

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 and 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 two-dimensional work using techniques other than those listed for classes above. Examples might include cut paper or calligraphy.

Multiple Media - Two Dimensional

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

Carving

231 100 12_ Carving - original three dimensional work using subtractive techniques in wood, soap, etc.

Casting, Modeling, & Assembling

231 100 13_ Casting, Modeling, Assembling - original three dimensional work using additive techniques. Examples might include metal welding or casting; paper mach'e.

Other Three Dimensional Work

231 100 14_ Other Three Dimensional Work - original three dimensional work other than carving or casing, 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, purses, 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 a functional but non-wearable item 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.)

231 100 19_ 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)

231 100 51_ 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, wood burning, printing, or stamping techniques with the aid of stencils, forms, stamps or designs that the member did not create him/her self. 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/Shading Techniques

231 100 55_ Drawing/Shading 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, Collage, Decoupage

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 scrapbooking or memory book pages.

Assemblage

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

Scrapbooking

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.

* Hobbies & Collections (County Project) Creative Crafts

Each exhibit must include a "Creative Crafts Explanation Card" firmly attached to the exhibit. Be sure to indicate if the idea is original or list the resource book used. The explanation will not be judged but is required to qualify for judging and may be displayed. Members may enter three of the following classes, one exhibit per class:

- 651 101 01_ Craft made of Clay
- 651 101 02_ Craft made of Fibers and Fabrics
- 651 101 03_ Craft made of Food Products
- 651 101 04_ Craft made of Glass
- 651 101 05_ Craft made of Metal
- 651 101 06_ Craft made of Natural Materials
- 651 101 07_ Craft made of Plastics
- 651 101 08_ Craft made of Wood
- 651 101 09_ Craft made of Paper
- 651 101 10_ Other

Note: Blank () is filled in with appropriate number from list below.

- 1 Junior
- 2 Intermediate
- 3 Senior