



Graphic Design

COS Tulare

Chairman:

Cosmo Costales

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College of the Sequoias

CONTEST BEGINS: 12:30 pm

CONTEST ENDS: 1:30 pm

ELIGIBILITY: Individual entries only. No team entries.

SCOPE OF CONTEST: Students will receive a design challenge the day of the competition via the Platform STREAM. They will be challenged to create either a logo for a local business or an infographic (all data sets provided). Final designs must be created on computers using Adobe Illustrator and/or Adobe Photoshop. Specific parameters will be provided at the beginning of the competition.

IMPORTANT INFORMATION: Designs must be created entirely by the student. Students may use any fonts except any of the "DINGBAT" series, no clip art/click art or any images downloaded off of the internet may be used in any way. Students WILL NOT bring or insert any USB or other file saving devices onto any computers.

EQUIPMENT AND MATERIALS:

To be supplied by chairperson:

- Computers (may be either Macintosh or PC)

To be supplied by contestant:

- Drawing tools: pencils/pens, drafting or mechanical drawing tools/supplies
- Note paper or scratch paper
- The ability to work independently, on the computer or manually

TIME:

Roll will be taken at 12:30 pm. The time allowed for this competition is 60 MINUTES. Contestants will be evaluated on their ability to complete the project within the time specified.

SCORECARD:

Finished art should:

- Be original and stimulate interest.
- Show clear design elements that send a message depicting a sense of the assignment
- Show a high level of technical quality, whether mechanically or computer generated.

Contestants will be judged on the overall appearance of the project, including:

Originality	20
Visual Impact	20
Completeness	20
Unity of elements	20
<u>Technical quality of finished product</u>	<u>20</u>
Total Possible	100