

HOW TO... become a displaying member at NBAL, or as a

displaying member, how to 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 on 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 are different requirements with spaces in front of them to allow the Judges to mark them A, B or C to show which of the pieces are weak or do not meet the standard set for each section.

To help you understand the Elements and Principles

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 (D = Dimension – the amount of space an object takes up in one direction)

PRINCIPLES OF DESIGN = rules that govern how artists 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, mark the ones that are weakest in No section.

CIRCLE	Presentation and Construction of Work
Yes	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	___ ___ ___ Not correctly wired for hanging ___ ___ ___ Frames/matts/art look old or out of style ___ ___ ___ Frames do not match style of painting ___ ___ ___ Wraparound canvas is too shallow not to be framed ___ ___ ___ Display furniture, pedestal or base for 3D work looks damaged, dirty or unfinished ___ ___ ___ Sculpture/Jewelry/Pottery/Textile shows poor construction ___ ___ ___ Sculpture/Jewelry/Pottery/Textile shows poor quality of materials
Yes	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	___ Is the strongest ___ Is the weakest piece ___ ___ ___ Work on application of media &/or neatness of materials
Yes	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	___ ___ ___ Class/workshop/ book/ commercial pattern ___ ___ ___ Manufactured elements not artist made
Yes	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	___ ___ ___ Not suitable subject matter for a family-oriented art gallery ___ ___ ___ Will not appeal to NBAL clientele ___ ___ ___ Sculpture/Jewelry/Pottery/Textile is not functional; cannot be used, worn, or held with comfort
Analyze Use of Art Elements & Design Principles	
Yes	Good use of Lines, Shapes, & Textures . Good use of both Positive & Negative Space ; negative spaces are pleasing. Shows Movement, Rhythm or Pattern .
No	___ ___ ___ Work on Lines, Shapes, & Textures ___ ___ ___ Work on Positive & Negative Spaces ___ ___ ___ Needs more Movement, Rhythm or Pattern
Yes	Nice use of Color ; 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 Values throughout the artwork.
No	___ ___ ___ Intensity of colors are weak ___ ___ ___ Colors look muddy ___ ___ ___ Needs more range in Values ___ ___ ___ Needs more lights ___ ___ ___ Needs more darks ___ ___ ___ Sculpture/Jewelry/Pottery/Textiles weak color, patina, finish, glaze, or dye choices
Yes	Showing Form : 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 recede.
No	___ ___ ___ Linear perspective is wrong ___ ___ ___ Atmospheric perspective needs work or is wrong ___ ___ ___ Shows no depth; no parts that come forward or recede ___ ___ ___ 3D forms do not push into the 3 rd dimension enough
Yes	Balanced composition for both Symmetrical and Asymmetrical work. If realistic, are the Proportions correct?
No	___ ___ ___ Needs a more balanced composition ___ ___ ___ Proportions are not correct
Yes	Uses contrast, isolation, location, convergence, or the unusual to create an Emphasis or Focal Point . Captures attention of the viewer. Is there a Variety of elements to make it interesting?
No	___ ___ ___ Needs work to create an Emphasis or Focal Point ___ ___ ___ Needs more Variety
Yes	Has Unity and Harmony . Communicates mood, feelings, or idea. Pleasing to look at.
No	___ ___ ___ Has no Unity or Harmony ___ ___ ___ Does not communicate any mood, feeling or idea

Total # YES

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