

PICASSOS PIXELS

Picassos Pixels puts delegates at the heart of where science meets sight. To truly understand you must first see. Delegates step into the role of communicators taking on complex scientific ideas. Whether they come from mathematics, technical fields or deep conceptual thinking. And turning them into clear finished visual work. In both rounds teams must balance precision, with creativity. They work with composition, craftsmanship and sharp thinking to make abstract concepts instantly readable. Every round rewards those who can think like scientists and act like artists all in one go. It's not about making something look good. It's about making meaning visible.

Delegates per team: 1-3

Round 1 :

Your group takes on the role of artists who work completely using the language of math. With the Desmos Graphing Calculator you need to change equations, functions, inequalities and coordinate changes into a visual picture. No hand-drawn parts allowed. At the beginning of the round your group gets a theme. From that one idea you must build characters, scenes, objects or abstract images using only math expressions. Judges will look at the math behind the picture checking the equations that made it to see how much real math creativity and difficulty are, in the work.

Round 2 :

With the art challenge complete your group moves from being creators to inventors. You are given a problem or a general topic and need to come up with a new invention that can solve it. Then you have to turn that invention into a blueprint that looks like a real patent. Every part needs to be visible and clearly marked. The inventions purpose, how it is built inside the parts and the way it works. Judges will look at how the science is shown in the picture. They will like designs that're technically correct and have something special that makes the invention different, from anything that already exists.