

KINETIC ART

OBJECTIVE:

The objective is to build a moving sculpture. The sculpture will remain in place, be easily set into motion in whole or in part, remain in motion continuously for at least 300 seconds, and be able to do so repeatedly.

Consider these definitions in planning:

KINETIC: Pertaining to motion.

ART: The application of skill and taste, according to aesthetic principles, to the production of beauty by imitation or design.

RULES:

1. Sculpture must be checked in as soon as you arrive to the competition. No altering after that time.
2. The sculpture will have a theme, title, and simple instructions for operation.
3. When motionless, it will fit into a cubic space of 50 cm on a side.
4. Once set in motion, the sculpture may extend in size, but no larger than to fit into a cubic space of 80 cm to a side.
5. The sculpture may be made of any materials as long as they do not take a dangerous form.
6. The sculpture must be safe to view, and safe to put into operation.
7. The sculpture shall be put in motion by a push, pull, twist, spin, placement or elevation of a part, air or fluid motion, or any other motion that **DOES NOT** include an electric power source, motor, or battery, or a violent chemical reaction, or too powerful springs.
8. Magnets, hidden or exposed, may be used.
9. The sculpture must have a placard no larger than 15 cm X 25 cm. Information on the placard will include:
TITLE
THEME
DIRECTIONS ON HOW TO SET THE SCULPTURE MOVING

COMPETITION:

1. The sculpture will be put in motion by the adult judge.
2. If the sculpture fails to remain in motion, the team has five minutes to make adjustments. Then it will be set in motion again by the judge.

SCORING:

1. There will be a 5 points penalty for each rule violation.
2. FIRST TIER (teams completing the 300 seconds-motion requirement)
 - a. Judges will rank sculptures based on its artistic appeal. (5 points very visually appealing, 1 point for sculptures not as appealing)
 - b. Judges will rank the sculptures based on the well the theme is represented. (5 points very well represented; 1 point not that well represented)
 - c. TIE BREAKER - Judges will rank sculptures based on the number of parts moving during the 300 seconds.
3. SECOND TIER: (teams NOT completing the 300s motion requirement)
 - a. Judges will rank sculptures based on total time moving.
 - b. Judges will rank sculptures based on its artistic appeal. (5 points very visually appealing, 1 point for sculptures not as appealing)
 - c. Judges will rank the sculptures based on the well the theme is represented. (5 points very well represented; 1 point not that well represented)
 - d. TIE BREAKER - Judges will rank sculptures based on the number of parts moving.