

displaying member how you can add another media to your display inventory. Please pick-up a Jury Process Information Form for all the dates, times, prices, rules, and step- by -step procedures for the jury day.

## Understanding the scoring rubric and how it is used.

On Jury Day submission you will find art tags to write your **Artist#**, **medium**, **entry code (A, B, or C)** and the **Title** of your work on. The entry code will be used to further explain the scoring of your work. The Submission Team and the Judges are doing their best to make this process a learning experience and not just a pass/ fail outcome.

The **Scoring Rubric** is based on **Presentation/Construction of Work** and **Art Elements & Principles of Design** in a traditional critiquing format. **Looking at the scoring rubric at the back of this handout** you will see there is a left hand column that is marked YES and NO. To receive a YES all three pieces of artwork must exhibit consistent skill or mastery in the requirements of each section. If one or two of the artworks do not meet the criteria then it will be noted in the following NO section. In each No section there is different requirements with spaces in front of them to allow the Judges to mark them A, B or C to show you which of the pieces are weak or do not meet the standard set for each section.

## To help you understand what the Elements and Principles are.

**ELEMENTS OF ART – The basic visual symbols in the language of art.**

**Line** – The path of a moving point through space. 5 types: vertical, horizontal, diagonal, curved, and zigzag & 5 ways to vary lines: length, width, texture, direction, and degree of curve

**Space** - Refers to the emptiness or area between, around, above, below or within objects. 2 types: negative and positive

**Color** – Element of art that is derived from reflected light. 3 properties: hue (temperature), value, and intensity

**Value** - Describes the darkness or lightness of an object, shape or color.

**Texture** - Refers to how things feel or how they look like they might feel if touched. 2 types: tactile/actual and visual/implied

**Shape** - Is two-dimensional (2/D), having height and width. 2 types: geometric- circle, square, triangle, rectangle and free-form/organic (D = Dimension – the amount of space an object takes up in one direction)

**Form** - Is three-dimensional (3/D), having height, width, and depth. 2 types: geometric- sphere, cube, cone, cylinder and free-form/organic

**PRINCIPLES OF ART – Rules that govern how artist organize the elements of art.**

**Rhythm** – Indicates movement by the repetition of elements or objects. 5 types: random, regular, alternating, flowing and progressive

**Pattern** – Decorative surface design. A pattern has no movement and may or may not have rhythm. 2 types: regular and alternating (Motif – 2/D unit being repeated & Module – 3/D unit being repeated)

**Movement** – Creates the look and feeling of action and/or to guide the viewer’s eye throughout the work of art.

**Balance** – Is the principle of art concerned with equalizing visual forces or elements, in a work of art. 3 types: symmetrical/formal, asymmetrical/informal and radial

**Proportion** – Size relationship of one part to another. 2 types: realistic and exaggerated and/or distorted

**Variety** – Differences or contrast.

**Emphasis** – Makes one part of a work dominant over the other parts. 5 ways to create it: contrast, isolation, location, convergence, the unusual (focal point – the first part of a work to attract the attention of the viewer)

**Harmony** - Stresses the similarities of separate but related parts.

**Unity** – Is the quality of wholeness or oneness that is achieved through the effective use of the elements and principles of art. 4 ways to create it: harmonious or limited color scheme, simplicity, repetition, and proximity

**Please see the back for Scoring Rubric**



Artist #

Category Entered:

Oil & Acrylic \_\_\_\_ Water Media \_\_\_\_ Drawing Media \_\_\_\_ Photo& Digital Art \_\_\_\_ 3D Media: \_\_\_\_\_

## Applicant's Scoring Rubric

**Looking at ALL 3 pieces (A, B & C) of artwork together, marking the ones that are weakest in No section.**

CIRCLE	Presentation and Construction of Work
<b>Yes</b>	Framing, matting, wiring and/or display of work are to gallery standards, and looks appropriate to subject matter/media. 3D art shows solid construction and high quality of materials.
No	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Not correctly wired for hanging <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Frames/matts/art look old or out of style <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Frames do not match style of painting <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Wrap around canvas is too shallow not to be framed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Display furniture, pedestal or base for 3D work looks damaged, dirty, or unfinished <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sculpture, Jewelry, Pottery, Textiles show poor construction <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sculpture, Jewelry, Pottery, Textiles show poor quality of materials
<b>Yes</b>	The media is applied at the same technical skill level on all 3 pieces and has consistent quality. Looks as if the same artist did all three pieces. Body of work is well-organized and looks neatly & carefully done, is successful as a whole.
No	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Is the strongest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Is the weakest piece <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Work on application of media and/or neatness of materials
<b>Yes</b>	Body of work appears unique and creative, does not look like it came from a class/workshop or from a book. Is not from a commercial pattern or has mainly manufactured elements in its assemblage.
No	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Class/workshop/ book/ commercial pattern <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Manufactured elements not artist made
<b>Yes</b>	Suitable subject matter for the gallery and looks like it will sell to NBAL clientele. 2D works should look as if it would fit into a person's home or office. Functional art/3D objects can be used, worn, or held with comfort.
No	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Not suitable subject matter for a family-oriented art gallery <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Will not appeal to NBAL clientele <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sculpture, Jewelry, Pottery, Textiles are not functional cannot be used, worn, or held with comfort
Analyze Use of Art Elements & Design Principles	
<b>Yes</b>	Good use of <b>Lines, Shapes, &amp; Textures</b> . Good use of both <b>Positive &amp; Negative Space</b> , negative spaces are pleasing. Shows <b>Movement, Rhythm or has a Pattern</b> .
No	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Work on Lines, Shapes, & Textures <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Work on Positive & Negative Spaces <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Needs more Movement, Rhythm or Pattern
<b>Yes</b>	Nice use of <b>Color</b> , they are consistent in their Intensity and chosen palette Hues. Not muddy. Black and White work has a good range of values. Even use of both dark & light <b>Values</b> throughout the artwork.
No	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Intensity of colors are weak <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Colors look muddy <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Needs more range in Values <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Needs more lights <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Needs more darks <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sculpture, Jewelry, Pottery, Textiles weak color, patina, finish, glaze, or dye choices
<b>Yes</b>	Showing <b>Form</b> : 2D works meant to be representational should give the illusion of having depth. Is the linear and/or atmospheric perspective correct? 3D forms make good use of depth. Nonobjective or Abstract work should have a layered look with parts that come forward or receded.
No	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Linear perspective is wrong <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Atmospheric perspective needs work or is wrong <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shows no depth, no parts that come forward or recede <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3D forms do not push into the 3 <sup>rd</sup> dimension enough
<b>Yes</b>	<b>Balanced</b> composition for both Symmetrical and Asymmetrical work. If realistic are the <b>Proportions</b> correct?
No	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Needs a more balanced composition <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Proportions are not correct
<b>Yes</b>	Uses contrast, isolation, location, convergence, or the unusual to create an <b>Emphasis or Focal Point</b> . Captures attention of the viewer. Is there a <b>Variety</b> of elements to make it interesting?
No	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Needs work to create an Emphasis or Focal Point <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Needs more Variety
<b>Yes</b>	Has <b>Unity and Harmony</b> . Communicates mood, feelings, or idea. Pleasing to look at.
No	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Has no Unity or Harmony <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Does not communicate any mood, feeling or idea

Total # YES

**10 Yes = 100 grade    9 Yes = 90 grade    8 Yes = 80 grade    7 Yes = 70 grade**  
**Cumulative score of 100 to 70 is required for gallery display.**