

CATEGORY II: ART

2D Art:

Are you an aspiring painter? Do you doodle more than writing notes in class? Put your inspiration on canvas with the 2D art competition!

3D Art:

Think you have what it takes to be the next great sculptor? Is clay your ultimate inspiration? Show us your skills in the 3D art competition.

Fashion Design:

You don't just love fashion, you design it! Get inspired by the MIST theme to become the next fashion phenomenon.

Digital Art (Formerly Graphic Design):

If you're the Photoshop or Illustrator whiz that everyone goes to for event flyers, the digital art competition is for you. Pixelate away!

Photography:

Not only do you carry around your camera with you all the time, but you see everything as an opportunity for the perfect photo. Those other artists, yeah, they're cool - but you prefer a lens and the dark room for your creative pursuits.

General Rules

1. MIST ID and order of competition will be pre-assigned on a random selection basis.
2. Competitors shall report at the appropriate time to the designated place. Competitors shall be introduced to the judges by their MIST IDs.
3. All artwork must be labeled with the MIST ID ONLY. The competitor name must not appear anywhere on the submission.
4. No more than \$100 can be spent on supplies.
5. Artwork must relate to the overall MIST Theme.
6. Any submissions including AI-generated work, whether used for the art or written statements, is subject to disqualification.
7. For scoring, students who do not receive an interview can only receive a maximum of 80 points.

2D ART

Format: In-Person

Early Submission Requirements: None

On-Site Submission Requirements:

- Artwork must be prepared and ready when you arrive at the tournament. Competitors must drop off their completed product to the allocated room upon registration.
- Written artist statement (3 hard copies, 500 words maximum).
- A minimum of 2 drafts of artwork process.
- All papers must be submitted in one folder or stapled together. Loose sheets of paper will not be accepted.

Registration Guidelines:

1. No more than four (4) students from each school can register for this competition.
2. This competition is NOT a team effort. Each competitor must turn in a separate piece of work.
3. MIST ID and order of competition will be pre-assigned on a random selection basis.

Procedure:

1. Artwork should avoid realistic, representational rendering of lifelike human or animal form. If in doubt, contact your Regional Competitions Headquarters.
 - a. Therefore, fully-defined facial, skeletal, or muscular features are not permitted.
 - b. Suggestions: Draw a general picture of a squirrel; do not draw a detailed image of the adorable facial expressions when it comes across a good acorn. Submission must be two-dimensional (examples: painting, drawing, etc.).
 - c. You can create the illusion of depth, but the artwork must still be two-dimensional.
2. Students are NOT permitted to utilize AI Generators.
 - a. This includes but is not limited to Dall-E 2, MidJourney, Nightcafe, Deep Dream, and/or Stable Diffusion.
 - b. Usage of AI Generators is grounds for elimination from the competition.
3. Students MUST include drafts of their work at multiple points of the planning and creation process with their art piece.
4. Acceptable mediums for artwork include, but are not limited to: watercolor, oil, crayon, mixed mediums, chalk, pastels, charcoal, etc.
5. Ensure your artwork is dry before submitting it to the judges.
6. All 2D artwork must be placed on a flat and hard surface. Suggestions for placement include: poster board, matboard, and illustration board.
 - a. Please affix artwork to the mounting material with spray glue or tape.
 - b. Do not use staples, paper clips, or any glue that could seep through and damage the artwork. Please do not use cardboard for mounting artwork.
 - c. Artwork should NOT be rolled or folded.
7. There is no limitation to the size of the submission as long as it can be safely carried to the venue.
8. Each participant will be interviewed for five (5) minutes in order to describe the purpose and inspiration of the artwork.
 - a. Interview questions can be found in the last section of the 2D Art Ballot.
9. Please note that if there are more than fifteen (15) entries for this competition, only the top fifteen (15) entries (based

on artwork and written statement) will be interviewed.

- a. In this case, an open gallery preliminary judging round will take place, and all entries will be judged according to the 2D Art Ballot.
 - b. The top fifteen (15) that advance will have a five (5) minute interview with the Judges Panel.
10. A typewritten statement of the artwork, no more than one (1) page (500 words max.), must be included with the artwork. The explanation will include what the artwork is about and what inspired the competitor to make it, as well as specific answers to the interview questions.
- a. Please note that the written statement is an integral component of qualifying for an interview in the top fifteen.
11. Both the interview and artwork (with written statement) will be judged according to the Arts Competition Ballot.

Checklist:

- 2D Art submission.
- Minimum of 2 drafts of 2D art process.
- Written statement based on interview questions. These questions are listed in section D of the Art Ballot.
- Both the submission and the written statement should be clearly labeled with:
 - MIST IDs
 - Name of Competition

[Please note: we recommend that all written statements are securely attached to submission. You may choose to use paper clips or a large manila envelope for these purposes.]

DETAILED BALLOT: 2D ART

Section A: Technical

Points: 5

1. Presenter is on time for the interview.
2. The presenter is dressed for an interview.
3. Length of written statement does not exceed one page (500 words).
4. Submission meets required formatting guidelines (see rules).

Section B: Production Quality

Points: 30

Purpose

1. Evidence of the student's effort to achieve the stated purpose. Design meets the stated purpose and fulfills the intent of the artwork.
2. Artwork clearly communicates a story or statement.
3. Work integrates expression, organization, technique and MIST's theme through evaluation and revision.

Skill and Technique

1. Media selection effectively enhances the design and the student chooses and controls media and tools effectively to enhance the appearance of the work.
2. Artwork shows superior level of skills in the production of the work and execution of each technique and component is done in the superior manner.
3. Design required time and patience and was difficult to execute.
4. Art process is shown through drafts and changes

Section C: Presentation Quality

Points: 40

Aesthetics and Design

1. Visual balance, composition, and layout enhance the overall beauty of the artwork.
2. Work features a recognizable center of interest in relation to the theme.
3. The selected colors enhance or complement the subject matter.
4. The artwork effectively makes use of elements and principles of art (shape, color, texture, flow, composition).
5. Artwork makes a visual impact and stands on its own as a complete work of art.
6. Drafts of artwork submitted reflect process, creativity, and the student's distinctive style.

Creativity

1. Expression is unique and fully developed to present fresh concepts in imaginative and inventive ways.
2. Work breaks new ground in communicating the message.

Section D: Application of Theme

Points: 25

1. There is a strong, clearly evident relevance to the theme.
2. The theme is expressed in a unique or outstanding way.
3. Purpose of the artwork is clearly articulated and shows evidence of reflection and/or research.
4. Elements and principles of art are clearly articulated and the student shows evidence of careful selection and organization of these elements and principles.

Judges will ask the following questions to gauge the competitors' understanding of the theme and how it was expressed in their work. Judges will then proceed to scoring.

- 1. How did you aim to convey this year’s theme in your work? In what ways does your artwork represent your individual point of view, imagination, creativity, and individuality?
- 2. Explain your purpose in developing this artwork and describe how you achieved that goal. Describe any influences from art history, artists, or art periods or styles that contributed to the development of this artwork.
- 3. What elements or principles of art did you use, and how did you select and organize the visual aspects of this work?

2D ART BALLOT

		Subtotal
Section A	Technical	_____ / 5 points
Section B	Purpose	_____ / 15 points
Section B	Skills and Technique	_____ / 15 points
Section C	Aesthetic and Design	_____ / 20 points
Section C	Creativity	_____ / 20 points
Section D	Application of Theme	_____ / 25 points

Total: _____/100 Points

Overall Judges Comments and Feedback