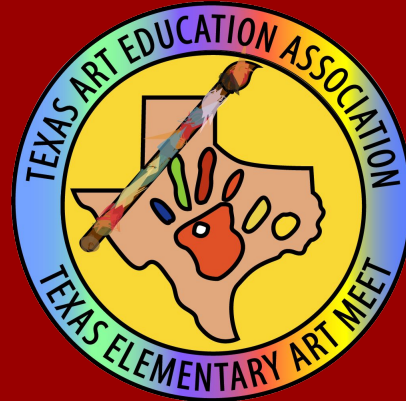
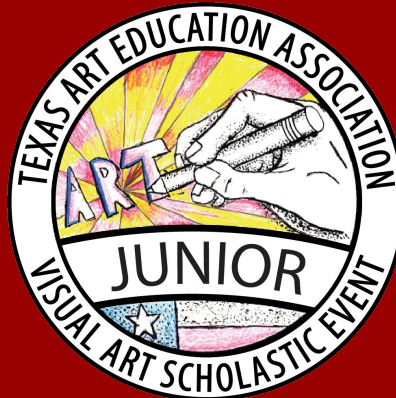


VASE Uploads



Photographing & Uploading Artwork Images

Requirements for VASE Program Events:

Regional Events for High School VASE and Junior VASE are **in-person**. TEAM continues to be adjudicated virtually. With or without the student present, we will continue to use uploads in addition to information attached to artwork for in-person events. Four things are required for each Artwork Entry:

- **Good-quality photo of the artwork (no mat needed for photo). Photo should be cropped and straightened; upload in JPEG format, no larger than 10MB. Only one image can be uploaded; multiple images of 3D & 2D relief artworks should be presented as a collage (2-5 images in collage saved as JPEG).**
- Reference image(s), sketches, and/or production notes should be compiled in PDF format and uploaded; PDF files should be **no larger than 5MB**. *(also attached)*
- Student Intent & Artwork Identification Form is completed online. *(also attached)*
- Student Agreement & Artwork Release Form will be printed, signed, & turned in at the event for HS and JR VASE. Forms will be scanned/ photographed, & uploaded as JPEG for virtual TEAM events.

Creating an Artwork Upload File: 10MB maximum file size



The Artwork Image should:

- Show the Artwork at its best
- **Be taken AFTER the Artwork is completed**
- Be saved in JPEG format (upload requirement)
- Be no larger than a 10MB-sized file
- Be **one single image**, even for 3D & 2D Relief which should be compiled as a collage (2-5 images).

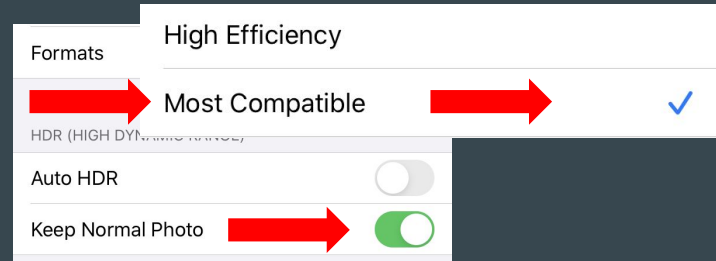
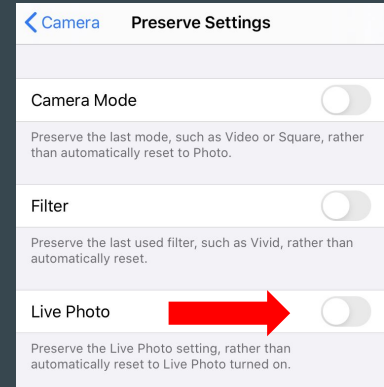
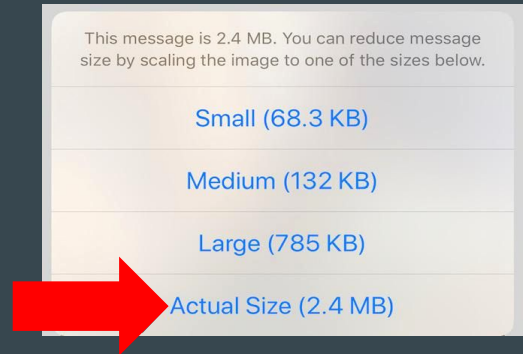
Camera and Settings: VERY IMPORTANT!!!

- **Best camera to use:** A DSLR camera will allow you to control the lighting and white balance while generating high quality/resolution photos.
- **Next best camera:** Digital point & shoot camera with a zoom lens.
- With either a DSLR or a point & shoot, the highest JPEG setting is best. Converting RAW images may slow you down when downloading images from your memory card, and images may be too large (over 10MB).



Camera and Settings: VERY IMPORTANT!!!

- A good-quality phone camera can be **used**, but you **MUST** check your phone settings before starting. **Do NOT have it set to HDR or Live**, and when you save or send images, you must choose **“actual size”** if you are given choices to avoid further quality reduction.
- On iPhones, in camera settings, choose **“Most Compatible”, NOT High Efficiency. High Efficiency (HEIF/HEVC format)** will produce images at a very low resolution, and not usable for VASE.



Taking your photos: Setup

PLACE ARTWORK ON A FLAT, LEVEL SURFACE TO TAKE PHOTOS



2D artwork is easy to photograph on the floor from above.

You can place the artwork on an easel, with a backdrop behind (foam core, matboard, etc.).



Be careful to prevent glare or shadows from obscuring the artwork, especially when photographing a glossy surface.



You **MUST** use a neutral background behind 2D images, and will crop it out at the end.

3D art **MUST** have a neutral background both **UNDER** and **BEHIND** it. Have both light & dark drapes available.

Taking your photos: Setup

SIMPLE 3D BACKGROUND EXAMPLES



Make sure your background has a “SWEEP”

Photo Tips: *This photo must represent the artwork at its BEST!!!*

Take photos from as close as you can get and still capture the whole artwork!

- Leave no more than 1–2” around your artwork to maximize resolution.
- Check the viewfinder to see how much room is around the art. With a DSLR or point & shoot, you can use the zoom feature, but NOT with a phone camera.
- Be sure to focus clearly (you may be able to press lightly on the shutter button to focus).



Do not use the zoom feature on a phone camera!

- Zoom on a phone will take away pixels, reducing quality.
- Fill the viewfinder with the artwork as much as possible.



Photo Tips: *This photo must represent the artwork at its BEST!!!*

Position your camera horizontally or vertically to match the artwork.

If you are shooting horizontal pieces, keep the camera in the horizontal position.
If shooting vertical artwork, adjust the camera so that it is in the vertical position.

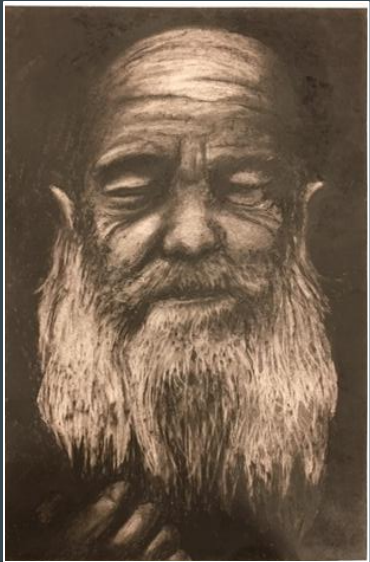


Photo Tips: *This photo must represent the artwork at its BEST!!!*

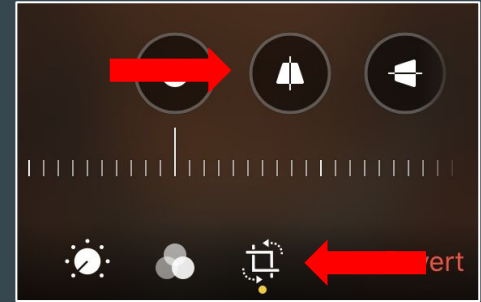
Avoid **KEYSTONING** as much as possible!

Shoot from directly above or in front of the image.

Square the image in your viewfinder.

Cropping or using photo-editing software can fix slight issues.

Newer phones have a setting to fix keystone in EDITING mode.



Artwork Image Names: *VERY IMPORTANT!!!*

The file name of each of your images will be changed to the **Entry ID Number** by the system. *TAKE CARE TO IDENTIFY IMAGE FILES CLEARLY TO AVOID MIX-UPS WHEN UPLOADING!!!*

REMEMBER: no matter what your file title, the website will change the file name to match the entry ID.



265885.jpg



265902.jpg



266201.jpg

Creating a 3D Artwork Image Collage: 2-5 views

3D VASE entry images can be uploaded as a collage of 2-5 views. This can be done in photo editing software, or in a collage app (such as PicStitch). Please make sure that all views are of the same quality,



Creating a 2D Relief Artwork Image Collage: 2-3 views



2D VASE entries that are RELIEFS (have depth), can be photographed and uploaded as a collage of 2-3 views in order to show the depth. The collage process is the same as the 3D VASE entry collage process; refer to the previous slide if needed. This one was put together with the free app Picstitch.

Photographing 3D Artwork: Backdrop is a MUST!!!

When photographing 3D images, and 2D that is not squared, you MUST use a single-color, neutral backdrop behind the artwork. White is best behind dark artworks, black is best behind light artworks. Various grays can also work; remember that the artwork MUST be shown at its best!



Uploading Animation, Interactive, & Functioning Artwork:

If a VASE Entry is:

- *Animation*
- *Interactive* in a way a Juror should be able to see (ex: pushing a button activates an imbedded video)
- *Functioning* artwork (ex: a working fountain)

The artwork will be submitted *both* as a *still image* (JPEG) *AND* as a *video* of the artwork that captures its motion.

NO QR codes are needed for any of these entries; there is a place on the Online Student Intent & Artwork Agreement Form for a URL link. *If you want, a QR code can be added to the Reference PDF for quick viewing during Area Judging.*

Uploading Animation, Interactive, & Functioning Artworks:

Directions:

- Capture a ***still image*** from an animation.
- Take ***good-quality photos*** of Interactive and Functioning entries (collage).
- Save image as a ***JPEG*** and upload into the Entry like any other Entry Photo.
- Save animations as a ***common format*** (ex: MPEG, WMV).
- Capture video of Interactive and Functioning entries in action, also using a ***common format*** (ex: MPEG, WMV).
- **Upload videos to a private YouTube channel or other secure but shareable video host.**
- **Copy/paste the URL for the video into the Online Student Intent & Artwork Identification Form. Jurors will access the link here.**

Questions & Reminders: *Finish artwork early!!!*

- If you need further explanation and/or training, please contact your Regional Director as soon as possible before your Regional Event.
- **All parts of the Artwork Entry MUST be uploaded & certified by 11:59 pm 8 days before your Regional Event.**

*It is recommended that you direct students to complete VASE entries **by the editing deadline if possible** (15 days before the event) in order to have plenty of time to photograph and upload completed artwork images and other documentation.*

*Questions? Please contact either your Regional Director
or the State Director of VASE for your VASE program level.*

State Director: TEAM Tracey Hall

team@taea.org

State Director: Junior VASE Larry West

jrvase@taea.org

State Director: High School VASE Chris Cooper

hsvase@taea.org