



COSTUME TECHNOLOGY COMPETITION AND DISPLAY GUIDELINES

SETC 70th Annual Convention ♦ Knoxville, TN ♦ February 27 – March 3, 2019

SETC Costume Technology Award Sponsored by Fabric.com

Graduate and Undergraduate Students can showcase Costume Technology for realized or theoretical entries for the 2018 SETC Convention.

HOW TO ENTER

- You may enter one entry in each competition category.
- Application Fees: Early-Bird (\$20): Oct. 15 – Dec. 14 (at NOON)
Final (\$30): Dec. 15 – Jan. 22 (at NOON)
 - *Pre-registration is required for participation in SETC Auditions and Design/Tech Interviews. Late applications may be considered after the online registration deadline. Late application fee: \$45.*
- You must register for the Convention and apply for the Design and Technology Competition online at setc.org.
 - Registration and all applications must be completed by **January 22, 2019**.
 - Late entries may be allowed if space permits, but may be declared ineligible for awards.
- Your school must be an active Institutional member of SETC for you to win prizes.
 - Institutional membership is \$80.
 - Please contact SETC to verify school status.
- Carefully read these guidelines and prepare your materials accordingly.
- *We reserve the right to refuse to exhibit entries that do not adhere to the stated criteria.*

GENERAL GUIDELINES

- Bring all entry elements to the determined sign in area at the designated time.
- Do not mail the entries to the SETC office.
- Collect your entry immediately after the close of Design and Technology Competition Saturday at noon.
- Neither SETC nor the Design/Technology Committee will assume responsibility for entries not picked up at the designated time.
- The area will be secured when displays are not open.
- You will be allowed to set up your own display, but it *may* have to be moved by others while you are not present.
- Entrants **MUST** be present for the critique of their work.

DISPLAY GUIDELINES

- Space allocation for the Costume technology display will be determined on an individual basis according to the needs of each item exhibited. However, you should plan for a 30" square of table, and the space above it you will be able to display a dress form in front of your table (you must provide your own dress form).
- Your exhibit must be freestanding; wall space, hanging and suspension points, or anything like it will not be available.
- Your display should be self-supporting, lightweight and easily set up. It must be able to be quickly and easily moved by others in the event your submission is selected for response. (Entrants must be present during their response.)

- The committee reserves the right to restrict space allocations for exhibits which exceed the practical limitations of the exhibition space. Questions should be directed to Committee Chair Neno Russell at nrussell@vcu.edu
- Electricity is **not** provided: The use of laptops, slide projectors, tape players or lighting is not permitted (unless this equipment is part and integrated into the actual Costume Display).
- Please do not display your school's name, your business card or resume. If your school's name is already on drafting title blocks, you do not have to remove it.
- Place your name and phone number on the back of all artwork.

CRITERIA

Include in your display:

- Entry: your entry for Costume Technology may include multiple related pieces that you patterned and/or constructed i.e. multiple pieces of one costume.
- Any sketches or research, patterns etc.
- Renderings and production Photos (if applicable).
- Concept Statement: one half-page or less describing the process of creating the item and any problems that you solved in doing so.

Costume technology entries will be judged on, at a minimum, the following criteria:

- Quality of craftsmanship and finish
- Historical accuracy (if applicable) and research showing such
- Appropriateness of craft if from a production
- Inventive use of materials or techniques in creating the craft.

HELPFUL HINTS

- The content of the work is more important than its presentation.
- Be neat, but do not overproduce. Examples of overproduction might include: framing, fancy printed papers, elaborate titles, playing music, battery operated lighting. Fancy printed labels are fine, but hand-drafted neat labels are just as good.
- Additional drawings and sketches and patterns may be left as a stack on your table. The respondents will look through them.
- Edit and proofread your Concept Statement. Be concise.
- The judges for each category will carefully review each entrant's work, giving special consideration to the merits of the Concept Statement and how that concept has been translated visually into the work that is presented. The judges will assess the quality of the work, the clarity of the conceptual statement, the graphical presentation (renderings, sketches, patterns), the research (specifically considering how it ties into the Entry) and the overall presentation of the work. Additionally, the judges may take into consideration information gathered during the feedback session that they hold with the entrants.

AWARDS

- Awards will be announced at the **Design Awards Ceremony** on **Friday night**.
- Winners will be photographed at this event for recognition in SETC publications and on setc.org.
- Graduate & Undergraduate combined division winners: 1st Place, \$125; 2nd Place, \$75; 3rd Place, \$50
- Participants **must be present for their critique** to be eligible for an award.