

# Contributor Overview

## **Intro from Founder, Jeremy Hanke:**

*Imagine if you could make a Star Wars fan film, have George Lucas watch it, certify it, have LucasArts do an official release of it, and share the profits with you for your work? Or imagine if you could create a new episode of Fringe, have JJ Abrams watch it, greenlight it, give you extra secret elements of Fringe mythology to add in, and then release it as an official part of the series? All of these are fantasies in the world of the traditional Hollywood studio system, but we created Depleted to permit these very things to occur.*

*When we set out to create the World of Depleted, we wanted to make a massive sandbox that creatives from all over the world could participate in easily and we chose to do a version of sci-fi that could be created without massive FX or lots of money, but with ingenuity and planning instead. We wanted a world that could be empowered by new content and one in which everyone could have a chance to share in profits if their work was accepted and utilized. At the same time, unlike some cloud communities, we have gone to the work to make sure there is mythology, secrets, and backstory aplenty in this dark world so that well told tales that are certified will get access to some of these secrets to weave into their stories! All of this serves to create a storyworld that fans will constantly find new and exciting and one in which creatives will constantly find new things!*

*Welcome to the Black Sandbox and the world of Dark Dreamers, friends!*

*-Jeremy Hanke, February 8<sup>th</sup>, 2011*

## The Basic Steps to Becoming a Contributor

**Step 1:** Decide on something you'd like to contribute (story, film, music, artwork, 3D model, etc.)

**Step 2:** Submit the signed contributor agreement and your new content

**Step 3:** We at Viking Productions review your content for eligibility. (Essentially, to be eligible, it's got to be interesting and it can't be porn.)

**Step 4:** If Viking approves your new contribution, it becomes either Canon or Apocrypha and will give you an official badge with this on it combined with your special certification number.

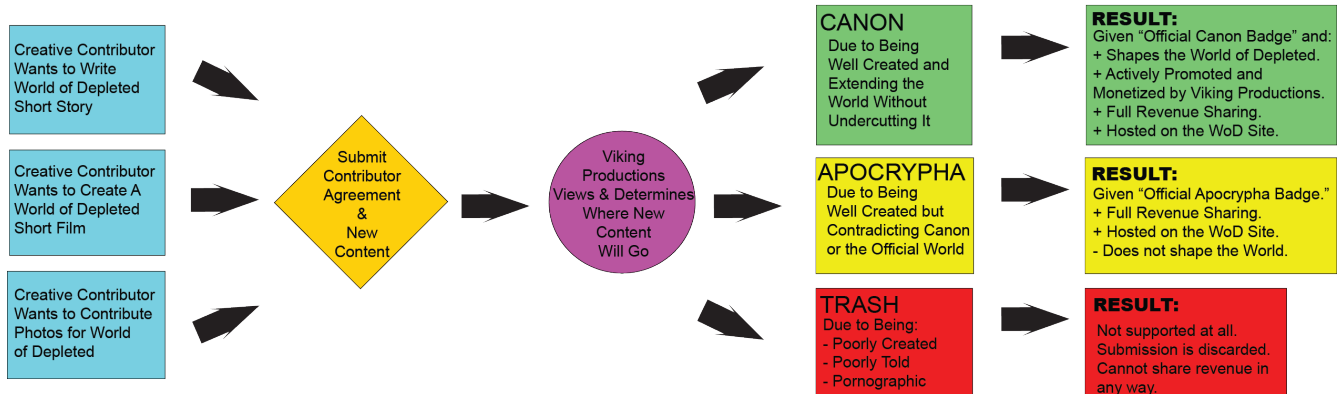
**Step 5:** Canonized content changes the World of Depleted officially, while Apocrypha does not and serves the place of Fan Fiction. However, unlike Fan Fiction, certified Apocrypha can still engage in revenue sharing. *(For the specifics of how payments are made, the Contributor Contract spells that out.)*

**Step 6:** Viking will help sell Canonized content (and selected Apocrypha) and promote it, thus allowing you to gain far more fans than you would alone, as well as sharing profits of this sale with you. You can also sell your content on your website, with only a small royalty due Viking Productions.

**Step 7:** Your new content can be utilized by other contributors in their certified work, with you receiving recognition and revenue share from them.

For a visual representation of this workflow, look at the following flowchart:

# World of Depleted Contributor Workflow



For a simple to understand information for breaking these elements down, check the following resources:

## Video FAQs

To find video answers to common questions on submissions, go to our vimeo channel at: <http://www.vimeo.com/channels/wodfaq>

## Plain English Text

For written versions explaining the contributor process, check out our Plain English overview at: <http://worldofdepleted.com/world/contributors/plainenglish>

## World Overview

To get an overview of the world we're creating and what things you can base your characters on, be sure to go to: <http://worldofdepleted.com/world/livingworld>

## Mythology

To get an overview of some of the history leading up to the Fall, be sure to check out Gavin Hesterdale's log at: <http://www.worldofdepleted.com/Gavin>

***For more specific answers on this, see the following pages on rules, submission guidelines, and attribution.***

# **Rules of Depleted**

## **Rules Pertaining to Work Vs. Ideas in Creation of New Works**

### **Definition of Work vs. Ideas**

**Works** are actual projects: films, special effects sequence, images, audio files, novels, stories, dreams, and postcards.

**Ideas** are elements within a Work: a place, a character, a Government Agency, a weapon, a drug, etc.

Anyone who has signed a Contributor Agreement, with the associated legal understandings therein, shall be known as a “Contributor.” Contributors are part of the World of Depleted creative community and, while contributors own their own work, they agree to share their ideas with the Creative Community. Other Contributors can use the ideas found in these pieces, so long as they include attribution. **(To read about the expected types of Attribution and the Master Works Utilized List you are to include with submission, read our Style Guide.)**

### **Requirements**

The following outlines the default requirements of World of Depleted contributors if no separate arrangements have been made between contributors.

If separate arrangements have been made, then the submitting contributor will be expected to provide appropriately signed paperwork clearly stating this arrangement at the time of submission. Failure to provide this paperwork will result in the return to the default arrangement stated below:

#### **Use of Ideas in a New Work.**

Contributors are required to give attribution for any ideas they use. No other requirement is placed on the creator in this situation.

#### **Use of a Work with a Single Contributor in a New Work.**

If a piece (or the entirety) of an actual work by “Contributor A” is utilized in the creation of a new work by “Contributor B,” then attribution to Contributor B is still required, but, in the case of a work that earns money, either through Canonization or Apocrypha, Contributor A will be entitled to a share in the profits of Contributor B’s work. They will equally share in the profits with any other work Contributor B used and with Contributor B him or herself. Please review the Contributor Agreement for the details.

#### **Use of a Work with Multiple Contributors in a New Work.**

If a work created by “Contributor C” utilizes works by additional contributors (“Contributors R, L, & P,” for example) and “Contributor D” wishes to use part or all of Contributor C’s work,

then Contributor D will be expected to treat each sub-contributor (R, L, & P) of the previous work as an equal contributor with Contributor C (as it applies to the Master Works Utilized List, which is denoted in the Submission Style Guide). An exception to this will occur if Contributor D obtains a signed statement from Contributor C which clearly shows which contributors were involved in the portion that Contributor D utilized. In this case, only the contributors that were involved in the piece utilized by Contributor D will be required to be on his Master Works Utilized List and will be involved in Revenue Share. For the specifics of the Revenue Share arrangement, please review the Contributor Agreement for the details.

To the extent that the “Requirements “ of the “Rules of Depleted” conflict with the Contributor Agreement, then the Contributor Agreement shall control.

## **Canon**

After your content is submitted and you sign the Contributor Agreement, if your content is selected as Canon, it will become officially part of the mythology of Depleted. Under this is the following understanding:

1. You have given us the non-exclusive right to license/sell your content as a standalone item or as part of a collection. Please see the Contributor Agreement for the details.
2. You may sell copies of your content within the revenue sharing terms found in the Contributor Agreement, provided you use the official Canon badge that you were issued for your work by Viking Productions on any and all packaging, marketing, and website materials pertaining to this work.
3. Others will be allowed to use your canonical content (in part or in whole) as part of their new work and have a non-exclusive right to license/sell your content (as part of their new content) within the revenue sharing terms found in the Contributor Agreement.

You may decide to terminate the Contributor Agreement non-exclusive license at any time for any reason. Such termination shall become effective ten days after we receive notice of the termination and is subject to the following:

1. From the time Viking Productions receives your notice of severance, they will have 48 hours to post a “Notice of Eminent Removal” on the World of Depleted website associated with your content.
2. From the point that Viking’s “Notice of Eminent Removal” goes live, any content creators who have been using that content will have exactly two weeks, as shown by FTP timestamp, to upload any new content that utilizes your work.
3. After that time, your work will be officially removed from the website and no additional content utilizing your work will be permitted under the original arrangement.
4. Termination (Section 9, “Termination” in the World of Depleted Contributor Agreement) will not affect any of the rights you have granted to your content under the Creative

Commons License. Such rights are irrevocable and survive Termination for any reason, and we may continue to exercise any and all rights regarding or concerning your content in accordance with the Creative Commons License and in accordance with the World of Depleted Contributor Agreement. **Further, all rights, waivers, consents and covenants that you granted in your content under the World of Depleted Contributor Agreement that was granted prior to the effective date of termination shall survive with respect to any commercialization or agreements to commercialize such Work that have been submitted to Viking for negotiation with third parties, or are being negotiated with third parties or have been commenced or entered into prior to the effective date of termination. Viking will continue to pay any and all license fees, if any, owed to you under the Contributor Agreement for any such commercialization.**

To the extent that “Canon” of the “Rules of Depleted” conflict with the Contributor Agreement, then the Contributor Agreement shall control.

## **Apocrypha**

If your work has story or content flaws that prevent it from being Canon, but it still reveals a well told story, it may be selected as Apocrypha. If it is chosen as Apocrypha, it will not directly effect the World of Depleted or its mythology, but will, instead, occupy a role similar to “Fan Fiction” in other worlds. Unlike Fan Fiction, however, officially recognized Apocrypha will be permitted to share in revenue (provided it does not conflict with the copyright of other Intellectual Properties for which you do not own the rights), under the following understanding:

1. You have given us the non-exclusive right to license/sell your content as a standalone item or as part of a collection. Please see the Contributor Agreement for the details.
2. You may sell copies of your content within the revenue sharing terms found in the Contributor Agreement, provided you use the official Apocrypha badge that you were issued for your work by Viking Productions on any and all packaging, marketing, and website materials pertaining to this work.
3. Others will be allowed to use your canonical content (in part or in whole) as part of their new work and have a non-exclusive right to license/sell your content (as part of their new content) within the revenue sharing terms found in the Contributor Agreement.

You may decide to terminate the Contributor Agreement non-exclusive license at any time for any reason. Such termination shall become effective ten days after we receive notice of the termination and is subject to the following:

- 1) From the time Viking Productions receives your notice of severance, they will have 48 hours to post a “Notice of Eminent Removal” on the World of Depleted website associated with your content.
- 2) From the point that Viking’s “Notice of Eminent Removal” goes live, any content creators

who have been using that content will have exactly two weeks, as shown by FTP timestamp, to upload any new content that utilizes your work.

- 3) After that time, your work will be officially removed from the website and no additional content utilizing your work will be permitted to be released under the original arrangement.
- 4) Termination (Section 9, "Termination" in the World of Depleted Contributor Agreement) will not affect any of the rights you have granted to your content under the Creative Commons License. Such rights are irrevocable and survive Termination for any reason, and we may continue to exercise any and all rights regarding or concerning your content in accordance with the Creative Commons License and in accordance with the World of Depleted Contributor Agreement. **Further, all rights, waivers, consents and covenants that you granted in your content under the World of Depleted Contributor Agreement that was granted prior to the effective date of termination shall survive with respect to any commercialization or agreements to commercialize such Work that have been submitted to Viking for negotiation with third parties, or are being negotiated with third parties or have been commenced or entered into prior to the effective date of termination. Viking will continue to pay any and all license fees, if any, owed to you under the Contributor Agreement for any such commercialization.**

To the extent that "Apocrypha" of the "Rules of Depleted" actually conflict with the Contributor Agreement (i.e., if the Contributor Agreement does not address an issue or term then it is not considered an actual conflict), then the Contributor Agreement shall control.

**Please note, if you terminate the non-exclusive license, it does not terminate the Creative Commons agreement which will allow users of The World of Depleted website to continue to use the content for non-commercial purposes so long as they otherwise comply with the terms of the Creative Commons license.**

# Contributor Submission Guidelines and Style Guides

Following these guidelines increases the chance that your submission will be accepted as Canon. Please take a few minutes to review them.

## **Legal Requirements**

- 5) You must be of legal age (i.e., the age of majority, not a minor) in order to have your submission accepted and to enter a Contributor Agreement.
- 6) You must agree to the terms of the Contributor Agreement before submitting any work.

## Submission Guidelines

### **How do I get accepted as Canon?**

5. **Be respectful of other Contributors.** This means play nice with other Contributors' Ideas and be respectful of their creations. Do not kill, humiliate, degrade, or irrevocably damage another Contributor's characters, places, things, etc. without their permission.
6. Read through the official information about living in the World of Depleted before you begin your work and make sure any plot ideas you have are supported by this world.
7. Tell your part of the World of Depleted story one character at a time.
8. Your Work opens more doors than it closes in the larger World of Depleted story. Don't try to solve the world's problems — focus on solving your character's problems.
9. Only submit your own original Work — no plagiarism. (Obviously, we are not referring to the use of other people's content and ideas as provided for in the Rules, but rather the elicit use of work that you do not have the right to use.)
10. Have someone else watch or look over your Work before submitting it for technical errors.
11. Have someone who has no vested interest in you being "happy" watch or read your Work and tell you their honest opinion of whether it's interesting or not. *(For films, consider submitting them to MicroFilmmaker Magazine, where they will do a very in-depth critique for the price of a festival entry.)*
12. After you finish your first cut or draft, put it aside for a week before reworking or rewriting it.
13. Make sure your Work is clearly set in the World of Depleted.
14. When in doubt, send a **question**, proposal or outline to us (via our Contact Us section of our website).
15. If your Work is long (a feature film, novel, comic, etc.) or large in scope and you'd like some feedback before you get too far down the road, feel free to send an **outline or synopsis of the story to us** via the Contact Us section of our website (located in the About Us menu). Please use a subject line starting with "PROPOSAL" followed by the title of your Work. (Folks who do this may well discover that they're working on something where we already have some very cool story points or elements of mythology, which we'd be happy to let them utilize if we know about it ahead of time.)
16. For feature length films, novels, novellas and comic (or any extended work), please



submit a first scene, chapter, or installment — that's how we're going to publish these accepted Works to the website. (And if you're off track at the very beginning, it's better to know it as soon as possible.)

### **How to NOT get your Work accepted as Canon:**

1. Submit your first cut or draft without having someone else read it or watch it for both interest and technical mistakes.
2. This is not Fallout 3™, Mad Max™, Resident Evil™, etc. Do not submit stories about characters from previously published apocalyptic worlds. World of Depleted is a human-centric world; please, no zombies, aliens, vampires, or werewolves.
3. Attempt to solve every mystery in one Work.
4. Attempt to solve major elements of Depleted mythology without first discussing it with the Editorial team.
5. Submit the story of the "greatest" fighter/killer/sniper in all of the World of Depleted (you would be in error).
6. Include time travel in your Work (we foresee enough problems with continuity as it is).
7. Submit a Work that affects everyone, everywhere in the World of Depleted.
8. Submit pornographic Works.
9. Submit Works that contain digitally altered images of recognizable personalities.
10. Submit Works that contain content that you do not own the rights to and do not have legal permission to use.

## **Style Guides**

### **Video/Film Works**

Before submitting a video directly to us, upload the video to a password-protected or hidden video sharing page for us to preview. Send us the link to this along with any password we require. Once we have previewed it, it will be judged on its merits for rejection or acceptance. If we accept it as either Canon or Apocrypha you will be asked to submit a file that we will optimize for the web.

4. For this purpose, we accept .mov, .avi, .flv, and .f4v files.
5. Resolutions accepted are 1080P, 720P, and SD.
6. Frame Rates accepted are 24P, NTSC, and PAL.
7. Audio should be at the maximum Quality for the format submitted.

Additionally, if your work is accepted as canon, you will be asked to provide either a hard copy or FTP copy of your work that can be mastered to DVD and/or Blu-Ray at high quality. (Content selected as Apocrypha may be requested for the same thing, although this may be requested at a future date, after Viking Productions has had a chance to observe how your work is being embraced by the community.)

### **Film Length Classifications**

Less than One Minute – Flash Short Films

1-5 Minutes – Short Short Films

10-30 Minute – Medium Short Films  
31-60 Minute - Long Short Films  
60 Minutes & Up – Feature

### **Text Works in Depleted**

4. Text file formats we accept are .odt, .doc, .rtf, and .txt.
5. Single space between sentences within a paragraph.
6. An extra space (Hard Break) between paragraphs.
7. Please spell-check and proofread one more time before submitting.

### **Text Story Length Classifications**

Flash Fiction (Short, Short Story) is under 1,000 words in length. A Short Story is 1,000 to 10,000 words in length. A Novella is 10,000 to 40,000 words in length. A Novel is over 40,000 words in length.

### **Artwork, Images & Comics**

Art, Image & Comic file formats we accept are .jpg, .jpeg, .png or .gif. File size should be under 10 MB in size.

### **Digital Game Files**

Digital Games should be included in one file. If not, please Contact us. File size should be under 100 MB in size, unless otherwise arranged.

### **Audio Messages & Podcasts**

The audio file format we currently accept is .mp3 and .WAV. Audio messages should be under 10 MB in size and 3 minutes or less. Audio podcasts or radio programs file size should be under 50 MB in size and 30 minutes in length.

### **Video Podcasts & Amateur TV**

Video Podcasts & Amateur TV broadcasts set in the World of Depleted will follow the same rules as the other Video/Film Works.

## **Master Works Utilized List**

While all use of other Contributors' work or ideas requires appropriate attribution (as outlined in the Attribution section), you will also be expected to provide a separate list saved as \*.TXT document of all Contributor Works that has been utilized in your work, for accurate profit sharing to be factored and for simplicity in future Contributors utilizing your work. *(With the exception of work that was originated by Viking Productions itself.)*

The expected listing Convention for all names on this list will be: [Name of Work]. Created by [Name of Creator]. [Contact Email]

As such, if you used an excerpt from a short story, The Deadliest Road, by Contributor Thomas Wolf, whose email is [timberwolf555@archlight70.com](mailto:timberwolf555@archlight70.com), you would write it in your MWUL as:

The Deadliest Road. Thomas Wolf. [timberwolf555@archlight70.com](mailto:timberwolf555@archlight70.com) .

(For situations in which you use content that was created by multiple creators, you will list each sub-creator on this list, as is explained in the Rules of Depleted.)

The expected naming convention for these text files will be:

“[NameOfWorkWithoutSpaces]\_[NameofContributorWithoutSpaces]\_MWUL.txt”

As such, if Contributor Bob White wrote a Depleted novel called Killer Shadows, his MWUL file should be titled:

KillerShadows\_BobWhite\_MWUL.txt

## **Attribution**

### **Non-Derivative or Non-Attributing Works**

All Works should have, at a minimum, the following attribution, even if they do not feature Ideas from another Contributor’s Work (you used all original Ideas):

'This Work set in the World of Depleted – worldofdepleted.com

Available under a **Creative Commons Attribution Non-Commercial Share Alike 3.0 United States**

License’ \*\*

### **Fictional Work attributing other Works**

If your Work set in Depleted features Ideas from another Contributor’s Work, the following attribution format and information should accompany your Work: “character, location, thing” created by [name of Contributor] in [Title of Work].

For example, if you wrote a short film that involved a character (Jed Huskah) created by Contributor Frank Job in his novel, *Monsters Look Like*, and you had Jed interacting with a covert group (The Shadow of Columbus) which was created by Contributor Jenny Swanson in her short film, *The Darkness Lurks*, the attribution in the credits of your Film should look like this:

"Jed Huskah" created by Frank Job in *Monsters Look Like*.

"The Shadow of Columbus" created by Jenny Swanson in *The Darkness Lurks*,

'This Work set in the World of Depleted – worldofdepleted.com

Available under a **Creative Commons Attribution Non-Commercial Share Alike 3.0 United States**

License’ \*\*

### **Image Works attributing other Works**

If your Work is an image based on one or more Works by other Contributors, you may use the following attribution:

"This Work inspired by [type of original Work] [name of the original Work] by [name of Contributor]"

For example, if you wanted to create a drawing of an action scene from the Flash Fiction Work, "Death at Sunset" by Frank Milton, the attribution for your image would be:

'This Work inspired by the story "Death at Sunset" by Frank Milton.

'This Work set in the World of Depleted – worldofdepleted.com

Available under a **Creative Commons Attribution Non-Commercial Share Alike 3.0 United States License'** \*\*

### **Multimedia Works Utilizing Other Creators' Content**

If your work uses pieces of other content creators work, then you are to give attribution as follows in the credits:

Excerpt from [Title of Work] by [Name of Creator]

[Published/Released Date.]

Available under a **Creative Commons Attribution Non-Commercial Share Alike 3.0 United States License'**

If your short film included a vision sequence from the film 'A Time To Fight' by Contributor Nuna Fulka, which was released in 2010, the credit at the end of the film would be:

Excerpt from *A Time To Fight* by Nuna Fulka

Released in 2010.

Available under a **Creative Commons Attribution Non-Commercial Share Alike 3.0 United States License'**

(Followed by the World of Depleted Attribution information from above)\*\*

**\*\*Unique Addition for Films:** Film works also need to have the following credit in the intro, "*Based on the World Created by Jeremy Hanke & Chris Tanchyk*"