Preparation for a competition (Get into your happy place)

A. <u>Design</u>-

1. Strong Silhouette

Ice does not create strong shadows.

The outline is visible from a distance.

Strong Silhouettes make better photographs.

2. Lots of detail.

The refractive angles catch the light.

Many textures create contrast.

3. Go outside the block

Explode your design & maximize your ice.

4. Show motion

Things in motion tend to look better.

5. Have meaning

Create a story, feeling, emotion, or theme.

6. Stay within your capability

Carve what you know how to carve. Competition is not the time to learn, competition is the time to make the best piece you know how to.

B. Practice #1-

- 1. Make a template
 - a. Improves- Speed & proportion
 - b. Make a copy of your template & keep for practice #2
- 2. Go slow- Make the sculpture without being concerned about pace.
- 3. Tool List

Write down every tool you used during the practice.

4. Revise your template

After the practice, make slight changes to you design.

C. Practice #2-

- 1. Make a copy of your template & keep for competition
- 2. Time the practice

Time each section- Stacking, Carving, Final assembly, Clean

3. After Practice-

Revise your competition template

Revise tool list

D. Before the event-

- 1. Sharpen Tools
- 2. Look at weather forecast- Is Dry Ice Necessary? Shade? Clothes?
- 3. Pack Tools while referring to your tools list.
- 4. Pack clothes

E. Day of the Event-

1. Set-up tools early & relax

This will allow your aluminum to warm up & you to calm down

2. Keep cords to a minimum

Extra cords will only get in your way.

- 3. Refer to your timeline after each section
- 4. Do not try to go fast, work at a steady pace

Concentrate on efficiency of motion, not speed

- 5. Clean up your area, sculptures look better in a neat environment.
- 5. Clean up your tools very well, Rust is the enemy

F. Awards-

1. Understand that the results are only this groups opinion

Make a sculpture **YOU** are proud of.

2. Congratulate the winners. Show good sportsmanship