



Graphic Design

COS Tulare

Chairperson:

Carinne Knight, M.F.A. | carinne@cos.edu

College of the Sequoias

COMPETITION SCHEDULE:

9:00 am	Arrive at COS Tulare Campus
9:15 am	Roll Taken
9:15 -11:45 am	Competition Duration
12:00 pm	Depart Tulare Campus to return to Visalia for lunch, exhibitors, awards ceremony

ELIGIBILITY: Refer to General Information and Rules page.

SCOPE OF CONTEST:

Students will receive a design challenge the day of the competition. They will be challenged to create either a logo for a local business or a t-shirt graphic (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 9:45 a.m. 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
Technical quality of finished product	20



Total Possible

100