HOW TO …become a displaying member at SAL, or as a 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 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

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
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. Hangers are present & professional.
No	___ ___ ___ Not correctly wired for hanging ___ ___ ___ Frames/matts/are old, ragged, or dirty ___ ___ ___ Frames are well made & professional ___ ___ ___ Display furniture, pedestal or base for 3D work looks damaged, dirty, or unfinished. ___ ___ ___ Sculpture, Jewelry, Pottery, Textiles show poor construction. ___ ___ ___ Sculpture, Jewelry, Pottery, Textiles show 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.
No	___ Is the strongest ___ Is the weakest piece ___ ___ ___ Work on application of media and/or neatness of materials
Yes	Body of work appears unique and creative, does **NOT** look like it came from a class/workshop/kit or from a book. Is **NOT** from a commercial pattern, copyrighted image, AI generated, or has mainly manufactured elements in its assemblage.
No	___ ___ ___ Class/workshop/ book/commercial pattern ___ ___ ___ Manufactured elements not artist made. ___ ___ ___ Lacking uniqueness. ___ ___ ___ Copyrighted Image ___ ___ ___ AI Generated
Yes	Subject matter must not be illegal, have copyright infringement or be morally objectionable.
No	___ ___ ___ Not suitable subject matter.
	Analyze Use of Art Elements & Design Principles
Yes	Good use of **Lines, Shapes, & Textures**. Proper use of both **Positive & Negative Space**. *Shows **Movement, Rhythm, or has a 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. 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/Shape: 2D** works (shape) meant to be representational should give the illusion of having depth. Is the linear and/or atmospheric perspective correct? *Non-representational work automatically receives a yes! **3D** works (form) make good use of depth. Non-objective or Abstract work should be clearly 3-dimensional with depth as well as height & width.
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 3rd 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.
No	___ ___ ___ Needs work to create an Emphasis or Focal Point ___ ___ ___ Needs more Variety or Contrast.
Yes	Has **Unity and Harmony.** Communicates mood, feeling, or idea.
No	___ ___ ___ Has no Unity or Harmony ___ ___ ___ Does not communicate any mood, feeling or idea.

Total # Points

Each Yes = 10 Points. *A minimum of 70 points are required for gallery display.

Comments: _____
_____
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