

## 8-bit Exhibit - Replica

### Intro

“8-bit Exhibit” is a Sub-Event of LGS JT Muse’s Art category, in which delegates will demonstrate their prowess over the arts as well as their keen observation. Delegates will be given scenes from popular video games and will be asked to replicate them through physical mediums of art.

### Round: Replica

**Time-** 8 hours

**Delegate Cap-** none

### Round Details

In this sub-event’s only round delegates will work **individually**, without any external help. The round will take place over the course of all **three days**. This time can be fulfilled whenever delegates choose, so long as they stay within the time limit. The subevent will primarily focus on **replicating**. On day 1, the delegates will select their reference from a list provided by the sub-event heads. Whenever they complete their time limit or their artwork, delegates will submit their artwork to the sub-event heads.

**\*Delegates will bring their own art supplies. Only Canson sheets will be provided, if delegates wish to use a different type of paper they must bring it themselves, provided that it is of A3 size.**

### Judging Criteria for Round

- **Accuracy** – How closely does the submission match the reference?
- **Use of Medium** – How effectively does the delegate use their selected mediums?
- **Execution** – How coherent is the overall artwork even if it isn’t accurate to the reference?
- **Difficulty Margin** – Leverage for the judge to adjust based on how difficult the reference was to replicate.

### Example References

\*These images are not going to be assigned in the category and are simply for example purposes





