

SECTION E - VISUAL ARTS/PHOTOGRAPHY

- Visual Arts/Photography exhibits must have been created by the exhibitor as part of a 4-H program during the current year and should reflect a meaningful, thoughtful process.
- Visual Arts exhibits will be evaluated on technical quality, including image resolution and quality of printing, composition and artistic merit, storytelling ability and mounting of exhibit.
- Exhibit should be mounted on a sturdy background like Mat Board or Foam Core, not in a commercial picture frame (entries will not be accepted under glass or wrapped in plastic). Preparation of photo for exhibit should demonstrate good workmanship and use of materials.
- No photograph or digital image shall be smaller than 4" x 6" or larger than 11" x 14".
- Exhibit must be titled or captioned to assist the viewer to interpret the message.
- Any edited images **must** be accompanied by a thumbnail print of the original image **taped to the back of the exhibit.**
- Exhibits should be ready to be hung
- **(5 examples per class)**

Class No.

1. SINGLE UNEDITED DIGITAL IMAGE

- Picture comes straight from the camera, no modification.

2. SINGLE SLIGHTLY EDITED DIGITAL IMAGE

- Image somewhat digitally edited or enhanced.
- Modifications may include: changing color, cropping; sharpening or blurring; brightness or contrast changes; or the addition of text.
- Thumbnail of the original image shall accompany exhibit.

3. SINGLE HEAVILY EDITED DIGITAL IMAGE

- Image has been radically digitally edited or enhanced.
- Modifications may include: addition to or the removal of parts of the image; changes in the color scheme of the image; the use of filters or effects; or animation using digital images, etc.
- Thumbnail of the original image shall accompany exhibit.

4. USING MULTIPLE DIGITAL IMAGES

- Multiple images may be combined to create a single print (prints may mix color and monochrome images for extra impact).
- Thumbnail of the original images shall accompany exhibit.

5. SINGLE FILM IMAGE

- Commercially developed from 35 mm film camera, unedited, black and white or color.

6. PHOTO STUDY CLASS – Entry card must specify if film is used or if digital images – must note if these are unedited or edited images – thumbnails must be attached on the back for edited images. Consist of one of the following:

- A Four photos demonstrating four methods of isolating the subject; not more than three objects permitted in each photo.
- B Four Close-up photos with a different main light source in each - front, side, back and diffuse.
- C Four photos - each to illustrate one idea, i.e., hidden lines and shapes, framing, patterns, perspective or texture. Show differences - same topic, different location, angles, etc.

7. PHOTO STORY – Narrative or informational presentation using images as illustrations to communicate story or document a process. Consists of 4 to 8 photographs of similar size with identifying or informational captions to tell a story or document a process. Exhibit may include a short narrative telling the story that the images are illustrating. Some photo stories require a supporting narrative, conversely, most narrative work is better supported by a group of images. Exhibit will be judged on informational/narrative quality of photographs, relevance to and integration with the story, technical quality of the photographs and quality of the overall presentation. If edited images are used, thumbnails of the originals shall accompany exhibit.

8. PICTURES OF 4-H PROJECTS, ACTIVITIES AND TRIPS – ANY SIZE – Images will be evaluated based on design, ability to tell a story and marketing appeal.

9. VIDEO PROJECT - Please note that Evaluators have limited viewing time available. You must provide proper viewing equipment for the Evaluations: do not assume that equipment will be readily available.

- Project can be a 30 second television spot, a documentary demonstrating 4-H activities, a narrative or dramatic group project by 4-H members or an informational presentation promoting 4-H.

- Project to feature a 4-H project or activity or promote 4-H.
 - Products longer than 10 minutes should include a short "preview highlights" show as a separate tape, disc or file. **Please remember that Evaluators have limited viewing time available.**
 - Project can be submitted as a CD or DVD. If project is submitted as a computer file, clear documentation for opening and viewing procedures, as well as software requirements should be included in supporting documentation.
 - To ensure that the exhibit can be viewed and evaluated at the fair, the exhibitor should make arrangements prior to the fair for necessary hardware (and software if necessary) to be present, accessible and operating at the time of exhibition and evaluation.
 - Project will be evaluated on technical quality, organization, creativity and ability to communicate a message.
10. **COMPUTER GRAPHIC DESIGN** – design a graphic to be used to promote any aspect of 4-H. Design must:
- Be copy friendly
 - Be computer generated/or hand drawn graphic
 - Use the official 4-H clover (<http://nys4h.cce.cornell.edu/events>).
 - If using graphics from the World Wide Web please note source and permission for use from owner.
11. **MY WEB PAGE**
- Entry must include web page address and short write-up of what you would like to accomplish through web page.
 - Web Page acknowledges NYS 4-H Youth Development/Cornell Cooperative Extension and other resources (both human and material) that provided the means for learning and skill development necessary to create the web page.
 - Web page must be accessible on-line.
12. **POWER POINT PRESENTATION** – Submit a hard copy of your presentation as well as a disc or flash drive.
13. **CREATIVE FRAMING**
Criteria for exhibiting in Creative Framing Class:
- One Exhibit per Exhibitor.
 - Exhibits simply placed in a commercial frame are ineligible.
 - Exhibitor is expected to draw on their artistic sensibilities to enhance an existing image via the creative framing process.
 - Photographic Image may come from Class #1 or Classes #5 – 8.
 - Exhibitors should use their imagination such that Creative Framing serves to create a visual image that is more powerful than the sum of all its parts.
 - The possibilities are limited only by your own ideas and collaboration.
 - Creative Framing Possibilities:
 - Create your own physical frame using materials discovered in the environment (i.e., leaves, sticks, pinecones).
 - Sandwich your photo between two pieces of commercially framed glass, then carefully add your own rendering to the piece.
 - See the physical frame as a three-dimensional space that uses depth in ways that stimulate viewer attention.
 - Decorating or adding to a commercial frame is acceptable, as long as the exhibitor has "made it his own" by modification.
14. **VISUAL ARTS/PHOTOGRAPHY/GRAPHIC DESIGN OPEN CLASS** – Any exhibit deemed by the 4-H Educator to be worthwhile that falls outside categories described above.

