

OPEN FOR ENTRIES

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Chincogan Real Estate

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WEARABLE ARTS 2020

DRAGON DAYS

SECTION 1: Ride Like the Wind

Design garments for airborne action: soaring, freewheeling, gliding, or sky-high flight - dragon riders; thermal drifting; silver surfers; motorbikers; skateboarders; desert storm and nightriders. Imagine and create a costume designed for aerodynamics, purpose, propulsion and protection. Able to withstand the wild ride ahead or ride the wave of success. A steam punk sky pilot; ancient knight in armour; futuristic cyclist; space skater or sci fi cowboy, all 'riding on a high'. If your motor or steed was built for speed, what would your garment reveal about you?

SECTION 2: Met Gala @ the House of Dragon Five (recycled section)

With the world of mythical creatures as your inspiration and guide, design a garment that wows the Met Gala paparazzi as you step boldly onto the red carpet. Ethnic elements, oriental legend and mythical themes should influence your overall design. This is a recycled, upcycled, repurposed materials section. Entries must refresh and revitalise the obsolete. Reanimate materials and accessories or reimagine a preloved garment into an extravagant and exquisite masterpiece - worthy of a red-carpet moment.

SECTION 3: Paint the Sky with Stars (single garment section)

Your inspiration is the deep mood of the midnight blue colour spectrum - explore contrasting hues of cobalt and duck egg or harmonious shades of periwinkle and teal. Using the warp and weft of stories, visions and dreams of the future, print, embroider, paint, dye, felt, patchwork, macramé, or digitally print to embellish your textile art. Weave a tapestry, a veil, a shroud, a blanket, a flag, a banner, a dream catcher, net, magic cloth or carpet... your star story, embedded in midnight blue. The cloth edges can be shaped, scalloped, fringed or frayed to frame your art. The finished piece should fit within the parameters of 150cm high and 200cm wide.

SECTION 4: Suitably Splendid (suit section)

The serious character of the business suit and who wears it should be challenged by the young and avant-garde in this section. Deconstruct your tired old suit and reinvent it into a stylishly unorthodox version that will turn heads. Dress for success in sharp city suits; street-style suits; the stiff upper suit; the swinging safari; military tailoring; Carnaby Street; the female Zoot Suit; the Marlene Dietrich Tuxedo; a Rockabilly revival; psychedelic paisley or action man meets Wall St.

SECTION 5: Emergency Transformation

Design a garment to reflect the moment when change becomes manifest. The sense of impending revolution should be revealed and given life through the form of metamorphosis. Through fire colours, be inspired by a vision of your phoenix rising from the ashes. Create an entry that incorporates the element of surprise and the idea of transposition, disruption, reversals and the shock of the new. Garments can commence with one vision then transform into another, or incorporate the old with what is being transformed. You see the pending emergency, transform now!



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ENTRY FORM

If entering more than one costume complete a separate entry form for each. No forms will be accepted without full payment. Entry Fee is non-refundable.

ENTRY FEE: D ADULT \$25 D STUDENT \$15 (Student ID must be attached for every group member)

Fee can be paid in the Shearwater Office, by credit card over the phone (02 6684 3223) or by direct deposit (Acc Name: Shearwater, the Mullumbimby Steiner School, BSB: 032 573, Acct No: 175875)

Title of entry					
Section (tick one only)	D 1	□ 2	□ 3	□ 4	□ 5
□ Single designer □ Designed by a group □ Designed by a class/school					

DESIGNER DETAILS (if designed by a group please nominate one primary contact person)						
First name						
Surname						
Email						
Phone						
School name/year level (if applicable)						
Full postal address (including postcode)						

If designed by a group please provide the full names of additional designers below

Provide a brief description of your garment for inclusion in the program (25 words or less)

Provide details of your concept as it relates to the section you have entered. This is to assist the judges and may include inspiration and techniques (up to 100 words).

I/We have read and agree to the Terms & Conditions of Wearable Arts 2020 Dragon Days.

(Primary contact as listed on the form should sign for group entrants. However all members must read and agree to the Terms.)

Signed:	Date:						
I WILL COLLECT MY COSTUME	🗖 RETURN BY AU	stralia post	🗖 RETURN B	Y COURIER			
Shearwater, the Mullumbi	mby Steiner School	www.shearwate	er.nsw.edu.au	(02)6684 3223			



WEARABLE ARTS 2020

DRAGON DAYS

TERMS AND CONDITIONS

Prizes will be awarded in the following categories with prize money to be announced shortly:

Overall Grand Winner Director's Award Section Winners (Sections 1,2,4 & 5) Single Garment Section Winner (Section 3) Emerging Artist Award Creative Use of Materials Student Encouragement Awards

1. IMPORTANT DATES

- The closing date for entry forms is **Thursday September 24**, **2020**. Entry forms must be received by Shearwater, the Mullumbimby Steiner School before 4pm on this date. Entry forms lodged after this date will incur a \$10 late fee.
- The final date for late entry is **Wednesday October 14**, **2020**. No entry forms will be accepted after 4pm on this date.
- The closing date for costume delivery is **Monday October 19, 2020**. Costumes delivered by hand must be received by the School between 10am and 5pm on this date. Delivery outside of this time must be pre-arranged by phone and will be by appointment only. Costumes delivered after this date may be accepted, subject to the Director's discretion, but will not qualify for judging therefore, will not be eligible for a prize.
- Costume judging will take place in the Shearwater School Hall on **Thursday October 29**, **2020**.
- Costume collection will take place between 1pm and 5pm on **Tuesday**, **November 10**, **2020**. Collection outside of this time must be pre-arranged by phone and will be by appointment only. Costumes not collected by this date may be disposed of.
- Performances are planned to take place in the Shearwater School Hall on **Wednesday November 4 to Saturday November 7, 2020**.

2. ENTRY DETAILS

- No entry forms will be accepted without full payment of the entry fee.
- Entries should be addressed to: 2020 Wearable Arts Performance Event, Shearwater, the Mullumbimby Steiner School, 349 Left Bank Road, Mullumbimby NSW 2482, Australia. Please retain proof of posting.

- All packing and transportation costs of entries (including return postage/courier fees) are the sole responsibility of the entrant.
- All entries must have a return address clearly marked and include a return courier/postage fee (unless they will be collected in person).
- Entries must include a sturdy hanger (not plastic or wire) for the garment and a seethrough, full length, garment bag.
- Photographs and instructions on how the garment is to be worn and how to put it on must be included, with a full list of the total number of pieces. Each component must be labelled with entrant's name, garment name and section.
- Your entry will be exhibited in a fully choreographed performance (details subject to Government social distancing legislation). Shearwater is responsible for the way it chooses to display your entry, including choice of model, music, dance and context.
- Please note that entering a garment does not guarantee inclusion in the event. Selection is at the discretion of the Director. If a costume is unsuitable (for example, too revealing to be worn comfortably by a student model), the designer will be notified by phone or email.

3. COSTUME REQUIREMENTS

- Garments must be of sound construction; safe to wear, with no sharp edges; not excessively heavy and able to be worn for multiple performances. Headwear must be fitted, well-balanced and able to stay on with movement; garments must not be held together with staples, tape or hot glue and fitting must be suited to quick changes (such as elastic or Velcro).
- No costumes with perishable, living or growing plant or vegetable matter will be accepted.
- Costumes that do not withstand ongoing wear will need to be repaired. It is the responsibility of the designer to make those repairs. Costumes that are not repaired when required will be removed from performances.
- No garment should exceed 2.8m in height or 1.5m in width. Headpieces must not exceed 1m in height (from the crown of the head to the apex) and 75cm in width. Shoe heel height must not exceed 9cm. Garments must be able to be worn safely while using ramps to enter and exit the stage.
- The use of advertising, signage or company logos in a design is prohibited.

4. COMPETITION TERMS

- Garments will be judged on originality, creativity, innovation and construction. All eligible entries received by the due date will be considered by the judging panel. Entries will be modelled. Designers' names will not be disclosed to the judges. The judges' decision is final and no correspondence will be entered into.
- Shearwater will supply all models for judging and performances. Please indicate any preference (such as gender, size or height).
- Shearwater reserves the right to retain all winning entries, for a period of up to 12 months, for use in activities that relate to the promotion of Wearable Arts.
- Whilst Shearwater will take all possible care with entered garments, it accepts no responsibility for loss or damage. It is the responsibility of each entrant to insure their property from the time of dispatch to return.
- Shearwater retains the right to take photographs of garments and to publish these, with acknowledgement, in relevant publications.
- Images of any costume entered into the 2020 Wearable Arts performance event must not be published prior to the performances (this includes social media). Any such publication will invalidate the entry.
- Shearwater reserves the right to all film, broadcasting, internet and any related rights which it may, at its discretion, elect to use for publicity or any other purpose.