



Skills

- Develop interior design skills ☐
- Expand design vocabulary ☐
- Discover career opportunities ☐
- Increase technology skills ☐
- Complete a service project ☐
- Gain understanding of line/design elements ☐
- Develop computer graphic design skills ☐



Life Skill -- DECISION MAKING

Graphic Design


Line and Design


Throughout the beginning and intermediate activity pages for Line and Design, you learned basic design elements and numerous arts and crafts ideas. Now it is time to apply your knowledge. Some of the new skills that you can learn in the Advanced 4-H Line and Design project are listed on the left. Check your favorites and then work with your 4-H leaders and parents to make a 4-H project plan of what you want to do and learn this year.


Graphic designers use computers to create and design images. The image below was created with a computer. Can you copy the image using your computer? Use the step-by-step directions below to recreate this image.




1. Use  to create the circular head.

2. To color the circle gray, select a gray color swatch from either the swatch palette (Mac) or use the fill bucket (Word/PC).



3. Use  to create one lens of the glasses. Increase the stroke (width of the black line) to 10 point. Fill the lens with white using the swatch color palette (Mac) or the fill bucket (Word/PC).



4. Use  to select the lens after it's created. To make a copy of this lens (so you don't have to create a second one), simply go under "edit," click on "copy" and then click on "paste." Use the same tool to move the lenses into proper position on the "head."



5. Use  to draw the hair, outside and inside of the ear, mustache, nose, bridge and arm of the glasses. Make the outside of the ear, mustache, bridge and arm of glasses and nose 10 point stroke size.

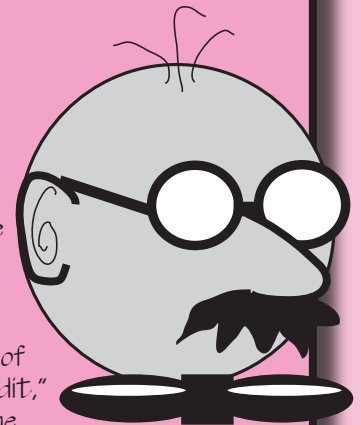
6. Use  to select the nose. Then, select  to rotate the nose into the proper position and place onto the "head" using . Repeat the process with the ear and mustache.

7. Use  to select the mustache. Fill the mustache with black using the swatch color palette (Mac) or the fill bucket (Word/PC).

8. Use  to create the center of the bow tie. Take  and put it into its proper position.

9. Use  to create the rest of the bow tie. Take  and put it into its proper position. Color the inside circles white.

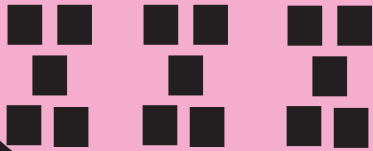
10. Are your eyeglasses laying on your nose? Does your mustache cover your nose? This is easy to resolve. Decide which item needs to be on top. Use  to select the item. Either right click on your mouse and highlight "grouping" and select  "send to the front." Or, click on "object," highlight "arrange" and select "send to the front."



Principles of Design

The scrambled words below are all basic principles of design. Read the definition and look at the illustrations provided in the circles. Unscramble the word. Write it in the blank below each word. Then draw a line from the word to the picture and definition that matches it.

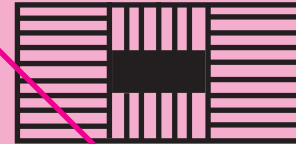
... the repetition of objects within artwork.



ELAABCN

balance

... creates a feeling of harmony between the variety of elements included in the artwork.



SISEMAPH

emphasis

EMTMOVNE

movement

TNREAPT

pattern

... all of the parts are of appropriate and proper size in relationship with the other parts.



PPOORRONIT

proportion

... the equal distribution of the visual weight of objects, colors, texture and space.



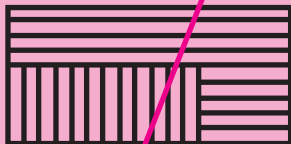
ETPPEIRON

repetition

MRYYHT

rhythm

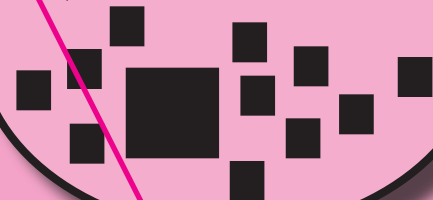
... involves the use of one or more elements of design in order to create a feeling of organized movement.



NUTYI

unity

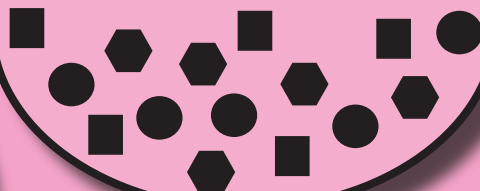
... the element of the design that "pops" or stands out to the viewer.



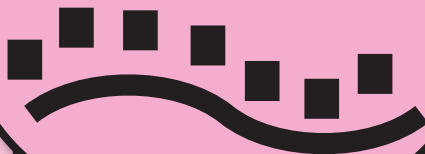
AIERVYT

variety

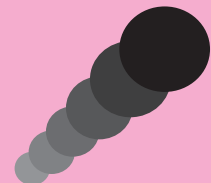
... uses several elements to guide the viewer through the artwork and attract attention.



... the "path" created by lines, edges, shapes and color to take the viewer's eye to a specific focal point..



... the process of making the artwork seem "alive," moving or active.



Service Ideas

Share your knowledge with others! Create a scrapbook, DVD or Power Point™ presentation highlighting your Line and Design activities.

Teach art activities at an after-school or summer program for young people.

Lead an arts and crafts seminar at an area senior citizens center or local assisted living home.

Volunteer with a local or community art museum.

Resources

- School and public libraries
- Line and Design manuals
- 4-H project leader/groups

The following Web site was used to create this activity sheet. To learn more line and design skills visit:

www.h4hccs.org
www.utextension.utk.edu/4H/projects/lineanddesign.htm

Don't forget! For more ideas and info, contact your local 4-H office.

Activities

4-H Demonstration

4-H Skill-a-thon

Design and create holiday cards to send to family and friends.

Create a unique piece of art to use as a birthday or holiday present.

Enter an arts and crafts item in the county fair.

Make a sketch book, scrapbook or reflective journal.

Reflection

As an advanced line and design project member, you have gained many useful skills. You have also spent many hours practicing and developing your artistic talents. Reflect on some of the things that you have learned. Think about how working in line and design makes you feel. Using the letters below, highlight your new skill set and feelings. An example has been provided.



What I've Learned ...

How I feel ...

L
I
N
E
D
E
S
I
G
N

Interior Design

Intelligent

Learning to Lead

As a 4-H project leader, you should be able to share your skills, knowledge and experiences with younger 4-H members. Here is a group activity idea that you can use as you plan your project group meeting. Can you think of others? How can this activity be used with other 4-H projects?

Principles of Design Activity

Using the activity on page 2, look through newspapers and magazine advertisements to find at least one example of ads that reflect each one of these principles of design.

Before the Meeting:

- ☑ Create a poster board series with each of these design principles displayed to show as examples during your project meeting.
- ☑ Collect as many magazines and newspapers as possible. Encourage your project group members to also bring old magazines and newspapers with them to the meeting.

How to Play:

- ☑ Divide the members into two or more smaller groups.
- ☑ The objective of each group is to find examples of advertisements that illustrate each one of the design principles. They have 20 minutes to accomplish the task.
- ☑ Groups get 5 points for each advertisement that they find and correctly label. Encourage members to find more than one example of each design principle to gain more points. The group with the most points at the end of time wins.
- ☑ The first group to find at least one example of each design principle gets 10 extra points.

Makeover Magic

THE PROJECT

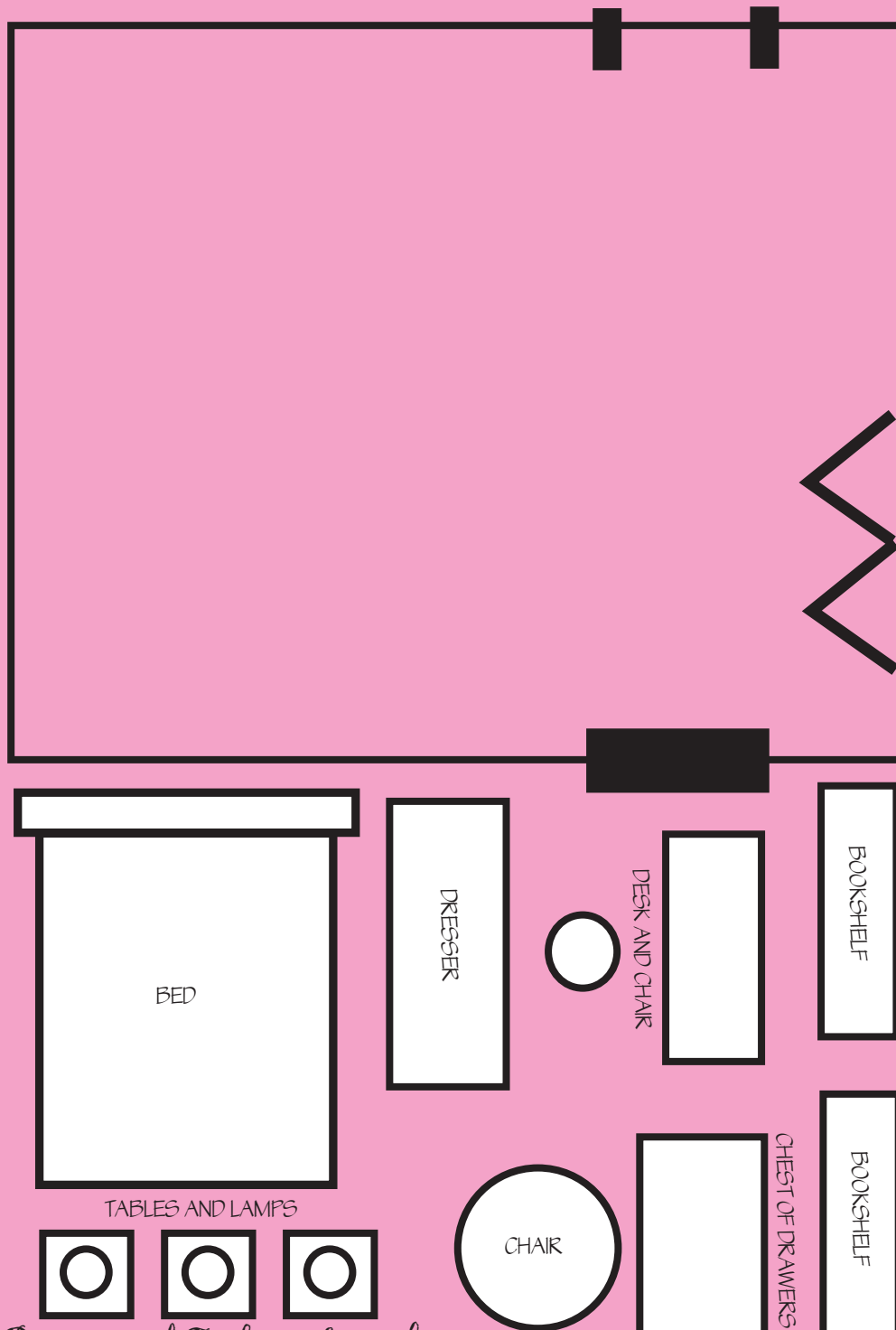
On your left is a diagram of a bedroom that needs furniture arrangement, color and fabric ... or basically a makeover. This bedroom could be your room at home, a friend or family member's bedroom or maybe plans for your dorm room at college. You may use the room as is, cut the room out and glue to a piece of cardstock, or recreate the room diagram on a piece of poster board to make larger.

FURNITURE

Below the diagram are furniture items that may be used to furnish your room. Cut the items out and glue to your bedroom diagram. Remember, if you opted to enlarge your room onto a poster board, you will need to do the same with your furniture. You do not have to use all of the items. Two of the most important things to remember in room design are functionality and traffic patterns. Pay close attention to the door (marked by the heavy line), window (denoted by the two bars at the top of the diagram), and the closet (marked with the two triangles.)

PAINT AND FABRIC

Lastly, at the very bottom of the page is a place for paint and fabric samples. The most important element of room design is the 60/30/10 rule. This rule means that 60% of your room should be one color; 30% another color; and 10% a different color. Experiment with mixing and matching patterns and designs. Find samples at a local fabric and paint store and attach in the space provided or draw and color your own.



Paint and Fabric Samples

Wall Color(s) Furniture Color(s) Window Treatments Chair Covering Bedding Accents