

2024

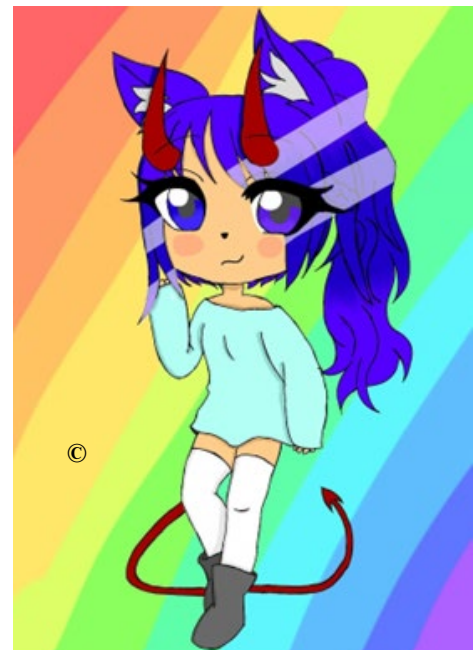
130th

**Hitz fm 93.9
BUNDABERG
SHOW**

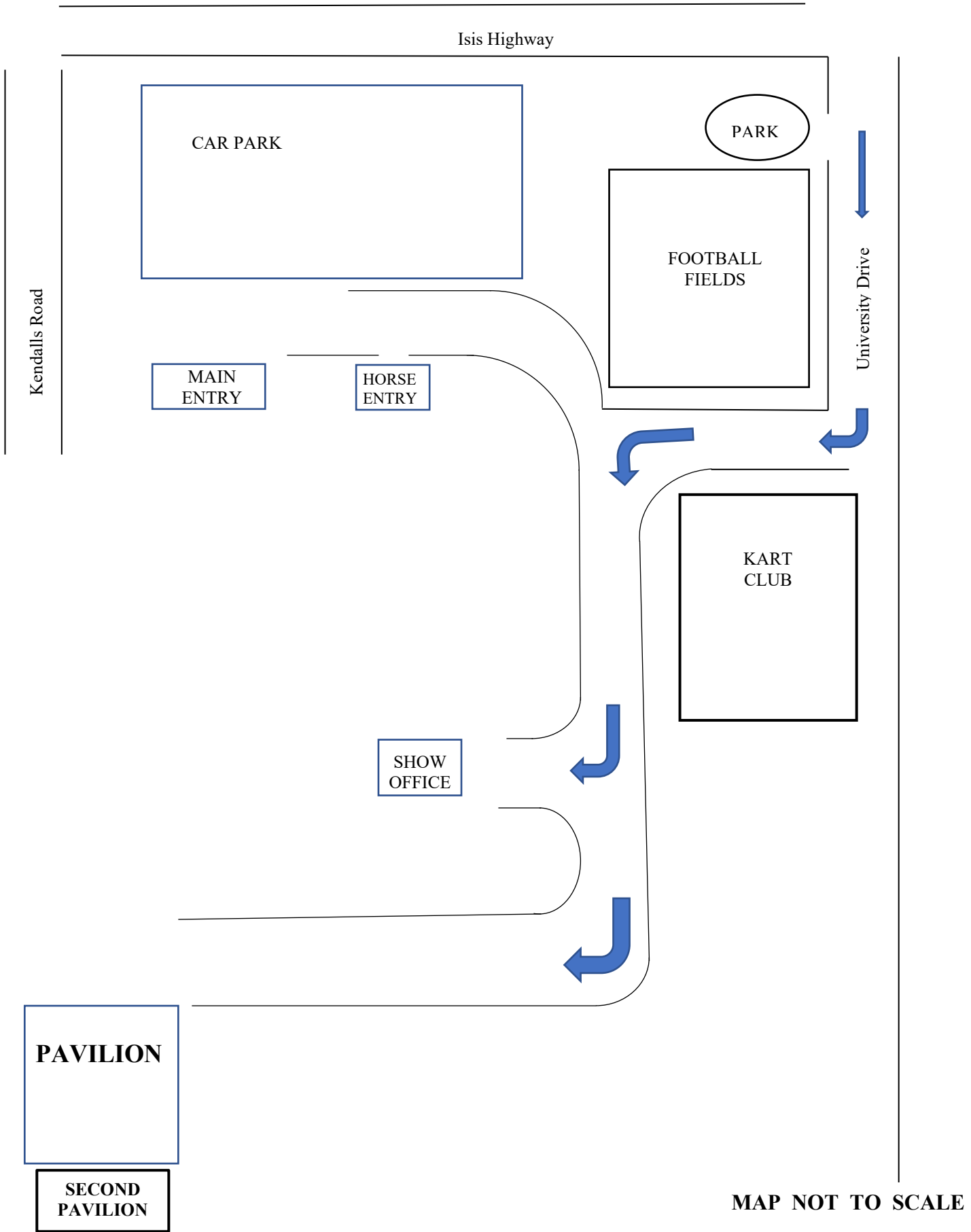


**WEDNESDAY 29th May
THURSDAY 30th May
FRIDAY 31st May**

**SECTION 22
DIGITAL ART**



Bundaberg Airport



MAP NOT TO SCALE

PRIVACY STATEMENT

The Information provided by Exhibitors Is used by the Queensland Chamber of Agriculture Associations Inc. and the Bundaberg A.P. & I, Society Inc. to organize , process and conduct competitions at the Bundaberg AP & I Society Inc show. By entering such competitions, you consent to your personal Information being used for this purpose Including this Information being made available to sponsors, breed Associations, the media, the public, promotional purposes. archival purposes, published in publications or as It Is otherwise required by Law. All exhibitors have the right to access and alter personal information concerning themselves in the terms of the Privacy Act. This can be done by contacting the QCAS CEO or by writing to QCAS

WORKPLACE HEALTH AND SAFETY

All Queensland Chamber of Agriculture Societies Inc. affiliated Association Showgrounds are designated workplaces within the meaning of the Workplace Health and Safety Act 2011 and exhibitors/competitors are required to ensure that they and all persons under their direction or control, including their contractors or subcontractors, comply with all requirements of the Act. The Queensland Chamber of Agriculture Associations Inc hold each exhibitor responsible to discharge Its obligations to provide and maintain a safe place and system of work during occupation by the exhibitor/competitor of any area of the affiliated Agricultural Associations Showgrounds/Precinct

Each exhibitor/competitor will assess the risk to themselves, staff, volunteers, family, other exhibitors, Agricultural Society staff, show visitors, children and any person foreseeably affected by the presentation of their exhibit.

Exhibits will only be held and handled by competent persons whose experience Is known to the Exhibitor/competitor.

The exhibitors/competitors are advised that the use of Primus Stoves, any heating or lighting appliances of a like character, or any naked light, Is strictly prohibited in Pavilions/stables/barns.

Any exhibitors/competitors Intending to bring electrical equipment to the Showgrounds/Precinct will be required to ensure that such equipment Is fitted with a residual current protection and that all electrical lead s, tools and appliances have been Inspected by a licensed electrical contractor and are currently tagged. The use of double adaptors is prohibited, and all power boards must also be tested and tagged.

All exhibitors/competitors will comply with the requirements of the ACT end Its Regulations and Standards In every respect. This Is essential for the safety of all exhibitors/competitors and the general public. The ACT Imposes very severe penalties in the event of noncompliance with its provisions. Any exhibitors/competitors who do not comply will not be allowed to exhibit at "Queensland Chamber of Agriculture Association. affiliated Shows".

BUNDABERG SHOW

GATE ENTRY FEES:

- ADULT:-----\$20.00
- STUDENT: 6 – 17 yrs.:-----\$10.00
- CONCESSION:-----\$10.00
- OVER 75 YEARS :-----FREE
- UNDER 6 YEARS:-----FREE

PRE-PURCHASE TICKET ONLY

- FAMILY ONE DAY PASS \$50.00
- (Available until Tuesday 28th May)
- (Includes 2 Adult & 2 Children 15 yrs. & under)



HOW TO ENTER THE SECTIONS

FILL OUT ENTRY FORMS

All entries must be:

- ❖ On Official Entry Forms
- ❖ On SEPARATE Entry Forms for Each Section (NOT CLASS)
- ❖ Fully completed
- ❖ Accompanied by Entry Fees (Refer Sections)
- ❖ Handcraft, Photography and Fruit & Vegetables have separate entry forms

ENTRIES WILL NOT BE ACCEPTED

- ❖ Without entry fees
- ❖ Over the telephone
- ❖ After closing date

DELIVER ENTRY FORMS TO

Bundaberg Show Society Office
via University Drive, Bundaberg
Enquiries – Phone 07 4138 7605

Delivery of entry forms: APRIL – Mon Wed & Fri 9am – 1pm
MAY – Mon - Fri 9am – 4pm

YOU WILL RECEIVE

- ❖ Class Ticket stating Section, Class and Entry No.
- ❖ Receipt

DELIVER EXHIBITS

- ❖ Accompanied by Class Ticket (ATTACHED)
(This is proof of Entry in a Class)
- ❖ To designated part of Showground by due date and time.

PLEASE REFER TO EACH SECTION FOR CLOSING, DELIVERY & COLLECTION

Prize money to be collected from the Show Office during the Show from 2pm Wednesday 29th May to 2pm Saturday, 1st June 2024. Prize money NOT COLLECTED will be deemed a donation and returned to Society's Funds. All prize money/entry fees contain GST which is payable by all competitors whether registered for GST or not registered for GST.



Chief Steward – Regina John Luan
regina.luan@gmail.com

Entry Fee - \$2.00

Prize Money 1st \$20.00 2nd \$10 3rd \$5

No refunds if change of mind or unable to attend.

Entries Close Friday 24th May 4.00pm

Artwork to be delivered Sunday 26th May 9.00am – 12.00pm

All Digital Art to be mounted on stiff backing card, maximum width of backing not to exceed 45cm x 33cm.
Maximum of 2 entries per class.

AI (Artificial Intelligence) artwork will not be accepted. (4)

22/1 Digital Painting or Drawing - Any digital art subject, printed out on A3 size of canvas, paper, or board. (1)

22/2 Novice Digital Painting or Drawing Art Section - Any subject, printed out on A3 size of canvas, paper, or board. (1)

22/3 Vector Art - Any subject, printed out on A3 size of canvas, paper or board. (2)

22/4 Novice Vector Art - Any subject, printed out on A3 size of canvas, paper or board. (2)

22/5 Matte & Photomanipulation - Any subject, printed out on A3 size of canvas, paper or board. (3)

22/6 Novice Matte & Photomanipulation - Any subject, printed out on A3 size of canvas, paper or board. (3)

1. Digital Painting and Drawing

Digital Painting emulates traditional painting, such as oil, acrylic and water colour painting. You use a stylus either on something like an iPad, or with a drawing tablet plugged into a computer, in conjunction with some art software like Adobe Photoshop, Clip Studio Paint, Krita or Procreate. The artist moves the stylus over the tablet like they would a brush over a canvas; the art software on their computer interprets this movement as a digital brushstroke on a digital canvas, formed of pixels. Technology has come pretty far, and digital painting and drawing actually feels pretty good nowadays - I can't say it feels exactly like traditional drawing and painting, but it is a lot of fun and satisfying in its own right.

2. Vector Art

Vector art produces a similar end result to digital painting, but with a distinctive cleanliness to its aesthetic. This kind of art is often used on t-shirts, logos and graphic elements - anywhere that a clean finish is desired. Illustrations are also perfectly achievable with vector art. Put simply, instead of making pixel-based strokes as if with a brush or pencil, as you would in digital painting, vector artists designate points for the software to draw a line or shape between. The artist can then manipulate the straightness or curve of that line, or of the edges of the shape, and fill the shapes with solid colours or gradients. Layered and built up enough, the lines and shapes can be used to compose a piece of art. This is done using a piece of software such as Adobe Illustrator. Vector art often blurs the line between graphic design and art, as usually it has a very strong core of composition, shape design and colour theory, just like graphic design. The biggest advantage of art made with vectors is that it can be resized to as big or as small as you want, and it will still be crisp and clean. Pixel-based digital painting doesn't have this luxury, and will look worse when resized

3. Matte & Photomanipulation

Matte painting is similar to digital painting, but also integrates heavy use of photographs and occasionally 3D modelling to create photorealistic landscapes and environments. Matte painting is most often used in movies, when a scene is required to have a realistic background that is either too expensive to film in, impossible to film in, or simply doesn't exist. Matte painters will instead craft a background that seamlessly blends with the actual live-action footage, using photographs, 3D modelling and digital painting techniques in a piece of software such as Photoshop. These techniques have allowed most modern films to have huge sweeping vistas and mind-blowing scenes that are fantastical but still convincingly realistic. Photomanipulation is closely related - the techniques and purpose are extremely similar to matte painting, using photos, 3D and painting to craft images, but typically will be used to make character-based art for things like book covers.

4. AI

Art generated with the assistance of artificial intelligence. AI is a field of computer science that focuses on building machines that mimic human intelligence or even simulate the human brain through a set of algorithms.

