

4-H EMBELLISHMENT AND WEARABLE ART SCORECARD

Note: Use of points is optional

Exhibitor's Name/Entry Number: _____

Jr/Int/Sr/Other: _____ (circle one) Class: _____ Ribbon: _____

Judging Criteria	Points	Score	Excellent	Good	Fair	N/A	Judge's Comments
Visual Impact	20						
Aesthetic Quality/ Principles of Design	20						
Use of Materials	20						
Workmanship	20						
Functionality	10						
Degree of Difficulty	10						
Total Score	100						

(See reverse side of scorecard for an explanation of criteria)

Additional Comments:

Visual Impact	Design is visually interesting and aesthetically pleasing as a whole.
Aesthetic Quality/ Principles of Design	<p>Design elements are creatively organized within the work and the work is the designer's own. Quality standards for design are in accordance with the principles of design described below. <i>Quality standards (principles of design) apply whether the design is the result of an applied kit or the designer's original work.</i></p> <p>Design elements include:</p> <ul style="list-style-type: none"> • Point—Any mark on a surface that acts as a focus for the eye, interpreted by the brain in relationship to other points and/or the orientation of the mark on the object. • Line—A moving point creating an impact according to its direction and weight. Lines can function independently or combine to create other design elements. • Form and shape—Two- or three-dimensional areas or masses that define objects in relationship to their backgrounds. • Movement—How the components relate to each other in the composition and lead the viewer's attention. • Color—Use of colors to define form and create spatial illusions. Color contrast separates objects in space, while gradation suggests mass and surface contours. Colors may also have symbolic associations and follow fashion trends. • Pattern—A repeating unit of shape or form. It can also refer to the organization of the parts of a composition. • Texture—A literal surface we can feel or a visual surface we can see and imagine the sensation created by touching it. <p>The principles of design include:</p> <ul style="list-style-type: none"> • Balance—Design is visually stable, not lop-sided, top-heavy, or bottom-heavy. • Proportion—Size and scale of design are proportionate to size of item. • Rhythm—Visual pathway through the piece is pleasing and fluid, not static or jarring. • Emphasis—Use of contrast or placement to provide visual interest. • Unity—Harmony of the design as a whole.
Use of Materials	Material choice is interesting and appropriate for use. Materials used support the design concept and the theme.
Workmanship	Knots, stitches, adhesives, stabilizers, and other non-design structures are absent from view or do not detract from design.
Functionality	Design features and/or materials applied are suitable for intended purpose of item. Suggested care instructions are included if article is intended to be worn.
Degree of Difficulty	Design is well detailed. Complexity of design or skill needed for use of design medium is appropriate for age and/or skill level.

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