Fine Arts Guidelines

General Guidelines –

The 4-H Member should:
• Learn art skills & techniques
• Use a variety of media
• Learn good design elements and principals
• Investigate, explore and discover their own individuality
• Learn about history, styles and a variety of cultures in art, artists in the area and art careers.
• Be able to tell the judge what was learned
• Have fun creating
• Share ones art skills with others
• Be aware that some art materials can be hazardous
• Level of difficulty must increase each year in the project as skill level advances.

Exhibition Guidelines

• All works must be original – NO KITS
• One best exhibit for each class as listed in the fair book
• Neatness and general clean appearance of project is very important
• Two-dimensional work should be framed, matted or mounted and ready to hang.
• Paintings must be framed. Frame does not have to be wood . . . must be ready to hang . . . glass is optional.
• Be prepared to discuss your work with the judge, where you idea came from, how it developed and what you learned.

Drawing
• Suggested Media – pencil, ink, charcoal, chalk pastels, oil pastels, crayon, mixed media, and other.
• Get familiar with materials used for drawing, different kinds of pencils, media and paper.
• Try different styles of drawing, contour, gesture, modeled.
• Use perspective, overlapping size, space, placement, details, texture, color and value change, converging lines.
• Composition, place the drawing on the paper using good design
• Light and shade – observe light and the shadows it makes. Start out adding shade and shadows from one light source.

Multi-cultural Art
• Learn about the culture that project is about.
• Decide on medium that would best express the culture your project is representing
• Study about artists and look at their art work form the culture your project is from.
• Learn about games, language, poems, stories, good and other things about the culture you are studying.

**Painting**

• **Suggested Media** – Acrylic, oil, tempura, watercolor, mixed media, and any other media.
• Experiment and be familiar with the media you are working with
• Develop a brushstroke, feel confident about holding and using a brush. Try thin, thick, straight, curved, angled and other brush possibilities
• Learn basic color work, color wheel, value, warm and cool colors, mixing colors.
• Practice different techniques for the media you’re working in- graded wash for watercolor, glazing for oils and acrylics.
• Try painting on different surfaces, canvas, canvas board, wood or flat glass for oil and acrylics. The best surface for watercolors is water color papers, try different types.
• Learn the proper way to care for materials.
• Work on good composition.
• Try new techniques like dry-brush, superimposing colors, wet-on-wet.
• Be familiar with different color schemes and other color vocabulary.

**Calligraphy/Lettering**

• Suggested media, any media suggested under drawing and painting or other media.
• Learn about materials and equipment used
• Learn basic lettering styles and practice
• Do lettering with different equipment, pens, brushes, calligraphy markers.
• Experiment with your own creative lettering styles.
• Find out about good poster design and layout.
• Learn about greeting card layout page layout and cover layout.
• Learn about grids and borders.

**Cartoons**

• Learn about supplies, tools and techniques.
• Practice heads and facial proportion and expressions.
• Do a caricature.
• Practice whole figures and body action.
• Give an animal human characteristics.
• Add captions to your artwork if you desire.

**Pottery**

• Learn about preparation of clay and what tools and equipment are needed.
• Do projects in pinch, coil, slab techniques when hand-building.
• Practice forming techniques on potter’s wheel.
• Find out about the different stages clay goes through and what can be done.
• Glaze your clay project, if possible.
• Try other techniques such as sand casting, carving, or molded forms, or combine techniques.
• Learn different decorating techniques.

**Print Making**
• Learn what print making is.
• Find out what materials can be used for making prints and what can be printed on.
• Make simple prints using objects like stamps. Make your own stamps out of plaster, erasers, or fruits & vegetables.
• Do styrofoam, string or glue line print
• Try a mono-print on glass.
• Make a stencil and print with it.
• Do multi colored print.

**Computer & Electronic Art**
• All projects should be original and not copies from a program.
• Try using an electric light pen or mouse to draw pictures on the screen.
• Learn how to produce points, lines, curves, shaded areas, the basic elements of drawing.
• Make artistic images and store them in memory, print a picture with them.
• Work with color selections.

**Creative Writing**
• Must be typed.
• Grammar, spelling and punctuation are important.
• Read and get familiar with different styles of writing and authors.
• Create a basic poem or a simple short story, with a beginning, middle and end.
• Ideas should have a main theme.
• Try different styles of poetry.
• Learn basic journalism, what, when, why, who and how.
• Write stories in different approaches and styles. Practice dialogue.

**Photography**
• Learn about equipment and supplies needed.
• Find out how a camera takes pictures and how to hold and aim a camera.
• Take proper care of camera, prints and negatives, then learn mounting techniques.
• Videos, prints and slides should be in focus and have a main subject.
• Learn about different types of cameras and film.
• All prints need to be neatly mounted and labeled if appropriate.
• See the fair book for the number of prints required.

**Sculpture**
• Acquire knowledge about the tools, materials and techniques of sculpture.
• Know the difference between abstract and realistic sculpture.
• Try a subtractive sculpture out of plaster or Styrofoam blocks.
- Make an additive sculpture out of clay or paper mache.
- Do a metal construction or another type of construction.
- Create a mobile.
- Try a wood or wire sculpture.
- Build a sculpture out of armature.