Category Definitions

These definitions exist for the purpose of this competition and will assist you in placing your artwork in the correct category.

Ceramics - Various hard, brittle, heat-resistant and corrosion-resistant materials made by shaping and then firing an inorganic, nonmetallic material, such as clay, at a high temperature. Common examples are earthenware, porcelain, and brick.

Digital Media - This includes art that uses varying degrees of digital manipulation, digital illustration/painting and any artwork that uses artificial intelligence tools. (Digital Media) Artistic practice that uses digital technology as part of the creative or presentation process. (Digitally Manipulated Photography) Digitally editing a photograph significantly using digital filters, manipulating color, saturation, tone, or vibrance that is not the natural or original color, pixelation, any photoshopping beyond basic edits, erasure of elements in photograph, and recombination of images. All submissions in Digital art MUST include one photo with ready to hang artwork and the Artist Statement must include descriptions of process, including software used.

Fiber Art - All work crafted from fibers including basketry, embroidery, weaving, leatherwork, and tapestry. This can be wearable or non-wearable. No machine tooling, machine-screened patterns or other forms of mass production are permitted.

Glass –Includes glasswork that may be functional or decorative by design and is kiln-formed. Artwork should be crafted through blowing, fusing, staining, molding, or casting. No forms or mass production are permitted.

Jewelry – Wearable artwork worn for personal adornment such as brooches, rings, necklaces, earrings, pendants, bracelets, and cufflinks. Jewelry often contains precious metals in combination with gemstones or other materials. All submissions must be fabricated or constructed by the submitting artist.

Metal - The process of creating through the manipulation of various metals. These manipulations include forming, shaping, sawing, doming, fold forming, drilling, soldering, texturing, stamping, etc.

Mixed Media/Other – (Mixed Media) Artwork in which more than one differing medium or material has been employed. Assemblages, collages, and certain sculptures are three common examples. (Other) Artwork that has been created by the artist but does not fit cleanly into another category. Show management may reassign submissions that meet another category.

Painting/Drawing – (Painting) Applying paint, pigment, color or other medium to a solid surface. Commonly applied to the base with a brush, but other implements, such as knives, sponges, and airbrushes, can be used. (Drawing) Using instruments to mark paper or other two-dimensional surfaces. Instruments include graphite, inked brushes, colored pencils, crayons, charcoal, chalk, pastels, erasers, markers, styluses, and metals (such as silverpoint).

Photography - The art, application, and practice of creating durable images by recording light, either electronically by means of an image sensor, or chemically by means of light-sensitive material such as photographic film. For this competition, photographs taken with a digital camera are acceptable. Significant digital modification is not allowed in this category and should be considered in the Digital Media category.

Wood – Original works that are hand-tooled, machine-worked, turned, or carved. Embellished manufactured wood items and mass production are not permitted.