

# **2D Visual Arts**



**VISUAL ARTS** include many art forms that are visual in nature. The artist (student submitting entry) is a person who captures their own thoughts and ideas to create a visual piece of art.

Accepted forms of 2D Visual Arts include: Architecture, collages, photographic collages (multiple photos cut/ pasted), digital art and graphics (drawings/paintings/illustration), design, drawing, flat metal etching/punch work, painting, and print making. Reproductions or enlargements of other artwork are not accepted.

### Pictures/paintings which would hang on the wall for display, even with some three-dimensional elements, should be entered in 2D Visual Arts.

#### See 2D Visual Arts FAQ on next page for more information.

Whether an entry displays use of formal technique or a simple approach, it will be judged primarily on how well the student uses his or her artistic vision to portray the theme, originality, and creativity. **Consider art form, use of color, texture, shape, proportion etc. to show a clear relation to the theme in the artwork and in the artist statement.** 

Digital technology and/or software can be used to develop, enhance and/or present an entry but may not provide the primary design and/or concept. Use of AI Software is prohibited. **Entrants must use the "Additional Details" field to** *provide a brief description of the tools and methods used* in the creation process.

**Copyright:** Plagiarized entries will be disqualified. Use of copyrighted material, including any copyrighted characters or likeness thereof, material downloaded from the internet, copyrighted photographs or stock images is not acceptable in any visual arts submission, with the following exceptions:

Visual artwork may include public places, well-known products, trademarks, or certain other copyrighted material as long as that copyrighted material is incidental to the subject matter of the piece and/or is a smaller element of a whole. The resulting work cannot try to establish an association between the student and the trademark/ business/material, or influence the purchase/non-purchase of the trademarked good.

Visual arts collages may include portions of existing copyrighted works, such as photographs, magazine clippings, internet images, and type cut out of a newspaper, as long as those portions of copyrighted works are used to create a completely new and different work of art.

#### Submission Requirements:

- Only new pieces of artwork inspired by the theme may be submitted.
- Each entry must be the original work of one student only.
- Dimensions must not exceed 24x30 inches, including matting.
- Framed entries are not accepted. Shadow boxes are not allowed.
- Accepted file format is JPG.

#### How to Submit:

- All entries must be submitted online at www.utahpta.org/ref. All judging will be conducted online.
- Be prepared to upload a digital copy of your entry.
- Your school may request a physical copy of your entry for display purposes.
- Printed entries should be matted or mounted on sturdy material such as cardboard or poster board.
- Label the back of physical entry with student's first and last name.



#### All participants must also follow Official Rules for Participation https://www.utahpta.org/reflections-rules-category-faqs

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## 2D Visual Arts Frequently Asked Questions



#### Can I be in the picture holding up my artwork?

Please upload a photo of your artwork only.

#### How do I take a good photo of my art to upload?

Take a close up photo. Make sure the art is straight in the photo and right side up. Be careful to use good lighting so that there won't be any shadows. Strong sunlight usually causes shadows. Consider placing a neutral background behind the artwork and/or cropping the photo of your art so that only the art shows.

#### What is the difference between mounting and matting?

Mounting means to secure the artwork to a piece of cardboard, cardstock, posterboard, or something similar, using tape or glue, to protect it from being bent. We ask students to mount paper entries. Mounting does not show from the front. Matting is the process of placing a mat around artwork. Mats can be purchased or handmade. A mat does show around the outside of the art. Mats are not required, but may be added to a 2D visual arts entry if desired.

#### Is there a thickness restriction for 2D art?

No. Students may create their 2D art on paper, cardstock, artboards, canvas, wood, or another flat material. The outside dimensions cannot exceed 24X30 inches, but can be any reasonable thickness for art that would hang on the wall for display.

#### Can I include words on my 2D art entry?

Yes. Most 2D art does not include words, but they are allowed. If you quote the words of another person, you must give them credit by including their name on the artwork. Otherwise, your piece will be disqualified for plagiarism.

#### Can I write my name on my 2D art entry?

Yes. It's fine to sign your artwork, but not necessary. It is not against the rules to put your name, title, or artist statement on your artwork, but it's a good idea to leave them off and let your artwork be judged without those. The judge will read your title and artist statement before judging your piece.

#### Are frames allowed?

Frames are NOT allowed. This includes store-bought and homemade frames. Shadow boxes, which are also frames, are not allowed.

#### What is a shadow box?

A shadow box is a store-bought case with a transparent protective front, usually made of glass. Shadow boxes are not allowed in Reflections entries.



**Is AI art allowed?** No. All entries must be the original work of one student only. We will not accept entries created by Artificial Intelligence programs.