EXPRESSIVE ARTS

ART

RULES
1. Each 4-H member may exhibit one entry per class number, but only 3 exhibits in Original Art and 3 exhibits in Non-Original Art can go on to State Fair. Art has two divisions based on whether the entry is entirely original or includes components that have been designed or created by others. In both divisions, the member will be expected to create their work by applying the elements and principles of design.
2. Artwork may not be framed with the exception of work done with chalks, charcoal, or pastels. If work done with chalks, charcoal, or pastels is framed, lightweight frames with plastic rather than glass should be used for protection during display. No glass is allowed.
3. Artwork is to be mounted for display, including jewelry. All jewelry exhibits must be mounted in some way to a board or fabric covered board for display. Matting, spray fixatives and/or over wrap with plastic are acceptable for protection of the artwork. If an item is meant to hang, a hanger that will support the weight of the item must be securely attached. Adhesive plastic hangers are encouraged to protect other artwork. They may be available through county Extension offices.
4. All items made from clay (except modeling clay) must be exhibited in the Ceramics and Pottery division.
5. All work done on an item that is wearable clothing or accessory must be exhibited in a Wearable Art category.
6. Exhibits should not contain parts that expose the public or volunteers to injury (i.e. sharp edges or points.)
7. Exhibits are entered and displayed at the risk of the exhibitor; see General 4-H Information – Eligibility.
8. In addition to the exhibit tag, each piece of an exhibit must be labeled on the back or bottom with the member’s name, county, and exhibit class number. Exhibits that have more than one piece need to be tied together or connected together in some way so the pieces can be considered as one exhibit.
9. To qualify for judging, a fully completed 4-H Art Exhibit Explanation card must be attached. Forms are available at the county Extension offices and at the State 4-H website: http://oregon.4h.oregonstate.edu/special-events/state-fair/cm-expressive-arts. Judging criteria are outlined on the Art Project Evaluation Form found at: http://oregon.4h.oregonstate.edu/special-events/state-fair/cm-expressive-arts
10. Exhibits and or presentation topics that may be considered questionable or offensive are discouraged from being brought to or presented at County Fair. The final decision for display or presentation will be made by the 4-H Youth Development Agent, with input from the superintendent.

CLASSES

NOTE: Fill in blank in class number (__) with corresponding number for Junior, Intermediate, or Senior.
1 Junior
2 Intermediate
3 Senior

ORIGINAL ART

Member applies the elements and principles of design to create work that is entirely their own.

Drawing and Sketching
231 100 01_ Line drawing—original work using line technique with any drawing medium that can make a distinct line. Medium examples might include pencil, colored pencil, scratch art, pen and ink, felt tip.
231 100 02_ Shaded drawing—original work using shading technique with any drawing medium. Medium examples might include charcoal, pencil and colored pencil.
231 100 03_ Line and Shaded Combination drawing—original work using a combination of line and shading techniques

Painting
231 100 04_ Water Color, Tempera, or Other Water Media—original painting using a water media (identify media used)
231 100 05_ Acrylic painting—original work using acrylic paint media
231 100 06_ Oil Painting—original work using oil paint media
231 100 18_ Pastels—original work using pastel media

Print Making or Stenciling
Print or Stencil
---original work using print making or stenciling techniques with a design created by the member.
(Use of purchased commercial stencils is not appropriate.)

Collage or Mosaic
---original work using collage or mosaic techniques with a design created by the member.
Media might include paper, tile, wood, glass, seeds, etc.

Dyeing and Marbling
---original work using marbling or dyeing techniques such as batik or dye painting.

Other Two Dimensional Work
---original two-dimensional work using techniques other than those listed for classes above. Examples might include cut paper or calligraphy.

Multiple Media—Two Dimensional
---original two-dimensional work that incorporates two or more of the techniques and/or media described above.

Carving
---original three-dimensional work using subtractive techniques in wood, clay, soap, etc.

Casting, Modeling & Assembling
---original three-dimensional work using additive techniques. Examples might include metal welding, casting or paper maché.

Other Three Dimensional Work
---original three-dimensional work other than carving or casting, modeling and assembling. Examples might include origami and pop-up art structures.

Wearable and Functional Art

Wearable Clothing---clothing item demonstrating original artwork. Techniques might include painting, dyeing, beading, etc.

Wearable Accessory---accessory item demonstrating original artwork. Examples include jewelry, hat, purse, footwear, etc. Techniques might include painting, dyeing, sculpting, beading, enameling, etc.

Functional Item---original work in any technique or media done to create functional but non-wearable items such as bowls, vases, cups, lamps, or other items. Typical media might include metal, wood, clay or paper.

Digital Illustration
Digital Illustration is the use of digital tools to produce images under the direct manipulation of the artist. It is distinguished from computer-generated art, which is produced by a computer using mathematical models created by the artist. It is also distinct from digital manipulation of photographs in that it is an original construction “from scratch.” (Photographic elements may be incorporated into such works, but they are not the primary basis or source for them.)

Digital Illustration---original work using a digital illustration program or tool to create a vector or pixel-based illustration. Work should be presented in a tangible form (such as a printout) at an appropriate resolution for judging

NON-ORIGINAL ART
Member applies the elements and principles of design to create work that may incorporate pieces that have been designed or created by others such as instructional patterns, pre-stamped or printed outlines, rubber stamps, commercial stencils, stickers, printed papers, etc. The explanation to the judge should explain how the member made the decisions about how to incorporate these pieces into the total design. The pre-designed component must not be the total design.

Painting (Does not include stenciling or etching)

Painting on wood surface---decorative painting on a wooden surface using any paint medium and the aid of a pre-designed instructional pattern
231 100 52_ Painting on metal, glass, or other non-porous surface—decorative painting on a metal, glass, plastic, glazed clay or other non-porous surface using any paint medium and the aid of a pre-designed instructional pattern.

231 100 53_ Painting on a porous surface—decorative painting on a porous surface using any paint medium and the aid of a pre-designed instructional pattern. Surfaces might include fabric, paper, fiber, unglazed clay, plaster, or cement.

**Stenciling/Printing/Stamping**

231 100 54_ Stenciling/Printing/Stamping—work created using stenciling, etching, printing, or stamping techniques with the aid of stencils, forms, stamps or designs that the member did not create themselves. If appropriate, the exhibit may be up to five smaller items that use the same technique based around a theme. (Example: up to 5 note cards using nature stamps)

**Drawing/Shaping Techniques**

231 100 55_ Drawing/Shaping Techniques—work created using drawing/shading/texturing and/or three dimensional shaping techniques with the aid of partial photographs or line drawings that the member did not create themselves. Examples include soft metal embossing, woodburning, scratch art, or drawing to complete or enhance a partial photo of a subject.

**Collage, Decoupage, Assemblage, Scrapbooking**

231 100 56_ Collage / Decoupage — two dimensional work created using the aid of pre-designed components such as photographs or printed motifs on paper or fabric. (No scrapbook or memory book pages.)

231 100 57_ Assemblage — three dimensional work created using assemblage techniques and components or materials that are pre-formed or designed by someone other than the member themselves. Work should be assembled in a manner that maintains the form as a permanent structure. (No Lego© creations or kits.)

231 100 58_ Scrapbooking — up to two single sided scrapbook or memory book pages based on a single theme. Pages are encouraged to be protected by plastic sleeves. Exhibits with two pages should have the pages securely attached to each other.

**Wearable Art**

231 100 60_ Wearable clothing — clothing item demonstrating artwork done with the aid of pre-designed components. Techniques might include painting, dyeing, beading, etc.

231 100 61_ Wearable accessory - accessory item demonstrating artwork done with the aid of some pre-designed components. Examples include jewelry, hats, purses, footwear, etc. Techniques might include painting, dyeing, sculpting, beading, enameling, etc.