


# “MODEL MANIA” COMPETITION RULES

DASSAULT SYSTÈMES SE, a European company which has its registered office at 10, rue Marcel Dassault - CS 40501 - 78496 Vélizy Villacoublay Cedex - FRANCE (hereinafter the “Promoter” or “3DS”), is holding a competition entitled “Model Mania” (hereinafter the “Competition”) under the following Rules and Regulations (hereinafter the “Rules”).

## ARTICLE 1: CONDITIONS OF ENTRY

The Competition is open to all students enrolled in **3DEXPERIENCE** World and in a University / School at the time of entry (the “Participants”).

The Competition is strictly limited to Participants as defined above, to the exclusion of all persons listed hereunder:

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- Residents of countries subject to trade sanctions;
  - Residents of Belgium, Norway, the Netherlands, Sweden and the Canadian province of Quebec where this competition is considered a lottery;
  - Residents of any other country or territory where participation in this Competition and the terms of these Rules would violate any local law in force;
  - Employees of Dassault Systèmes or its subsidiaries, and their immediate family (spouse/partner, parents, siblings, children and their respective spouses/partners, etc.) and members of the household of said employees;
  - Employees of any company associated directly or indirectly with this Competition, including their spouse/partner and family.

Students aged over eighteen (18) years old but considered minors according to their local laws and regulations who wish to enter the Competition must obtain prior written permission from their parent(s)/guardian(s). The Promoter reserves the right to request proof of consent at any time; failure to provide justification may result in disqualification. Any minor entering the Competition does so under the full responsibility of their parent(s)/guardian(s).

A parental permission template can be downloaded here  
[https://cloud.academy.3ds.com/ifw/Parental\\_Authorization\\_en.pdf](https://cloud.academy.3ds.com/ifw/Parental_Authorization_en.pdf)

It must be filled out and emailed to Support.3DSAcademy@3ds.com.

Entry in the Competition is strictly personal and cannot be made by a team or group of individuals or on behalf of any other natural person or organisation. Only one Competition entry per Participant is allowed.

No purchase or payment is required to enter the Competition; Participants must have internet access.

The Promoter reserves the right to take all necessary steps to verify full compliance with the terms of entry.

Participants acknowledge and agree that the Competition shall at all times be subject to compliance with all applicable laws, regulations and administrative requirements, including without limitation, export control laws and regulations, and sanctions programs. In particular, the Promoter shall not be held liable in the event Participants are prohibited and/or otherwise restricted from participating to the Competition in order to comply with export control laws and regulations, and sanctions programs or to avoid potential exposure to any international sanctions or penalties that could be imposed by any governmental authority.

## ARTICLE 2: DURATION OF THE COMPETITION

The Competition will extend from November 1<sup>st</sup>, 2022 at 09:00 AM (time zone France) to January 27<sup>th</sup>, 2023 at 11:59 PM (time zone France).

## ARTICLE 3: MODALITIES OF THE COMPETITION

Model Mania is a design challenge where Participants are rated for both speed and accuracy.

In order to take part in the Competition, Participants must register on **3DEXPERIENCE** World and request a **3DEXPERIENCE** license. The license will be granted from November 1<sup>st</sup>, 2022 to March 31<sup>st</sup>, 2023.

Each Participant will be provided with a 2D drawing of a part. The Participant will have to film their screen while they are replicating the 2D drawing in 3D as fast as they can, using **3DEXPERIENCE** Platform. The Participant commits not to edit the video of themselves replicating the 2D drawing in 3D (hereinafter the "Project") in any way whatsoever.

Participants will have to publish the Project on Swym, [3DEXPERIENCE Edu | Students Community](#), between November 1<sup>st</sup>, 2022 at 9:00 AM (time zone France) to January 27<sup>th</sup>, 2023 at 11:59 PM (time zone France).

Five Participants will be selected by a jury in accordance with the process described in Article 4 below (the "Winners"). The Winners will be announced during **3DEXPERIENCE** World which will be organized from February 12-15<sup>th</sup> 2023.

The Promoter will use the **3DEXPERIENCE** EDU | STUDENTS SWYM COMMUNITY, **3DEXPERIENCE** EDU FACEBOOK, **3DEXPERIENCE** EDU INSTAGRAM AND **3DEXPERIENCE** EDU TWITTER website(s) to present the Projects, although the Competition is in no way sponsored, endorsed or administered by FACEBOOK, INSTAGRAM, TWITTER or otherwise associated with it. As a result, FACEBOOK, INSTAGRAM OR TWITTER cannot be held liable for any damages and/or disputes arising from the Competition.

## ARTICLE 4: SELECTION OF WINNERS

Winners will be rewarded with prizes in the following conditions:

At the end of the Competition, a jury from **3DEXPERIENCE Edu** will select five (5) Projects from all the entries published by the Participants in the **3DEXPERIENCE Edu | Students Community**. The Winners will be selected and ranked based on the duration of the completion of their Projects and accuracy of their Projects with to the 2D model initially provided.

The Winners will be announced during **3DEXPERIENCE World** which will take place from February 12<sup>th</sup> to February 15<sup>th</sup> 2023.

Winners will be rewarded with the prizes described in the “Prize Values” section of these Rules.

## ARTICLE 5: VALUE OF PRIZES

Competition Winners will be rewarded as follows:

- **First Prize:** The first Winner selected by the jury shall receive a GoPro Hero 10 with a unit value of five hundred forty nine euros and ninety eight cents (549.98€) including value added tax (VAT);
- **Second Prize:** The second Winner selected by the jury shall receive an Apple Xatch Serie 7 with a unit value of four hundred twenty-nine euros (429€) including value added tax (VAT);
- **Third Prize:** The third Winner selected by the jury shall receive a Nintendo Switch with a unit value of two hundred sixty nine euros and ninety nine cents (269.99€) including value added tax (VAT);
- **Fourth Prize:** The fourth Winner selected by the jury shall receive a SteelSeries Arctis 7 Gaming Headset with a unit value of one hundred ninety nine euros and ninety nine cents (199.99€) including value added tax (VAT);
- **Fifth Prize:** The fifth Winner selected by the jury shall receive an El Gato Stream Deck with a unit value of one hundred forty nine euros and ninety nine cents (149.99€) including value added tax (VAT).

The value of prizes as specified in these Rules cannot give rise to any contestation of any kind. The Promoter reserves the right, should an event beyond its control occur, in particular in connection with its suppliers or unforeseeable circumstances, to replace the original Prize announced with a Prize of equal value. Winners will be informed of any changes and waive in advance any claims in this respect.

## ARTICLE 6: MODALITIES OF ATTRIBUTION

The Promoter will close Participation in the Competition on January 27<sup>th</sup>, 2022 at 11:59PM (time zone *France*) (the “Closing date”).

Within fourteen (14) days of the Closing date, all Winners will be informed of their win by email and/or by a private message on their Swym Conversation tab. They will be asked to provide full name, postal address, email, and telephone number for the purpose of receiving their award.

Prizes will normally be awarded to the Winners within one month of the above conference being sent out.

If, after a period of fourteen (14) days from the date on which the Winners were contacted by the Promoter, any Winner has not provided their postal address, or if they choose to forfeit their prize, said prizes will not be redistributed.

Participants, should they win, undertake to accept their Prize as offered; Prizes may not be exchanged or redeemed for cash, other goods or services of any kind, or transferred to a third person. Similarly, no claims for compensation will be accepted regarding the Prizes.

In the event that a Winner should not wish or be in a position to accept all or part of their Prize, for any reason whatsoever, they will be deemed to have entirely forfeited the benefit of said Prize.

At the end of the Competition period, in the event that several Projects are the same length and accuracy and are awarded the same place, the first of these Projects to have been posted, with the posting date serving as proof thereof, will be awarded the prize attributed to this place; the second Project posted will be awarded the next place and Prize corresponding to that place, if it exists, and so on and so forth.

## ARTICLE 7: INTELLECTUAL PROPERTY RIGHTS

**7.1** Participants undertake not to harm the brands, reputation and image of 3DS and its subsidiaries. In addition, all rights not expressly granted to the Participant under these Rules or in the conditions of use of the Promoter's website(s) are reserved.

**7.2** 3DS shall grant Participants who so wish, from November 1<sup>st</sup>, 2022 to March 31<sup>st</sup>, 2023, a free, non-exclusive and non-transferable licence to access and use the 3DS Platform (meaning the platform hosted by 3DS and made available to Participants, including information, documents and/or materials). The terms of this licence which are entitled "[DASSAULT SYSTEMES - USER AGREEMENT – ACCESS TO DS PLATFORM](#)" will be provided to the Participants upon their first connection to the Platform.

3DS reserves the right to revoke unilaterally and without consideration this license if it considers that the use that is made is detrimental to its interest and/or in case of any breach by the Participants of their obligations under these Rules. Upon expiration of this license, Participants agree to cease all access and/or use of the Platform.

**7.3** Each Participant grants 3DS an exclusive, royalty-free, transferable and sub-licensable licence on the Project entered, to publish, represent, reproduce, expose, transmit, disseminate, digitize, display, translate, adapt, distribute or use and to make publish, represent, reproduce, expose, transmit, disseminate, digitize, display, translate, adapt, distribute or use said Project submitted in any manner, form or format whatsoever, in whole or in part, in any media, existing or future, for communication and/or promotional and/or internal or external marketing purposes during the term of legal protection of said Project and for the whole world.

**7.4** Each Participant in the Competition represent and warrants that he/she holds, and/or has obtained from any other person who has contributed to the Project, all rights necessary to grant the Promoter the rights described above on the Project entered as part of this Competition, and that said Project violate no third-party rights, notably copyright.

In any event, the Promoter remains free to make use or not make use of the Participant's Project.

## ARTICLE 8: PERSONAL DATA

**8.1** In order to enter the Competition, all Participants must provide personal details such as email address, name, surname; date of birth, School details (name, city, country) to create their 3DEXPERIENCE ID (hereinafter “Personal Data”).

Said Personal Data are collected and processed by the Promoter solely for the purpose of managing and promoting the Competition. Participant authorize the Promoter to reuse the Personal Data collected for the Competition in order to promote the following edition of the said Competition. The Promoter’s policy on privacy and the use of Personal Data is available at the following address: <http://edu.3ds.com/legal/privacy-policy/>. This policy will apply to each use, collection and processing of Personal Data in connection with this Competition. As a result, Participants explicitly consent to the collection and processing of Personal Data for the purposes mentioned above.

**8.2** Any Personal Data collected in the context of the Competition will be processed in accordance with the General Data Protection Regulation (EU) 2016/679 (hereinafter “GDPR”)

Personal Data may be collected through the Promoter’s Website(s), email, used in connection with the Competition, and subsequently disclosed and used by a 3DS subsidiary and other 3DS entrusted third parties for the purposes set out in this article. The Promoter may transfer all or part of the Participants’ Personal Data outside the European Union, provided that prior to the transfer of such Personal Data, it has verified that all entities (including subsidiaries of 3DS) receiving such Personal Data and non-European entities offer sufficient security guarantees and adequate levels of protection, in accordance with all applicable laws.

**8.3** Participants in the Competition are entitled to access their Personal Data, and have a right to request correction, update or deletion thereof.

Participants also have the right to obtain a copy of Personal Data about them held by the Promoter. Participants may exercise their rights of access to and correction of Personal Data by writing to: [3DS.Compliance-Privacy@3ds.com](mailto:3DS.Compliance-Privacy@3ds.com) or [Support.3DSAcademy@3ds.com](mailto:Support.3DSAcademy@3ds.com)

## ARTICLE 9: IMAGE RIGHTS – PERSONALITY ATTRIBUTES

Through their participation in the Competition, Participants grant the Promoter permission, without such permission conferring any rights to any form of compensation, benefits or any other rights, to use, reproduce, represent, display, disseminate, publish and adapt on any media by means of a mounting, directly or through a third party authorized to do so by the Promoter, in whole or part of their last names, first names, and/or image, for communication and/or promotional and/or internal or external marketing purposes, provided that they have communicated them as part of the Competition under the following conditions:

- On any medium and material, including in particular print, audio-visual, digital or electronic, whether existing (press, internet, posters, etc.) or future;

- By all means and in all formats;
- For all modes of exploitation known or unknown to date, including, but not limited to, dissemination via the Internet (in particular via websites and social networks);
- Worldwide;
- For a period of five (5) years following the Competition start date.

Participants acknowledge that any content created and/or operated in accordance with this authorization will not require any other approval by the Participants.

The Participations waive any action or recourse against the Promoter in relation to any content created and/or exploited in accordance with this authorisation.

The Participants acknowledge that this authorisation is enforceable against their legal successors.

Should a Participant object to one or more uses of their last name, first name and image under the above-mentioned conditions, they must make themselves known to the Promoter by sending an e-mail to the following address: [Support.3DSAcademy@3ds.com](mailto:Support.3DSAcademy@3ds.com) with the subject line *“Model Mania COMPETITION”*.

## ARTICLE 10: ACCEPTANCE OF THE RULES

Participation in the Competition implies express and unreserved acceptance of these Rules, of ethical rules in force on the Internet, of the terms and conditions of use of the Promoter’s website(s) used by Participants to enter the Competition as may be required, as well as all applicable laws and regulations in force, particularly with respect to games and lotteries.

The Promoter reserves the right, should circumstances require, to modify, prolong, shorten, suspend, defer or cancel the Competition, and to take any measures deemed necessary for the application and interpretation of these Rules.

As a result, any violation of the foregoing and of these Rules, incomplete or erroneous entry form, fraud or attempted fraud, false or inaccurate statement, or other violation of any other applicable provisions will disqualify the Participant and forfeit any right to a Prize. Any cheating or attempted cheating will result in the exclusion of the offending Participant or any other sanction that the Promoter will deem appropriate to the violation of the Rules.

The Promoter will thoroughly investigate any action that may be deemed cheating, or akin to cheating, including unauthorized means of increasing the Participant’s chances of winning a prize, notably by using the services of specialized companies. For instance, Participants who modify the video of their Project may be excluded from the Competition and will forfeit any Prize they may have won.

The Promoter alone shall be competent to independently judge, based on evidence gathered, any suspected fraud, cheating or violation of these Rules. The Promoter reserves the right to take all appropriate measures to ascertain full compliance with these Rules.

The Promoter reserves the right to disqualify Participants and delete any Project published and comments posted on social media or websites concerned should they be deemed:

- Manifestly offensive;
- Manifestly unlawful or unconstitutional in nature;
- Pornographic, paedophile, racist or xenophobic in nature;
- Defamatory or likely to harm the image, privacy, honour, reputation and/or consideration of any natural or legal person in any way whatsoever;
- To promote crime, hatred, violence, suicide;
- To be accompanied by (and/or contain) slanderous, denigrating, insulting, offensive, abusive, defamatory, injurious statements prejudicial to the honour and/or consideration of persons;
- In violation of public law and order;
- To contravene moral standards;
- To fail to comply with applicable laws and regulations.

This list is not exhaustive.

## ARTICLE 11: LIABILITY

The Promoter cannot be held liable for any lost or undelivered communications.

Furthermore, the Promoter reserves the right, in the event of fraud, to take legal action in any competent court against any Participant or Winner deemed to have committed said fraud.

The Promoter cannot be held liable if, due to *force majeure* or any event beyond its control, the Competition should be cancelled, extended, shortened, deferred or modified. Likewise, the Promoter cannot be held liable, and no action may be taken against it, in the event of cases of *force majeure* (strikes, weather, etc.) which partially or totally deprive Participants of the possibility to enter the Competition and/or deprive Winners of their prizes.

No answer will be given by telephone or in writing concerning the interpretation or application of these Rules, or of the mechanisms or procedures of the Competition, nor the list of Winners.

The Promoter accepts no responsibility in the event of any incident and/or accident that may occur as a result of the use or enjoyment of the Prize and/or through its improper use by the Winners (it should be noted that any insurance obligations are the Winner's responsibility).

The Promoter may under no circumstances be held liable for any incidents arising from the use of Prizes once the Winners have taken possession of them. Likewise, the Promoter cannot be held liable for the loss or theft of Prizes after the beneficiaries have taken possession of them.

The Promoter shall not be liable for any direct or indirect damage, whatever its cause, origin, nature or consequences, even if it has been informed of the possibility of such damage occurring due to:

- Malfunction of the Internet or computer equipment (hardware and/or software and/or databases and/or data) of a Participant or, more generally, to any other problem related to telecommunications networks, resources and services, computers (online or offline), servers, Internet access and/or hosting providers, computer equipment or software, databases and data of any kind;
- Any person accessing the Promoter's Website(s) or official pages on social media platforms: FACEBOOK and INSTAGRAM or inability to access them;
- Use or inability to use the Promoter's Website(s), including any damage or viruses that may infect the Participant's and/or Promoter's computer hardware or any other equipment.

The Promoter shall not be bound by the foregoing, and Participants shall therefore not be entitled to any compensation or indemnity of any kind whatsoever

Any claims or complaints arising from the Competition (i) must be made in writing to Dassault Systèmes, 10, rue Marcel Dassault - 78496 Vélizy Villacoublay Cedex - FRANCE and (ii) shall not be considered if sent more than thirty (30) days after the Closing date of the Competition.

## ARTICLE 12: RULES

These Rules may be consulted at the following address: <https://edu.3ds.com/en/challenges/model-mania>.

A hard copy of these Rules can be sent by post free of charge to any person requesting this at the following address: **3DEXPERIENCE** Edu Department 10 Rue Marcel Dassault, 78140 Vélizy-Villacoublay France.

Each Participant can only be sent one copy of the Rules. Postage used to request a copy of the Rules will be refunded at current second-class rates upon request (one refund per Participant). Please send your request to: **3DEXPERIENCE** Edu Department 10 Rue Marcel Dassault, 78140 Vélizy-Villacoublay France.

The Promoter reserves the right to modify these Rules at any time in the form of an amendment made in compliance with conditions stated and published on line at <https://edu.3ds.com/en/challenges/model-mania>.

These Rules remain the property of the Promoter. To this end, any reproduction, representation and use of all or part thereof is strictly prohibited.



### ARTICLE 13: APPLICABLE LAWS – ASSIGNMENT OF JURISDICTION

All Participants are subject to the laws of France, in particular to French regulations in force relating to competitions.

Any claims must be addressed in writing to the Promoter's registered offices, as specified in the preamble to these Rules, within thirty (30) days after the Closing date of the Competition, to the exclusion of any other method. After this date, no claims will be accepted.

Any dispute arising during the Competition period will be the subject of an attempt to reach an amicable settlement between Promoter and Participant. Failing agreement, the dispute will be submitted to the competent courts in accordance with the provisions of the French Code of Civil Procedure.

This Rules are provided in English and may be provided, for informational purposes only, in a language other than English. The English version shall be the only binding and enforceable version of this Rules.

