

## 2020 4-H Storyboards

### *General Rules and Guidelines*

#### OVERVIEW

The 4-H Storyboard is an industry-inspired method of displaying original designs. The best storyboards create vivid visual images that are interesting and appealing to viewers. The storyboard “tells the story” of the designer’s idea. The storyboard includes original illustrations and flats, as well as additional materials (such as photos from the Internet or magazines, paper, fabric swatches, patterns, etc.) that have influenced the unique design.

#### PURPOSE

The purpose of the Storyboard contest is to give 4-H members an opportunity to create a storyboard of their original design. It also provides the members an opportunity to gain knowledge of the career responsibilities of a designer and illustrator, enhance creativity and originality, and develop visual communication skills.


#### DESIGN BRIEF


The following design brief serves as the direction for the 2020 Storyboards. 4-H members should create their Storyboard around their interpretation of the design brief.

#### GAME NIGHT


Gather your friends, make some snacks and get ready for Game Night. Do you think about throwback games like Scrabble, Monopoly or Life? Or, modern board games like Catan or Ticket to Ride? Maybe your game night includes Mario Carts and Ms. Pacman. Or maybe you think about games played on a field or a court. Regardless of the game, certainly your Game Night contains strategy, competition and lots of fun. This year be inspired by your favorite game night games.

#### GENERAL RULES

-  **Participation and Level of Competition.** A 4-H member may enter only one storyboard. Contestants advance from county to district. Participation in the Storyboard competition at the state level is for Senior Texas 4-H members who have placed 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> in their district contest in each category.

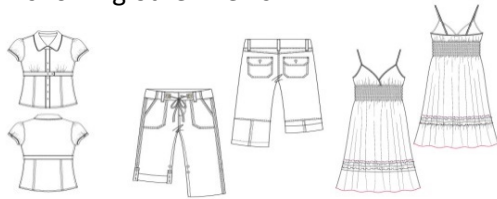
2.  **Entry and submission of Storyboard.** Each storyboard must be created by the 4-H member. Storyboard layouts should include original illustrations and flats, as well as additional materials that have influenced their unique design. 4-H members will have the option to create a physical board or create a computer-generated layout. If you choose to do a physical board; a photo of the physical board and the storyboard label will be uploaded into 4-H Connect. Computer-generated boards need to be saved as a PDF along with the storyboard label and uploaded into 4-H Connect. Computer generated Storyboards need to be sized 30" X 20" or 20" X 30". **Do not mail.**
3. **Number of garments/ designs.** Focus on one garment/design for the storyboard. Contestants may provide up to two (2) variations of the original design.
4. **Categories.** The following is a list of the categories and descriptions. Each storyboard should be entered in one category. A 4-H member may enter only one storyboard.
- a. **Wearable:** Clothing that can be worn. Includes items such as pants, shorts, skirts, blouses, sweaters, coats, dresses, etc.
  - b. **Accessory:** Includes items such as belts, purses, bags, hats, etc.
  - c. **Jewelry:** Includes necklaces, bracelets, rings, earrings, etc.
  - d. **Pet Clothing:** Includes items that can be worn by a pet or any other animal.
  - e. **Home Décor** – items that are easy to move and make a home visually appealing, examples of home décor items include: throw pillows, table runner, or wall hanging.
  - f. **Home Furnishings** – items that make a home comfortable for living or working in. Examples include: couch, ottoman, chair, tables, desks, beds and the like.
5. **Scoring.** Storyboards will be evaluated based on the 4-H Storyboard Score Sheet. All submissions will be judged on a large screen, so make sure your submission adequately represents your design. i.e. good lighting, high resolution pictures.
6. **Each Storyboard must conform to and will be evaluated based on the following, but is not limited to:**
- a. **Visual Appeal/Creativity of Storyboard** – Storyboards should show evidence of creativity by the 4-H member. The layout of the storyboard should illustrate a theme, mood, or spirit of an idea.
    - i. A good storyboard should have a strong focal point.
    - ii. Placement of the inspirational items should allow the eye to flow across all elements of the board without distracting from the design.
    - iii. "White space" or "blank space" should be kept in consideration. Too much or too little white space detracts from the design.
    - iv. Additional photos and other materials can be used to show the inspiration for the design. These additional materials should enhance the storyboard, without taking away from the original design.

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- b. **Quality of Workmanship** – Storyboards should be neat and demonstrate quality of workmanship.
- c. **Consistent Color Palette** – Use a consistent color palette and theme throughout the board.
- d. **Fabric Samples, Trims, and Embellishments** – Fabric samples must be included on the board and be appropriate for the design illustrated. Trims and embellishments that would be used on the garment/outfit should be included, if applicable to the design.
  - i. If the exact fabric swatch cannot be found, a “basic swatch” may be used to illustrate fabric type (denim, linen, etc.), and the 4-H member can draw out the detail.
  - ii. Examples of trims and embellishments would be top stitching, piping, buttons, etc.
- e. **Dimension** – Must be 20" x 30", displayed horizontally or vertically. Do not use poster board.  Storyboards can be 3 dimensional.
- f. **Consistent Theme** – All elements are cohesive and support the design brief.
- g. **Originality of Designs** – All design illustrations and flats should be the original work of the 4-H member. The design may be hand drawn or computer drawn. No “copying and pasting” from someone’s design as seen on the Internet, in a magazine, or other sources for the original design.
- h. **Design Detail** – Should include the at least one Illustration and at least one Flat.
  - i. *Illustration* – Include at least one main artistic and appropriate illustration. At least one illustration must be on a model/croquis. The model/croquis does not have to be an original drawing and may be traced. See the example below.  
<http://www.universityoffashion.com/fashion-croquis/>
  - ii. *Flats* – Include at least one flat. Flats are working drawings that are not on a model/croquis that illustrate other views like you would find on a dressmaker’s pattern envelope. The flats should depict the garment from other views and details. See the example below.  
  
 Flats combine style with information. You have created an original design and now you need to be able to create a drawing to help someone else see how to make it. Flats are drawn to define shape, fit, construction and sometimes fabrication. Flats are more factual than the same garment drawn on the figure, posed for dramatic looks. They show how a garment is to be made versus how it will be worn.  
  
 These drawings for fashion manufacturing are always drawn looking at the garment, never at an angle. Consider this your only means of communication to the seamstress; if you leave out a detail, the garment won’t end up being manufactured properly. The details must be exact and clearly specified.

## Flats

showing other views



Pictures taken from: [www.designersnexus.com](http://www.designersnexus.com)

## Illustration

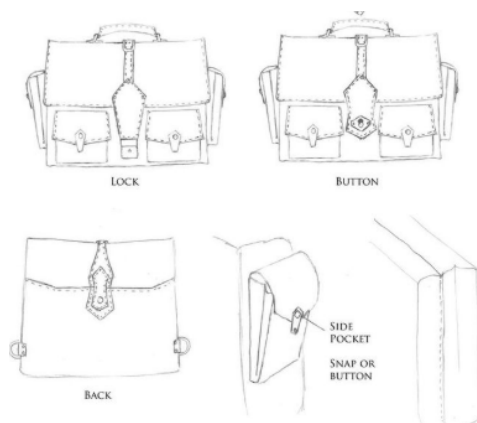
outfit drawn on a model/croquis



Jewelry Design – flats need to include the technical aspects of a piece of jewelry including clasps, crimp beads, cord or wire, jump rings, etc.



Accessory– flats need to include the technical aspects of the accessory including zippers, rings, buckles, closures, clasps, etc.



Sketch credit:

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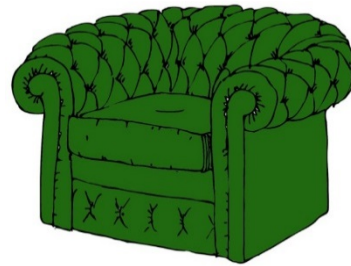
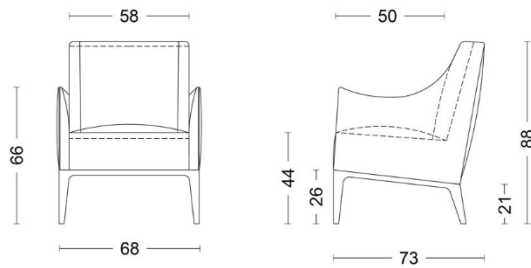
*Storyboard Competition Guide*

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The members of Texas A&M AgriLife will provide equal opportunities in programs and activities, education, and employment to all persons regardless of race, color, sex, religion, national origin, age, disability, genetic information, veteran status, sexual orientation or gender identity and will strive to achieve full and equal employment opportunity throughout Texas A&M AgriLife.

<https://www.deviantart.com/marcustratus/art/Shadow-Wulfe13-bag-sketches-211405584>

Home Décor and Home Furnishing – can include details on construction materials and dimensions.



Sketch credit: <http://www.danca.nl/productDetail-nona-50.html>

- i. **Titles/Labels** – The title for each storyboard must be: **Game Night**. **Additional labels maybe added to the board as needed to provide details as related to the overall design of the board.** A subtitle **may** be used for a more personalized name of the design. Labels may be included to enhance the storyboard or to clarify a point, but they will not be required.
- j. **Design Brief** – Storyboards should follow the design brief and category descriptions.

#### TEXAS 4-H STORYBOARD WEBSITE

<https://texas4-h.tamu.edu/projects/clothing-textiles/>

**4-H STORYBOARD LABEL**

This label should be entered with storyboard. Label details must be neatly printed or typed. Label information should be COMPLETE!

<b>4-H STORYBOARD LABEL</b>		
<b>Age Division (please check one):</b> <input type="checkbox"/> Junior <input type="checkbox"/> Intermediate <input type="checkbox"/> Senior		
<b>Category (please check one):</b> <input type="checkbox"/> Wearable <input type="checkbox"/> Accessory <input type="checkbox"/> Jewelry <input type="checkbox"/> Furniture <input type="checkbox"/> Pet Clothing <input type="checkbox"/> Home Decor		
<b>District :</b> _____		
<b>County:</b> _____		
<b>Name:</b> _____		
<b>Birthday:</b> _____		
<b>4-H Age (as of 8/31/19):</b> _____		
<p>I do hereby consent and agree that Texas A&amp;M AgriLife Extension Service, Texas 4-H and Youth Development Program staff have permission to take photographs and/or record video and/or audio of me and/or my property and to use these for 4-H Youth Development educational, promotional, and/or marketing materials. I further do hereby give the right to exhibit any such works publicly or privately, including posting on the Texas 4-H and Youth Development Program website. I waive any rights, claims, or interests I may have to control the use of my identity, the identity of the subject(s), or likeness in the photographs, video, or audio and agree that any uses described herein may be made without compensation or additional consideration. I represent that I have read and understand the foregoing statement, and I am competent to execute this agreement.</p>		
<p>I have read and understand the foregoing statement, and I am competent to execute this agreement.</p>		
<b>Name (please print):</b> _____		
<b>Signature:</b> _____		<b>Date:</b> _____
<b>Parent/Guardian Name (please print):</b> _____		
<b>Signature:</b> _____		<b>Date:</b> _____
<b>Agent Name:</b> _____		
<b>Agent Signature:</b> _____		
<p><b>Originality of Design</b></p> <p>In 100 words or less, answer the following prompt in regards to originality:  <i>Where did you get the idea for your design? What was your inspiration? What makes your design different from others on the market?</i></p>		
<div style="border-bottom: 1px solid black; height: 15px; width: 100%;"></div> <div style="border-bottom: 1px solid black; height: 15px; width: 100%;"></div> <div style="border-bottom: 1px solid black; height: 15px; width: 100%;"></div> <div style="border-bottom: 1px solid black; height: 15px; width: 100%;"></div> <div style="border-bottom: 1px solid black; height: 15px; width: 100%;"></div> <div style="border-bottom: 1px solid black; height: 15px; width: 100%;"></div> <div style="border-bottom: 1px solid black; height: 15px; width: 100%;"></div>		

## Storyboard Score Sheet

Name \_\_\_\_\_ County \_\_\_\_\_ District \_\_\_\_\_

Age Division ☐ Junior ☐ Intermediate ☐ Senior

Category ☐ Wearable ☐ Accessory ☐ Jewelry ☐ Home Décor ☐ Pet Clothing ☐ Furniture

	LAYOUT	COMMENTS	EXCELLENT (E)	GOOD (G)	FAIR (F)	NEEDS IMPROVEMENT (N)
LAYOUT OF STORYBOARD	<b>Visual Appeal/Creativity</b> E= Excellent arrangement of images, text and white space on board; Strong focal point; Excellent use of inspiration pieces. G= Good arrangement of images, text and white space on board; Visible focal point; Good use of inspiration pieces. F= Haphazard and/or random arrangement of images and text; Lacks visible focal point; Not enough/overuse of inspiration. N=Layout distracts from design; Lacks focal point.					
	<b>Quality of Workmanship</b> E= Very good quality, very neat and structured G= Fair quality, somewhat neat F= Marginal quality of workmanship N= Low quality, messy, unstructured					
	<b>Color Palette</b> E= Color theme consistent throughout board N= Color theme inconsistent throughout board					
	<b>Fabric Samples, Trims, and Embellishments</b> E= Samples/Trims provided, appropriate for design G= Samples/Trims provided, somewhat appropriate F= Samples/Trims provided, inappropriate for design N= No Samples/Trims included					
	<b>Dimensions of Storyboard</b> E= Correct board dimension N= Incorrect board dimension					
	<b>Consistent Theme</b> E= Strong theme throughout board N= Indecisive theme					
ILLUSTRATIONS & FLATS	<b>Originality</b> E=Highly original design G= Contains both creative elements and copies F= Some evidence of originality N=Little evidence of originality					
	<b>Design Detail</b> E= In-depth detail of seams, lines, fabrics G= All seams and style lines included, little detail F= Minimal lines and seams shown N= Little or no detail in design					
	<b>Titles/Labels -Includes design brief title and any additional labels that provide details as related to the overall design of the board.</b> E= Used design brief title and additional labels correctly and enhances the overall design of the board G= Used design brief title, but did not include labels to enhance the overall design of the board or Used design brief title and included too many labels and detracts from the overall design F= Did not include the design brief title but used other descriptive labels N= No title or labels					
	<b>Design Brief</b> E= Excellent design for brief G= Meets brief, improvement needed F= Somewhat meets brief, needs improvement N= Design does not meet brief					

