

YoungArts 2024 Application Requirements

Design

Architectural, Product, Graphic, Fashion, UI/UX and Multi-Design

Please be sure you follow all requirements related to your application. Failure to comply with any of the requirements listed below may make your application ineligible for an award.

Designers are 'agents of change' – they re-imagine our world by creating new forms, new products, new processes, and new experiences. The Design Arts discipline does NOT include illustration, comic book art, character design, coding, or gaming design.

This discipline is for artists who are looking to design for the "real world" in the following categories:

- **Architectural Design** (includes building, interior, landscape, environmental, set design)
- **Product Design** (includes industrial, furniture, toy, vehicle design)
- **Graphic Design** (includes communication, packaging, book, signage design)
- **Fashion Design** (includes clothing, jewelry, accessory, shoe, costume design)
- **UI/UX Design** (includes user experience design, visual design, apps, websites, product interface)
- **Multi-Design** (a combination of any of the above)

Note: If you are selected as a Finalist and attend National YoungArts Week, you will be part of an exhibition of works based on your portfolio submission. The curator will be making their selections for the exhibition from your portfolio.

Application Requirements

- **Submit a portfolio of ten (10) individual pages* or images of at least two (2) projects** that demonstrate your ability to ideate through concepts, drawings/sketches, and technical renderings, scaled models, objects or garments, etc. within the listed categories of design. Documentation of work should be of high quality; creative, innovative, and clearly show skill set.
 - **TWO of the ten pages/images show preliminary process images/sketches and/or preliminary models/mock-ups** that specifically relate to the project's evolution and development.
- **Optional:** 2-minute max video to further support process.
- **Submit a 1-2 page statement.** Please describe or comment to the panel on your portfolio and how it relates to you as a designer. This is an opportunity to provide and explain the technical details in your portfolio, and why you selected these projects.

* A "page" consists of one or more images/drawings and/or model photographs on it that illustrates a particular design idea. While a page can (but does not have to) include multiple images, please do not clutter the page with too many images, as it is difficult to view.

Media Submission Guidelines

While it is expected that you will consult with your teachers and mentors in the selection of portfolio material, you are urged to submit work you feel best represents your creative design interests and the range of your design making and design thinking abilities.

- The work must fit within the list of specified design categories.
- Applicants can include work in more than one of the listed categories or focus on type of design.
- The work must have been created during the past two years, in or out of school.
- Do not submit slideshows, PowerPoint presentations, animations, movies, audio with images or embed images into Microsoft Word.
- Convert any document files to JPEG/JPG.
- Do not place your name, a watermark, or any identifying information in or on your media submissions.

Technical Specifications

Formatting Images:

- Image File Size: Minimum of 1MB/ Maximum 20 MB.
- Image File Format: JPEG (JPG) preferred, 300 dpi. TIFF images will not be accepted.
- Convert images to color profile sRGB.

Uploading Images:

- Each of the 10 pages/images must be saved and uploaded separately.
- In the spaces provided in the application, please indicate the title of the piece or project (If untitled, can be named Project 1, Project 2, etc.), material/software used, size, and year created for each piece.
- Do not title your files with any identifying information.
- When uploading, verify that the page/image is upright (not sideways or upside down).

Intellectual Property and Copyright Requirements

All submitted work must be wholly original and may not infringe upon the copyright or other intellectual property or other legal or moral rights of any other person or entity.

If your work has been submitted to other competitions, you are responsible for getting permission to submit to YoungArts.

Reviewers and Panelists are looking for:

Taken as a package, candidates who demonstrate strong visual and written communication skills; excellent drawing/visualization abilities; a skillful control of materials/software; a willingness to take creative risks; a capacity to think critically about the process, purpose, and outcomes of designing; an original/innovative perspective; and a commitment to making work that is meaningful and conceptually sophisticated