

4-H BALL POINT TUBE PAINTING GUIDELINES

The following are guidelines for providing learning experiences in ball point tube painting.

GENERAL GUIDELINES FOR ALL MEMBERS

Pictures need not be painted as charted as long as they harmonize.

Pictures are to be framed, however, judging at the fair will be on painting and not the frame!

Projects must be clean and neat when exhibited.

Projects will vary according to the member's ability.

Exhibits will not be acceptable on unfinished garments, even though the painting is completed.

Encourage doing a variety of projects, not just a picture each year.

At the fair there are two classes for exhibiting tube painting projects - one for projects using transfer design, the second for projects with original designs. Original designs are original drawings by the 4-H'er that are traced or copied on the material or clothing articles.

EXPERIENCED GUIDELINES

First and Second Year

Learn how to fill in and outline

Learn how to use the stylus.

Learn how to shade and blend.

Third Year

Work on harder projects, involving more skill and time.

May want to begin doing original designs.

Fourth Year and Over

Work on harder and/or larger projects, involving advanced shading and blending.

Learn about appearance of color on cloth.

Encourage projects with original designs.