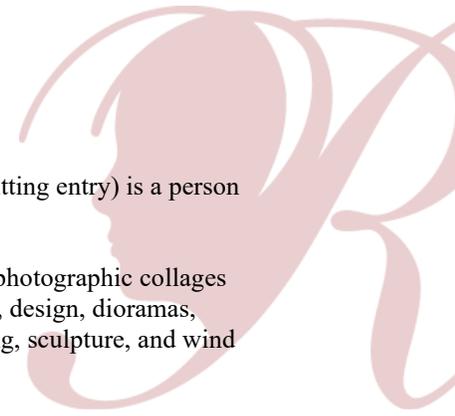


Visual Arts



VISUAL ARTS include many art forms that are visual in nature. The **artist** (student submitting entry) is a person who captures their own thoughts and ideas to create a visual piece of art.

Accepted forms of visual art include: Architecture (2D/3D), carpentry, ceramics, collages, photographic collages (multiple photos cut/pasted), digital art and graphics (drawings/paintings/illustration), crafts, design, dioramas, drawing, fiberwork, jewelry, kites, metal etching/punch work, mobiles, painting, printmaking, sculpture, and wind chimes. Reproductions or enlargements of other artwork are not accepted.

An explanation of the art form might be a useful addition to the artist statement. Whether an entry displays use of formal technique or a simple approach, it will be judged primarily on how well the student uses his or her artistic vision to portray the theme, originality, and creativity. **Consider art form, use of color, texture, shape, proportion etc. to show a clear relation to the theme.**

Digital technology and/or software can be used to develop, enhance and/or present an entry but may not provide the primary design and/or concept. Entrants must use the “Additional Details” field to *provide a brief description of the tools and methods used* in the creation process, including any generative elements.

Special note for Free State PTA entrants: Submissions may not be created using artificial intelligence software (such as ChatGPT, DALL-E rotor, hotpot AI, deep AI, Craiyon, nightcafe, or other text-to-art software tools) to generate any part of the content or composition. Content generation, including composition and arrangement, must be the result of student exercise of skills and tools. This does not preclude the use of image painting and editing software such as photoshop, gimp, paint or similar software tools for Visual Arts entries.

Copyright. Plagiarized entries will be disqualified. Use of copyrighted material, including any copyrighted cartoon characters, material downloaded from the internet, or copyrighted photographs or stock images, is not acceptable, except that entries may include:

- Public places, well-known products, trademarks or certain other copyrighted material if that copyrighted material is incidental to the subject matter of the piece and/or is a smaller element of a whole. The resulting work cannot try to establish an association between the student and the trademark/business/material or influence the purchase/non-purchase of the trademarked good.
- Portions of existing copyrighted works, such as photographs, magazine or digital media clippings, and/or type cut out of a newspaper, if those portions of copyrighted works are used to create a completely new and different work of art.

Submission Requirements:

- Only new pieces of artwork inspired by the theme may be submitted.
- Each entry must be the original work of one student only.
- 2D artwork (e.g. painting): Dimensions must not exceed 24x30 inches, including matting. Paper entries must be mounted on sturdy material. Include at least one (1) digital image of artwork with your submission.
- 3D artwork (e.g. sculpture): Must include packaging materials and at least three (3) photos of the entry at different angles for judging, ID, and exhibition purposes (entries that require assembly/repair from transporting will be disqualified).
- Digital images must be at least 640x960 (pixels), 300 dpi (resolution), and no more than 1,000 MB (1,000 megabyte) in file size.
- Accepted file formats: .jpeg, .jpg, and .png.
- Framed artwork and artwork containing loose materials is not accepted. Matting is accepted.
- Submit artwork and student entry form according to your local, council, and state guidelines.

All participants must also follow Official Rules for Participation.