

Division I - **Accomplished /Professional**

Division II - **Established /Semi-Professional**

Division III - **Emerging /Non-Professional**

Division IV - **Novice / Adult Student**

Division V - **Youth /Student (PreK – 12th Grade)**

V-ES (K –5) - V-MS (6 – 8) - VHS (9 – 12)

ARTIST'S DIVISIONS: Artist's division is based on your life experience with creating art. An artist may move up to a higher division, but LSAG does not allow artists to move down to a lower position. Artists should remain in the same division throughout the LSAG year (June to June). For example, if you compete as a Division III in the league's qualifier, you should also compete as a III in the LSAG Annual Show.

A CATEGORY - **OIL / ACRYLIC**

Oil, acrylic, gouache or oil pastel applied in an opaque method created in such a way as to give the appearance of an oil painting.

B CATEGORY - **WATERCOLOR / ACRYLIC**

Water media or inks applied in a fluid or transparent method giving the appearance of a watercolor painting, including but not limited to watercolor, acrylic, gouache and inks (alcohol, water-based or India). Sumi or oriental brush painting may be included if applied in a fluid, non-linear method.

C CATEGORY - **PASTELS**

Pastels applied on a variety of substrates including paper or board and may be applied over a watercolor or pastel underpainting. Includes, but is not limited to soft pastels, pan pastels and pastel pencils. Does not include oil pastels.

D CATEGORY - **DRAWING**

Picture or diagram, linear in nature, made with an instrument, such as but not limited to, charcoal, pencil, colored pencil, pen, crayon, marker, chalk or metal. Shading may be done within the drawing using the same instrument. Shading can also be linear, such as hatching or crosshatching. May include scratch art, oil pastels, sumi and oriental brush drawing if they are used in a linear method.

E CATEGORY - **MIXED MEDIA**

Mixed media describes artwork in which more than one medium or material has been employed. Examples include, but are not limited to collage, encaustic painting, assemblages or altered books. Material used to create mixed media may include paints, paper, cloth, wood and found objects. Wet media (liquid in their usage) or dry media (pencils, charcoal, crayons) used in conjunction are considered mixed media for the combination of

inherently differing media to create a finalized piece. Artwork that is predominantly one medium with a slight embellishment from another medium should be categorized elsewhere.

F CATEGORY - **PHOTOGRAPHY**

Photographic images must be the original work of the artist and must be produced on film or digitally on a lens-based camera. The photographic images must be made using photographic processes and may be minimally altered using standard post processing techniques. Minimal alteration of film images allowed would include darkroom techniques such as dodging, burning and vignetting. In the case of digital images, minimally altered would include stacking, minor distraction removal, "noise" reduction, simple sharpening, texturing, vignetting and adjustments to colors and contrast. It would not include inserting substantial digital sections from a different photographic image or generated by AI. No stock or AI images are allowed in any form including addition of these to the artist's photographic image. AI sharpening and focus tools such as Adobe super resolution and Topaz Photo AI are not permitted.

G CATEGORY - **DIGITAL ART**

Digital art is manually produced using digital, computerized technology and software as an essential part of the creative process. The computer is the tool utilized to create the digital art, be it graphic design, digital painting, pixel art, or digital art produced using photographs. Photographs used in creating digital art must be the artist's original photographic images. Digital art using photographs as a base must be included in this Digital Art Category. Digital art must be solely created and controlled by the artist. The artist is expected to use software to create or manipulate the work and is not penalized for using software which has AI algorithms. Digital art may include 2D or 3D. **The artist may NOT explicitly instruct the software's generative AI to create any portion of the artwork.**

H CATEGORY - **ABSTRACT/NON-OBJECTIVE**

Includes non-representational art where images are not a depiction of a visual reality but instead use shapes, colors, forms, textures and gestural marks to achieve an effect.

I CATEGORY - **SCULPTURE**

3D forms in various media, including sculptures in relief. Note: If a clay sculpture has been bronzed since the local club award then the bronze sculpture is acceptable at convention.

J CATEGORY - **STUDIO FINE CRAFT**

Original fine crafts created in a studio environment such as a glass blowing, stained glass, printmaking, pottery, porcelain, woodwork, jewelry, mosaic, weaving, fiber art, metal work and other fine hand-crafted items. If entries warrant, the Judge or the Show Chair/Show Committee may allow for subcategories and subdivide as appropriate.

K CATEGORY - **EXPERIMENTAL**

Unique, unusual artwork created in a non-traditional manner using any media.

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