

# Renderosity Magazine Editorial Guidelines

For the most part, we follow AP Style for consistency including a single space after periods and a single return after paragraphs with no indent. A Cheat Sheet for common style rules can be found on our website.

To submit an article: Send in an email BOTH as an attachment and in the body of the email to [editor@renderosity.com](mailto:editor@renderosity.com).

Include (in this order):

- Slug
- Byline
- Headline
- Subhead
- Brief Summary (up to 50 words)
- Body text
- Bio (1-2 sentences about your experience in the field with your contact info and social media if you desire)
- Contact information for sources interviewed

Articles tend to be about 400-800 words. Reviews, columns and Q&As can be longer.

## Photos & videos

We would appreciate you providing your own art and video with each story along with cutlines. If you do not produce it yourself, make sure you have permission to publish it. We don't want to get calls or emails about copyrighted art. The editor will choose what art works best with the article. For videos, include the embed code with the story copy and cutlines.

## Reporting Process

Writers must represent themselves and Renderosity Magazine accurately and professionally at all times.

We do not submit copy to sources in advance for their approval.

Please double-check spellings of names, titles and other facts.

## Editing Process

An editor will proofread all submissions and perform light edits for style and clarity. These are not sent to the writer for approval.

If deeper editing is required, the writer will be contacted for approval or to rewrite the offending sentence.

### **Types of Articles**

Renderosity Magazine accepts articles on industry trends, software and hardware reviews, columns from experts in the CG industry, and Q&As with experts (include the full name of the interviewer and interviewee).

Other pitches will be entertained as long as they pertain to digital art, technology, graphic design, gaming and game design, etc.

Questions and pitches should be referred to [editor@renderosity.com](mailto:editor@renderosity.com).