

be exhibited in the Ceramics and Pottery division.

All work done on an item that is wearable clothing or accessory must be exhibited in a Wearable Art category. Exhibits should not contain parts that expose the public or volunteers to injury (i.e. sharp edges or points.)

Exhibits are entered and displayed at the risk of the exhibitor.

In addition to the exhibit tag, each 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.

To qualify for judging, a fully completed new 4-H Expressive Arts Exhibit Explanation card *must be attached*. Forms are available at the Extension Office and on the State 4-H website <http://oregon.4h.oregonstate.edu/fair-exhibit-and-contest-materials>. Judging criteria are outlined on the Art Project Evaluation Form found at <http://oregon.4h.oregonstate.edu/fair-book-expressive-arts>. Public display of exhibits will be at the discretion of 4-H management.

ORIGINAL ART

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

Drawing & Sketching

231 100 01_Line drawing—original work using line technique with any drawing medium that can make a distinct line. Medium examples: pencil, colored pencil, scratch art, pen & ink, felt tip.

231 100 02_Shaded Drawing—Original work using shading technique with any drawing medium. Medium examples: charcoal, pencil, and colored pencil.

231 100 03_Line & 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

231 100 07_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

231 100 08_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

231 100 09_Dyeing & Marbling—original work using marbling or dyeing techniques such as batik or dye painting.

Other Two Dimensional Work

231 100 10_Other Two Dimensional Work—original 2-dimensional work using techniques other than those listed for classes above. Examples might include cut paper or calligraphy

Multiple Media

231 100 11_Multi Media—original two-dimensional work that incorporates two or more of the techniques and/or media described above.

Carving

231 100 12_Carving—original 3-dimensional work using subtractive techniques in wood, soap, etc.

Casting, Modeling, & Assembling

231 100 13_Casting, Modeling, Assembling—original 3-dimensional work using additive techniques. Examples might include metal welding or casting; paper mache.

Other Three-Dimensional Work

231 100 14_Other 3-Dimensional Work—original 3-dimensional work other than carving or casting, modeling and assembling. Examples might include origami and pop-up art structures.

Wearable and Functional Art

231 100 15_Wearable clothing—clothing item demonstrating original artwork. Techniques might include painting, dyeing, beading, etc.

231 100 16_Wearable accessory—accessory item demonstrating original artwork. Examples include jewelry, hats, purse, footwear, etc. Techniques might include painting, dyeing, sculpting, beading, enameling, etc.

231 100 17_Functional item—original work in any technique or media done to create functional but non-wearable item such as bowls, vases, cups, lamps, or other items. Typical media might include metal, wood, or paper.

4-H 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)

231 100 51_ Painting on wood surface—decora-

tive 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, 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, 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 5 smaller items that use the same technique based around a theme. (Example: up to 5 note cards using nature stamps)

231 100 55_ **Drawing/Shading Techniques**—work created using drawing/shading/texturing and/or 3-dimensional shading techniques with the aid of partial photographs or line drawings that member did not create themselves. Examples include soft metal embossing, woodburning, scratch art, or drawing to complete or enhance a partial photo of 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.)

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