

The Art of ENGINEERING

The 2023 Art of Engineering Challenge

Engineering is as much of a creative endeavor as it is scientific. For the second year in a row, the Cal Poly College of Engineering invites students, faculty, staff and alumni to submit visual artifacts that celebrate the aesthetic beauty of engineering to help decorate our common spaces and labs.

As an engineer and creator, we invite you to explore the interplay between engineering and art. Consider demonstrating the beauty enabled and expressed through engineering, such as physical assembly, CAD, coding, or any other elegant visualizations of data, information or design. Alternatively, use traditional artist's mediums — paint, pencil, photography — and your engineering know-how to share the beauty of the design process. Design, build, break and fix!

This year, we are particularly interested in receiving submissions focused on constructive engineering and those that celebrate cultural affinity groups.

INVITATION:

- Submissions will be accepted from College of Engineering students, faculty, staff and alumni (including Liberal Arts and Engineering Studies, Architectural Engineering and BioResource and Agricultural Engineering)
- Media types accepted: Graphics, photographs, small physical works (2 feet by 2 feet) displayable (submit photo for entry)
- Digital entries must be submitted in 300 dpi — .jpeg, .tif or .pdf format
- 300-word description of the work and its relationship to art and engineering required
- Digital entries only accepted via Microsoft form (original photographs and physical work should be submitted via digital image with the actual medium described in the writeup)
- Entries must include a copy of the legal agreement (complete .pdf, save and attach to email)
- Maximum of 2 entries per person

Selected works will be displayed in common spaces and labs within the College of Engineering, including Building 14, Building 192, Bonderson and the ATL. Entries will be selected based on aesthetic qualities and clear conveyance of the interplay of both art and engineering. Entries must be original, entirely the work of the entrant. A cross-disciplinary committee of three Engineering faculty or staff members with one CLA staff/faculty member will select the works to be publicly displayed. The College of Engineering reserves the right to photograph entries and gallery events for purposes of publicity, documentation and promotion. Selected entries will be displayed in Engineering buildings and administrative offices.

ENTER:

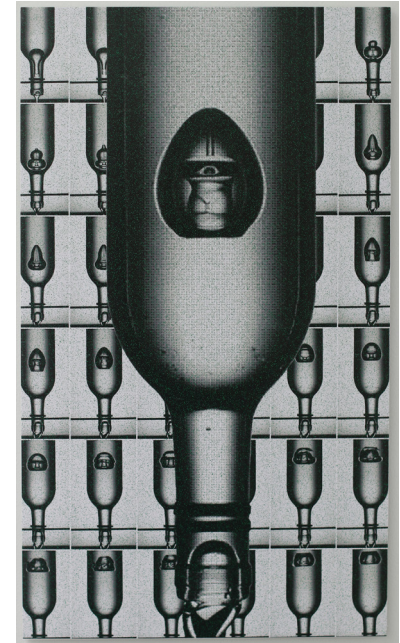
To enter, [CLICK HERE](#)

For questions, contact Zoë Wood at zwood@calpoly.edu.

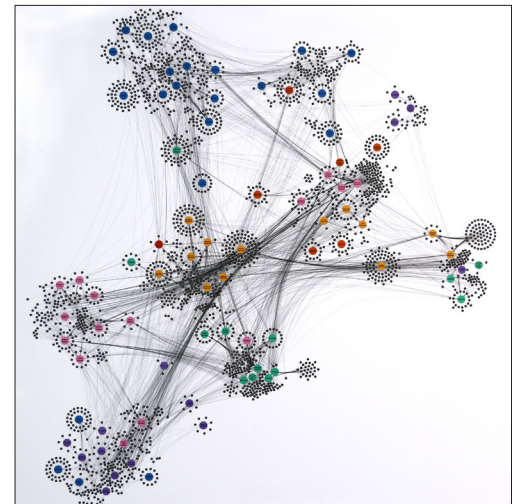


CAL POLY
College of Engineering

Entry Deadline:
February 15, 2023



Glycerin Cocktail
Awarded Platinum &
Dean's Appreciation
Tuyetthuc Nguyen &
Wanjiku Gichigi (2022)



The Knowledge Map
Awarded Gold
Kalen Goo (2022)



Grace Murray Hopper was one of the first computer programmers to work on the Harvard Mark I. She was also a United States Navy rear admiral, helped develop COBOL, and invented the first compiler, a program that translates programming code to machine language. Hopper has also been recognized for coining the computer science term "bug", as a moth found in her machine was making a computer program behave incorrectly.

(One of eight portraits)

**Female Pioneers
in Their Field**
Awarded Best Collection

Lindsay Landstad, Katie Seidl,
Bora Joo, Sai Rama Balakrishnan,
Vi-Linh Vu (2022) &
Kalen Goo (2022)



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