TECH PICASSO

IEC COLLEGE OF ENGINEERING AND TECHNOLOGY

INNOVISION 2K24

Event Description

Unleash your inner artist in the digital realm at our electrifying drawing event! Get ready to fuse technology with creativity and bring your imagination to life on the digital canvas.

Join us for a dynamic exploration of art and innovation, where traditional drawing meets cutting-edge technology. Whether you're a seasoned digital artist or a curious beginner, **Tech Picasso** offers an inclusive space for all skill levels to thrive.

Connect with fellow creators, exchange ideas, and be inspired by the limitless possibilities of digital art. From concept sketching to intricate illustrations, **Tech Picasso** empowers you to push the boundaries of your creativity and embrace the future of art.

Rules

1. **Team Size**: The team can have max 2 members
2. The interested participants can register themselves in the event through the link within the specified deadline
3. **Time Limit**: The teams will have a specific amount of time to create their masterpiece. The time limit will be communicated at the start of the event and strictly enforced.
4. Participants must bring their own laptops or computers with the necessary specifications and tools to run the graphics software provided.
5. The participants are free to use any design software.
6. The participants are advised to configure and familiarize themselves with the software prior to the event so that they don't face any problems during the event.
7. **Objective**: The objective of the event is to create visually stunning artwork using computer graphics software within a specified time limit.
8. **Code of Conduct**: Participants are expected to conduct themselves in a respectful and professional manner throughout the event. Any form of cheating, disruptive behavior, or violation of the event rules will result in immediate disqualification.
9. All artworks must be original creations of the participants. Unauthorized use of copyrighted material is strictly prohibited and will result in disqualification.
10. **Scoring:** Scoring will be based on a predetermined set of criteria, including creativity, technical skill, adherence to the theme, and overall artistic merit.

11. **Judging Criteria:** Artwork will be judged based on creativity, technical skill, adherence to the theme, and overall artistic merit. The decision of the judges will be final.

<u>Disqualification:</u>

1. Attempting to access unauthorized resources or websites during the competition.
2. Interfering with the work of other participants.
3. Violating the event's code of conduct.

Faculty Coordinators:
Ms. Arshi Husain (CSE Dept.)
Mr. Chandrapal Singh Arya (CSE Dept.)

Student Coordinator:
Archana Gupta (B.Tech 3rd yr.)
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