

District III, Sibalom, Antique, Philippines

Website: www.innotcs.org Email: itcs@innotcs.org Phone: +63 (036) 641 1118

SEC Reg. No.: CN201736288 TIN: 009-869-316

The Annual Digital Art and Graphics Exhibit 2021 General Guidelines

I. Event Details

❖ Theme: Transforming Pandemic Challenges to Digital Craftsmanship Opportunities

❖ Rationale: The Annual Digital Art and Graphics Exhibit (ADAGE 2021) is an international art and graphics exhibit organized by the Innovative Technology Convergence Society Inc. (ITCS) to provide an avenue for local and international Artists, Designers, Engineers, Architects, and Academe and Industry Practitioners to foster their craftsmanship in abstract and candid arts, graphic designs, 3D modeling, structural and architectural designs, and animations. This art and graphics exhibit aims to address the new challenges and opportunities that have emerged in embracing change and transformation in these pandemic times.

***** Objectives:

- 1. To provide an avenue to foster and showcase craftsmanship in abstract and candid arts, graphic designs, 3D modeling, structural and architectural designs, and animations.
- 2. To address the new challenges and opportunities that have emerged in embracing change and transformation in these pandemic times.
- 3. To provide a permanent gallery (archive) of artworks, graphic designs, 3D models, structural and architectural designs, and animations.
- 4. To promote global exchange of digital arts and graphics and build a better network in promoting craftsmanship among artists.

❖ Schedule: October 4-8, 2021

❖ Venue: Online [Social Media Platforms]

❖ Target Participants: Local and International [Students, Artists, Graphic Designers, Engineers, Architects, Academe and Industry Practitioners]



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II. General Guidelines

A. The Digital Art and Graphics Exhibit Categories

• Theme-based Digital Design Categories

 Abstract Arts. Consists of nonrepresentational artworks on the combinations of elements of shapes, forms, colors, lines, tone, gestural marks, and texture. May include subcategories such as Minimalism, Cubism, and Precisionism. The subjects must be relevant to the theme.

- Representational Arts. Consists of representations of actual objects or subjects from reality.
 May include subcategories such as Realism, Impressionism, Idealism, and Stylization. The subjects must be relevant to the theme.
- Infographics. Consists of graphical visual representations such as images, charts, and minimal text aiming to present quickly, clearly, and easy-to-understand information, data, or knowledge about a particular topic. The subjects must be relevant to the theme.
- o Photography. Consists of candid shots, portraits, fashion, still life, editorial, architectural, conceptual photographs, curated photographs, etc. The subjects must be relevant to the theme.

• General Digital Design Categories

- Abstract Arts. Consists of nonrepresentational artworks on the combinations of elements of shapes, forms, colors, lines, tone, gestural marks, and texture. May include subcategories such as Minimalism, Cubism, and Precisionism. The Artist has the privilege to choose his/her own subject.
- Game Character Designs. Consists of game character sketches, drawings, vector illustrations,
 etc. Characters must have backstories to describe its existence.
- Infographics. Consists of graphical visual representations such as images, charts, and minimal text aiming to present quickly, clearly, and easy-to-understand information, data, or knowledge about a particular topic. The Artist has the privilege to choose his/her own topic.
- Photography. Consists of candid shots, portraits, fashion, still life, editorial, architectural, conceptual photographs, curated photographs, etc. The Artist has the privilege to choose his/her own subject.



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Representational Arts. Consists of representations of actual objects or subjects from reality.
 May include subcategories such as Realism, Impressionism, Idealism, and Stylization. The
 Artist has the privilege to choose his/her own subject.

- Structural and Architectural Designs. Consists of structure designs [drawings, sketches, layouts] that exhibits sustainability, ability to handle stress and pressure, strength, functionalities, aesthetics, etc. The Artist has the privilege to choose his/her own subject.
- Website Templates. Consists of web page layouts or wireframes with aesthetics and UI functionalities for any business, portfolio, events, organizations, etc.
- 3D Modeling. Consists of 3D models of any subject that interests the Artist. May include solid modeling, wireframe modeling, and surface modeling.

NOTE: Original digital artworks, 3D models, graphic, structural, and architectural designs are solicited. All submitted artworks and design works will be peer-reviewed and selected on the basis of both their quality and relevance to the theme of this art and graphics exhibit.

B. Artwork Submission Requirements

- Submitting Artists must submit an A4 size [210mm x 297mm], 200-300dpi, .jpeg [.jpg] format of digital artwork including a description of 200 up to 300 words using the artwork submission template by e-mail events@innotcs.org.
- The submitted artworks will be screened and peer-reviewed using the following general criteria [Scale of 1-10]:
 - Uniqueness and Creativity
 - o Professional Quality
 - Communication of Objective and Significance
 - Aesthetic Quality
 - Overall Presentation
- The submitted artwork must at least gather 60 points from two (2) peer reviewers to be accepted for the exhibit.



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C. Artwork Exhibit Timeline

Important Dates	
Submission Due	August 15, 2021
Acceptance Notification	August 30, 2021
Revisions and Registration Due	September 15, 2021
Online Exhibit Dates	October 4-8, 2021

D. Artwork Online Exhibit Guidelines

- 1. The accepted artworks will be posted by category into two Social Media platforms [Facebook and Instagram] during the Annual Art and Graphics Exhibit on October 4-8, 2021.
- 2. The Artworks will be freely viewed, liked, and shared by millions of Social Media users worldwide.
- 3. Best artworks and designs will be selected [Artworks and Designs Review and Selection Committee]. Garnering more likes and shares from viewers will also be a factor.

E. Accepted Artwork Publication

The accepted artworks will be published in the Gallery of Digital Arts and Graphics (GDAG) to be applied with an ISSN and DOI.

The GDAG provides open access to its contents making published digital artworks freely available online to the public to support the global exchange of craftsmanship through digital arts and graphics design. The artists keep the copyright of their published digital artworks and distributed under the terms of Creative Commons Attribution-NonCommercial 4.0 International License permitting others to copy, remix, distribute, edit, adapt, and build upon noncommercially, provided that the original work, published in GDAG, is properly cited, all within the boundaries of copyright law.



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F. Registration

The Artists of accepted artworks will receive an acceptance notice and will be required to register to be able to participate in the exhibit.

The artwork and graphics exhibit registration will be PhP 900.00 [20 USD] for ITCS members and PhP 1200.00 [30 USD] for non-members which is inclusive of the following:

- Posting of Artwork in Social Media Platforms for Exhibit
- Certificate of Participation
- Certificate of Best Artworks by Category
- Publication Processing of Accepted Artworks in the Gallery of Digital Arts and Graphics

III. Our Partners













