



SUBMITTED Nail Art CRITERIA AND DEFINITIONS

SUBMITTED ART CRITERIA

Color theory

Use of Color or chromatic analysis

- How the color theory has been applied.
- Emphasis helps to see the definition of artwork
- The hues of colors chosen should complement the design and flow throughout or graduate through all nails/object.
- Value has been applied, use of dark and light.

Graphic Quality

- The texture of the design is done perfectly to represent the style chosen.
- Use of art mediums must be used to create emphasis and texture.
- If there is line or details in the artwork, the space and shape must be well defined

Media

- There must be a minimum of 3 art mediums used on every nail.
- The mediums should be used to represent harmony in a creative manner.
- The mediums should be used for gradation to accent the artwork
- Each media will receive 1/3 of the score. If 4 or more mediums are used the score will be divided appropriately

Total impression

- The first impression of the artwork in its entirety
- The artwork should attract your vision, compelling you to give more attention to the artwork's detail.

Workmanship

- The ability to represent all of the artistic elements properly, with a clean appearance.
- There should not be any visible imperfections in the construction of the artwork. For example, there should not be any visible imperfections in the construction of the artwork. For example, fingerprints into the paint, glue resin on embellishments. Excessive amount of gel. Dust that was not properly removed are all considered poor workmanship

Level of Difficulty

- The complexity of the design is evaluated on its degree of expertise.
- Is the art executed without any elaboration (simple) or is there more difficulty and expertise put into the making of the design.



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Composition

- How the artwork is proportioned
- The design should have movement from each nail so that the eye is drawn from nail to nail.
- The nails represent the artwork individually while also representing the artwork in its entirety
- Different dimension within the artwork depending on the placement of each piece as the completed scene.

Balance

- The design should not be too busy or too sparse.
- The art should look evenly balanced on each nail and from nail to nail.
- There should not be large portions on the surface of the nail left without design.
- The combination of artistic elements adds a feeling of equilibrium or stability to the artwork

Continuity of Theme

- The theme should be carried through the design in some manner on each nail.
- The design should compliment and have continuance from nail to nail while representing the theme.

Clarity of Design

- The design must be apparent and identifiable.
- Is there intensity that enhances the clarity on each nail?
- All of the artistic representation must be presented in a manner that is identifiable.

Originality

- The theme or design should be something you have not seen before or an original interpretation of artwork that is commonly seen.

Creativity

- Creative use of art mediums.
- There should be a creative collaboration of art mediums that are used.
- It should be a creative interpretation of design



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Presentation

- The design appears completely finished on each nail
- No artwork was left unfinished. Artwork that wasn't finished being completely executed
Example: face with no lips or eyes, car without the tires, dog without a tail

3-D Presentation

- There should be artistic form present on each nail
- The 3D form should be presented with clean application
- The 3D form should be created with unique style and shape
 - The form should have texture

Rhythm

- A principle of design indicates movement was created by the careful placement of repeated elements in the work of art to cause a visual tempo or beat

Variety

- A principle of design concerned with diversity or contrast.
- Variety is achieved by using different shapes, sizes, and or colors in a work of art.



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ART DEFINITIONS

Balance: The way of combining elements to add a feeling of equilibrium or stability to a work of art. Major types are symmetrical and asymmetrical.

Emphasis: (contrast) A way of combining elements to stress the differences between those elements

Proportion: A principle of design that refers to the relationship of certain elements to the whole into each other

Gradation: A way of combining elements by using a series of gradual changes in those elements. (Large shapes to small shapes, dark hue to light hue, etc.)

Harmony: A way of combining similar elements in an artwork to accent their similarities (achieved through use of repetitions or subtle gradual changes)

Movement: A principle of design used to create the look and feeling of action and to guide the viewer's eyes throughout the work of art.

Line: an element of art defined by a point moving in space. Line may be two or three dimensional, descriptive, implied, or abstract.

Shape: an element of art that is two dimensional, flat, or limited to height and width.

Form: an element of art that is three dimensional and then encloses volume; includes height, width AND depth (as in a cube, a sphere, a pyramid, or a cylinder) Form may also be free flowing

Value: The lightness or darkness of tones or colors. White is the lightest value. Black is the darkest value. The value halfway between these extremes is called middle gray.

Space: An element of art by which positive and negative areas are defined or a sense of depth achieved in a work of art.

Color: an element of art made up of three properties; hue, value, and intensity.

Hue: name of color

Intensity: Quality of brightness and purity (high intensity= color is strong and bright low intensity= color is faint and dull)

Texture: An Element of art that refers to the way things feel or look as if they might feel if touched.



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