

Preparing for VASE Events

A Guide to Following VASE Rules & Policies

Originality

Artwork must be original in <u>composition</u> and <u>content</u>.

Not allowed in any medium:

- Copying or reproducing:
 - Published images
 - Al-generated images
 - Photographs not taken or directed by the student
 - Album/CD/DVD covers
 - How-to book or web images
 - Magazine, newspaper, etc., imagery
 - Images from Art History
- Artwork including any licensed character <u>is strictly prohibited</u>.





Originality

Resources and References (not for TEAM):

- MUST be compiled as a Reference PDF and uploaded
- Including:
 - Student-taken photographs
 - Student-directed photographs (see rules)
 - Student sketches
 - Acceptable family photos (see rules)
 - Student notes and/or reflections for images created from imagination or observation

Photographic entries use production notes or contact sheets.



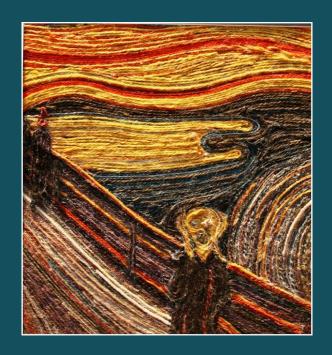
Originality

No one other than the student submitting the artwork can perform work on the entry; this includes parents, teachers / sponsors, private instructors, mentors, and other collaborators.

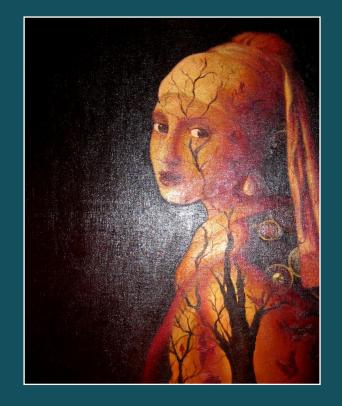
All entries must be created solely and exclusively by the student.

If a parent, teacher, family member, friend or fellow student draws, paints, sculpts, edits or otherwise produces or embellishes the artwork, it cannot be entered in a VASE event.

Use of images from art history is not acceptable.



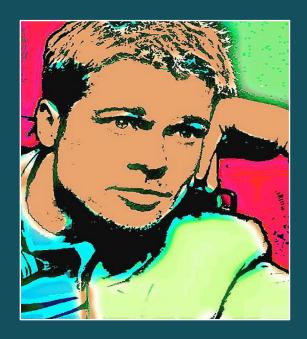




Students may not copy a published photograph. Direct copies of professional, published and/or copyrighted photographs of celebrities are not acceptable.







Use of licensed characters in a student artwork is not acceptable.



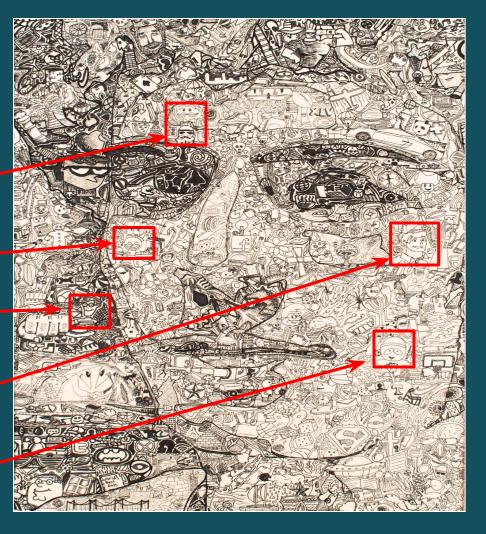












Students may copy a photograph as long as it is a photograph taken by the student artist or is student-directed.





Students may not directly copy a photo enhanced by an app (ie: Snapchat, Prisma, etc.).

Artwork must incorporate original creative elements in addition to an app-enhanced reference.

The original photo PLUS an image after the app-enhanced image MUST be included in the Reference PDF.



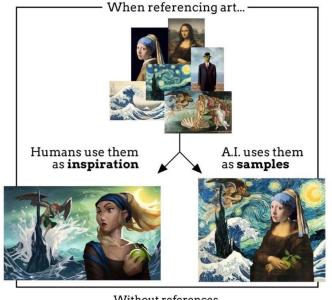




Images generated by AI (artificial intelligence) apps cannot be used at any stage in the development of a work of art intended to be entered in any VASE program level. AI tools scan other artists' works for their style and subject matter; use of such images constitute plagiarism and do not abide by the VASE artwork originality rule.

On the topic of #Alart: a common defense for Al is that it learns from other art in the same way humans do, therefore it's not theft.

So I wanted to try to illustrate how that's not accurate.



Without references, humans can still visualize ideas, but A.I. cannot.

Both benefit from references, but A.I. depends on them.

A.I. doesn't "learn" from art, it manipulates art beyond recognition as a deception to appear new.

Without **consent** or **compensation** to the original artists, A.I. art is theft.

Students may use a photograph that is part of their family & cultural history as long as it is not simply a replication of the family photo.

Creative content must be added.





Use of a consumer product with a logo is acceptable.

Companies consider it free advertising.



Use of consumer products in a still life are acceptable as long as the image does NOT contain a licensed character.









Using a commercial product as surface for 2D work, drawing, painting, etc., is acceptable, as long as it does NOT contain a licensed character.



Use of consumer products in 3D artworks is acceptable, as long as there is NO licensed character included.



Originality & Qualifications

Image recognition software will be used to search questionable sources.



Artwork Production

- Artwork may not be entered if previously entered in another VASE, Junior VASE, or TEAM event.
- Artwork must be completed after previous year's regional event.
- The student artist is responsible for securing direct permission from any model who poses or whose image is utilized within their artwork.

A <u>separate</u> model release form is NOT necessary. Release is included in the Universal Artwork Agreement.

Offensive Works of Art

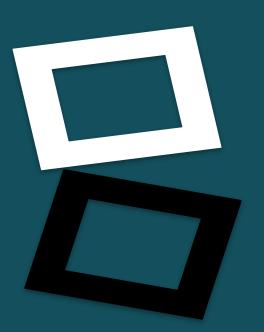
Prohibited content:

- No profane references to a deity.
- No obscene language.
- No hate language or symbols.
- No drug abuse or drug paraphernalia.
- No images of suicide, self-harm, or criminal violence.
- No suggested or explicit sexuality.
- No genitalia or exposed female breasts.
- No inappropriate subject matter for young adults.
- No content that is discriminatory toward any race, ethnicity, religion, culture, disability or gender/identity.
- No content that offends the moral standards of the community.

A PRINCIPAL MUST REVIEW ALL ENTRIES BEFORE SIGNING THE

Regional Entry Certification Form.

- No larger than 24" X 36" including mat
- May not exceed 50 pounds
- No glass/acetate or frames unless they are student-constructed, and part of the artwork
- 2D artworks must be matted or mounted
 - Black or white mats
 - No liners
 - Supportive backing required
- Textiles, canvas paintings and shaped canvases do not require a mat.



- No frames, glass coverings, or acetate (unless student-constructed and part of the artwork composition.
- All media must be dried or fixed.
- Pack heavy or fragile entries in a box. Use 3D Artwork Packing Box instructions.
- Must have a <u>fitted</u> protective fold-over/flap cover.



Artwork made with pastels, charcoal, and any other media that smears <u>must</u> be protected (sprayed) with a fixative.



Assemblages or installations may--

- Include student constructed frames.
- Make use of glass, acetate, wire mesh or other hardware.





Identifying Classifications

Students may enter artwork as either 2D or 3D. It is at the student's discretion, with teacher advice, which classification to choose. There is no DQ risk; however, jurors might choose to evaluate 3D artworks based on an assumption that the student should have constructed / assembled the 3D form.

Teachers should discuss which classification would be the best for the artwork, especially if a Mixed Media piece is done on a ready-made object (ex: shoes, musical instruments), which is NOT constructed by the student.

2D includes:

Drawing Painting Printmaking Digital Media Interactive Media **Photography Textiles** Mixed Media





3D includes:

Sculpture Ceramics Jewelry Metals Mixed Media **Photography** Digital Media Interactive Media



Digital Media & Photography

2D Presentation:

- Printed artwork must be no larger than
 24" x 36" including mat.
- Prints must be matted or mounted with black or white mat or presentation board, and must also include supportive board backing.





3D Presentation: Digital Media & Photography presented in a 3D format must follow 3D presentation rules.

Animation & Interactive Media

These are entries that can only be viewed with computer / tablet, and / or have an interactive function.

Animation Guidelines:

- One student entry per CD/DVD or external device.
- Jump/flash/thumb drive, or external hard drive can be used if storage space demands it.
- In cases of proprietary or unusual format viewing needs, students must provide the means to view the work (laptop or tablet).

Interactive media:

 Presented on CD/DVD, jump/flash/thumb drive, or external hard drive if storage space demands it.



Video files must also be housed on a safe platform like private YouTube, and the URL must be entered on the Online Intent Form.

Animation & Interactive Media

Animation & Interactive Media Guidelines:

- Entries must be submitted separately on a CD, DVD, or External Device (in the envelope).
- No longer than 5 minutes.
- External device must be ready for judging at the time of the event in case of URL failure.
- Accompanied by 1 to 4 still images, no larger than 8.5"x11", for reference (in envelope).
- One 8x5x11" image MUST be matted for display purposes. Size of printout plus mat should be at least 11x14" (black/white mat only).
- Filmmaking/animation projects that include live actors are not allowed.
- A word-processed document with operating instructions should be included with each interactive media entry (in the envelope).
- Interactive Media, and any functioning artwork, should also be accompanied with a URL link to a video that shows the artwork in action. Copy/paste link name into Intent Form.

Sound Guidelines:

- Original sounds and music should be used whenever possible.
- Use of Copyrighted musical works/sound is limited to 10% of the original work, but no more than 30 seconds. Only one copyrighted song/sound per "album" is allowed.

Animation & Interactive Media (packaging)

CD/DVD or portable storage device must be put in a padded 9" x 12" envelope with copy of Artwork ID Form and copy of one still image attached to outside of envelope.

Inside envelope:

- 1. Entry media (CD/DVD or external device)
- 2. Required 1-4 still images
- 3. Operating instructions for Interactive Media entries (QR code recommended)

Animation <u>must</u> also be accompanied by one matted still image (refer to rules).

A printed QR code may be affixed to the back of the matted still if desired.



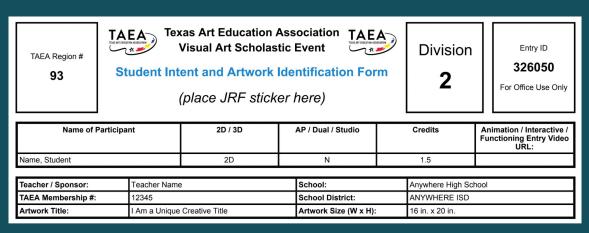
Artwork ID form (a printed QR code may be affixed to the envelope).

Documents Attached: Artwork ID Form ONLY

- Print & attach Artwork ID Form to the back of 2D entry.
- Print & attach the form with string as directed to 3D entry.
- Print & attach the form to the padded envelope as directed for Animation and Interactive Media (required still shots & thumb drive inside).

Duplicate copy of the Artwork ID Form attached to all packing boxes, with a 5" x 7" minimum photo of the artwork.

 This applies to all 3D entries and 2D that is fragile or relief.

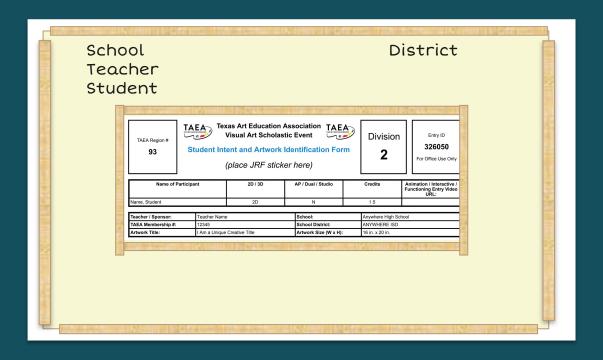


Back of 2D Artwork

- Supportive backing
- Artwork ID Form

Label (optional)

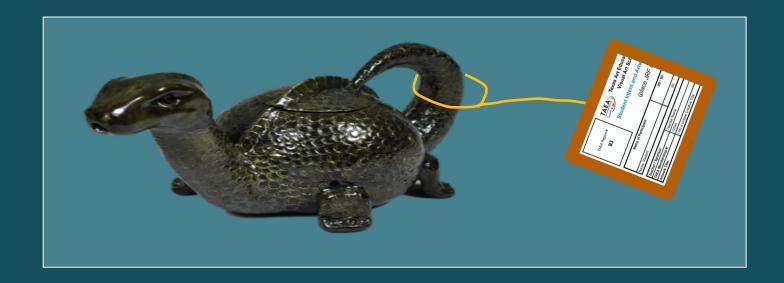
- District
- School
- Teacher
- Student



3D Documents

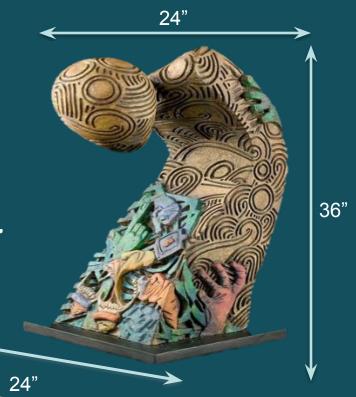
Attach to all 3D Artworks securely-

• Artwork ID Form: Fold, attach form to a firm board and tie to sculpture.



No larger than 24" X 24" X 36".

- Including the base.
- In either direction.
- May not exceed 50 pounds. Must be sturdy and stand alone without other means of support.
- Base must be securely attached if used.
- Students will set up installations.
- Must be transported to juror in a box.



3D Artwork Packing Box

Attach to box-

- Artwork ID Form
- 5 X 7" photo of artwork

Pack in a sturdy box-

- Adequate packing material
- Plastic tub OK

Label on box (suggested)-

- District
- School
- Teacher
- Student
- Directional arrow



Protecting Artworks

Boxes must be enclosed and made of corrugated cardboard or wood (plastic tub is OK). Packing material adequate for shipping must be included (no packing peanuts or shreds).

The box pictured here is not suitable for shipping and is, therefore, not acceptable.

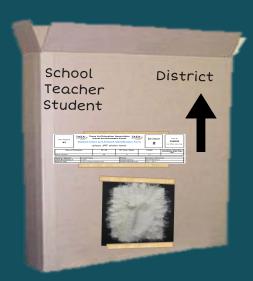




Protecting Artworks

2D works with relief, parts protruding from the surface, or are fragile, must also have an appropriate box with packing materials.





Box must also have copy of Artwork ID Form and 5x7" photo of the artwork on the outside.

VASE Divisions

Important to keep in mind-

- Ten percent (10%) of the actual number of artworks in each Division receiving a top rating at the HS/JV In-Person, or TEAM Virtual, Regional event may advance to State HS VASE, or be named Junior VASE Platinum or Top of TEAM.
- Artwork must be juried in the same Division in which it qualified for Area adjudication.
 - The number of artworks advancing to State VASE in a division, or receiving Top of TEAM or Platinum, will be affected if a teacher enters artwork in the wrong Division.
 - In other words, an entry may be kept from advancing because another entry was inadvertently placed in the wrong Division.
 - Artwork must be entered in the correct Division in order to be approved in Qualifications.

High School VASE Divisions

When determining which division to place a student's artwork-

- Number of credits the student has earned in High School art classes by February 1st of that year's event.
- If two entries are submitted by the same student, they MUST be entered in the same division regardless of the course level.

EX: If a student has 2 entries, and is in AP Studio, he or she must be listed as Div. 4 for both pieces. Same would apply if a student has two entries, taking an Art 2 and Art 3 course; he or she must list both works in Division 3.

Division 1 - 0 - 1 Credits

Division 2 - 1.5 - 2 Credits

Division 3 - 2.5 - 3 Credits

Division 4 - 3.5 or more Credits



- Enrolled in any Studio AP course OR preparing for submission of artworks or portfolios for AP.
- Enrolled in Dual/Concurrent Credit Art Course.
- Enrolled in regular lessons with a Private Art Instructor/School outside of the school art class.

Junior VASE Divisions

When determining which division to place students' artwork-

Any student enrolled in a Pre-AP or Art 1 high school credit course will automatically be placed in Division 4.

Division 1 – Enrolled in or completed Level 1

Division 2 – Enrolled in or completed Level 2

Division 3 – Enrolled in Level 3

Division 4 – Advanced coursework

- Pre-AP
- High school credit course

TAEA Region#		Texas Art Education Association Junior VASE Student Intent and Artwork Identification Form				Entry ID 238 Office Use Only	
Name of Participant	2D / 3D	Classification	Media	AP/IB	Credits	Division	
Day, Sunny	2D	Painting	Acrylic	N	3	3	
Teacher / Sponsor:	Joey Doyle		School:	Macarthu	Macarthur Intermediate School		
TAEA Membership #:	12345	12345		JASPER	JASPER ISD		
Title / Description:	Test 2	_	·				

Teachers should be diligent in monitoring the conception and creation of student artworks.



Teachers may <u>not</u> enter works that violate ethical standards and copyright laws.

This presentation has been developed by the Texas Art Education Association (TAEA) and is intended to be used as a training tool for teachers, sponsors, administrators, VASE, Junior VASE, and TEAM Directors, VASE Qualifications Team members, and VASE staff.

The content of this program is not intended to replace the VASE Rules and Policies established by TAEA and the VASE Blue Ribbon Committee. While TAEA will endeavor to keep the information current and correct, it is the teacher and/or sponsor's responsibility to ensure VASE rules and policies are adhered to.

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