

## CLASS E. Multiple Photos (Grades 9+)

### Lots:

#### Color Prints

- 1) 3 best photos
- 2) 3 photos taken in low light or at night without flash
- 3) 3 photos showing stop action or blurred motion
- 4) 3 close up photos taken with a macro lens or lens attachment
- 5) 3 photos of people
- 6) 3 photos of animals
- 7) 3 photos of relationships of people and animals
- 8) 3 photos of landscapes (defined as scenery "without the hand of man")
- 9) 3 photos of scenery (may include man-made structures as part of scenery)
- 10) 3 photos of nature
- 11) 3 sports photos
- 12) 3 photos of buildings or structures
- 13) 3 photos illustrating composition techniques
- 14) 3 photos showing patterns, textures or shapes
- 15) 4 photos of different subjects - one each of people, animal, building and landscape
- 16) 1 to 3 still life photos (Grouping of inanimate objects arranged by the photographer)
- 17) 1 to 3 news photos (Emphasis on story telling through photos)

#### **Black and White Prints**

- 18) 1 to 3 still life photos (grouping of inanimate objects arranged by the photographer)
- 19) 3 photos showing patterns, lines, shapes or textures
- 20) 3 photos of people
- 21) 3 photos of animals
- 22) 3 photo relationships of people and animals
- 23) 3 photos showing examples of high contrast subject
- 24) 3 photos best black and white photos

## CLASS F. 8"x10" Enlargements (Grades 9+)

### Lots:

#### Color Enlargements

- 1) People
- 2) Animals
- 3) Scenery/Landscape/Nature
- 4) Other

#### **Black and White Enlargements**

- 5) People
- 6) Animals
- 7) Scenery/Landscape/Nature
- 8) Other

## CLASS G. Exploring Movie Making/Video Production

### Regulations:

1. Exhibitors must supply own playback equipment (laptop) for judging.
2. Include script, story board and description of production techniques-attached to thumb/external hard drive.

### Lots:

- 1) 1 music video or movie produced by exhibitor - 3 to 5 minutes **maximum**
- 2) 1 documentary, feature, educational movie produced by exhibitor - 10 minutes **maximum**
- 3) Animation

### Special Awards and Sponsorships

**Miller & Sons Supermarket** - All ribbons. Award and rosette for Champion and rosette for Reserve Champion in designated class or lot.

## COMPUTERS Department 21

### Check-In

Tuesday, 4 - 7 p.m., Exhibition Hall

### Judging

Tuesday, 4 - 7 p.m. Individual Conference Judging, Exhibition Hall

### Department Chairperson

Rachel Becker - (608) 220-2513

### Eligible 4-H Project Areas

Coding and Computer Science

### Regulations

1. These self-determined creative computer projects will make use of computers or computer technology in activities with focus on one of these goals: community involvement, healthy living, caring for others or creative/organized learning.
2. **Bring a display of your project to leave on display during the Fair.** A display may be a report, a model, photos, poster or actual article
3. **If your project is to be demonstrated on a computer, you must bring your own computer for judging.** Be prepared to discuss your project from the display piece, in case of computer or internet failure.

### Premiums:

<u>Blue</u>	<u>Red</u>	<u>White</u>	<u>Pink</u>
\$2.50	\$2.25	\$2.00	\$1.75

## CLASS A. Computers

### Lots:

- 1) Presentation 5 - 10 slides in length on how to do something. Subject matter is your choice (must be appropriate for the Fair), utilizing presentation software (ex. Microsoft PowerPoint or Google Slides)
- 2) Poster (22"x28") listing all parts of a computer and what they are used for.
- 3) Database on any subject using any database software
- 4) Any computer project done in school
- 5) Website for an organization (ex. Your 4-H Club, FFA Chapter, athletic team, school club, etc.) to include a minimum of three different screens and some hyperlinks.
- 6) Magazine, at least 4 - 6 pages in length, with a combination of graphics, photos and text, printed in color, using word processing or desktop publishing software.
- 7) Computer Programming project in any programming language. Poster should contain a flow chart and some code (or pseudocode).
- 8) Any original creative animation project using animation software (ex. Adobe Animate, Toonly or Blender)
- 9) Original computer game developed by exhibitor
- 10) Original song or musical composition developed using a computer software program.
- 11) Original mobile app developed by exhibitor

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