

from the schedule:

Show title: "All is Fair." / Section A: "Fair Elsa," / Class 1 "Fair of Face – A design fit for a Queen."

Staged on a cube 30"L x 19"W x 24"H. No background specified. No design type specified.

Must use all fresh plant material. A card listing plant material is required.

NGC rules for a Standard Flower Show apply. Eligible for Designers' Choice Award.

1

Design point scoring guide

Conformance (14pts)

... to Design type, style or color harmony as required by the schedule (7pts)

... all other schedule requirements (7pts)

Design: Principles & Elements (48pts)

The most important quality being judged applies the Principles of design – basic standards used to judge all visual art. The Principles of design consist of balance, dominance, contrast (of the Elements), rhythm, proportion and scale. (BaD CRoPS)

for Design: Principles & Elements details, see page 2

Selection of components (8pts)

Designer's ability to select components to contribute to the design & total creative effect.

Do the components of size, color, form etc. go together?

Organization of components (8pts)

Designer's ability to plan and construct an appropriate design.

Artist's harmony and unity.

Expression (8pts)

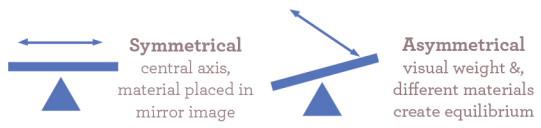
How Class Title, Theme or Emotion is communicated to the viewer.

Distinction (14pts)

Wow factor. Marked superiority in all respects – condition of plant material, craftsmanship of mechanics, and staging.

2

Design principle balance: object remains upright, balanced left to right, top to bottom, front to back. Visually stable.



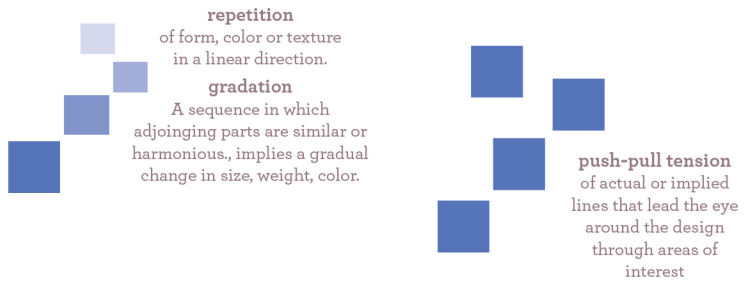
Design principle contrast: elements of design where opposites are used together:

<p>color Light & dark, advancing (warm) & receding (cool), exciting (bright) & soothing (pastel).</p>	<p>form Round & elongated, the 3-dimensional aspect of an object. Closed (massed), open (spreading).</p>	<p>light Strong & subtle. Light can modify forms, affect colors & textures, create shadows, convey moods, or move the eye to perceive depth.</p>	<p>line Curved, straight & angular, thick & thin - a visual path in a design. Creates rhythm and direction, be it actual or perceived.</p>	<p>pattern Bold & subtle. Natural or man-made composition created by lines, forms, and the spaces between them.</p>	<p>size Visual dimension rather than actual - effected by distance of viewer, other components in the design, color, and texture.</p>	<p>space Open areas in and around a design, within a design, within plant material. Total space is determined by schedule.</p>	<p>texture Rough & smooth. The surface quality that adds interest, calling attention to an area, or relieving monotony.</p>
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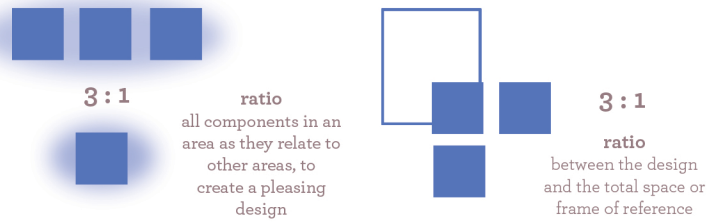
Design principle dominance: emphasis of one component over another, standing out, implying subordination



Design principle rhythm: dominate visual movement, leading the eye around a design through areas of interest



Design principle proportion: The relationship between the amount(s) and quantity(ies) of one area to another, or to the whole.



Design principle scale: The size relationship of one object in a design to another.

