

2010 GOLDEN VALVE AWARDS Computer Art Competition

CATEGORIES AND PRIZES

1. **Visually Complex** – Based on visual complexity shown in one image, this category is open to any type of plant - onshore, offshore, pharmaceutical, power generation, food & beverage, etc. Although the entire plant need not be shown, a view highlighting complexity is recommended.
2. **Discipline-specific** – This image spotlights your specific discipline, whether structural, HVAC, equipment, or electrical, using Intergraph® software as a professional tool.
3. **Rendering and Ray Traces** – This category comprises 3D model images, which are highly detailed and attractive with mirror-like reflections, smooth shading, and fiery skies.
4. **Animation** – This category encompasses movies or multimedia presentations related to the process, power, or offshore industries. Fly-throughs and sales presentations are some examples.

In each of the first three categories, the prizes will be: 1st place – \$500, 2nd place – \$250, 3rd place – \$100. The Animation category will have one winner: 1st place – \$500. All entries will be considered for the Judges' Choice Award for Offshore and Judges' Choice Award for Power, who will receive \$500 each. Best of Show will receive \$1,000 and complimentary registration for the Intergraph 2010 or 2011 International Users' Conference. All winners will also be featured in the 2011 Golden Valve Calendar. Note: All monetary prizes are in U.S. currency.

HOW TO ENTER

1. Complete a *2010 Golden Valve Awards Entry Form* and include it with your image or animation entry.
2. Complete the *2010 Golden Valve Awards Approval Release*.
3. Copy your image or animation entry onto a *CD or DVD* with the following specifications:

Discipline-specific, Visually Complex, and Rendering and Ray Traces categories – Each entry should include an image that is at least 3,000-to-5,000 pixels wide or tall for print. Use the Snapshot command in SmartPlant® Review to create a 3,000- to 5,000-pixel wide or tall image with anti-aliasing.

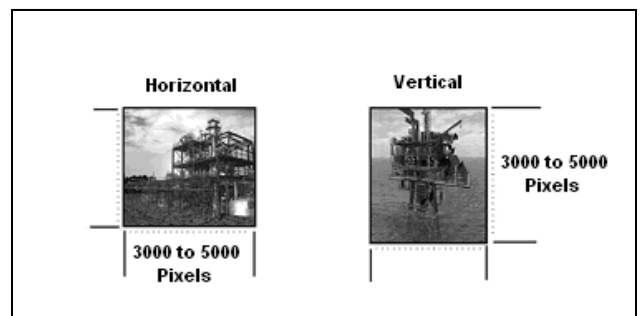
Animation category – All animations **MUST** be accompanied by a high-resolution .tif file image of a frame in the animation. This image cannot be the same image as one also entered in any still image category.

Please provide an image 3,000 to 5,000 pixels or larger or the largest screen capture you can provide.

4. Send these materials to the following address:
(1) *2010 Golden Valve Awards Entry Form*
(2) *2010 Golden Valve Awards Approval Release*
(3) *CD or DVD*

Intergraph Corporation
Golden Valve
Attn: Justin Lucas
300 Intergraph Way
Madison, AL 35758 USA

If you have any questions concerning your entry or the contest rules, please contact Justin Lucas at 1-256-730-3492 or e-mail justin.lucas@intergraph.com.





Deadline: March 26, 2010

CONTEST RULES

1. Intergraph Process, Power & Marine software must be used to design the project behind the submitted image. SmartPlant Review, SmartPlant 3D, or SmartMarine® 3D must be used to render the submitted image or animation.
2. Image or animation entries submitted in a previous year's Golden Valve Award Computer Art Competition are not eligible to be entered into any category as a new entry.
3. Employees of Intergraph, Intergraph subsidiaries, partners or third parties, or companies wholly or partly owned by Intergraph are not eligible for the competition.
4. Each person can have no more than five (5) entries in any combination of image or animation categories. Each image or animation entry must be submitted with a separate *2010 Golden Valve Awards Entry Form* and *Golden Valve Awards Approval Release Form*.
5. **Each submission must contain the project name and location/country on the entry form to be considered eligible and validated for the contest.**
6. All entries must be received at the Intergraph office in Madison, Alabama, USA, by **close of business on March 26, 2010**. Entries can be submitted throughout the year up until this date.

JUDGING

Entries will be judged with equal emphasis on:

1. Technical use of software and system capabilities
2. Innovative and imaginative use of software
3. Quality of the rendering itself, and techniques used:
 - Visual interest
 - Visual impact
 - Overall quality of the image/model/ rendering/working view, etc.
4. Realism
 - True-to-life colors
 - True-to-life background
5. Aesthetics of the image or animation, including composition, layout, and use of color

The contest judges and/or administrators reserve the right to disqualify entries if they have been inaccurately represented on the entry form, particularly with regard to software contest rules. The judges' decisions are final.

Winners will be notified by April 30, 2010. All awards will be presented at the Intergraph 2010 International Users' Conference. Award recipients unable to attend should have a representative from their company appointed to receive awards. In a case where the award recipient or representative from his or her company is unable to receive the award, special arrangements will be made for shipment.

Please be sure to provide full street address mailing information on your entry form for shipment.