

Palo Pinto County 4-H Fashion Storyboard Guidelines



Entry Deadline: March 19, 2017 Completed storyboards will be due by this date.

The Palo Pinto County 4-H Fashion Storyboard Contest will follow the guidelines from District 3.

2018 4-H Fashion Storyboard

General Rules and Guidelines

OVERVIEW

The 4-H Fashion 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 Fashion 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 fashion designer and illustrator, enhance creativity and originality, and develop visual communication skills.

DESIGN BRIEF

The following design brief serves as the direction for the 2018 Fashion Storyboards. 4-H members should create their Fashion Storyboard around their interpretation of the design brief.

Fashion Design to the Rescue

Wham! Pow! Bam! Take a cue from the superheroes or supervillains found in cartoons, movies and comic books to create your own original design. Whether your inspiration comes from a person with phenomenal powers fighting for noble causes, their masked sidekick, or a criminal archenemy wreaking havoc on humanity, let their colorful and flashy costumes, valorous heroism, and superhuman traits be the stimulus to your extraordinary blueprint to rescuing the world of fashion.

GENERAL RULES

- 1. **Participation and Level of Competition.** A 4-H member may enter only <u>one</u> storyboard. Contestants advance from county to district. Participation in the Fashion Storyboard competition at Texas 4-H Roundup is for Senior Texas 4-H members who have placed 1st, 2nd, or 3rd in their district contest in each category.
- 2. **Entry of Storyboard.** Each storyboard must be created by the 4-H member. Fashion Storyboard layouts should include original illustrations and flats, as well as additional materials that have influenced their unique design. 4-H members may choose to manually affix the pieces of their layout to their storyboard, or computer-generated layouts can be printed and affixed to the foam core or

- mat board. All items need to be securely adhered to the board. It is the 4-H member's responsibility to affix all components of their layout for secure transportation.
- 3. **Submission of Storyboard.** Entering the competition is by submitting the Fashion Storyboard only. There will not be an interview. The Fashion Storyboard must be checked-in during Roundup. **Do not mail.** The specific time and location for check-in will be announced in the Texas 4-H Roundup materials.
- 4. **Identification of Storyboard.** The Fashion Storyboard label must be securely affixed to the back of the storyboard. The label MUST be legibly printed or typed and MUST be complete, including the answer to the Originality of Design question. The 4-H member should not put his/her name on the front.
- 5. **Number of garments designed.** Focus on <u>one</u> garment/outfit for the storyboard. Contestants may provide up to two (2) variations of the original design.
- 6. **Categories.** The following is a list of the categories and descriptions. Each storyboard should be entered into one category. A 4-H member may enter only <u>one</u> 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. **Non-Wearable**: Includes items such as pillows, organizers, holiday items, stuffed animals, items for the home, etc.
 - e. Pet Clothing: Includes items that can be worn by a pet or any other animal.
- 7. Scoring. Storyboards will be evaluated based on the 4-H Fashion Storyboard Score Sheet.
- 8. 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.
 - 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 use foam core board or mat board. Must be 20" x 30", displayed horizontally or vertically. <u>Do not use poster board.</u> Materials affixed to the foam core board or mat board may exceed the edges of the board.
- 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 fashion 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 particular detail, the garment won't end up being manufactured properly. The details must be exact and clearly specified.

<u>Flats</u>

showing other views



Pictures taken from: www.designersnexus.com



Illustration

outfit drawn on a model/croquis





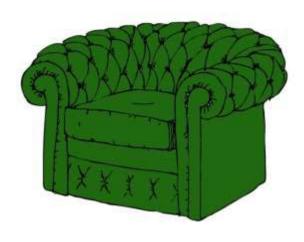
Jewelry Design – flats need to include the technical aspects of a piece of jewelry including clasps, crimp beads, cord or wire, jump rings, etc.

Non-wearable – can include details on construction materials and dimensions.









- i. Titles/Labels The title for each storyboard must be: Fashion Design to the Rescue
- **j.** 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.
- **k. Design Brief** Storyboards should follow the design brief and category descriptions.

TEXAS 4-H FASHION STORYBOARD WEBSITE

http://fcs.tamu.edu/clothing/4h/packet/fashion-storyboard-resources/

Helpful Hints for Creating a Fashion Storyboard

Careful planning is essential to creating a professional presentation board. The list below is a general planning list to help in the creation of your storyboard.

Purpose The purpose will be to create a storyboard of your original design based on the

design brief.

Focus Who would you market this design to?

What age?

What are their likes and interests?

How much would they (or their parents) be willing to spend?

How would you promote this product?

Creating an Original Design

Where did you get the idea for your design?

What was your inspiration?

What makes your design different from others on the market?

Think about the design elements and principles used in the design. How do you

use those elements and principles to enhance the design?

What is your marketing plan?

Quantity For this contest, you will be creating a single board.

Materials List See the list on the following page.

Visual Elements The visual elements that make up a professional board presentation fall into

three basic categories: photographs/photocopies, fabric/trims, and figure/flat

sketches.

Photographs/photocopies: Selecting the right visuals for boards containing mood/theme components is extremely important. Choosing photographs to coordinate with your fabric/color story creates a more aesthetic result and adds

to the flow of the board.



Fabrics & trims: Fabrics and trims are a crucial part of the design process and must be displayed appropriately on your board. Whenever possible, trim fabric swatches to be the same size, with the exception of prints, which usually need to be larger to show the repeat of a pattern.

Illustrations and flats: Illustrations and flat sketches need to accurately show original design. An illustration is an outfit drawn on a model/croquis. 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. Like the old adage says, "a picture is worth a thousand words."

Layout

The layout is the arrangement of all the elements that will be part of the presentation. The arrangement should be both logical and aesthetically pleasing. Most boards read left to right. Economize the space on the fashion board by overlapping your flats and other visuals. Haphazard or random arrangements can be confusing to the viewer.

Techniques and Technologies

The techniques and technologies used for creating presentation boards can vary on accessibility. Techniques can vary from cutting and pasting, handwork/sketching and rendering, color copying, or computer-aided graphics.

Labeling: Mechanically generated for titling or labeling works best. There are many different lettering options.

Computer Design – Commercial design programs are available.

Create Dimension – When specific areas of a board need to be highlighted, an option includes mounting the item with an additional layer or layers of foam core on the main board.

Reproducing the Board – Because presentation boards are both fragile and cumbersome, some may prefer to have copies of their board printed. This is an expensive method (approximately \$60 per board).



Basic Materials List:

- Mat board or foam core
 - o Approximately 20" x 30"
- Use magazine, Internet, or similar sources to obtain photos
 - o Resize these photos as needed with a photocopy machine or computer for betterlayout.
 - o They must be neat and creatively cut and presented.
 - o 3-D mounting is good.

Lettering

- o Make sure that the font/text goes well with the layout and is an appropriate size.
- o Transferable lettering, hand lettering is not recommended.
- o Check spelling.
- o Check alignment.

Support Materials

- o Scissors and pinking shears for cutting paper and fabricswatches
- Various adhesives
- o Rubber cement
- o Rubber cement pick-up
- o Removable adhesive glue stick
- o Remount repositionable adhesive
- o Adhesive transfer tape
- o Drawing pencils used for a variety of sketching purposes; for both preliminary and finishing techniques, pencils are available in a variety of leads.
- o Decorative papers in various colors and textures and fabricswatches

*This is a general list of supplies. Be sure to test the products before using them on your final product. Other helpful tips:

- Avoid glue marks or fingerprints on your board.
- Pins/staples/tacks and tape are not recommended.
- Avoid a scrapbook look or science fairlook.
- The background should support the theme and layout.
 - o Consider colored boards, paper, or prints.
 - Glue down neatly and securely.
- Do not make your board too heavy or cumbersome.
- Make sure it is sturdy enough to travel.
- Determine your arrangement before you start to glue your designs on the board.

Transportation tips:

- If you are not transporting your board to a contest, provide the person transporting your storyboard a picture of the board and any supplies that they may need to repair any minor damage.
- Picture frame boxes can be purchased from any moving company.
- Large portfolio cases can be purchased to transport storyboards. Cost varies depending on the case that you select.
- Hanging garment bags make good storage containers for Fashion Storyboard.





4-H FASHION STORYBOARD LABEL

This label should be cut out and affixed to the back of each storyboard. Label details must be neatly printed or typed. Label information should be COMPLETE!

	4-H FASHION STORYBOARD LABEL
Age Division (please check one):	☐ Junior ☐ Intermediate ☐ Senior ☐
Category (please check one): District:	Wearable □ Accessory □ Jewelry □ Non-wearable □ Pet Clothing
County: _	
Name: _	
Birthday:	
4-H Age (as of 8/31/16):	
permission to take photographs and Development educational, promotion publicly or privately, including posti interests I may have to control the u audio and agree that any uses descri	Texas A&M AgriLife Extension Service, Texas 4-H and Youth Development Program staff have d/or record video and/or audio of me and/or my property and to use these for 4-H Youth onal, and/or marketing materials. I further do hereby give the right to exhibit any such works ng on the Texas 4-H and Youth Development Program website. I waive any rights, claims, or use of my identity, the identity of the subject(s), or likeness in the photographs, video, or ribed herein may be made without compensation or additional consideration. I represent to foregoing statement, and I am competent to execute this agreement.
I have read and understand the fore	egoing statement, and I am competent to execute this agreement.
Name (please print):	
Signature:	Date:
Parent/Guardian Name (please pr	int):
Signature:	Date:
Agent Name:	
Agent Signature:	
	ollowing prompt in regards to originality: ur design? What was your inspiration? What makes your design different from others on





F= Somewhat meets brief, needs improvement

N= Design does not meet brief



Name		County				District				
	Age Division	Junior	Intermedi		Senior		D 13	LIICL.		
	Category	Wearable	Accessory		ewelry	Non-Wearable	Pet Clo	thing		
	category	Wediable	Accessory			Non Wediable	98	3773		NEEDS
		LAYOUT			сомм	ENTS	EXCELLENT (E)	GOOD (G)	FAIR (F)	IMPROVEM NT (N)
LAYOUT OF STORYBOARD	board; Strong focal poi G= Good arrangement Visible focal point; Goo F= Haphazard and/or r. Lacks visible focal poin N=Layout distracts fror Quality of Workn	ent of images, text and want; Excellent use of insporting of images, text and white use of inspiration piet andom arrangement of t; Not enough/overuse on design; Lacks focal po	iration pieces. te space on board; tes. images and text; of inspiration.							
	G= Fair quality, somew F= Marginal quality of v N= Low quality, messy,	hat neat workmanship								
	Color Palette E= Color theme consist N= Color theme incons	ent throughout board istent throughout board	ı							
	G= Samples/Trims prov	vided, appropriate for d vided, somewhat approp ided, inappropriate for	oriate							
	Size of Storyboar E= Correct board dime N= Incorrect board dim	nsion								
	Consistent Them E= Strong theme throu N= Indecisive theme									
ILLUSTRATIONS & FLATS	Originality E=Highly original design G= Contains both creat F= Some evidence of or N=Little evidence of or	ive elements and copie: riginality	;							
	Design Detail E= In-depth detail of se G= All seams and style F= Minimal lines and se N= Little or no detail in	lines included, little det eams shown	ail							
	Titles/Labels E= Used correctly, enha G= Used somewhat cor F= Used incorrectly, too N= No Title used		oard							
	Design Brief E= Excellent design for									

