



Awards, categories and judging process

Welcome to the Australian Wearable Art Festival, where creativity knows no bounds and art transcends traditional boundaries. In this document, we present an overview of the diverse categories and awards that form the heart of our festival.

Awards

Each finalist entry is eligible for:

- Category Winner (Trashion, Sustainable Nature, Floriana or Avant-garde)
- Best Headpiece
- People's Choice
- Textile and Fibre Award
- Supreme Winner

Additionally, if the artist fits the criteria, the entry will also be eligible for:

- Emerging Wearable Artist (first time exhibitor at any wearable art show or exhibition)
- Youth Award (between 16 and 25 years on 9 August 2024).

Please indicate on your artist entry submission which of these four main entries you will be entering.



Categories

1. Trashion

The word says it all – a combination of Fashion and Trash. An exploration deep into humanities discards. This category invites you to utilise discarded items, objects we may consider trash bringing them to life in a creation that is original, innovative and inspiring.

Key words for this category are:

Disrupt – Deconstruct – Pull Apart – Connect – Build New – Amaze – Intrigue – Delight

This Wearable Art entry will ideally heighten awareness of the waste we generate in our everyday lives and will draw attention to the endless possibilities for repurposing, reusing and up-cycling.

This entry must be at least 80% legitimately upcycled trash.

2. Sustainable Nature

This category is the flip side of Trashion in that it must utilise 100% natural materials and provides an opportunity to showcase the diversity (and possibly the wilderness) that is Australia. This creation will use resources that have been foraged from materials that creatively highlight our natural environment of land and sea such as vines, shells, seed pods etc. At the same time this category will also embrace natural fibres such as organic wool, linen, silk, cotton and encompassing natural dyeing.

Key words for this category are:

Environment – Explore – Challenge – Chemical Free – Nature - Organic

This wearable art creation allows the exhibitor to explore the natural resources that surround us in presenting new artistic and fashionist visions while being able to biodegrade back into nature from whence it came...

This entry must be 100% biodegradable - doing no harm to the land and sea.



3. Floriana

The motif of plants and flowers is age old and universal. This category provides an opportunity for all artists to reference or utilise all things botanical to create a stunning celebration of shape and colour – as Wearable Art for the entire body.

This category does not limit the maker in materials – as with traditional floral art, materials can be gathered from nature, recycled or new. They can be metal, fabrics, live or dried botanicals. The scope is to embrace all things Floriana.

Key words for this category are:

Floral – Foliage - Abundance – Joy – Beauty – Colour – Fun

This wearable art creation allows the maker to take us into a world of beauty embracing the joy that is found in our floral abundance, taking floral design beyond wreaths, headpieces and vases.

No material limits.

4. Avant-garde

This is the ‘New World’. It’s the pioneering collaboration of art, science and technology into an explosive fantasy realm, of form and structure. Avant Garde is ‘The New’. It’s what we do not know, presented in such a way that it seems important and necessary. It’s ‘Style beyond Fashion’ beyond limits of material by taking us on a journey using materials in ways that challenge us. It can also take us into the realm of fantasy or science fiction... beyond belief!

Key words for this category are:

Bold – Innovative - Surprise – Shock – Beyond – Astonish – Startle – Intrigue

This wearable art creation will take us into an infinite world of possibilities taking us on a journey that possibly challenges our perceptions

This category has no limits on new, reused or natural materials – the world is your oyster!

Judging process

The judging process at the Australian Wearable Art Festival is characterised by a personalised and insightful engagement with the artists. Throughout the event, judges will actively seek out



opportunities to engage in meaningful conversations with the participating finalists, to gain a deeper understanding of the inspiration, technical skill and creative journey behind each unique wearable art piece. Additionally, artists' statements are reviewed to gain insights into the conceptual foundations and meaning behind the wearable art submissions. The judging panel submit their final scores after seeing the pieces performed on the opening night.

Judges allocate scores based on the following criteria:

- **WOW or impact:** Something that has that distinct point of difference. This might come in the form of an exaggerated feature, a striking colour, a reveal, a surprise, a spectacular silhouette, or a stunning material.
- **Skill and execution:** The judges will be looking at how well-executed a piece might be and whether it meets the design criteria of the four basic ingredients or elements of design used in fashion, being, shape or form, structure, colour and texture. Has the work been made with attention to detail in its construction and balance?
- **Material and construction techniques:** Uniqueness, imagination and use of material choice. Judges will be looking at, how materials were manipulated, joined and reinvented.
- **Design balance:** This looks at the balance of the overall design and how it all fits together as a connected and coordinated look, taking the shape or silhouette, line, colour and texture into consideration.
- **Imagination and creativity:** This is where we look at the - 'thinking outside the square' component. And it is also important how well the design was translated from concept to catwalk?
- **Head piece and accessories:** Remember to consider the whole piece. While there is a standalone 'head piece' award, it is important that the headpiece and the work's accessories are delivered as a connected and balanced design with the main body of the design.