

NBAL, or as a displaying member how you can add another media to your display inventory. Please pick-up a Jury Process Information Form (ask the docents at front desk for one) 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.

The **Scoring Rubric** is based on the Art Elements and Principles of Design in a traditional critiquing format. **Looking at the scoring rubric at the back of this handout** you will see a left hand column that is marked YES and a right hand column marked NO. To receive marks for a YES all three pieces of artwork must exhibit consistent skill or mastery which means that **ALL 3 PIECES** must look like they are at the same skill level, have been done by the same artist, and meet the requirements of each section; **Presentation, Elements and Principles, Artistic Message, and Judgment**. If one or two of the artworks do not meet the criteria then it will receive a mark in the NO column which means that for that area it exhibited inconsistent attempts or no attempts to achieve this requirement. **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: _____

Yes Exhibits Consistent Skill and/or Exhibits Mastery	Applicant's Scoring Rubric Looking at ALL 3 pieces of artwork together	No Exhibits No Attempts and/or Inconsistent Attempts
*****	Presentation of Work	*****
	Framing, matting, & wiring to gallery standards.	
	Framing/displaying looks appropriate to subject matter/media.	
	The media is applied at the same technical skill level on all 3 pieces.	
	Consistent quality, do all 3 look like they are done by the same person.	
	Suitable subject matter for the gallery.	
*****	Analyze Use of Art Elements	*****
	Good use of Lines, Shapes, & Textures .	
	Good use of both Positive & Negative Space , negative spaces are pleasing.	
	Nice use of Color , they are consistent in their Intensity and chosen palette Hues. Not muddy.	
	Even use of both dark & light Values .	
	Form: 3D forms make good use of depth. 2D works meant to be representational should give the illusion of having depth. Is the linear and/or atmospheric perspective correct? Nonobjective or Abstract work should have a layered look with parts that come forward or receded.	
*****	Analyze Use of Design Principles	*****
	Balanced composition for both Symmetrical and Asymmetrical work.	
	Shows Movement, Rhythm or has a Pattern .	
	Uses contrast, isolation, location, convergence, or the unusual to create an Emphasis or Focal Point .	
	If realistic are the Proportions correct? If nonobjective do the elements relate to each other?	
	Has Unity and Harmony	
	Is there a Variety of elements to make it interesting?	
*****	Interpreting Artistic Message	*****
	Communicates mood, feelings, or idea. Pleasing to look at.	
	Captures attention of the viewer.	
	Tells a story or describes a person, place, or thing.	
	Functional art/3D objects can be used, worn, or held with comfort. 2D works should look as if it would fit into a person's home or office.	
*****	Judgment	*****
	Body of work appears unique and creative, does not look like it came from a class/workshop or from a book.	
	Is this body of work well-organized?	
	Is this body of work neatly & carefully done?	
	Body of work is successful as a whole.	
	Can the public relate and does it look like it will sell?	
* Total *	*****	*****
	25 pts = 100 grade 20 pts = 80 grade 15 pts = 60 grade 10 pts = 40 grade	*****

Cumulative score of 20 to 25 points is required for gallery display.