



QUALITY CHECK

All artists should do a quality check before work is accepted into a show by inspecting it for problems. When our guild is careful to accept only the best quality work, we build a strong reputation in the community and attract a wider audience at exhibits, resulting in more sales, sponsors, members, and exhibit venues. So presenting the best quality pieces is important. This preliminary inspection catches any issues beforehand that may prevent a piece from being accepted. Also, sometimes an issue can be remedied in time to still enter the piece. The following guidelines can be applied to all crafts, gift shop items and exhibit work and can be utilized as the first portion of any Peer Review.

General Guidelines

All pieces in all media should look neat and clean. There should be no visible glue, dust, fingerprints, fiber, wax, clay, or other materials. 3D pieces should be completely stable. Display may be commercially purchased or constructed by the artist but should always be able to hold the piece exactly as intended. For exhibits, no pieces made from mass produced components or commercial kits should be the focal point of the design.

Photography and all Wall Hung Art

- Wall hanging pieces should have balanced borders or be wrapped canvas. Frames should be proportional and have a sturdy, taped wire hanger that is hidden when hung. No saw tooth or loop type hangers are allowed. All framing should fit properly. Mats should have clean cuts. If unusual installation is needed, the artist should check their eligibility in with the venue in advance.

Glass

- Glass art forms include fused, stained, flame worked, casted, enameled, and blown. Regardless of type, pieces should have no visible adhesive, unintentional gaps, uneven edges, over draping, wrinkles, gaps, or holes. In the case of fused glass, small champagne bubbles are normal.
- Unless using iridized or textured glass, all warm and/or hot glass pieces should have no visible devitrification, ghost marks, unfinished ground edges, spurs, lathing marks, casting seams, scratches, cracks, or chips.
- Pieces should be well-fitted with other materials.
- Stained-glass soldering should be smooth with no pitting, blobs, bumps, or incompatible edges and should be aligned to avoid gaps.

Clay

- Flatware and tiles should be level with no warping.
- Lidded object should fit properly, and functional pieces should work as intended.

Jewelry & Metal

- Bezels should be clean and well made with no puckering or gaps unless a part of the design.
- Stones should be evenly set, not crooked or loose and there should be no sharp edges.

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Fiber & Wood

- Prints and textures should be in scale.
- Some fabric is copyrighted. Artists should be aware of an originality issue.
- Baskets
- Weaving materials such as cane or reed should be trimmed to remove frays and hairs.

Sculpture / Stone:

- If stone, it should be properly polished, but sculptures may be smooth, have a textured surface or rough areas as artistic choices. However, all sides of the work should be finished properly.

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