General Artist Guidelines:

- Artwork cannot have been exhibited in previous OAC shows.
- Artwork must be entirely the work of the artist whose name appears on the pieces and cannot be Al-generated.
- Otherworldly Arts Collective reserves the right to exclude artwork from the show for any reason including art that is exceptionally fragile, clearly does not match the show's theme, or may present a hazard or safety issue.
- OAC exhibits all artwork including, but not limited to, photography, paintings, drawings, digital, mixed media, textiles, chalk, ink, pastels, wax, graphite, sculptures and printmaking.
- Participating artists must be at least 18 years of age.
- OAC events have limitations on how many works of art can be accepted for each show. That information will be provided by OAC in the Call for Art for each show.
- Artwork must be labeled on the back with the title of the art work, artist name, and sales price. Label 2D art legibly on the back; 3D art work should be labeled in an easy-to-locate, but inconspicuous place. This is for identification purposes only.
- OAC does not provide insurance for your artwork during events. All reasonable care will be taken to keep your work safe for the duration of the exhibit, but artists participate at their own risk.
- Artwork that is meant to be interactive or touched must be clearly communicated to OAC prior to the show opening.
- Artists will be asked to sign a consignment agreement for each OAC show. This agreement is mandatory and details all terms between OAC and the artist.

Framing Guidelines:

- Artwork must be framed, or presented, in a finished, professional manner. You do not have to use a professional frame shop, but we cannot accept poorly framed or displayed art. No loose paper as they get damaged easily.
- 2D art must have secure hanging hardware attached to the back before drop off. Hanging wires, sawtooth hangers, and ring hangers are acceptable. However, OAC is not responsible for poorly installed hardware. No poster frames will be accepted.

For Sculpture and 3D artwork:

• OAC has podiums available for the display of 3D artwork, but podiums are limited and might be shared with other artists' work. If you have small sculptures we recommend building your own locked cases to put them inside as ours are very limited.

- If you would like a single dedicated podium for your 3D art, you will need to provide your own.
- Please email us ASAP if you have specific needs so we can plan for proper display of your sculpture.

Sales Table:

- Our sales table is meant for prints, jewelry, or small made items and are not a part of the gallery show. Not all OAC shows will have a sales table.
- You, as the artist, are not responsible for selling your own items. The OAC will provide volunteers to run and manage the sales table.
- All sales table items must be labeled individually with price and artist code. Your artist code is unique to you for OAC shows that will be emailed to you before the show.
- While the OAC doesn't have a cap on the number of items you can have at the sales table, we do ask artists to not go overboard. The sales table is shared and we want to accommodate as many as possible.

Artwork tags and Inventory sheets:

- Printed tags will be created for your artwork before the start of the show. Before the show, we will ask for final artwork information, such as title, price, medium, and artist name to be used to create these tags.
- We ask our artists to complete and turn in at art drop off an inventory sheet that details all artwork and/or sales table items.

Storage After the Show:

- OAC does not provide storage space for art work or sales table items after the show closes.
- Artists must pick up, or make arrangements for someone else to pick up artwork for them at designated pick-up dates & hours.

Mail-in art:

 OAC does accept art for shows via mail, however, artists are responsible for shipping costs to and from each event. Please package your artwork securely and provide a return shipping label. Any unsold mailed artwork will be returned in the original packaging.