Olympics of the Visual Arts 2024
42nd Anniversary

Information Packet

2024 Event Theme & Design Categories

Inspiration is a feeling of enthusiasm you get from someone or something, that gives you new and creative ideas.

In alignment with the NYSATA annual conference theme "Inspire" The Olympics of the Visual Arts 2024 committee encourages students to find inspiration in the design prompts for this year's challenges.

Reference: collinsdictionary.com

- **Drawing**
- **Painting**
- **Illustration**
- **Sculpture**
- **Fashion**
- **Design**
- **Architecture**
- **Photography**

Originality, Brainstorming and Creative Problem Solving
Olympics of the Visual Arts

Olympics of the Visual Arts 2023

Register Your District's Teams by
March 15, 2024

OVA Event in Saratoga Springs
May 13, 2024

Please take time and read the guidelines for participation and submission for the OVA event this year. Note that your evidence of brainstorming, creative problem solving, and development of your process should be presented in a portfolio displayed with your design solution at the venue.

Our panel of volunteer judges will review the portfolios along with the installed solutions on the day of the event.

Teams will be required to submit a clear photo of their finished design in advance of the event, uploaded through a link on the NYSATA webpage, so plan your development timeline accordingly.

Specific links for Registration and other helpful resources will be available on the OVA Page of the NYSATA website.

nysata

NEW YORK STATE ART TEACHERS ASSOCIATION

Olympics of the Visual Arts Overview

The **Olympics of the Visual Arts** is an **extracurricular** school program for students across New York State. Its founding group, the New York State Art Teachers Association (NYSATA, views the visual arts as a discipline equal to other disciplines that challenge and stimulate our youth, and believes that creativity and creative problem solving in the visual arts is vital to a full and enriched life in our technological and scientific society.

The **Olympics of the Visual Arts** presents a series of design problems that require utilizing contemporary, cultural, and historical references, brainstorming, problem solving, and creative solutions. There are two forms of problem solving. One is a long-term problem that will require research, planning, and creativity, and is completed prior to the State Competition. The other form of problem solving will be a short-term or on-demand solution and is completed during the State Competition. All problems will have performance standards to meet through visual and media arts.

Highlights of Participation:

- Teams may consist of 1 or more student members.
- There are 3 grade levels for team registration:
  - ELEMENTARY LEVEL (K-5)
  - MIDDLE LEVEL (6-8)
  - HIGH SCHOOL LEVEL (9-12)\
- ACTIVE NYSATA Individual or District membership is required to register and participate in OVA.
- Districts may ONLY register 1 team from each level in each category.
- Districts may register 1 team, or up to 24 teams max.
- Registration is available through a link on the OVA page of the NYSATA Website.
- Registration fees are outlined as follows:
  - 1 Team $150
  - 2-5 Teams $200
  - 6-10 Teams $250
  - 11 Teams **+** $300
- Payment Questions: tkonu@nysata.org and ova@nysata.org

** Consider the approach to your category design solution with your team carefully and register by the deadline of **March 15, 2024.** No late registrations or category changes can be accepted as we prepare to facilitate a successful event with our team of volunteers.

Olympics of the Visual Arts Overview

SCORING & AWARDS

Category Design Solutions:

The **Long Term Design Solutions** of ALL teams will be scored by our volunteer judges based on defined rubric criteria. The **Portfolio of Research and Planning** (exhibited with the entry and labeled accordingly) will be reviewed for components including: evidence of research, cultural connections, brainstorming & planning sketches, problem solving, development of drawings, models, documentation of process, and reflections.

Qualitative and quantitative feedback will be provided on the Long Term Design Solution. At the event, following a lunch break, awards will be presented for 1st, 2nd, and 3rd place in each LEVEL in each CATEGORY. In addition, a special **HYNDMAN CREATIVITY AWARD** will be presented to 1 entry per category.

On-Demand Design Challenge:

The Fashion Category Teams will deliver a **1 minute** catwalk presentation that will serve as their On-Demand Design Challenge. One team from each LEVEL will be selected by the Judges to present their CATWALK to the audience during the afternoon Award Ceremony.

All other teams will participate in the **On-Demand Design Challenge** in the morning while the long term solutions are scored. One On-Demand Solution from each LEVEL will be honored during the Award Ceremony.

Please note this is a newer approach to the On-Demand Spontaneous Challenge. The On-Demand solutions will be assessed and awarded separate from the Long Term Designs. Scoring of the On-Demand is not included in the team total.

2024 Long Term Design Challenges

INSPIRE

Drawing

Painting

Illustration

Sculpture

Fashion

Design

Architecture

Photography

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DRAWING : The Rabbit Hole

draw·ing: *n.* The art of representing objects or forms on a surface chiefly by means of lines.

"Down the rabbit hole" is an English-language idiom which refers to **getting deep into something, or ending up somewhere strange.** Lewis Carroll introduced the phrase in his 1865 novel Alice's Adventures in Wonderland, after which the phrase became popular in everyday use.

Many have had the experience of searching for something that led to other things, that led to even more things- and so on and so on… Use this concept as an i**nspiration** for your drawing solution.

Determine a general topic of interest as a drawing theme, and in your exploration of that theme, build into your solution concepts collected on your journey down the research rabbit hole. Allow your general topic of interest to lead you to specific ideas and imagery that might represent a variety of perspectives. Create an original drawing that features multiple drawings within it. Incorporate the use of texture and pattern in your mark making as you develop your drawing. Consider using an element of surprise in your drawing solution. Approach your composition as if you are leading the viewer around or through your expanded theme.

You are encouraged to take inspiration from artists who use hidden imagery in their work. Choose drawing media that best support your ideas.

PAINTING- Dreamscape

paint·ing: *n.* The process, art, or occupation of coating surfaces with paint for a utilitarian or artistic effect.

Dreams and landscapes are a unique combination producing breathtaking imagery through the decades. Several artists have offered us glimpses into hidden paradises rich in extravagantly colored vegetation, epic waterfalls, reflective elegant pools and unusual compelling species of birds, insects, and animals. Often we are left to ponder: are these images real or could they only be found in our dream world?

This year's painting challenge is to create an original painting that portrays a landscape which could be interpreted as if in a dream. Carefully consider your use of color, light, tone, texture, and shadow and how these elements can inspire and enhance a dreamlike appearance in your painting. Thoughtfully choose the subject matter represented in your landscape and how incorporating plants and animals can be used to amplify a dreamlike effect. Consider also the physical setting and environment represented in the final solution (*forest, jungle, desert, tropical, mountain, valley etc*).

References to photography of unusual places around the world as well as dream landscapes from various media sources are encouraged. Other recommended areas of research are how artists and set designers (historical and contemporary) portray dreamlike & fantasy imagery .

ILLUSTRATION- Mandela Vision

il·lus·tra·tion: *n.* A visual representation (a picture or diagram) that is used make some subject more pleasing or easier to understand.

Nelson Mandela will forever remain a universal icon of hope, peace, and inspiration for the greater good. In a world of adversity he was a true force of nature. Mandela has left us his many pearls of wisdom as insightful encouragement to strive to become better quality human beings.

This year's illustration challenge is to create an original artwork that visually represents your team's interpretation of a quote by Nelson Mandela. Choose one of the three Nelson Mandela quotes presented as the basis for your creative composition. Your solution should include a representation of Mandela himself which may be portrayed literally, or symbolically. Choose the media that best conveys your interpreted imagery and include the quote itself in your final presentation.

Research on Nelson Mandela and the Nobel Peace Prize may help influence your design choices, as would searches on illustrators of prominent people in historical and contemporary times.

Quotes by Nelson Mandela:

1. "Action without vision is only passing time, vision without action is merely day dreaming, but vision with action can change the world."

2. "Sometimes, it falls upon a generation to be great. You can be that generation. Let your greatness blossom."

3. "A winner is a dreamer who never gives up."

SCULPTURE - Dancespiration

sculp·ture: *n.* The art of carving, modeling, welding, or otherwise producing figurative or abstract works of art in three dimensions, as in relief, intaglio, or in the round.

The art of dance has captivated audiences throughout history which may be why dancers have been used as the subject matter of a multitude of sculptors over time. Regardless of style, dance can evoke strong emotions as well as soaring inspiration. Martha Graham once said, "Dance is the hidden language of the soul." Fred Astaire is quoted with, "Do it big; do it right; and do it with style." An unknown author proclaimed: "Dance is the joy of movement and the heart of life."

This year's sculpture challenge is to create an original sculpture that communicates the form and passion inspired through a dance style of choice. Imagine dance as a living illustration of music. Consider how *form* and *rhythm* are represented in dance and how they can also be represented in visual art. Your sculpture must be designed *In-The-Round* (3D) with careful consideration given to all sides.

The style of dance selected should influence your media choices. Your team's final solution may be *static* (implied movement) or *kinetic* (literal movement).

Recommended areas of research include the wide variety of dance styles (classical, modern, interpretive, cultural, etc.) and reference to how sculptors have represented dancers/dance throughout history. You are encouraged to listen to the music that accompanies dance in all its forms and consider performance artists also, as you conduct your research.

FASHION DESIGN- Spyware

fash·ion de·sign: *n.* A graphic representation, especially a detailed plan for construction or manufacture of the prevailing style of dress.

A secret agent must be ready to spring into action at all times.

Consider the myriad of action spy movies featuring innovative fashion equipped with resourceful gadgetry. Whether sporting casual or formal wear, a secret agent's outfit must be ready to offer any support needed as situations arise.

This year's Fashion Challenge is to create an original single outfit **inspired** by the mystique of the world of a secret agent.The fashion may be casual or formal and must include resourceful features which can aid the agent in their missions. These features can be of a defensive or offensive nature but should not look obvious and remain concealed until they are to be used. Actual weapons may not be used in the design. Consider the skills and resources a secret agent needs to succeed at their job : Investigation, keen observation, communication, research, physical endurance, and decision-making. Teams are encouraged to integrate technology into garment. The modeling of your Spyware must reveal and highlight any accessory functions.

Inspirational resources for this fashion challenge include artists who feature innovative gadgetry in their work as well as costumes and wardrobes of the film industry.

The presentation and modeling of your entry on the catwalk is limited to 1 minute maximum, including the reading of a script and/or the playing of music. All garments must be made from paper products. Paper products being used that were found in the trash or recycled should be dry, clean and odorless. Fasteners and surface adornments may be made of other materials but should not comprise the majority of the garment. Garments using non-paper products, such as Tyvek or other synthetic materials like duct/fabric based tapes, for the primary construction will be disqualified. Judges will select one presentation from each age level to receive a special award and present to the larger audience during the award ceremony.

ARCHITECTURE- Deep Dwelling

ar·chi·tec·ture: *n.* The profession of designing buildings, open areas, communities, and other artificial constructions and environments, usually with some regard to aesthetic effect.

Derinkuyu is a town in Turkey that is host to an impressive ancient underground city. It is a true marvel and the deepest of all 36 underground cities in Turkey. The city is 18 stories high and 280 feet deep. It is large enough to house 20,000 people! Although discovered in 1963, this city is clearly much older. There are numerous modern day underground dwellings that are world wide. From the least to most impressive they all have a purpose for their design.

Create an architectural model of an underground dwelling capable of housing a family of 4 plus one pet of choice. The home must include a common area for the family to socialize, sleeping/personal space areas, kitchen, bathroom, utility area for maintenance, recreational space, and any other areas of importance. Surface level access and energy source for the home must be incorporated in the model. Your original design should be inspired by purpose. The purpose can be influenced out of necessity (climate/ hostile surroundings) or personal choice. The model should include a reference as to where the dwelling exists in the world. The finished model is limited to 16 square feet, any liquid must be simulated, use of technology is encouraged.

Teams are encouraged to reference ancient and modern underground dwellings as well as innovative architects who design underground homes.

PHOTOGRAPHY- Dramatography

pho·tog·ra·phy: *n.* The art or process of producing images of objects on photosensitive surfaces or through digital processes.
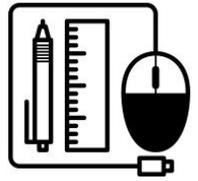
Drama by definition is an exciting, emotional or unexpected series of events. Photographers often utilize drama as a way to enhance storytelling and capture emotional narratives. Since its inception, the camera has been a perfect tool that photographers have used to evolve imagery and create masterpieces of mood, mystery, and grandeur.

This year's photography challenge is to create a series of 5 8"x10" photos depicting dramatic portraiture that tells a story. Think about what drama means to you. Perhaps it involves darkness, shadow, highlights, contrast, pose and wardrobe. Incorporate photography techniques that would enhance dramatic effect. When considering your subject(s), exaggerate your drama and think about the story you wish to tell.

Suggested areas of research include classic dramatic genres: comedy, tragedy, farce, and melodrama. Research dramatic lighting effects as well as historical and contemporary photographers and filmmakers who focus on dramatic lighting in their work
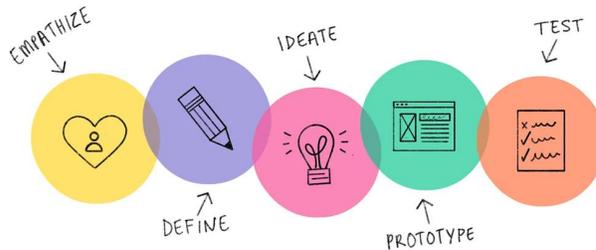
DESIGN- Safety Cycle

In·dus·tri·al de·sign: *n* The practice of designing the form and features of products, devices, objects, and services that are to be manufactured by mass production.

the process of envisioning and planning the creation of objects, interactive systems, buildings, vehicles, etc.

Motorcycles have been around for years. Unfortunately, the awareness of the presence of motorcycles on roadways remains a struggle. On a per-miles-traveled basis, motorcycles were more than 18 times as likely to be involved in a fatal collision as cars. Clearly measures need to be taken to increase awareness of motorcycles as well as make them a safer form of transportation.

This year's design category challenge is to create an original, 3D prototype model of a motorcycle that features a series of safety upgrades. The safety upgrades need to include characteristics that focus on anti-impact features, danger alert systems, and ways to make the motorcycle more visible to other motor vehicle drivers. In addition to creating the 3D model, design a brochure about your prototype's unique characteristics that includes branding reference to the make and model of the vehicle.

Research historical and contemporary motorcycle designs observing any advancements in safety. Consider also Concept Motorcycle Designs. Refer to crash test data on motorcycles to further assist your research.