

WORLD SPACE WEEK 2026

Space Art Competition

SCHOOL-LEVEL COMPETITION

ORGANISED BY



COLLABORATION & AFFILIATIONS



OFFICIAL COMPETITION GUIDELINES

Technical Specifications, Rules & Regulations, and Judging Criteria

Document Type	Competition Guideline — Official Release
Category	School Level
Event Window	4th October 2026
Venue	Haldwani, Uttarakhand
Organized By	Astroverse Experience Pvt Ltd

1. Preamble & Purpose

Astroverse Experience Pvt. Ltd. presents the **Space Art Competition 2026** as part of the **World Space Week 2026** programme.

The competition is designed to provide students with a creative platform to explore the rapidly changing world of space exploration through **visual storytelling, imagination, artistic expression and scientific thinking**.

The central theme for the competition is:

‘ROCKET REVOLUTION’

The theme invites participants to imagine how rockets are transforming humanity's access to space—from traditional launch vehicles to **reusable rockets, advanced propulsion, lunar missions, Mars exploration, space tourism and the future of human spaceflight**.

However, participants will **not be given the final art topic in advance**.

The **specific topic/sub-theme will be announced by the Organizing Committee on the day of the competition**.

Participants will then have a fixed period of **2 hours** to conceptualise, create and complete their artwork.

The competition therefore evaluates not only artistic ability, but also the participant's ability to **think creatively under a time constraint and interpret a space-science theme through visual art**.

2. Objective

The primary objective of the Space Art Competition is to encourage students to:

- Explore space science through art.
- Interpret the theme “Rocket Revolution” creatively.
- Convert a scientific or technological idea into a visual narrative.
- Demonstrate originality and imagination.
- Develop visual communication skills.
- Work independently under a defined time constraint.
- Connect human aspirations with the future of space exploration.

The competition is not intended to test realistic drawing ability alone.

A technically simple but highly original artwork with a strong idea may outperform a highly detailed artwork with weak conceptual relevance.

3. Eligibility & Participant Conditions

Competition Category: School Level

Participants must be registered through the official competition process.

Participants must comply with all instructions issued by the Organizing Committee and Judging Panel.

Each participant must create an **individual artwork**.

Collaboration between participants during the competition is not permitted.

Participants must carry their own permitted art materials and accessories.

All artwork must be created **during the official competition window**.

No participant may bring a pre-completed artwork for submission.

4. The Theme

The broad theme of the competition is:

“Rocket Revolution”

The theme represents the transformation of rocket technology and the changing role of rockets in humanity's journey into space.

Participants may be expected to explore concepts related to:

- The evolution of rockets
- Reusable rockets
- Faster and more efficient space transportation
- Human exploration of the Moon and Mars
- Future space missions
- Space stations and space habitats
- Space tourism
- Sustainable space exploration
- Advanced propulsion
- Rockets enabling a spacefaring civilisation
- The future of humanity beyond Earth

Important

The final topic/prompt will be announced only on the competition day.

Participants must create their artwork specifically in response to the topic announced by the Organizing Committee.

5. Competition Format

The competition will follow a **same-day topic announcement and creation format**.

Step 1 — Registration & Verification

Participants report to the designated competition venue and complete registration/verification.

Step 2 — Topic Announcement

The Organizing Committee will announce the **official art topic** on the competition day.

No participant will receive the final topic in advance.

Step 3 — Competition Begins

The official **2-hour competition clock** begins only after the topic and instructions have been announced.

Step 4 — Artwork Creation

Participants independently create their artwork within the allotted time.

Step 5 — Submission

All artwork must be submitted before the official competition time expires.

Step 6 — Judging

The judging panel evaluates the submitted artworks according to the official judging criteria.

Step 7 — Result Declaration

The **final participants/winners will be announced on the same day**, following completion of judging and verification.

6. Time Limit

Maximum Working Time: 2 HOURS

Participants will have exactly **120 minutes** to complete their artwork after the official topic is announced.

The competition clock will be controlled by the Organizing Committee.

Participants must:

- Begin only after the official start signal.
- Complete the artwork within the allotted time.
- Stop working immediately when the official time ends.
- Submit the artwork according to the instructions of the competition officials.

No additional working time will normally be provided.

7. ArtWork Specification

The Organizing Committee will specify the **official paper/canvas size and medium requirements before or at the start of the competition.**

Unless otherwise notified, the artwork must:

- Be created on the official competition sheet/surface provided or approved by the Organizing Committee.
- Be created entirely during the competition.
- Be directly related to the announced topic.
- Be suitable for display and judging.
- Carry the participant identification information as instructed.

Artwork Orientation

Participants may use:

- Portrait orientation, or
- Landscape orientation

unless the announced topic specifies otherwise.

8. Permitted Art Materials

Participants are responsible for bringing their own **colour and art accessories.**

Participants may carry appropriate materials such as:

Drawing & Colouring Materials

- Colour pencils
- Wax crayons
- Oil pastels
- Soft pastels
- Sketch pens
- Marker pens
- Water colours
- Poster colours
- Acrylic colours, where permitted
- Colour pencils
- Graphite pencils
- Charcoal, where appropriate

Drawing & Support Accessories

- Pencil
- Eraser
- Sharpener
- Ruler
- Compass
- Scale
- Brushes
- Palette
- Water container
- Cloth/tissue
- Mixing accessories

Participants are responsible for ensuring that their materials are ready before the competition begins.

9. Prohibited Materials & Methods

To maintain fairness and ensure that the competition evaluates **creative artistic ability**, the following are not permitted unless specifically approved by the Organizing Committee:

- Pre-drawn artwork
- Printed images
- Traced images
- Stencils containing pre-designed artwork
- Pre-cut artwork elements
- Stickers intended to form part of the final artwork
- Printed photographs
- Digital printing
- AI-generated images brought from outside
- Projected images used for tracing

- Pre-painted backgrounds
- Pre-completed components
- Any artwork prepared before the competition

Participants may use ordinary drawing tools such as rulers and compasses for construction and geometry.

The artwork itself must be created during the official 2-hour competition period.

10. Originality Requirements

Every submitted artwork must be the participant's **original creation**.

Participants may draw inspiration from general knowledge of rockets, space exploration and astronomy.

However, directly copying:

- Existing artwork
- Posters
- Photographs
- Illustrations
- Internet images
- Published artwork
- Another participant's artwork

is prohibited.

The judging panel may reject or disqualify an artwork where substantial copying is identified.

11. What you need to Create

Once the topic is announced, participants should develop an artwork that communicates a **clear idea or story**.

A strong submission should ideally demonstrate:

1. Concept

What idea is the artwork communicating?

2. Relevance

How clearly does the artwork address the announced topic?

3. Visual Storytelling

Can the viewer understand the idea through the artwork?

4. Creativity

Does the participant present the topic in an original way?

5. Artistic Execution

How effectively have colour, composition, line, form, proportion and visual elements been used?

6. Imagination

Does the artwork go beyond a conventional representation of a rocket?

11. Suggested Creative Direction

The following are examples of the kinds of ideas that may fit within the broad theme “**Rocket Revolution**”.

These are **illustrative only** and do not represent the actual competition-day topic.

Participants may imagine:

- Rockets evolving from early launch vehicles to reusable spacecraft.
- A future where rockets make space travel routine.
- A rocket carrying humanity toward Mars.
- Lunar settlements enabled by next-generation launch systems.
- Reusable rockets reducing the cost of access to space.
- Rockets connecting Earth, Moon and Mars.
- Children imagining themselves as future rocket engineers.
- A future space city powered by revolutionary launch technology.
- Rockets transforming Earth into a multi-planetary civilisation.

The actual competition topic will be announced on the day.

12. How You will be Evaluated

The judging panel will evaluate the artwork across **concept, relevance, creativity, artistic execution and visual communication**.

1. CONCEPT & IDEA — 25%
2. RELEVANCE TO THE TOPIC — 20%
3. CREATIVITY & ORIGINALITY — 25%
4. ARTISTIC EXECUTION — 20%
5. TIME MANAGEMENT & COMPLETION — 10%

13. Judging Principles

The competition is intended to reward the combination of:

IDEA + SCIENCE + CREATIVITY + ART

A technically accurate rocket drawing is not necessarily a winning entry.

Similarly, an artistically beautiful image with little connection to the topic may not score highly.

The strongest artwork will be the one that successfully combines:

A powerful idea + clear storytelling + creative interpretation + strong artistic execution.

14. Submission Requirements

At the end of the 2-hour competition period:

1. Participants must immediately stop working.
2. All artwork must remain at the designated competition area.
3. Participants must submit their artwork to the assigned coordinator/judging team.
4. The participant's identification must be provided as instructed.
5. No further modification will be permitted after submission.

Artwork submitted after the official deadline may be considered invalid unless the delay is caused by an official competition instruction or technical issue.

15. General Rules & Conduct

- Participants must work independently.
- Participants must follow instructions issued by competition officials.
- Participants may not disturb or interfere with another participant's artwork.
- Sharing of artwork or pre-prepared visual elements is prohibited.
- Mobile phones and digital devices may not be used for reference or image generation during the competition unless specifically permitted by the Organizing Committee.
- Participants must maintain cleanliness and discipline at the competition venue.
- Any deliberate damage to another participant's artwork or materials may result in disqualification.
- Participants must remain within the designated competition area during the active competition period unless permitted by an official.