



Original or Non-original Art Guide

Does the work use design components created by someone else?

(patterns, drawings, recognizable pictures or photos, stencils, stamps, pre-shaped forms)

NO

Original Art Division

Member applies the elements and principles of design to create work that is **entirely their own**

Drawing & Sketching (by technique)

- **Line Drawing**

Uses any drawing medium that can make a distinct line
Examples include pencil, colored pencil, scratch art, pen and ink, felt tip markers
Differences in lightness/darkness can be achieved by spacing or thickness of distinct lines

- **Shaded Drawing**

Uses any drawing medium that can make varied differences in lightness and darkness without showing distinct lines
Shading is not simply adding color, it is a technique that adds dimension or volume to the piece. It introduces degrees of darkness to render light and shadow.
Examples include chalk, charcoal, pastels, pencil, and colored pencil

- **Line & Shaded Combination**

Uses a combination of both line and shading techniques

Painting (by media) including **Water Color, Tempera, Other Water Media or Acrylic paint, or Oil Paint, or Pastels**

Print making or stenciling – stamp or stencil was designed and cut by the member

Collage or Mosaic – Media might include paper, tile, wood, glass, seeds, etc – the member would select/cut/shape pieces of the media

Recognizable pre-formed components may not be used to represent themselves such as entire words or letters cut from paper; printed flowers, animals, faces, etc. Shades of color from printed papers may be used to create something different from the original use such as green from grass in a printed picture used to color wings on a collage of a parrot.

YES

Non-original Art Division

Member applies the elements and principles of design to create work that **may incorporate pieces designed or created by others. Pre-designed component must not be the total design**

Drawing/Shading Techniques

Uses drawing, shading, texturing and/or three dimensional shaping techniques with the aid of partial photographs, line drawings, tracing or stenciling that the member did not create themselves
Includes soft metal embossing, woodburning, scratch art, or drawing to complete or enhance a partial photo of a subject

Painting – on surfaces such as wood, metal, glass, and other porous and non-porous surfaces; uses a pattern drawn by someone else; any paint media

Stenciling, Printing, Stamping – uses stencils, forms, stamps or designs that the member did not create themselves (may be up to 5 smaller items around theme)

Collage/Decoupage - two dimensional work (no pieces that create variation in height of the surface); may include pre-designed components such as printed motifs on paper or fabric, photographs, etc. No memory book or scrapbook pages.



Original Art Division (continued)

Dyeing and Marbling such as batik or dye painting; if done on wearable clothing/accessory, exhibit belongs in wearable art (see below)

Other Two Dimensional Work includes work other than listed above that does not include any variation in surface height creating a third dimension; examples might include cut paper and calligraphy

Multiple Media (two dimensional) combines two or more of the techniques and/or media listed above

Carving - three dimensional work where the design was created by removing parts of the original substance; includes wood, soap etc.

Casting, Modeling & Assembling includes metal welding or casting, and paper maché.

Other Three Dimensional might include origami, pop-up art structures

Non-original Art Division (continued)

Scrapbooking – up to two single sided pages around a single theme; may include photographs, motifs, or lettering designed by others

Assemblage – three dimensional work; materials being assembled are pre-formed in shape or designed by someone other than the member; work must maintain the form as a permanent structure

All wearable clothing or accessory must be entered in the Wearable Art classes in the appropriate

Wearable and Functional Art

Wearable Clothing – clothing item enhanced by painting, dyeing, beading, etc; base clothing item may be purchased; design must be original not pre-formed

Wearable Accessory – could include jewelry, hat, purse or bag, footwear; techniques might include painting, dyeing, sculpting, beading, enameling, etc.

Functional Item – functional but non-wearable such as bowls, vases, caps, lamps, etc; media might include metal, wood, or paper

Wearable Art

Wearable Clothing done with the aid of pre-designed components such as patterns, drawings, fabric motifs, etc. Base item may be purchased

Wearable Accessory – jewelry, hats, purses, footwear etc. done with the aid of pre-designed components