

## Digital Dexterity - Graphic Design

### Intro

“**Digital Dexterity**” is a Sub-Event of LGS JT Muse’s Art category, in which delegates will be given the opportunity to express their artistic skills through the unorthodox means of using a digital device. Delegates will be encouraged to combine their drawing skills with the unique tools and effects provided by a computer to create breathtaking art pieces.

### Round: Character Design

**Time-** 2 hours every day

**Delegate Cap-** 2 per team

### Round Details

In this sub-event’s only round delegates will work **individually**, without any external help. The round will take place over the course of all **three days**. Every day, the delegates will be given **two hours** to work on their art pieces, adding up to six hours in total. Every day, At the end of this two-hour working period, delegates will submit their progress, profile information, and references. The subevent will primarily focus on **character design**. On day 1, the delegates will select the theme and scenario that they will be drawing their characters in. Along with the final submission, the delegates will be encouraged to submit a piece of writing which describes the character and their backstory.

The themes are:

- Science Fiction
- Horror
- Fantasy
- Anime and Cartoon
- Non-Fiction

For every theme, 2 specific scenarios will be revealed before the event.

**\*Delegates will bring their own devices. Outlets and extensions for charging the devices will be provided. The subevent heads will be present with the delegates throughout the working period, and will be responsible for collecting submissions at the end of each day. A maximum of 2 delegates per team can participate. Delegates will be informed of all the rules and specifications through the study guides and social media.**

### Judging Criteria for Round:

- Creativity
- Mastery of artistic principles
- Mastery of tool
- Mastery of software
- Story depicted in the drawing.