Visual Arts

With an emphasis on originality, the purpose of the 4-H Visual Arts projects is to practice using design elements and principles while exploring and experimenting with various mediums and techniques. In addition, youth should practice self-expression and work to communicate their personal voice through their work.

Rules

1. Original Work - Items must be the original work of the 4-H member and should show creativity and originality. No copyrighted images or master studies.

2. Ready for Professional Display – All exhibits must be presented appropriately for the medium(s) used and ready to be professionally displayed. 2-dimensional pieces on paper should be framed behind glass/plexiglass. Canvas boards should be framed but glass/plexiglass is not necessary. Stretched canvases do not need frames as long as staples are not visible on the edges. All 2-dimensional pieces should be ready to hang using a sawtooth or wire hanger.

3. Entries per Exhibitor: 4-H members may enter one exhibit per class (see general rules).

4. **Entry Descriptions:** Entry tags should include a visual description of the exhibit, including size, dominant color, and subject to aid in identification.

5. Supporting Information: Supporting information is required for all Visual Arts exhibits. Information must include responses to all questions and steps taken to complete the project. Supporting information must be securely attached to the back of the piece. Supporting information tag templates can be found at https://go.unl.edu/ne4hvisualarts. Exhibits with missing or incomplete will be dropped a ribbon placing.

Divisio			
	n	Class	
Artwo	rk Title		
Reflec			
Select	two questions to answer.		
1.	(rhythm/repetition, balance, en principles did you put particular	nphasis, unity, propor emphasis on while pl d principles? What ele	tern, shape, form, line, space) and prin tion) in this piece. What elements and lanning and creating this piece? Why o ements or principles would you like to
2.	Where/How did you find the inspiration for your artwork, and what did you do to make this piece unique and original?		
3.	What do you think you have done particularly well, and what would you like to do different next time?		
4.	What challenges did you face w overcome those challenge(s)?	hile completing this p	iece, and how did you respond and
Proces	a.		
Stepst		dude any special or un	nique materials, tools, or techniques y

6. Class Changes: Exhibits MUST be entered in the appropriate class based on the medium(s) used or theme. No class changes will be made after check-in. Exhibits in inappropriate classes may be dropped a ribbon placing. Supporting information may provide evidence or justification for the piece being entered in a specific class.

Scoresheets, Forms, and Contest Study Materials

Scoresheets, forms, contest study materials, and additional resources can be found at https://go.unl.edu/ne4hvisualarts.

Special Awards

On-Campus Exhibition: State Fair visual arts exhibits may be selected for special on-campus exhibitions. Selected pieces will be collected at the end of the State Fair and will be returned to county Extension offices following the on-campus exhibition. Youth whose pieces are selected will be contacted directly with additional information including the exhibition and reception dates.

Divisions

Visual Arts Mediums

Class

C260001 - Original Acrylic Painting - (SF200)

C260002 - Original Oil Painting - (SF200)

C260003 - Original Watercolor Painting - (SF200)

C260004 – Original Pencil Drawing – (SF200)

C260005 – Original Charcoal Drawing - (SF200)

C260006 – Original Ink Drawing – (SF200)

C260007 – Original Fiber Art – (SF200) – Could include weaved art, dyed fabric, felted wool, cotton linter, batik, etc.

C260008 – Original Sculpture – (FS200) – Could include Styrofoam, wood, cardboard, paper, metal, wire, etc.

C260009 – Original Ceramic Pottery – (SF200) – No purchases ceramic pottery. Must be glazed and fired. May be any hand-built technique or wheel thrown. May be functional or non-functional. Could include slab built, pinch pots, coil built, wheel thrown, etc.

C260010 – Original Painting on Purchased Ceramic Surface – (SF200) – No hand-built or wheel thrown pottery. May be functional or non-functional. Could include figurines, cups, bowls, etc.

C260011 – Original Single Media Not Listed – (SF200) – Could include digital art, leathercraft, printmaking, stained glass, pastels, scratchboard, sand painting, chalk, etc.

C260012 - Original Mixed Media - (SF200) - Could include any combination of two or more other mediums or materials.

Visual Arts Themes

Class

Rules

C261001 – Original Art Inspired by Plants or Animals – (SF200) – could involve but is not limited to domestic animals, pets, agriculture, wild animals, wildlife conservation, house plants, fruit, vegetables, flowers, native plants, trees, etc.

C261002 – Original Art Inspired by Landscapes – (SF200) – could involve but is not limited to rural landscapes, natural environments, man-made environments, urban landscapes, extraterrestrial landscapes, oceanic scenes, buildings, fantasy landscapes, agricultural landscapes, etc.

C261003 – Original Art Inspired by People – (SF200) – could involve but is not limited to cultural art, modern society, portraits, daily life, careers, families, emotions, etc.

C261004 – Original Art Inspired by Artist's Choice – (SF200) – could involve but is not limited to food, cars, fantasy worlds, imaginary characters, science-fiction, history, etc.

Rules

Exhibits may utilize any medium or combination of mediums on any surface. All exhibits must be appropriately presented and ready to be professionally displayed. Artwork should depict the artist's own interpretation of the theme. All exhibits should include an explanation of how the piece reflects the theme and what ideas or thoughts the artist was attempting to express or communicate.

Resources

Visual Arts

Practice drawing, fiber arts, and sculpting; Develop artistic talents and skills; Understand the visual arts in relation to history and culture; Learn painting, printing, and graphic design

techniques; Make connections between visual arts and other disciplines; create original artwork; practice using design elements and principles; explore and experiment with various mediums and techniques; practice self-expression; learn to communicate a personal voice through artwork.

URL: <u>https://4hcurriculum.unl.edu/index.php/main/program_project/51</u>