



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.

Enter

- Enter as an individual.

County Entries

- Each county may enter one contestant per category per age division for a total of six Juniors, six Intermediates, and six Seniors in the Storyboard contest.

Submission of Storyboards for Judging

- Junior storyboards will be submitted as a physical board.
 - Must be 20" x 30", displayed horizontally or vertically. Do not use poster board.
 - Storyboards can be 3-dimensional.
- Intermediate and Senior storyboards will be submitted electronically (see additional information on following page).

New!

Check-in and Pick-up of Junior Storyboards

- Entries will be dropped off at the Guest Services Booth located adjacent to the sanctuary anytime between 11:00 a.m. and 12:00 p.m. on Day 1 of Come Alive in D5. You may make arrangements with your county agent to bring your exhibit to the event.
- Entries will be judged on Day 1 and then exhibited in the sanctuary during the remainder of the event for others to view.
- Contestant or a designated person identified at check-in must pick up their entry items between 3:30 and 4:00 p.m. on Day 3 of Come Alive in D5. Items not picked-up at this time will be returned to the district office for pick-up by county agents.

New!

Junior Storyboard Label

- The storyboard label must be affixed to the back of the storyboard. The label must be legibly printed or typed and **completely** filled out. Incomplete labels will constitute disqualification from this contest.
- Do not put your name on the front of the storyboard.
- Labels can be downloaded at <https://texas4-h.tamu.edu/projects/fashion-interior-design/>

Junior Contest

- Storyboard must be presented at contest for judging.
- Contestant will NOT provide a verbal presentation or interview during the contest and does not need to be at Come Alive in D5 to place in the contest.

Submission of Storyboards for Judging – Intermediates and Seniors

- Digital format. Storyboards can be created using a digital platform including but not limited to Canva, Picmonkey, InDesign, Illustrator, Photoshop, Adobe Illustrator, and PowerPoint. All entries must be saved as a PDF, jpeg, jpg or png.
- Storyboard size requirements. Depending on the platform that you are using, there will be different pre-determined size templates, most will also include the option to select custom dimensions. Storyboard dimensions need to be between 18”and 24” (in one direction) and 24”and 30” (in the other direction). Recommended size is 18” X 24”.
- 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. Entries will be upload online, via Submittable, from **April 1, 2022 -April 15, 2022.**
- When you register in 4HOnline, you will receive the link to upload your Storyboard in Submittable.
 - If you do not have a Submittable account, you can create a free account. Instructions can be viewed [here](#).
 - Login to your Submittable account and complete a short form (and upload) for each of your photos. No additional fees will be incurred on Submittable.
 - **Youth must complete information in both systems for the digital storyboard entry to be considered complete. Failure to do so will result in disqualification.**

Original Work

- 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. Storyboard layouts should include original illustrations and flats, as well as additional materials that have influenced their unique design. Each storyboard must be created by the 4-H member.

Contest Information for All Age Divisions

Categories - A 4-H member may enter only one storyboard in the following categories:

- *Wearable* - clothing that can be worn. Includes items such as pants, shorts, skirts, blouses, sweaters, coats, dresses, etc.
- *Accessory* - belts, purses, bags, hats, etc.
- *Jewelry* - necklaces, bracelets, rings, earrings, etc.
- *Home Furnishings* – Items that make a home comfortable for living or working in. Examples include: couch, ottoman, chair, tables, desks, beds and the like.
- *Pet clothing* - items that can be worn by a pet or any other animal.
- *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.

2022 Theme – *Get Out and Explore the Great Outdoors*

This theme may mean in your own back yard, at a national park or on the Serengeti. Discover the animals that roam the earth big and small; those that creep on the ground and those that fly in the air. Take in the majesty of the nature around us. See the beauty in a sun rise, feel the mist from a waterfall, taste the sap from a maple tree. G et moving - your adventure awaits.

Number of garments/designs

- Focus on one garment/design for the storyboard. Contestants may provide up to two (2) variations of the original design.

Scoring

- See the 4-H Storyboard scorecard in the Appendix for scoring criteria.

- Each Storyboard must conform to and will be evaluated based on the following, but is not limited to:
 - 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.
 - A good storyboard should have a strong focal point.
 - Placement of the inspirational items should allow the eye to flow across all elements of the board without distracting from the design.
 - “White space” or “blank space” should be kept in consideration. Too much or too little white space detracts from the design.
 - 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.
 - Quality of Workmanship – Storyboards should be neat and demonstrate quality of workmanship.
 - Consistent Color Palette – Use a consistent color palette and theme throughout the board.
 - 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.
 - If the exact fabric swatch cannot be found, a “basic swatch” may be used to illustrate fabric type (denim, linen, etc.), and can draw out the detail.
 - Examples of trims and embellishments would be top stitching, piping, buttons, etc.
 - Consistent Theme – All elements are cohesive and support the design brief.
 - 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.
 - Design Detail – Should include at least one Illustration and at least one Flat.
 - 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 at <http://www.universityoffashion.com/fashion-croquis/>
 - 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 at <http://www.universityoffashion.com/fashion-croquis/>.
 - 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.
 - Titles/Labels
 - The title for each storyboard must be: ***Get Out and Explore***. Additional labels may be 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.
 - Design Brief – Storyboards should follow the design brief and category descriptions.