

ART AFTER HOURS 2023

Categories and Descriptions

1. **Painting** - any painting done by applying pigment, color, or other medium to a surface. You may use acrylics, oils, pastels, or watercolors applied to a surface with a brush, a knife, sponges, airbrush, etc.
2. **Drawing** - drawings in any medium (pen, pencil, charcoal, ink, crayon, etc.). The main techniques, but not limited to, are line, hatching, cross-hatching, stippling, blending, etc.
3. **Printmaking/Etching** - art produced through engraved, etched metal plates, lithography, woodcuts, linocuts, or silkscreen. Original stamping can be put into this category. The pattern must be carved, molded, or engraved then inked and stamped on another media. No commercial stamp can be used.
4. **Mixed Media/Collage** - involving the use of two or more media (fabric, buttons, and yarn). An altered book may be entered in this category. If you have a piece that has drawing and painting, put it in the category that is predominate, not in mixed media.
5. **Fiber/Fabric/Quilts/Needlework** - usually done with needles and yarn or thread. **Needlework** could include, but not limited to, embroidery, needlepoint, and tapestry. **Quilts** are made from two layers of fabric along with some type of batting. **Handmade paper** could be in this category.
6. **Basketry** - made from a variety of fibrous or pliable materials, including pine straw, stems, animal hair, grasses, thread, yarn, wood, etc.
7. **Pottery/Ceramics** - objects such as vases, bowls, plates, etc. which are made out of clay (earthenware, stoneware, or porcelain) usually by hand then fired at high temperatures so they become hard.
8. **Photography** - black and white and color photography. Photography includes any photographic process that can be done from camera to darkroom or computer with the exception of color manipulation that renders outside of reality that is considered an effect.
Composition (cropping), brightness, and contrast adjustments are allowed in-camera, computer, or darkroom. Black and white depictions as well as shutter (stop motion or blur motion) are allowed along with depth of field control. Basic printer adjustments also are allowed. Entry should indicate who printed the work (a commercial lab or the photographer). Effects (in-camera, darkroom, or computer) should be placed under Digital Art.

9. **Digital Art** - artworks created entirely using computer hardware and software or for digital photographs or scanned images that have been profoundly manipulated and/or combined with computer software.
10. **Jewelry** - items made to be worn as ornaments (necklaces, bracelets, earrings, or rings). These can be made from various materials including metal, ceramics, plastics, etc. Concepts and designs must be original. Beads may be purchased or handmade.
11. **Sculpture** - Wood, Metal, Stone used in forms of sculpture, craft, and decoration (including wood burning, chip carving, woodturning). Wooden toys are also in this category. Metal can be forged, cast, or constructed. Stone can be carved such as soapstone. Sculpture may be relief or three-dimensional.
12. **Glass** - Artwork created of various forms of glass. Pieces may be sculpture, blown-glass, slump glass, mosaics made with small pieces of glass, or stained glass. Beads should be placed in the jewelry category.
13. **Other** - Any art that does that does not fit into the above categories, including but not limited to artificial floral arrangements and hand-crafted miniatures.