



## ODACS RULES ELEMENTARY, LEVEL I, GRADES 4-6

### AREA FOUR: ART

#### GENERAL RULES

1. Entries are not restricted to sacred themes, but entries which reflect sensualism, humanism, occultism, or worldliness will be disqualified; basically, any subject detrimental to spiritual edification will not be allowed. Competition officials shall have full authority for making any determination in this regard. Projects determined to be inappropriate for this competition will be penalized or disqualified.
2. Each entry will be the original creation of the participant alone, but the participant may have had advice or instruction.
3. *Artificial intelligence tools or software may appropriately be used for concept development at preliminary stages in the design process, but no part of the final submission may be AI generated.*
4. Each entry must have been created since the last Regional Competition.
5. *Students should do original drawings or paintings from imagination or actual life. Working from a personal photograph is allowed.*
  - a. *If a photograph taken by another person is used, written permission from that person is required. The student must strive to be creative in his interpretation of the photograph, rather than trying to copy it exactly. If a resource photograph is used, there must be evidence of artistic changes. Any photograph used must be included with the artwork. Copying of any existing artwork (painting, drawing, illustration, etc.) is prohibited.*
  - b. *Entries may not include likenesses or representations of any copyrighted or licensed artwork or characters (such as characters or recognizable environments from animated films or any form of sequential art) in part or in whole; this includes commercial symbols, images, trademarks, and logos. Use of such artwork is a violation of international copyright law.*
6. It is recommended that two-dimensional works be matted or framed and that three-dimensional works include, if possible, an attached base if one is needed in order to exhibit the work.
7. Special external lighting will not be permitted (i.e., spotlight, overhead, or underlighting). The lighting in the exhibit room is the only lighting that will be allowed. Lighting that is part of the piece (integrated into the piece and self-contained) to illuminate areas may be allowed only for Sculpture and Crafts. Power sources for lighting must not require electrical plug in for display.
8. The student must bring *two completed exhibitor tags* with his project. *One tag must be affixed to the project (e.g., taped to the back or bottom of a project or framed or matted piece; pinned to a textile). The second tag must be paperclipped to the judging forms.* See the ODACS website, [www.vaodacs.com](http://www.vaodacs.com).
9. *Each student must sign the "Statement of Originality" on the Artist's Idea Statement.*
10. *Each entry must have attached to one of the judging forms a completed Artist's Idea Statement which gives the source of his idea and explains how he developed his artwork from the idea. (See Judging Forms, Artist's Idea Statement.) Photographs showing the development of the artwork may be included, if desired. Photographs are not a replacement for a required pattern.*
11. The guidelines used by the competition office in determining disqualifications and penalties for violations are found on page 8 of the General Information at the beginning of this manual.
12. Media may not be mixed unless the rules for the category specifically allow a combination of media.

#### RULES BY CATEGORY

##### **Category 10: Digital Media**

1. Digital Media is a composition which includes digitally created art that goes beyond a single artistic medium such as photography or painting. *No 3D printing is permitted in this category.* Digital Media means the composition or design is created, developed, assembled, or finished with the use of computer hardware and software. Many graphic design projects are considered Digital Media.



2. Digital Media may be pixel-based, vector-based, or a combination of the two. The work may include illustration elements, typography, photography, scanned elements, and other digital elements. All elements must be the student's original creation. Photos and illustrations (if used) must be the student's original work.
3. The digital file may be printed on a variety of media including, but not limited to, paper or canvas. The final print should be of high enough resolution to produce a smooth image with no unintended pixilation. The final print should be suitably matted, mounted, or framed as with any piece of fine art.
4. Digital Media will be judged on the basis of composition, aesthetic appeal, originality, and technical achievement.
5. A storage device with the digital image *in a universal file format, such as JPEG, TIF, or PDF*, is to be submitted with the entry. This should be protected in an envelope taped to the back of the entry; the name of the student and his/her school should be written on the envelope.
6. In addition, a process document must be included illustrating the resources used (such as photos, scans, illustrations, or other elements) in creating the entry. The process document should be a piece of paper (or papers); this is for a quick reference for the judges to view all of the elements used in the project. Include the process document with other paperwork. Do not create a book or booklet. This document will be returned.
7. Required paperwork includes judging forms, *Artist's Idea Statement* with signed Statement of Originality, and process document.