Project Title: Digital Art

Description:
The Digital Art 4-H project allows youth to learn life skills and grow in project knowledge while expressing creativity in a variety of mediums.

State Fair Entries:
No State Fair Entry

Exhibit Guidelines:

Artificial Intelligence (AI) may be used, with parent permission, when creating this exhibit and is to be documented as a reference. A majority of the work to create this exhibit is to be the 4-H member's original work. All posters, notebooks, and display boards must include a reference list indicating where information was obtained, giving credit to the original author, to complete the 4-H member's exhibit. This reference list should/might include web site links, people and professionals interviewed, books, magazines, etc. It is recommended this reference list be attached to the back of a poster or display board, be the last page of a notebook, or included as part of the display visible to the public. A judge is not to discredit an exhibit for the way references are listed.

Posters are to be 22"x28" and displayed horizontally and placed in a clear plastic sleeve or covered with clear plastic to protect contents. The poster must be mounted on a firm backing to add stiffness to the exhibit, for example: a foam core board. Display boards should be designed to sit on a table using no more than 36" of tabletop space. Space should be left in the lower right-hand corner to place an exhibit tag provided by Purdue Extension staff.

Judges evaluating exhibits should recognize individual differences and creativity, therefore using information in this document as a guide rather than a requirement.

NOTE: Artwork captured digitally by a camera or phone and collaged or manipulated to produce a new image should be exhibited in the 4-H Photography Creative/Experimental salon print category.

Digital art is computer-generated artwork which relies heavily upon computer software such as Adobe Photoshop, Adobe Illustrator, GIMP, Macromedia Freehand, CorelDraw, or other graphics editing programs. Examples include but are not limited to digital painting, architectural/industrial/landscape design or drawings, mathematical and fractal art, original anime design, sculpture printed with a 3D printer.

Categories:
2-dimensional work
3-dimensional work

Guidelines for this project are borrowed heavily from Scholastic Art and Writing Contest categories and Fort Wayne Museum of Art staff suggestions. Examples of Digital Art can be found on the Scholastic Art and Writing website.

Exhibit Class Guidelines:
Beginner (grades 3-5)
Intermediate (grades 6-8)
Advanced (grades 9-12)

1) All artwork must be entirely the original creation of the 4-H'er. It may contain text or properly cited quotes. Exhibits found to contain copyrighted or borrowed imagery or uncited text will be disqualified and any awards revoked.
2) You must identify any computer software used in the production of your exhibit.
3) Each 4-H'er may enter up to three (3) different project exhibits in 2D and up to (3) different exhibits in 3D format. Exhibits do not have size, medium or material requirements. It is strongly suggested that they be displayed on standard black or white matboard and/or foam core, protected by plastic. Plastic sleeves size 16"x20" are available through extension. You may also frame them.