

Flat Art - Canvas

RULES & GUIDELINES



This category is like a blank page just waiting for your creative genius! Picture creating a masterpiece that stretches across 10 nail tips, like a tiny canvas. with no theme you are free to create your wildest nail art fantasies. Whether you connect the nail tips or decide to keep them separate, make sure the design is one large mural styled piece, and not ten mini ones. Go wild with your nail tip all shapes and sizes welcome, as long as they sit within the measurements of the display card. It's time to strut your stuff by incorporating at least three nail art medium into the design. No 3D magic, but feel free to dive into Gel Polish, Glitter, Foils, etc. Airbrushing is welcome leave those stamps and decals at the door. Follow these simple rules and guidelines and allow yourself to get swept away with inspiration. If you wish you can include a short description on any techniques used, or to expand on the meaning/concept behind your work. - let the nail art magic 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 one large piece of artwork and not individual images. This is a hand painted portrait/landscape styled category and will be judged as a complete portrait.
- 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.