

3-D Art

Three Dimensional Art

PURPOSE To help young people communicate their faith and beliefs through 3-D forms of art. Entries should make a clear point and visually represent the current year's theme.

Questions? Contact us and we'll connect you with the Event Coordinator.

PROCESS

Each participant (or church coordinator) will:

- Deliver entries to the Art area on Friday afternoon of the convention. Refer to the convention schedule for times. *Please do not just drop them off. Make sure someone is there to check them in.*
- Pick up entries between 4:00 & 6:00 p.m. on Saturday of the convention.
- Be certain that two identification cards accompany each project. (See Project Identification in the guidelines below.)
- Be certain that participants are registered for this event.
- Be certain that at least one adult volunteer evaluator is provided if a congregation has any students registered in this event. (The local church coordinator is responsible for this.)

The Event Coordinator will:

- Assume responsibility for the MWLTC 3-D Art Event, and be certain that the room setup is adequate.
- Be available to receive entries Friday afternoon of the convention, in the Art Display area. Refer to the convention schedule for specific times.
- Conduct an evaluators meeting before the projects are evaluated.
- Organize entries for evaluation & display.
- Report results and provide critique sheets to the Awards Committee.

GENERAL 3-D ART GUIDELINES:

(applies to all types of projects, except where noted)

Participant Eligibility

- Any registered student in grades 3-12 is eligible to participate in this event. Projects will be evaluated with the grade level of the participant in consideration.
- Each participant may submit only one project in this event.

General Project Guidelines

- Two 3x5 cards for identification must accompany the artwork. For most types of artwork, one identification card should be on the front and one on

the back. The artist's name, grade level, home congregation, and scripture used for inspiration from this year's theme must be on both cards. (For banners, name all participants on the cards.) The scripture should be *written out completely* and not just referenced.

- Theme: The project must interpret, display, or depict the current year's MWLTC theme.
- Presentation: No special lighting is permitted. Specific types of projects have other presentation requirements and guidelines.
- Materials: Glitter may NOT be used, as it is against hotel policy. Other than this, the use of materials is not restricted with the understanding that all projects MUST BE IN GOOD TASTE. The event coordinator reserves the right to make final decision on evaluating and displaying the entry.
- Abstract: If the entry appears abstract, then please provide an explanation of the artwork. This may be written on an index card and submitted with your artwork. This will help the volunteers evaluate the project better.

Adult Assistance

- Adult assistance shall be limited to that of advice and supervision. The participant submitting the artwork shall be the sole artist of that entry.

Originality (i.e. One's own original artwork)

- The project must be an original work of art. Copying or tracing someone else's work, even with permission from the original artist or author, is not acceptable. The evaluator or event coordinator reserves the right to penalize or disqualify a project that is suspected to not be an original artwork.

SCULPTURE

Project Description

This could include Clay, Wood, Metal, Found Object art, Assemblage, Mobiles, Installation Art, Relief, Pottery

Sculpture Guidelines

All the general guidelines earlier in this document apply to Sculpture, except where noted.

- Size: (A separate base is optional). The base of a sculpture must fit into a 18 x 18 inch square. The sculpture and base shall not exceed 36 inches in height; smaller entries are permissible.
- Presentation: Sculptures will be displayed on shelves and must be self-supporting, i.e., supported as needed for display. However, sculptures must remain movable. NOTE: Special lighting will not be permitted.

- Materials: Wood, clay, found materials, paper, etc. may be used. Displays must be in good taste. Event coordinators reserve the right to make final decisions in this area. Glitter may NOT be used, as it is against hotel policy.
- Identification: Two 3×5 cards must accompany the project. (See general guidelines about identification.)

DIORAMAS

Project Description

This type of project includes boxes or a base that have scenes in or on them.

Guidelines for Dioramas

All the general guidelines earlier in this document apply to Dioramas, except where noted.

- Size: The size of the diorama should not exceed 16 x 16 x 16 inches. Smaller projects are acceptable.
- Presentation: The diorama must be self-supporting. The base or box used to display the diorama must be self-supporting and have a minimum of 3 sides. The base or box must be sturdy.
- Originality: (See general guidelines about originality.)
- Identification: Two 3×5 cards must accompany the project. (See general guidelines about identification.)
- Materials: The diorama can be made out of any materials (e.g. clay, felt, plastic objects, cardboard, etc.) As always, materials must be in good taste.

Evaluation Criteria: (Coming Soon)

ART- 2D, 3D, TEXTILES, PHOTOGRAPHY

Instructions for Evaluators

1. Place bar code label or write student info.
2. Mark appropriate boxes for each criteria.
3. Write additional comments.

Participant Name:

Grade:

Congregation:

Event Coordinator's award: Gold Silver Bronze

	Exemplary	Competent	Developing
Standard Requirements	<input type="checkbox"/> There is a 3 x 5-inch index card displayed that includes the artist's name, grade level, home congregation name and description of the work.	<input type="checkbox"/>	<input type="checkbox"/> Identification is incomplete or missing
Presentation <i>(Does not apply to photography.)</i>	<input type="checkbox"/> The entry is self-supporting, neat and orderly. You could hang it in your dining room. <i>(Does not apply to photography.)</i>	<input type="checkbox"/>	<input type="checkbox"/> The entry is not framed or is not self-supporting. Not enough effort was made to present the artwork in the most appealing way. <i>(Does not apply to photography.)</i>
Message	<input type="checkbox"/> The artist presents an exceptionally clear illustration of his/her own vision of the Theme.	<input type="checkbox"/> The artist presents a clear vision of the Theme.	<input type="checkbox"/> The artist presents a somewhat clear vision of the Theme.
Design Principles	<input type="checkbox"/> Emphasis/Balance/Contrast – This entry strongly develops points of interest to draw the viewer's eye to important parts of the work.	<input type="checkbox"/> Emphasis/Balance/Contrast – This entry develops points of interest to draw the viewer's eye to important parts of the work.	<input type="checkbox"/> Emphasis/Balance/Contrast – This entry somewhat develops points of interest to draw the viewer's eye to important parts of the work.
	<input type="checkbox"/> Rendering/Expressive Qualities - This entry shows a strong use of values, perspective to create form, space, and/or meaning is expressed by the mark-making or design.	<input type="checkbox"/> Rendering/Expressive Qualities - This entry shows an average use of values, perspective to create form, space, and/or meaning is expressed by the mark-making or design.	<input type="checkbox"/> Rendering/Expressive Qualities - This entry shows limited use of values, perspective to create form, space, and/or meaning is expressed by the mark-making or design.
	<input type="checkbox"/> Variety - The artist consistently uses many of the elements of art when visually expressing ideas, e.g. line, shape, form (3 dimensional shape), color, value (contrast of light and dark areas), and texture to great effect.	<input type="checkbox"/> Variety - The artist uses many of the elements of art when visually expressing ideas, e.g. line, shape, form (3 dimensional shape), color, value (contrast of light and dark areas), and texture.	<input type="checkbox"/> Variety - The artist uses some of the elements of art when visually expressing ideas, e.g. line, shape, form (3 dimensional shape), color, value (contrast of light and dark areas), and texture.
	<input type="checkbox"/> Movement - This entry creates an exceptional illusion of action or physical change in position, or, the viewer's eye easily follows a path throughout the artwork.	<input type="checkbox"/> Movement - This entry creates an illusion of action or physical change in position, or, the viewer's eye follows a path throughout the artwork.	<input type="checkbox"/> Movement - This entry creates some illusion of action or physical change in position, or, the viewer's eye sometimes follows a path throughout the artwork.
	<input type="checkbox"/> Proportion – This entry gives a strong sense of size or scale through the relationships of small and large objects.	<input type="checkbox"/> Proportion – This entry gives a sense of size or scale through the relationships of small and large objects.	<input type="checkbox"/> Proportion – This entry gives some sense of size or scale through the relationships of small and large objects.
Creativity	<input type="checkbox"/> This entry shows excellent original thought and creative and inventive ideas.	<input type="checkbox"/> This entry shows original thoughts and ideas.	<input type="checkbox"/> This entry shows some original thoughts and ideas.
Craftsmanship	<input type="checkbox"/> This entry shows exceptional skill with media	<input type="checkbox"/> This entry shows good skill with media	<input type="checkbox"/> This entry shows some skill with media

Evaluator's comments:

Please help us improve this rubric each year by submitting Feedback on the website within 30 days of the end of the convention.

Emphasis / Balance / Contrast

There is a clear focus or focal point

Rendering Qualities

Use of values + perspective to create form + space

Expressive Qualities

Meaning is visually expressed in some aspect of the mark-making or design

Repetition / Variety / Unity

Cohesive; not chaotic and not monotonous

Movement / Rhythm

There is an effective flow in the composition

Media – Craftsmanship

Excellent technique, mature use of materials, neatly done

Color Usage

Good use of color theory OR black + white design

Subject Matter

The subject is clear and appropriate to the intent of the artwork

Visually Impactful

There is something special about the artwork - a “wow” factor

Artistic Voice

Originality, overall unity in decisions & execution