The Salon is the annual exhibition of medical art created and produced by members of the Association of Medical Illustrators (AMI) displayed at the site of the Annual Meeting. It is an impressive showcase for the most recent achievements in medical visualization.

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Welcome to the 2024 Salon

New this year

- The Exhibits Committee has edited this document for brevity and clarity. Our hope is that this facilitates referencing the information you need.
- A designated location to view the digital Salon entries will return to the 2024 Salon.
- The Interactive Expo will take place during the salon opening where artists can share their work with their colleagues.
- An additional, watermarked jpg file of your artwork (to be included in the online salon) will be required this year. A link to the watermark will be provided to you in this instructions document under File Preparation.
- Member’s Choice award has been sunsetting. Due to low participation, the Exhibits Committee feels that this undermines the integrity of the Salon Awards.

Timeline

<table>
<thead>
<tr>
<th>March</th>
<th>April</th>
<th>May</th>
<th>June</th>
<th>July</th>
</tr>
</thead>
<tbody>
<tr>
<td>Salon submissions are open</td>
<td>Judging</td>
<td>Delivery window for physical artwork to arrive at venue</td>
<td>Salon opening</td>
<td>Award ceremony</td>
</tr>
<tr>
<td>March 18 - May 31 (11:59PM ET)</td>
<td>June 18 - July 9</td>
<td>July 15 - 19</td>
<td>July 24</td>
<td>July 26</td>
</tr>
</tbody>
</table>
Location

The 2024 AMI Salon will be on display during the annual conference at the Riverside Convention Center in Rochester, New York.

This is the mailing address for still media entries (including traditionally printed books) and dimensional medial entries. 

Note: different from convention center address.

Contact for help

Questions about Salon:
Please reach out to Valerie Altounian val@altounianillustration.com, Amanda Frataccia info@fratacciastudios.com or Lori Messenger lmessenger@nejm.org

Questions about Award Force:
Contact AMI HQ hq@ami.org

How to Enter

Please thoroughly review these instructions prior to submitting your entry form.
All deadlines, rules and regulations will be strictly enforced.

Eligibility Requirements

Individual and Multiple Illustrator Submissions

- The Salon is open to all Professional, Associate, and Student members of the AMI.
- Each Professional, Associate, and Student member is allowed to submit two entries.
- Please note that being listed as a "contributor" on any Individual or Student entry counts as one of your entries.
- Multiple Illustrator Submissions should have each AMI Member credited on the Salon Entry Form. Contributors who are not AMI Members may be credited but cannot be the primary entrant and are not eligible for awards.

Corporate or Institutional Submissions

- Companies and institutions may submit entries under the company name.
- Corporations or Institutions are allowed to submit 6 entries.
- To be considered eligible, the company must employ a minimum of two current AMI members. One of the AMI members must submit the entry. Awards for Corporate submissions will be given in the company name, not in any individual's name.
Students

- Entries to the AMI Salon must be work completed in fulfillment of academic assignments/requirements and evaluated by faculty.
- Students may enter artwork if they are currently a Student Member of the AMI.
- Students that have graduated are eligible to enter curriculum-related artwork in the Student Salon during the year that they graduated. (i.e., Artwork created by a person that graduated in 2023, can be entered in the 2023 AMI Student Salon.) Student members may also continue their student membership through the first annual meeting following their graduation (i.e., a Nov. 2022 graduate may enter the 2023 Student Salon based on their continuing student status.)
- Students MAY NOT enter artwork in a professional category in the same year that they enter in a student category. Submissions that do not meet the above requirements will NOT be considered for an award.

Entry Process

The Salon entry and judging processes will be managed through Award Force. With this system, changes can be made to your entry up until the submission deadline and supporting materials can be uploaded during the registration process.

1. Log onto Award Force
   https://awards.ami.org/
   New users create an account, existing users sign-in here to begin process.

2. Submit digital files, entry form and payment
   - Judging will be conducted online for most categories using the digital files and information exactly as it has been submitted in Award Force. The digital files will also be used for the opt-in online salon.
   - See Digital File Preparation on page 11 for detailed instructions.
   - See Entry Fields Terminology on page 4 for help filling out your label(s) correctly.

3. Watch for email confirmation of your Salon registration
   If you submit and have not received confirmation, email hq@ami.org

4. For still media (including traditionally printed textbooks), dimensional media and fine art entries only
   Print out generated display label. Prepare entries for display and shipping to the Salon venue. See full instructions under “Artwork Preparation – Still & Dimensional Media Entries”.


Fees

The appropriate fees must accompany your entry form in Award Force in order for it to be accepted. Payments will be made in Award Force during submission.

Accepted payments: Visa, Master Card, or American Express. Prices shown in USD.

<table>
<thead>
<tr>
<th>Membership Category</th>
<th>Fee</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Professional Members (Individuals)</td>
<td>$65 per entry (limit 2/member)</td>
<td></td>
</tr>
<tr>
<td>Corporation or Institution</td>
<td>$175 per entry (limit 6/company)</td>
<td></td>
</tr>
<tr>
<td>Associate Members</td>
<td>$65 per entry (limit 2/member)</td>
<td></td>
</tr>
<tr>
<td>Student Members</td>
<td>$50 per entry (limit 2/member)</td>
<td></td>
</tr>
<tr>
<td>Fine Art Submissions* (All membership levels + Emeritus)</td>
<td>$45 per entry (limit 2/member**)</td>
<td>* The Fine Arts category is not judged and no awards will be given. ** Does not count toward the total number of allowed entries in other entry categories.</td>
</tr>
</tbody>
</table>

If you submit more than the number of allowed entries, the excess entries will be canceled. Please note that being listed as a "contributor" on any Individual or Student entry counts as one of your entries.

Entry Fields Terminology

Display label

The following information submitted in the Salon Entry Form on Award Force will be displayed alongside your piece both in the on-site salon and the online salon/archive. The AMI Salon Committee will print display labels for the on-site salon. Be sure the information you provide is consistent with the descriptions below:

**Title**

Please keep titles as short as possible. You will have the opportunity to explain and clarify the concepts of your piece in the “Intended Purpose” statement on the Salon label.

**Company/Institution**

The name of the institution or firm by which you are employed or in the case of self-employment, your own company name; NOT the client for whom the work was prepared.

Medium/Software
Art medium used in rendering the image. This includes software (e.g., Photoshop, Illustrator, Maya, etc.) and/or traditional media (e.g., watercolor, gouache, Bristol board, etc.) If the artwork combines both traditional and digital media, both should be described (for example, Graphite on Bristol/Photoshop).

**Final Presentation Format**
The form in which the artwork is to be presented or used by the client (e.g., PowerPoint slide, courtroom graphic, print ad, journal cover, etc.).

**Primary Audience**
Those for whom the content of the visual image is intended (e.g., medical students, surgical residents, research scientists, patients, general public, etc.).

**Intended Purpose**
A concise statement of the communication problems that the visual image solves. What is the message or story being told? This section is very important. Salon judges evaluate work objectively against a specific set of criteria to determine whether or not the entry has achieved the communication and technical goals stated by its author. Submit carefully constructed and well-formed Intended Purpose statements. *Note to Student Entrants: Students must also fill out an Intended Purpose statement for work to be judged. The Salon Judges realize that student works are intended to solve both technique and content problems. For example, if the assignment was to use multiplied layers, gradients, or wash techniques, then this information is appropriate and should be included in the Intended Purpose statement.*

**Social Impact**
A succinct description of considerations made related to variations of gender, race, skin tone, and/or body type, as well as other aspects of inclusion such as deafness, visual impairment, and/or low literacy. Consider what attention was given to address societal injustices and challenges not limited to race, age, body type, and disability. *Entrants may opt-in to be considered for the cross-category Social Impact Award. Please note that this statement is optional and the choice to opt-in or opt-out will not affect judging.*
Categories at-a-glance

Refer to the following tables to help you determine the code for your submission category. Detailed descriptions of each category follow.

### PROFESSIONAL + ASSOCIATE SALON

<table>
<thead>
<tr>
<th>Category</th>
<th>Still</th>
<th>Animation</th>
<th>Interactive</th>
<th>Dimensional Media</th>
</tr>
</thead>
<tbody>
<tr>
<td>Didactic/Instructional</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Noncommercial</td>
<td>A1</td>
<td>F1</td>
<td>G1</td>
<td></td>
</tr>
<tr>
<td>Commercial</td>
<td>A2</td>
<td>F2</td>
<td>G2</td>
<td></td>
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<tr>
<td>Editorial</td>
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<tr>
<td>Advertising and Marketing</td>
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</tr>
<tr>
<td>Plaintiff PI</td>
<td>D1</td>
<td>F4a</td>
<td>G6a</td>
<td></td>
</tr>
<tr>
<td>Defense PI</td>
<td>D2</td>
<td>F4b</td>
<td>G6b</td>
<td></td>
</tr>
<tr>
<td>Plaintiff MM</td>
<td>D3</td>
<td>F4c</td>
<td>G6c</td>
<td></td>
</tr>
<tr>
<td>Defense MM</td>
<td>D4</td>
<td>F4d</td>
<td>G6d</td>
<td></td>
</tr>
<tr>
<td>Medical-legal</td>
<td></td>
<td></td>
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<tr>
<td>Gaming</td>
<td>G4b</td>
<td></td>
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<tr>
<td>Textbooks</td>
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### STUDENT SALON

<table>
<thead>
<tr>
<th>Category</th>
<th>Still</th>
<th>Animation</th>
<th>Interactive</th>
</tr>
</thead>
<tbody>
<tr>
<td>Didactic</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Anatomical &amp; pathological</td>
<td>I1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Surgical &amp; clinical</td>
<td>I2</td>
<td>L</td>
<td>M</td>
</tr>
<tr>
<td>Molecular, biology, life sciences</td>
<td>I3</td>
<td>L</td>
<td>M</td>
</tr>
<tr>
<td>Editorial</td>
<td></td>
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<td>J</td>
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<tr>
<td>Advertising</td>
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</tbody>
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### FINE ART SALON

<table>
<thead>
<tr>
<th>Category</th>
<th>Code</th>
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</thead>
<tbody>
<tr>
<td>Fine art (Professional or student)</td>
<td>N</td>
</tr>
</tbody>
</table>
Professional Categories

Didactic/Instructional
Work that is primarily instructional in nature, which depicts surgical, anatomical, pathological, or bio-scientific structures, functions, and/or processes.

- **Non-Commercial** [A1 F1 G1] Any didactic work that is produced primarily for the academic marketplace or other not-for-profit entities. For example, work for a peer-reviewed academic journal, medical/surgical or health sciences textbook or atlas, and patient education materials for not-for-profit entities.

- **Commercial** [A2 F2 G2] Any didactic work that is produced primarily for the commercial marketplace. For example, work for a pharmaceutical, biotechnology, or medical/surgical device manufacturing company explaining biologic or pathologic processes or explaining how something is done.

Editorial [B]
Work that summarizes the content of a publication or article by calling attention to the subject matter of the same, either as cover or inside art. All cover art, whether for a journal, magazine, or book, should be entered into this category, regardless of content.

Advertising and Marketing/Promotional [C F3 G3]
Work created to attract attention to or show support for a product, business, or service in the pharmaceutical, biotechnology, or medical/surgical device manufacturing industries, and all that are similar. These are generally intended to aid in selling or promoting a product/service or creating brand recognition. NO PERSONAL OR COMPANY DEMO REELS PLEASE.

Medical-Legal
Work produced to provide or accompany medical documentation in legal proceedings.

- **Plaintiff Personal Injury** [D1 F4a G6a]
  Work created for Plaintiff in a Personal Injury case serve to educate a judge and/or jury on the: anatomy, mechanism of injury; negligence factors; extent of a plaintiff’s trauma; surgeries they endured; complications and long-term sequelae; or other scientific/technical factors.

- **Defense Personal Injury** [D2 F4b G6b]
  Work created for Defense in a Personal Injury case serve to educate a judge and/or jury on the lack of negligence or severe injury (or inappropriate causal link between the two), including portrayals of pre-existing conditions or normal deterioration and aging issues or other scientific/technical factors.

- **Plaintiff Medical Malpractice** [D3 F4c G6c]
  Work created for Plaintiff in Medical Malpractice case serve to educate a judge and/or jury on the issues related to injury or death due to medical error or negligence, such as: surgical mistake; hospital/clinic mistake; misdiagnosis or neglect; failure to diagnose or delay to treat; scientific/technical factors; or other issues related to the decline in a plaintiff’s health or well-being.
• **Defense Medical Malpractice** D4 F4d G6d

Work created for Defense in Medical Malpractice case serve to mitigate the degree of responsibility for injuries, including to educate a judge and/or jury that the defendant (accused) healthcare provider correctly followed protocols, or that they were not responsible for the plaintiff’s injuries or compromised outcome, including scientific/technical factors.

**Gaming** G4a G4b

Games present the user or users with challenges or problems to undertake for fun, discovery, or education related to medicine, health sciences or life sciences. G4a encompasses video games played on a digital device, including emulated board games. G4b refers to physical, tabletop games and is a subcategory as judges will be requested to be on-site to finalize their decisions in-person.

**Textbooks** E G5

For still media (E), this pertains to traditionally printed physical books, and for interactive (G5) this pertains to books viewed using interactive electronic means (iBooks, eBooks, interactive pdfs). These books are medical, surgical, anatomical, pathological, health-related, or life sciences in nature. Books are judged on the quality and usage of their illustrations, and not on their graphic design. *(Note: Entries submitted in this category that do not include illustrations shall not be considered for awards.)*

**Fine Art** N

(No awards will be given in this category)

This category is to showcase our members’ fine art. Professional, Associate, Emeritus, or Student members of the AMI may submit pieces of Fine Art that they’d like to share with the membership for display during the salon. Only digital prints will be accepted; do not send original art. Each member may submit up to two pieces into this category, which will not count against the two judged categories entry limit.

**Dimensional Media** H

Dimensional media pertains to three dimensional physical items such as 3D printed materials, tactile anatomical simulators, prostheses, surgical models, and other tactile three-dimensional forms (tactile 3D) of an anatomical, pathological, medical, or surgical nature.

These pieces are created with the intention to be used and observed in person. This category does not include digital 3D models, for example, a 3D liver model created for an educational app or a surgical simulator created for Meta Quest. There are no subcategories within this media type (ie: Didactic, Medical legal, etc).
Student Categories

Didactic/Instructional
Illustrations that are primarily instructional in nature, which depict surgical, anatomical, pathological, or bio-scientific structures, functions, and/or processes. May be color, continuous tone, or line illustrations.

- **Anatomical/Pathological** I-1
  Illustration of anatomy/pathology for identification purposes. For example, to demonstrate normal or pathological anatomy as it appears, such as would be found in an atlas of anatomy. To depict a given pathology or disease process as a means to help a patient identify/recognize his/her condition, as would be found in an informational pamphlet or wall chart.

- **Surgical/Clinical Procedures** I-2
  Multi-part or “critical step” illustrations depicting a multi-part procedure. For example, depictions of a surgical procedure/processes or clinical testing (e.g., Orthopedics: Knee Instability Tests) or clinical procedures (e.g., injection guides or tissue sampling techniques).

- **Molecular/Biological/Life Sciences** I-3
  Illustrations depicting human or animal cellular processes, lifecycles, behaviors, or functions. For example, depictions of the normal or pathological function of an organ or system, or depictions of chemical/molecular/cellular component interactions and processes at the cellular or subcellular level.

Editorial J
Illustrations designed to summarize the content of a publication or article by calling attention to the subject matter of the same, either as cover or inside art. All cover art, whether for a journal, magazine, or book, should be entered into this category, regardless of content.

Advertising and Marketing/Promotional K
Illustrations, didactic or otherwise, designed to attract attention to or show support for a product, business or service in the pharmaceutical, biotechnology, or medical/surgical device manufacturing industries, and all that are similar. These mirror professional projects that are generally intended to aid in selling or promoting a product/service or creating brand recognition.

Animation L – See “Media Descriptions” below. There are no subcategories for the Student Animation submissions.

Interactive M – See “Media Descriptions” below. There are no subcategories for the Student Animation submissions.
Fine Art

(NO AWARDS WILL BE GIVEN IN THIS CATEGORY)
This category is to showcase our members' fine art. Professional, Associate, Emeritus, or Student members of the AMI may submit pieces of Fine Art that they’d like to share with the membership for display during the salon. Only digital prints will be accepted; do not send original art. Each member may submit up to two pieces into this category, which will not count against the two judged categories entry limit.

Media Descriptions

Still
These are static pieces of art created and displayed either digitally or traditionally.

Animation
Any piece of 2D or 3D motion media where the end result is a linear presentation of moving images. They feature medical visualizations of surgical, anatomical, pathological, health-related or bio-scientific structures, functions, and/or processes.

Interactive
Works entered as interactive media are meant to be actively interacted with or manipulated in a digital space wherein the user’s inputs affect the program’s outputs. Examples include websites, apps, extended reality, booths. This refers to the overarching product including the sum of its parts. If you are submitting animations or still images created for use within an interactive product, they should be entered in those respective categories and not here.

Dimensional
Dimensional media pertains to three dimensional physical items such as 3D printed materials, tactile anatomical simulators, prostheses, surgical models, and other tactile three-dimensional forms (tactile 3D) of an anatomical, pathological, medical, or surgical nature. These pieces are created with the intention to be used and observed in person. This category does not include digital 3D models, for example, a 3D liver model created for an educational app or a surgical simulator created for Meta Quest. There are no discrete categories within this media type (ie: Didactic, Medical legal, etc).
Digital File Preparation Checklist for Award Force

Still and Dimensional Media, including traditionally printed textbooks

Three JPG files that are 2500 pixels high, 300 dpi, RGB:

- **JPG for Awards presentation**
  - File name: category_First 10 letters of title.jpg
  - For example, 2 entries in didactic/instructional-commercial category (A2) would look like this: A2_Cardiology.jpg and A2_Gastricbyp.jpg

- **JPG for Judging**
  - Anonymized – remove all signatures and logos of entrant
  - File name: category_First 10 letters of title_nosignature.jpg
  - For example: A2_Cardiology_nosignature.jpg

- **NEW Watermarked JPG for online salon, AMI promotional purposes, and Journal of BioCommunications:**
  - Download AMI watermark from Award Force here. Add it layered above your artwork.
  - Does not have to be anonymized.
  - File name: category_First 10 letters of title_watermark.jpg
  - For example: A2_Cardiology_watermark.jpg

Fine Art

While these submissions are not judged, they do need a JPG for inclusion in the online salon.

- **NEW Watermarked JPG for online salon, AMI promotional purposes, and Journal of BioCommunications:**
  - Download AMI watermark from Award Force here. Add it layered above your artwork.
  - 2500 pixels high, 300 dpi, RGB
  - File name: N_First 10 letters of title_watermark.jpg

Animation and Interactives, Interactive Textbooks, and all Games

Three MP4 files with h264 codec and minimum of 24 fps, edited to length of 3 minutes

Two JPG files that are 2500 pixels high, 300 dpi, RGB:

- **MP4 for Salon display**
  - Animations and interactives must be submitted as 3-minute videos (or shorter) for judging and for display in the online salon. Entries that include videos that are longer than 3 minutes will be disqualified from judging. Interactive textbooks may be submitted as an iBook or interactive pdf. You do not need to submit a video for Interactive Textbook submissions. Interactive program files (apps, .exe files, websites, etc.) are not accepted
at this time. Instead, interactive entries must be a video of at least 90 seconds of continuous, un-cut, unedited user interaction using screen capture technology or hand-held video of the interactive program in use.

- The entrant may use a split-screen showing user interaction with peripheral hardware such as a motion-controller, VR headset, or haptic devices.
- These videos are not commercials, teasers, or trailers, but demonstrations of the interactive program in its current state at the time of submission.
- It is allowable to add explanatory voice-over explaining the interactive and/or what the person is experiencing. No music, artwork, screenshots, visual FX, motion graphics, or sound FX are to appear in the video that aren’t part of the interactive program.
- This video editing or post-production is not being judged.

- File name: `category_first 10 letters of title.mp4`
  For example: `F2_Cardiology.mp4`

**MP4 for Judging**
- Anonymized – remove all signatures and logos of entrant
- See above for guidelines on creating the video.
- File name: `category_first 10 letters of title_nobranding.mp4`
  For example: `F2_Cardiology_nobranding.mp4`

**NEW Watermarked MP4 for online salon, AMI promotional purposes, and Journal of BioCommunications:**
- See above for guidelines on creating the video and format. [Download watermark here.]
- File name: `category_first 10 letters of title_watermark.mp4`
  For example: `F2_Cardiology_watermark.mp4`

**JPG Still for awards presentation (Note: for the Interactive Textbook category, upload an image of either the book cover or representative artwork)**
- 2500 pixels high, 300 dpi, RGB
- File name: `category_first 10 letters of title.jpg`
  For example: `F2_Cardiology.jpg`

**NEW Watermarked JPG for online salon, AMI promotional purposes, and Journal of BioCommunications:** (Note: for the Interactive Textbook category, upload an image of either the book cover or representative artwork)
- [Download AMI watermark from Award Force.](#) Add it layered above your artwork.
- 2500 pixels high, 300 dpi, RGB
- File name: `category_first 10 letters of title_watermark.jpg`
  For example: `F2_Cardiology_watermark.jpg`
Show Preparation

Physical Artwork Preparation for Display and Shipping

All still media (including traditionally printed textbooks), dimensional media, and fine art entries must be shipped to the 2024 AMI conference location in order to be included in the salon.

At this time there is no action needed for physical artwork preparation of other media types.

Entries must include packing slips (from Award Force) and arrive at the venue address within the delivery window. Entries received after this deadline will be excluded from the Salon and will be returned to the entrant C.O.D.

Still Media and Fine Art

- Print artwork at a high quality and on study paper
  - Print may be matte or glossy
  - Dimensions should be no larger than 24” x 24”
    - Multiple views may be mounted together as a single entry
    - In the spirit of saving space, please DO NOT overly enlarge your entry.
- Flush mount your high-quality print onto black foam core.
- Attach Velcro to the back of your mounted work.
  - Use the rough, HOOKED side of the Velcro only, not the fuzzy side. Do not use command strips.
  - Attach six 3-inch Velcro strips – three on the top and three on the bottom. (see diagram)
- Print your Packing Slip from Award Force and attach it to the back of your foam core so your piece can be identified upon arrival.
- For flat entries, we recommend sandwiching the artwork between layers of sturdy foam board or heavy corrugated cardboard. Use craft paper or the like for cushioning, NO Styrofoam pellets. It is also recommended to protect the corners of your piece using corner protectors.

Traditionally Printed Textbooks

- No special display treatment needed.
- Print your Packing Slip from Award Force
  - Adhere to the inside cover with low-tack tape.
**Dimensional Media**

- No special display treatment needed, though to be included in the in-person salon, the piece can be no larger 2 ft. x 2 ft. x 2 ft.
- Print your Packing Slip from Award Force
  - Adhere to your piece in a discrete way if possible. For example, if the piece has a flat bottom, the packing slip can be taped there. If there is no appropriate place to adhere the label to your piece, simply include your packing slip in your box.

**ALL:**

- If you plan on picking up your piece in-person and cannot retrieve your artwork yourself, you must designate a pickup person on the entry form or provide a signed authorization note.
- If you plan to ship your piece back home, you MUST include a pre-paid, pre-addressed shipping label.
  - Pre-paid, pre-addressed shipping labels must be enclosed in an envelope inside your parcel. Tape this envelope to the inside of your shipping container.
  - The AMI is not responsible for handling returns of artwork without a prepaid shipping label.
- If multiple entries are submitted in one shipment, enclose a packing list inside your parcel detailing the contents (number of entries, artist names, titles of pieces etc.)
  - Tape this list to the inside of your shipping container
- Prepare a sturdy shipping package for your artwork! It is important to take extra care to protect your work from damage during transit.
- Ship your artwork to the conference venue. Shipments must arrive between Monday, July 15 and Friday, July 19. Ship to:
  
  Great Lakes Events  
  AMI Annual Conference  
  810 Emerson Street  
  Rochester, NY 14613

*Please note: The AMI is not responsible for any incidental damage that might occur while the artwork is being handled on site and/or from tape or other materials applied directly to the artwork surface during the judging process to cover any signature. Any artwork damaged in transit may be excluded from the Salon. Traditional Display Task Force Chairs will do their best to contact the artist ahead of time if they notice that an entry has been damaged in transit so that a replacement can be sent or hand-delivered to the venue.*

**Interactive Lounge**

Note: You may sign up to participate on the online submission form in Award Force.

At the salon opening, there will be an area dedicated to showcase the diverse interactive media included in the salon. The intent is to allow creators to demonstrate their work in its full capacity.
Creators can bring their iPads, laptops, headsets, gamepads, links to app downloads and anything necessary to have your pieces be appreciated by your friends and colleagues. The 2024 AMI Salon opening is scheduled for 6:00pm on Wednesday, July 24. We encourage those showcasing to arrive no later than 5:30pm to set up if needed.

Entrants are responsible for supplying, setting up and securing all hardware and software needed and the AMI is not responsible for theft or damage of any hardware or software supplied by its members. This is a dynamic space - there will be hi-top tables but no formal stations. Depending on the number of people who want to participate, space may be limited to first-come, first-served.

Judging and Awards

Judging
When evaluating entries, judges will consider the intended purpose, degree of problem solving, concept, accuracy of medical or scientific content, creativity, medium/software used, technical execution, clarity, and appropriateness to the audience as stated in the online entry form. For help in understanding the judging process, access and study the sample judging forms found on the AMI Members HUB or in the salon section of the annual meeting website and linked below.

Judging Forms:
General    Book    Interactive    Animation

Judging will be conducted and finalized online for most categories using the digital files and information that has been submitted in Award Force. Judging will be finalized onsite for categories E, Textbook (traditionally printed book) and H, Dimensional Media.

Awards
Awards are determined at the sole discretion of the Salon Judges. Salon judges evaluate all artwork objectively against a specific set of criteria to determine whether or not the entry has achieved the communication and technical goals as stated by its author in the Intended Purpose statement. All awards will be announced during the Awards luncheon during the conference.

Awards of Excellence
Given to artwork that has met the highest standards of the profession.

Awards of Merit
Given to artwork deserving special recognition of achievement.

The two awards above are not limited to one each per category and judges are not required to give both awards in each category.
The Social Impact Award
To qualify for the Social Impact Award, members will choose to fill out a Social Impact statement. This statement is optional and separate from the Intended Purpose statement which will remain as the primary statement for Salon Judging.

A Social Impact Statement is a succinct description of considerations made related to variations of gender, race, skin tone, body type, and/or differently abled bodies, as well as other aspects of inclusion such as deafness, visual impairment, and/or low literacy. Entrants will be asked to consider what attention was given to address societal injustices and challenges not limited to race, age, body type, and disability.

For this award, judges will only evaluate entries that include the optional Social Impact statement, using a rubric devised for this purpose. Up to three (3) Social Impact Awards for the Professional Categories (Individual or Corporate Entries) and up to three (3) Social Impact Awards for the Student Categories will be awarded.

Artwork Return Instructions
You are responsible for the return method of your artwork. The three return options are:

1. Picking Up Salon Artwork in Person
The 2024 AMI Salon artwork pick-up window is on Saturday, July 22, 12:30 – 2:30 pm. Absolutely no artwork may be removed from the Salon prior to the pick-up window.
   - Only the artist(s) or designated person are allowed to pick up artwork.
   - Sign out the artwork with the Salon staff before removing the artwork from the Salon.
   - Remove your piece from the display board and take it with you.

2. Shipping Salon Artwork Home
If you wish to ship your artwork back home, you must enclose a completed pre-paid, self-addressed FedEx/UPS/or other freight carrier return shipping label with your entry and include it in your shipping container.
   - Designate that your piece will be shipped home on your entry form.
   - Include a prepaid and self-addressed return shipping label inside your shipping container.
   - AMI will re-pack your artwork to the best of its ability and deliver it to the hotel mailing center.
     ○ You are welcome to re-pack your piece yourself during the Salon pick-up window – Saturday, July 27, 12:30-2:30 pm.

Please note: The AMI will not contact you if there is no prepaid label and your artwork will not be returned to you. The AMI is not responsible for any piece surrendered to the hotel mailing center or any incidental damage that might occur while the artwork is in transit.
3. Donating Your Salon Artwork
If you do not wish to keep your artwork, you may choose to donate it to the Vesalius Trust to be included in future auctions to raise funds for scholarships and grants. You can choose this option during entry submission in Awards Force.

Artwork not picked up by the owner or their designate by Saturday July 27 at 2:30pm will NOT be returned.

Artwork lacking a pre-paid, self-addressed return shipping label, will NOT be returned.

Unclaimed artwork will be donated to the Vesalius Trust or thrown away at the discretion of the AMI, by Saturday July 27 at 2:30pm.

Good Luck Everyone!!!

Questions about Salon:
Please reach out to Valerie Altounian val@altounianillustration.com, Amanda Frataccia info@fratacciastudios.com or Lori Messenger lmessenger@nejm.org

Questions about Award Force:
Contact AMI HQ hq@ami.org