. catalogues, invitations, printed games, and direct mail).



ILLUSTRATION

A drawing, painting or image created for the purpose of visualizing a message.

ILLUSTRATION APPLIED ILLUSTRATION (e.g. t-shirts, bags, books, posters,

print ads, and album covers)



TYPOGRAPHY

The use of artistic elements in laying out or arranging typefaces to best achieve the desired visual effect.

CUSTOM TYPEFACE

Originally designed set of fonts, digital or hand-lettered. **APPLIED TYPOGRAPHY** The use of type as a design element.





PHOTOGRAPHY

Any real-life images captured or recorded by a camera, including professional equipment and camera phones.

COMMERCIAL PHOTOGRAPHY

For advertising and promotional purposes.

EDITORIAL PHOTOGRAPHY

Published in magazines, newspapers or online for editorial purposes. **DIGITAL IMAGING / RETOUCHING** Creative rendering of an image with the use of photo editing software.

FILM ADVERTISING

___:

Any video work that promotes a certain brand, product or service (e.g. TV commercials, cinema commercials, TV program credits, TV program promotions, public service commercials, branded content, music videos, station IDs, trailers, corporate or event AVPs, infomercials, documentaries, news features, animated videos, and social media videos).

BRANDED CONTENT & •<u>^</u>• ENTERTAINMENT

Commercial films, branded content, documentaries, cartoons, viral films, VOD and streaming content, interactive films, immersive content, live broadcast, etc.



FILM/VIDEO CRAFT

Creativity and virtuosity in the service of storytelling through moving pictures.

CINEMATOGRAPHY

Visual and cinematic output of a motion picture photography. DIRECTION

The craft of a film's artistic and dramatic aspects. EDITING

The stitching of the shots in a film. CASTING

The portrayal of the film's characters.

VISUAL EFFECTS/ VIDEO GRAPHICS

ANIMATION

Video output using traditional, freehand or computer animation techniques.

VISUAL EFFECTS / CG ANIMATION Practical or computer-based

graphics in movement.

CHARACTER ANIMATION

Animation that brings characters to life. **MOTION GRAPHICS**

Animation that uses graphic design as a main component.

ENVIRONMENTAL/ SPATIAL DESIGN

Installation and interior design of a 3-Dimensional space for retail, promotion or events (e.g. booth space, retail design, trade show & exposition design, pop-up store display, window display, art exhibits, events space, public spaces, exhibition design, etc.).



PRODUCTION DESIGN

The overall look and design of a film set, stage set, TV commercial, broadcast, video production to illustrate the visual style of the story (e.g. set design, costumes, exhibits, props, location, stage, etc.).

WEARABLE DESIGN

Innovative design of any product that may be worn such as clothing/ apparel and fashion accessories (e.g. costumes, headdress, clothes, bags, jewelry, watches, hats, shoes, wearable technology, scarves, headbands, and other accessories).

DIGITAL/INTERACTIVE DESIGN

Interactive interface, or motion designs used for digital purposes (e.g. websites, game design, user interface (UI) design, user experience (UX) design, apps, web banners, augmented reality (AR), virtual reality, Internet of Things, 3D mapping, social media, tweets, etc.).

MOBILE

Design created specifically for use in mobile devices-phone or tablet (e.g. mobile content, mobile advertising, vertical storytelling, mobile apps, etc.).

RADIO/AUDIO/SOUND DESIGN

Radio advertising and audio content for a brand, product, or service that pushes the boundaries of the medium-through sound design, original composition, existing music, and adapted music.

INTEGRATED DESIGN

An integrated design system implemented across media, platforms, and products.

PH



EMERGING TECHNOLOGY

Design that uses emerging technology. Design that pushes the boundaries what can be done using technology. Entries may still be in beta mode (e.g. blockchain, cryptocurrency, bioengineering, etc.).



SUSTAINABLE DESIGN

Environmentally sustainable design of physical objects, the built environment, and services to comply with the principles of ecological sustainability.

DESIGN PURPOSE

For each entry, the purpose would need to be identified in the entry form.

DESIGN FOR PURPOSE

Design of an individual, product, company, brand or event for purposes of advertising, promotion or endorsement. **DESIGN FOR GOOD**

Design of a company or individual's campaign to support a worthy cause that demonstrates commitment to integrate responsible practices into daily business operations that create social and environmental impact (e.g. advocacy, corporate social responsibility (CSR), and public service).





PROFESSIONAL/STUDENT

THE THEME

adobo Design Week 2019, and the adobo Design Awards Asia, launches its 10th year with the theme, THINK DESIGN THINK. Design is one of the most powerful forces in our lives and must always be in service to make lives better. Good design makes good business. Design builds brand credibility and recognition by creating a consistent visual language, thus providing a connection to a brand's services, offerings, and experience. As creators, designers, brand owners, and as people who experience design in all its forms, be it visual, tangible, digital, or an experience, let us take this moment to re-evaluate the power of purposeful design and demonstrate the value of design thinking to create human-centric design that advances solutions for business, for life, for culture, and society. As the great Steve Jobs once said, "Design is not just what it looks like and feels like. Design is how it works."

Entries must be fresh work that responds to the brief, that is, this year's Open Category theme, THINK DESIGN THINK. The entry submission requires a Concept Board to allow the campaign to be clearly understood by the judges. Aside from the Concept Board, you can include in your submission the actual finished product, prototype, URL, video, or the design manifestation in any format. The work for the Open Category will be judged based on brilliance and feasibility of the idea, and the potential of the design to affect change or solve a problem.

In the OPEN CATEGORY, we invite professionals, students, and freelancers to think of ideas that offer creative solutions to businesses, services, and experiences that people navigate in their daily lives. This category challenges a new generation of creatives to consider how design thinking and its articulations can open up limitless possibilities, how the power of purposeful design can advance solutions for business, for life, for culture, and for society. THINK DESIGN THINK.

Open Theme Category Concept Board Outline

- Title of entry and brand name
- Problem
- Insight
- Synopsis of the big idea
- Design execution
- Entrant name/s

Examples where good design & design thinking can be applied:



TRAFFIC CONGESTION

Where one's productivity is wasted in traffic, and productivity valued at millions of pesos and dollars is lost.



PLASTIC POLLUTION

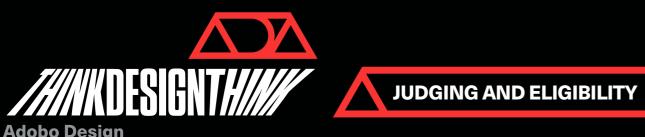
The Philippines has a big share in polluting the oceans. By being an everyday consumer of single-use plastics and sachets, we harm the environment and all the creatures that dwells in it. This calls for companies to give alternatives to its consumers but how can design communications reverse the pollution and resolve the related problems?



CREATIVITY BY HAND

Computer rendered works weigh easier than handwriting and traditional drawing but using the hands to create encourages the brain to engage with the information while improving literacy and comprehension. It also improves emotional intelligence and problem-solving skills. How does a design solution encourage using the tactile sense and reap its benefits?





Awards 2019

In judging the entries, the jury will consider three things:

- 1. The work must be highly original and an inspiring idea.
- 2. It must be exceptionally well-executed.
- 3. It must be relevant in context to the theme.

Judges must abstain from voting if they have worked on an entry or if the entry is from the judge's agency or company.

PROFESSIONAL CATEGORY AWARDS

Gold, Silver, and Bronze Awards may be awarded in each category. Shortlisted entries will be given awards certificates.

BEST IN SHOW AWARDS

The Best of Show Awards will be selected from among the Gold winners. The Best of Show Awards will be given for:

- Best of Show Design for Purpose
- Best of Show Design for Good

OPEN THEME CATEGORY AWARDS

PROFESSIONAL WINNERS

Gold, Silver, and Bronze Awards will be given to the best entries as selected by the jury.

STUDENT WINNERS

For the student entries in the Open Theme Category on Think Design Think, the jury will award deserving Gold, Silver, Bronze awards and determine the Shortlisted entries. Shortlisted entries will receive award certificates.

- ▲ The *adobo* Design Awards Asia is open to all parties involved in the use of design for advertising, marketing and promotional purposes, such as design agencies, advertising agencies, advertisers, students, enthusiasts, etc.
- For the Professional Category, entries submitted must have been commissioned by a client, or published and produced for advertising and promotional purposes or released for public consumption (such as editorial designs). No prototypes!

All work entered must have been commercially released between 1 January 2018 to 5 April 2019. Winners of previous design competitions within this period may also be eligible for entry.

By submitting an entry, the entrant acknowledges that the commissioning client has the intellectual property rights over the brand being advertised in the submitted work.

For the Open Category, designs must be unique, original and never been published, distributed commercially or released in any form.

> Work should not have been entered in any design competition/awards show and specifically follows the brief given by adobo Design Awards Asia. By submitting an entry, the entrant acknowledges that he/she is the owner of the work and that he/she owns all intellectual property rights over the same.

- By submitting an entry, the entrant expressly agrees and undertakes to save adobo magazine or any of its officers, employees and agents, free and harmless and/or properly indemnified in respect of any and all fees, royalties, and/or damages caused by entrant's infringement of any copyright trademark, patent and all other intellectual property rights of any third person or party.
- A The entrant shall bear the costs for the fees and services required for the creation, delivery and submission of his work.
- ▲ The Organizers reserve the right, in its sole discretion, to refuse entries, which offend national or religious sentiments or public taste.
- Any entry which, up to and including the final day of judging, has infringed upon any voluntary regulatory codes of practice or has infringed upon any intellectual property rights of any third person or party, is not eligible.

It shall be the entrant's responsibility to inform the Organizers of any infringement issues that have arisen prior to the judging and awards ceremony.

By submitting an entry, the entrant acknowledges the right of adobo magazine to use it for exhibition and publication.

- By submitting an entry for the Open Category, the entrant acknowledges the right of the Organizer (adobo magazine) to use the entry for publicity, marketing, creative or advertising purposes without additional cost to the Organizer.
- All winning entries may be used by the Organizer (adobo magazine) and its assigned category sponsor for marketing, creative or advertising purposes, without any additional compensation to the entrant.

Under the Intellectual Prop of the Philippines, the copyright of a work is protected by the sole fact of mode or form of expression, as well as of their content, quality and purpose (Section 172.2, Chapter II, Part IV).





FOR THE OPEN THEME CATEGORY

Submission of any entry gives the organizer (adobo magazine) and its assigned category sponsor the exclusive rights for any marketing, creative or advertising, free use of the art materials.

All winning entries may be used by the organizer (adobo magazine) and its assigned category sponsor for marketing, creative, or advertising purposes.

VINIT TO ENTRIES

There is no limit to how many entries each contestant can submit per category. The corresponding entry fee applies for each submission e.g. the same work may be entered as a Poster and as an Illustration, this can qualify as the work for a Category Award in both formats, provided the work was entered individually under each format, with the corresponding entry fees paid.

Similarly, one campaign may be entered for two different purposes (Design for a Purpose or Design for Good) and can qualify the work for both Best in Show Awards, provided the work was entered individually for each purpose, with the corresponding entry fees paid.

▼TRANSLATION

For entries that are not in English and does not include subtitles, please do include an English translation to accompany the entry.

▼ PREPARATION OF POSTER ENTRIES

Poster entries must be uploaded online for submission and pre-gualification with the following specifications:

Resolution: 300 dpi

Dimension: 5400 pixels by 7200 pixels

- Format: TIFF
- Color Space: CMYK

All poster entries that qualify for judging will be evaluated in printed form. Submit poster or proof, no larger than 18 x 24, mounted on a black illustration board or foam board, with a 3-inch border.

Entry Form B must be attached with a high resolution material for identification.

LEGAL TERMS

There is also an option for the organizer (adobo magazine) to print the entry with an additional charge of Php 1,500.00 per image.

▼ AUDIO, MOTION GRAPHIC & VIDEO ENTRIES

Multimedia entries must be uploaded online for submission, and with the following specifications:

- Audio: ACC, WAV, MP3
- Container: MP4
- No Edit Lists
- Moov atom at the front of the file (Fast Start) Audio Codec: AAC-LC
- Channels: Stereo
- Sample rate 96khz or 48 khz
- Video Codec: H.264
- Progressive scan (no interlacing)
- Variable bitrate
- Resolution: 1920 x 1080, Frame Rate: 30 fps Bitrate: 16 Mbps

ENTRY FEES

Professional Category PHP 6,000 US\$ 150

Open Category PHP 6,000 US\$ 150 Student Rate - FREE Rates are inclusive of 12% VAT.

For campaign entries, a maximum of two boards will be accepted per entry without additional entry fee. Additional boards will be subject to the corresponding entry fee.

▼ SUBMISSION OF ENTRIES

Registration must be accomplished on the official website: adobodesignawards.asia

Once confirmation of registration, submission, and payment details are received via email, proof of payment (deposit slip) may be sent to events@ adobomagazine.com. Cash payments or cheques may be delivered on or before April 24, 2019 to:

- adobo magazine Unit 102, Bldg. 2, OPVI Center 2295 Pasong Tamo Extension Makati City 1231, Philippines
- adobodesignawards.asia
- designawards@adobomagazine.com
- +63 2 845 0218 / +63 2 845 5351

Fill up and send this form,

entry fee, and entries to

Deadline for submission

Unit 102 Ground Floor,

Building 2, OPVI Center

2295 Pasong Tamo Ext.

Professional Category

Open Theme Category

Rates are inclusive of 12% VAT.

For campaign entries, a

entry without additional

corresponding entry fee.

fee. Additional boards

will be subject to the

maximum of 2 boards

will be accepted per

Makati City 1231, Philippines

adobo magazine.

24 APRIL 2019

Submit entries to

adobo magazine

ENTRY FEES

PHP 6.000

PHP 6.000

US\$ 150

Students - FREE

US\$ 150

FORM A

ENTRANT INFORMATION

lame :	
	Professional
Company/Schoo	ol:
	gram & Year Lev
ddress :	
••••••	

□ Professional	Student	
Company/School :		
Designation/Program & Year Level :		
Address :		
Contact No. :		
Email Address :		
FOR PROFESSIONAL CATEGORY		
Title of Entry :		
Client / Advertiser :		
Date of Release :		
Press & Poster	O Character Design	O Editing
Outdoor/Ambient	in a Graphic Novel/	○ Casting
Branding/Corporate Identity	Comic Book	□ Visual Effects/
Packaging Design	 Illustration in a Graphic 	Video Graphics
Product/industrial Design	Novel/Comic Book	 Animation
Book Design	Graphic Design	O Visual Effects/
	□ Illustration	CG Animation
O Entire Book	\bigcirc Illustration	O Character
O Special Layout	\bigcirc Applied Illustration	Animation
○ Illustrations	Typography	O Motion Graphics
O Photography	O Custom Typeface	Environmental/
Magazine & Newspaper Design	 Applied typography 	Spatial Design
O Magazine/Newspaper Cover	Photography	Production Design
O Entire Magazine/Newspaper	 Commercial 	Wearable Design
O Magazine/Newspaper	Photography	Digital/Interactive
Supplement	 Editorial Photography 	Design
O Magazine/Newspaper	O Digital Imaging/	Mobile
Sections	Retouching	🗌 Radio/Audio/
O Digital Magazine/	Film Advertising	Sound Design
Newspaper	Branded Content &	Integrated Design
□ Graphic Novels & Comic Book	Entertainment	Emerging
O Graphic Novel/	□ Film/Video Craft	Technology
Comic Book Cover	O Cinematography	□ Sustainable Design
O Entire Graphic Novel/		

- Comic Book

Professional Category

Title of Entry :

Format :

Client / Advertiser :

Design for Purpose

FOR OPEN THEME CATEGORY

Title of Entry : _ Client / Advertiser :_ Format/Medium :

Adobo Design Awards 2019

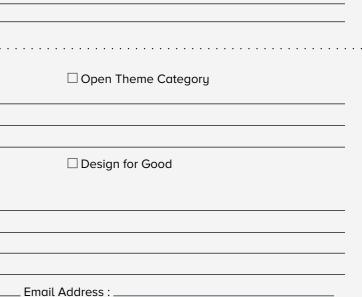
FORM B

to

Cut and attach this form to the back of each piece you are entering

Entrant Name :	
Company/School :	
Address :	
Contact Person :	
Mobile No. :	

ENTRY FORM







PRESENTED BY



EVENT PARTNERS

OCIATION OF THE



DESIGN CENTER OF THE PHILIPPINES







PHILIPPINES

JGMG

OF THE PHILIPPINES, INC



















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OFFICIAL REGISTRATION PARTNER







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www.adobodesignawards.asia



For sponsorship details and queries

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www.adobodesignawards.asia



The *adobo* Design Awards theme logo "Think Design Think" is a design collaboration between J. Walter Thompson Philippines and Plus63.