



CATEGORIES

2-D Mixed Media - Original two-dimensional work that incorporates more than one type of two-dimensional media to create the whole piece.

3-D Mixed Media - Original three-dimensional, (not wall hanging) artwork that incorporates more than one type of three-dimensional media to create the whole piece.

Ceramics Functional - Original daily use, utilitarian, items such as vases, mugs, plates, etc. Ceramic works must be constructed of clay by the artist's own hands. If multiple pieces of the same design are displayed, each must be signed and limited to a numbered edition (not more than 250). Exhibitors must disclose and display their creative processes in their booth during the festival.

Ceramics, Non-Functional - Original non-functional decorative items created out of clay, by the artist's own hands, such as tiles, wall hangings, etc. If multiple pieces of the same design are displayed, each must be signed in limited edition (not more than 250). Exhibitors must disclose and display their creative processes in their booth during the festival.

Digital Art - Original work in which the extreme manipulation of the source material was executed, by the artist, using a computer program. Digital photographs processed using traditional methods such as tone adjustment or cropping must apply in the photography category.

Drawing/pastels - Original two-dimensional work including ink applied by pen or brush, chalk, graphite, charcoal, wax crayon or pastel.

Emerging Artists - Emerging artists can be affiliated with a college level art program, or recently graduated from a college level art program or may be self-taught. This program is meant to foster the next generation of exhibiting artists by creating an opportunity for NEW artists to participate in a Fine Art show.

Fiber - Includes leather, baskets, dolls, paper, wearable and non-wearable. No machine-tooled, machine-screen printing or other forms of mass production are accepted. Factory-produced wearable items, regardless of additional modification or enhancement by the artists, are not accepted.

Glass- Original functional or non-functional work created in glass by the artist, by glass blowing, molding or casting. No forms of mass production are permitted.

Jewelry, Precious - Any original jewelry crafted from precious metals (gold, silver, gemstones, etc.). Gold-filled, washed or plated work must be identified. No manufactured findings are allowed in the precious jewelry category – no commercial casts, molds or production studios. All jewelry sold on-site must be juried in one of the Jewelry categories.

Jewelry, Non-Precious - Any original jewelry crafted from non-precious materials (wood, clay, glass, etc.). All jewelry must be created without commercial casts, molds or production studios. Jewelry made from strung, commercial beads is not considered handmade by the artist and will not be accepted. Artists applying in this category must provide additional information in their process statement as to the elements used to create the work (are elements such as beads and findings created by the artist or were they purchased from another source). All jewelry sold on-site must be juried in one of the Jewelry categories.

Metals - Includes original non-sculptural, crafted work such as bowls, candlesticks, decorative items, etc. jewelry is not allowed in the metals category.

Painting - Original two-dimensional work created with pigment including acrylic, oil, egg tempera, gouache, watercolor, etc.

Photography – Photographic prints made from the artists original negative or taken with a digital camera that have been processed by the artist.

Prints - Original works created manually by the artist using plates, stones or screens. Work must be hand pulled original prints, signed, numbered and in limited editions (not more than 250).

Sculpture - Original three-dimensional or relief work created in any media and determined by the artist to be sculpture.

Wood -Original hand tooled, built, turned or carved work, including finely crafted bowls, boxes, furniture, etc.