

Flat Art - Individual

RULES & GUIDELINES



This category is awaiting your creative brilliance! With no set theme, you have the freedom to bring to life your most imaginative nail art fantasies. Unlike Flat Art - Canvas, this design should span across 10 separate nail tips, ensuring that it forms not only one cohesive large art piece but also 10 individual artworks capable of standing alone. Embrace various shapes and sizes for your nail tips, as long as they fit within the display card's dimensions. Get adventurous with your nail art by incorporating at least three different mediums into the design. While 3D effects are off-limits, feel free to explore Gel Polish, Glitter, Foils, and more. Airbrushing is fine, while stamps and decals should be left behind. Adhere to these straightforward rules and guidelines, allowing yourself to be carried away by inspiration. If desired, provide a brief description of the techniques used or delve into the meaning/concept behind your work. Let the enchantment of nail art begin!

- This is a submitted art category.
- The design is to be created over 10 full cover fingernail tips, varying in size to reflect an actual set of nails.
- The chosen design should depict a large piece of artwork and also 10 individual images. This category will be judged as a complete portrait and as 10 mini ones.
- Nails can be any shape or size but must fit neatly on the display board - Nails are to be securely attached onto a black (foam/card) board no larger than 10cm x 20cm.
- A minimum of 3 nail art mediums **MUST** be used in your design. Nail art products allowed; including but not limited to, gel polish, gel paint, acrylic (L&P), foils, glitter, pigments, chromes.
- No decals or stamping art allowed. Try our Stamped Art Category.
- No raised or 3D elements in any direction from the surface of the nail.
- All general and submitted art rules and guidelines apply.



Flat Art

JUDGING CRITERIA



- **EXPERTISE AND TECHNICAL SKILL**

The aim here is to demonstrate your technical abilities and how well you can execute those skills. Looking at the overall design, is it the best reflection of your skill level? Is it reflective of the division you're competing in?

-**Technical abilities** involve taking the practical knowledge of a skill or technique and demonstrating it.

- **COLOUR THEORY**

Colour has the ability to evoke feeling and direct focus.

Consider how the colour palette works in harmony to complement the overall design. For example, in creating contrast or to showcase the design in a way that emphasises any key elements or feelings.

- **PRODUCT KNOWLEDGE**

This is an opportunity to demonstrate your vast product knowledge. Remembering to incorporate at least 3 nail products/mediums into your design and use them in an artistic and creative way. Consider how the nail art mediums complement each other and make sense to the overall design.

- **VISUAL DESIGN**

It's all about balance and flow. When considering the design concept, it's important to show a visual rhythm throughout the artwork. Is it in symmetry and does the design flow across all 10 nails as well as independently. Basically, is the set too busy or too sparse, does each tip have a balanced amount of art.

- **PRODUCT CONTROL AND WORKMANSHIP**

This is a chance to showcase our ability to maneuver and manage nail products.

For example, has your gel been applied evenly without streaks, transparent patches, bubbles, pitting or dull/shiny spots -depending on the finish. If glitters or other nail art supplies (such as foil) are used consider the finish, is it controlled and sitting where it was intended.

The finishing touches, once the piece is complete are there are any imperfections left behind from creating the nail art design. ie; smudged polish, dust, excess adhesive around embellishments etc.

- **UNIQUENESS**

It's good to think outside the box and express yourself creatively. Aim to show a creative interpretation of your concept, whether that be through colour, design, theme or something depicted in a new or different way.

- **OVERALL IMPRESSION**

They say don't judge a book by its cover, but first impressions are important. What is the initial feeling you're wanting to evoke; have you captured that in the design?

Now looking past first impressions of the artwork, does the design draw you into new elements or techniques used. The more you look, the more details you want to discover.