Section 23 - PHOTOGRAPHY

Class	
415	LEVEL I – BEGINNER A: Exhibit <u>one matted photo</u> which demonstrates your understanding of a technique you learned from participating in a photography project. Identify which technique you were focusing on (no photo editing is allowed in this class except cropping and red eye removal).
	✓ Techniques include (but not limited to): Simplification, filling A Frame, Rule of Thirds, Framing, Contrast, Lines and Shapes, Symmetrical Balance, Asymmetrical Balance, Depth and Layering, exposure, white balance, triangles, eye lines.
416	 LEVEL II - BEGINNER B: A single 8"x10" still-life photo that demonstrates your understanding of (3) three techniques you have learned from participating in a photography project (no photo editing is allowed in this class except cropping and red eye removal). ✓ Techniques include (but not limited to): Simplification, filling A Frame, Rule of Thirds, Framing, Contrast, Lines and Shapes, Symmetrical Balance, Asymmetrical Balance, Depth and Layering, exposure, white balance, triangles, eye lines. (Youth must have taken Photography Level I or have educator permission to enter in this class)
	SECTION 23 - PHOTOGRAPHY
417	 LEVEL III - INTERMEDIATE A - PHOTO EDITING - a single edited photo which demonstrates your understanding of a single editing technique you learned from participating in a photography project. You must identify which editing technique you were focusing on and what software you used to edit your photo. Include a thumbnail of your original on the back. (Youth must have taken Photography Levels I-II or have educator permission to enter in this class)
418	LEVEL IV – INTERMEDIATE B – ADVANCED PHOTO EDITING – a single edited photo which
	demonstrates your understanding of a combining no less than (2) two editing techniques you
	 learned from participating in a photography project. ✓ you must identify which editing techniques you used and what software you used to edit your photo. Include a thumbnail of your original on the back.
	(Youth must have taken Photography Levels I-III or have educator permission to enter in this class)
419	LEVEL V – ADVANCED – PHOTO STORY/COLLECTION – a collection of at least (5) five and not more then (10) ten photos that have a connection, a relationship or a story. The photos may
	be edited or unedited and should demonstrate strong understanding of basic photography
	techniques practiced in levels I-IV.
	✓ The photos should demonstrate a relationship to one another, whether they represent similar objects, have a theme or tell a story.
	✓ The photos should be mounted uniformly whether on one mat or individually. Include original thumbnails on the back s if photos are edited and list the techniques you utilized/focused on in the project.
	Examples: ✓Select a type of photography (i.e. portrait, wedding, baby, landscape, sports, fashion, etc.)
	· beloce a type of photography (i.e. portrait, wedding, baby, tandscape, sports, tasilloll, elc.)

 \checkmark Select a type of photography (i.e. portrait, wedding, baby, landscape, sports, fashion, etc.) and explore the skills and equipment needed to be successful create a collection of images illustrating a "picture story" or a "documentary.

- Experiment with a variety of lighting intensities and angles and apply your new knowledge to your photography.
- ✓ Learn to see in "Black and White" and explore how removing color changes the mood, focus of attention, or even attractiveness.
- ✓ Use a specialized technique, such as selective focusing or enlarging, to change an image's focal point, feel meaning, etc.
- \checkmark Learn how to use the manual settings on your camera to your advantage (i.e. nighttime photography).

(Youth must have taken Photography Levels I-IV or have educator permission to enter in this class)

- 420 LEVEL VI GRADUATE PHTOGRAPHY PORTFOLIO All participants in this class will be expected to bring at least (1) one print for display, mounted at your discretion, illustrating what you consider to be the best representation of your skills in photography along with a portfolio of no less than (8) eight and nor more than (12) twelve photos demonstrating your mastery of basic photography techniques learned by completing levels I-V.
 - ✓ You may choose to exhibit some edited photos and some unedited photos, and the subjects of the phots do not need to be related.
 - ✓ On each photo you will need to identify two of strong points and one area that you would like to improve. Other than the one piece you choose to exhibit mounted, you may exhibit the rest mounted in a portfolio.

(Youth must have taken Photography Levels I-V or have educator permission to enter in this class)

421 <u>PHOTOGRAPHY INNOVATION</u> – Demonstrate the skills and knowledge you have gained through the Photography project. Your exhibit should not fit in the other exhibits options for this project.

The exhibit may include, but isn't limited to, original works, objects, demonstrations, digital presentations, programs, websites, apps, performances, or posters which you have made, and which photography is the main subject. You must furnish and equipment you need for your exhibit. Internet service will not be provided. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

Examples:

- A website you designed to display your photography
- A digital presentation on the work of a professional photographer
- A poster illustrating how to do a particular photography technique or use a piece of photography equipment.

This class is open to all exhibitors with educator approval. Exhibit must not fit in classes already listed: Level I-IV are encouraged to try something new for Photography Innovation class. It is highly recommended that youth have participated in Levels I-IV previously.

422 MULTIMEDIA DESIGN – VIDEO PROJECT – 4-H THEME:

Exhibitor must provide proper viewing equipment for the evaluations. Project can be a 30-second television spot, a documentary demonstrating 4-H activities, a narrative or dramatic group project by 4-H members or an information presentation promoting 4-H.

✓ Project to feature a 4-H project or activity to promote 4-H.

✓ Videos long than 10 minutes should include a short "preview highlights" as a separate disc or file. Project can be submitted as a DVD or a clearly labeled jump drive. If project is submitted as a computer file, clear instructions for opening and...

- ✓ viewing procedures, as well as software requirements should be included in supporting documentation.
- ✓ To ensure that the exhibit can be viewed and evaluated at the fair, the exhibitor should make arrangements prior to the fair for necessary hardware (and software if necessary) to be present, accessible and operating at the time of exhibition and evaluation.
- ✓ Project will be evaluated on technical quality, organization, creativity and ability to communicate a message.

423 <u>COMPUTER GRAPHIC DESIGN – 4-H THEME</u>

Use a computer graphic design program to create an 8.5×11 or 11×17 poster that promotes any aspect of 4-H.

Programs that can be used include but not limited to: Adobe InDesign, Illustrator or Photoshop, and Canva.

The design must:

- \checkmark Be computer generated indicate which software programs you used for design.
- \checkmark Use the official 4-H Clover (<u>https://nys4-h.org/logos-graphics</u>).
- \checkmark If using graphics from the internet note the sour4ce and permission for use.
- ✓ Submissions will be evaluated based on composition, typography, clarity of message, proper use of 4-H Logo and imagery and creativity.

424 <u>WEBSITE:</u>

- Entry must include web page address (accessible online) program/software used to design website, website out line, and short description of the goals of your site and what it is meant to communicate to the visitor.
- ✓ Web page acknowledges NYS 4-H Youth Development/Cornell Cooperative Extension and other resources (both human & material) that provided the means for learning and skill development necessary to create the web page.

425 <u>MULTIMEDIA DESIGN – OPEN CLASS</u>

Any multimedia (video, web, computer based design) exhibit that falls outside categories. Example: Power Point Presentations.