

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 graphic design 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 for 2D Art and 3D Art.

1. Failure to fulfill these obligations and/or any violation of them may result in point loss.
2. No more than two (4) students from each school can register for this competition.
3. This competition is NOT a team effort. Each competitor must turn in a separate piece of work.
4. MIST ID and order of competition will be pre-assigned on a random selection basis.
5. Competitors shall report at the appropriate time to the designated place. Competitors shall be introduced to the judges by their MIST IDs.
6. All artwork must be labeled with the MIST ID ONLY. The competitor name must not appear anywhere on the submission.
7. No more than \$100 can be spent on supplies.
8. Artwork must relate to the overall MIST Theme.

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

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 mounted with a 1" to 2" border. Suggestions for mounting 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. 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.
8. 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.
9. 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.
10. 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 makes use of elements and principles of art (shape, color, texture, flow, composition) effectively.
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 students 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

3D 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)

The 3D Art competition follows the same rules as the 2D Art Competition. However, the following additional rules are specific to the 3D competition:

1. All submissions must be three-dimensional.
2. Artwork should also be placed on a board for easy carrying. The board can be made of any material sturdy enough to carry the artwork.
3. 3D art should be sturdy. Judges are looking for artwork that is well put together. Please note that your work may be moved around on several occasions, and it should be robust to handle these multiple moves.
4. 3D printing will not be permitted for any aspect of the submission.
5. Students are not required to submit process pictures of their submission.

Checklist:

- 3D Art submission
- Written statement based on interview questions that can be found 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 you make two copies of your written statement; one to attach to your 3D submission, as well as the required separate statement that will be collected at on-site registration.]

DETAILED BALLOT: 3D ART

Section A: Technical

Points: 5

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

Section B: Production Quality

Points: 30

Purpose

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

Skill and Technique

- Media selection effectively enhances the design and the student chooses and controls media and tools effectively to enhance the appearance of the work.
- 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.
- Design required time and patience and was difficult to execute.
- Art process is shown through drafts and changes

Section C: Presentation Quality

Points: 40

Aesthetics and Design

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

Creativity

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

Section D: Application of Theme

Points: 25

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

3D 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

FASHION DESIGN

Format: In-Person

Early Submission Requirements: None

On-Site Submission Requirements:

- Collection Portfolio

Registration Guidelines:

1. No more than two (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. All designs must be labeled with the MIST ID ONLY. The competitor's name must not appear anywhere on the submission.
2. Your portfolio should have a cover or presentation case. Be creative. (see example).
3. Your portfolio should include your philosophy: how you are going to use your inspiration to make a collection (your inspiration is this year's theme and it can be combined with other inspirations as well).
 - a. For example, Loyalty + Environment (trees, landscape, etc.). (see example).
4. Your portfolio should include a "Mood" or "Inspiration" page of the image(s) that inspire your collection.
 - a. The images you include as references for inspiration, should relate to your overall philosophy.
5. Your portfolio should include a fabric swatch/color palette page. (see example)
6. Each competitor's portfolio must have a total of six (6) outfits in the following combinations:
 - a. OPTION 1: 3 complete adult female outfits AND 3 complete adult male outfits.
 - b. OPTION 2: 6 complete male outfits OR 6 complete female outfits.
7. These six (6) outfits can either be on a figure (see example) or as a colored flat (it would just be your black and white flats colored.) You are welcome to make xerox copies of your flats and color on top. For each outfit, you must submit the following as part of your portfolio:
 - a. One 5"x7" -- 8.5"x11" illustration of each design as worn, in color, matted and mounted on heavy paper or poster board enclosed in an 8.5"x11" page protector to protect the design. No smaller than 5" x 7". (A total of 6 mounted illustrations).
 - b. Two (2) flat design sketches (working/detail sketches) for each outfit, for example: front and back (for a total of 12 flat sketches). These flats should be in black and white so the details can be seen easily.
 - c. Description and sewing notes. Included in this section should be details that are hard to see or identify in your design, illustration and/or sketches (see sample flat).
 - d. The illustration (photographs are not acceptable) is to be clean, neatly mounted or matted. Colored pencils, charcoal, pastels, watercolor, colored pen/ink, or crayons may be used (see sample flat).
 - e. Competitors can gain extra points by providing extra design items such as shoes, accessories: pins, jewelry, etc. (outfits can be designed with shoes; however, outfits without shoes will NOT be disqualified).
8. Competitors must provide a common feature within a set such as similar buttons, similar colors, etc.
9. Competitors are encouraged to be original in all their designs.
10. The sketch must fulfill all the basic requirements below:
 - a. The designs are modest in nature while exuding creativity.
 - b. Those designs inspire comfort, confidence, and dignity.

11. Each participant will be interviewed for five (5) minutes in order to describe the purpose and inspiration of the artwork.
12. Judges will interview competitors on their inspiration behind the design, what they like the most and dislike the most.
 - a. Competitors should be ready to explain any details, parts, and characteristics in the design that are outstanding or unusual.
 - b. Judges will also ask competitors what they think makes their designs different from others in the market
13. Interview questions can be found in the last section of the Fashion Design Ballot.
 - a. Please note that if there are more than 15 entries for this competition, only the top 15 entries (based on the portfolio) will be interviewed.
 - b. In this case, a preliminary judging round will take place, and all entries will be judged according to the Fashion Design Ballot.
 - c. The top 15 that advance will have a five (5) minute interview with the Judges' Panel.
14. Both the interview and the portfolio will be judged according to the Fashion Design Ballot

Checklist:

- Fashion Design Portfolio.
- The submission must be clearly labeled with:
 - MIST IDs
 - Name of Competition

[Please note: we recommend that participants use a sturdy portfolio that has all required items securely intact.]

EXAMPLE FASHION DESIGN PORTFOLIO

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Example of portfolio case: front and back image of a large envelope.

Philosophy/Theory, Inspiration Image, Fabric Swatches/or Color Palette



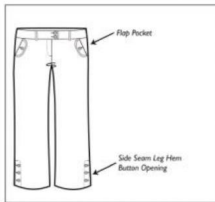
6 Complete Looks:



Hand Drawn Flats:



Example of flats done on illustrator:



Example of flat with "call outs" on garment details/construction



DETAILED BALLOT: FASHION DESIGN

Section A: Technical

Points: 5

- Participant is on time for the interview.
- The participant looks credible and is dressed for an interview.
- Submission meets required formatting guidelines (see rules).
- Portfolio includes six (6) full outfits

Section B: Production Quality

Points: 30

Overall

- There is a common theme/feature across the collection.
- Portfolio is well organized, neat and professional.
- Description and sewing notes are thorough when needed.

Skill and Technique

- The student chooses and controls media and tools effectively to enhance the appearance of the design.
- Portfolio shows superior level of skills in the production and execution of each design.
- Portfolio required time and patience, and was difficult to execute.

Section C: Presentation Quality

Points: 40

Aesthetics and Design

- Interesting seams and shapes in clothing.
- The selected fabrication (colors, prints, trims, etc.) enhances or complements the fashion designs while remaining cohesive.
- Designs inspire comfort, confidence and sense of dignity.
- Designs appear to be possible to construct/are functional.
- All elements work together to create a unified design and the total effect is please to the eye while still enhancing the design.

Creativity

- Expression is unique and fully developed to present fresh concepts in imaginative ways.
- Designs are creative while maintaining a modest nature.

Section D: Application of Theme

Points: 25

- There is a strong, clearly evident relevance to the theme.
- The theme is expressed in a unique or outstanding way.
- Purpose and inspiration of designs are clearly articulated and show evidence of reflection and/or research.
- Design elements and principles of art are clearly articulated and students show evidence of careful selection and organization of these elements and principles.

FASHION DESIGN BALLOT

		Subtotal
Section A	Technical	_____ / 5 points
Section B	Purpose	_____ / 10 points
Section B	Skills and Technique	_____ / 20points
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

DIGITAL ART (FORMERLY GRAPHIC DESIGN)

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

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

Procedure:

1. All artwork must be labeled with the MIST ID ONLY.
 - a. If the competitor name appears anywhere on the artwork, points will be deducted.
2. Artwork must reflect on this year's theme.
3. Artwork should avoid realistic, representational rendering of lifelike human or animal form. If in doubt, contact your Regional Competitions Headquarters.
4. 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.
5. Competitors should ONLY use their computers to generate any artwork for this competition.
 - a. Hand created artwork will not be considered
6. Artwork should not be animated.
7. A typed short explanation 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 participant to make it.
8. Judging will be based on the explanation provided in the interview and the artwork itself. The interview will be no longer than five (5) minutes. Interview questions can be found in the last section of the Graphic Design Ballot.
9. Please note that if there are more than 15 entries for this competition, only the top 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 Graphic Design Ballot. The top 15 that advance will have a five (5) minute interview with the Judges' Panel.
10. Competitors will be judged according to the Graphic Design Competition Ballot.

Checklist:

1. Graphic Design submission.
2. Minimum of 2 drafts of Graphic Design process
3. Written statement based on interview questions (Section D of Graphic Design Ballot)
4. Both the submission and the written statement should be clearly labeled with
 - a. MIST IDs
 - b. Name of Competition

DETAILED BALLOT: DIGITAL ART

Section A: Technical

Points: 5

- Participant is on time for the interview.
- The participant looks credible and is dressed for an interview.
- Submission meets required formatting guidelines (see rules).
- Portfolio includes six (6) full outfits

Section B: Production Quality

Points: 30

Purpose

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

Skill and Technique

- Media selection effectively enhances the design and the student chooses and controls media and tools effectively to enhance the appearance of the work.
- 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.
- Design required time and patience and was difficult to execute.

Section C: Presentation Quality

Points: 40

Aesthetics and Design

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

Creativity

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

Section D: Application of Theme

Points: 25

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

DIGITAL 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

PHOTOGRAPHY

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)

Registration Guidelines:

1. No more than two (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.

Procedure:

1. All Artwork must be labeled with the MIST ID ONLY. The competitor name must not appear anywhere on the submission.
2. A minimum of three (3) and a maximum of five (5) photographs must be submitted as part of the photography portfolio. The photographs must carry a coherent theme or style to showcase the photographer's skill.
3. The pictures must reflect on this year's theme and can be of any inanimate OR animate object. It must be the competitor's own work from beginning to end, including taking the pictures.
4. Pictures must be taken exclusively for this competition (pictures from previous years may not be used).
5. Competitors will be asked how and why they came up with their ideas.
6. Photographs may NOT be digitally modified beyond standard optimization (removal of dust, cropping, minor adjustments to exposure, color and contrast, etc.).
7. The pictures must be bound in some way to reflect a portfolio. Binding options may include, but are not limited to: vinyl folders, sleeves in binders, etc.
 - a. Do not use staples, paper clips or rubber bands that may damage the artwork.
 - b. Please do not use cardboard for mounting artwork and do not use any frames.
8. Photographs should be printed on high quality, photographic paper.
9. Artwork should not be rolled or folded.
10. The pictures must each be a minimum of 8×10 or larger.
11. Each participant will be interviewed for five (5) minutes in order to describe the purpose and inspiration of the artwork.
12. Interview questions can be found in the last section of the Photography Ballot.
13. 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 Photography Ballot.
 - b. The top 15 that advance will have a five (5) minute interview with the Judges' Panel.
14. A typed statement about the artwork, no more than one (1) page (500 words max.) must be included.
 - a. 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.
 - b. Please note that the written statement is an integral component of qualifying for an interview in the top fifteen.
15. Competitors will be judged according to the Photography Competition Ballot

Checklist:

- Photography submission
- Written statement based on interview questions (Section D of Photography 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: PHOTOGRAPHY

Section A: Technical

Points: 5

- Participant is on time for the interview.
- The participant looks credible and is dressed for an interview.
- Submission meets required formatting guidelines (see rules).
- Portfolio includes six (6) full outfits

Section B: Production Quality

Points: 30

Purpose

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

Skill and Technique

- Media selection effectively enhances the design and the student chooses and controls media and tools effectively to enhance the appearance of the work.
- 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.
- Design required time and patience and was difficult to execute.

Section C: Presentation Quality

Points: 40

Aesthetics and Design

- Visual balance, composition and layout enhance the overall beauty of the artwork.
- Work features a recognizable center of interest in relation to the theme.
- The selected colors enhance or complement the subject matter.
- The artwork makes use of elements and principles of art (shape, color, texture, flow, composition) effectively.
- Artwork makes a visual impact and stands on its own as a complete work of art.

Creativity

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

Section D: Application of Theme

Points: 25

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

PHOTOGRAPHY 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
