

DEPARTMENT –BUILDING EXHIBITS

SECTION - 4-H INTERIOR DESIGN & ARCHITECTURE

(Must be enrolled in the Interior design and architecture project)

***This project is currently in its pilot year (2025) and all exhibit categories are new. 4-H members exhibiting in this project have been involved in statewide project meetings and discussions throughout the 2025 4-H year.

*** Project Overview: Architecture and Design is an important aspect of creating work and living environments that feel good and serve a purpose to those who utilize them. Designing the feel, look or mood of a room with lighting, furniture, wall placement and design elements are all examples of ways to incorporate the design process into your environment. Learning and experimenting with the elements of design – color, line, value, space, shape form and texture, is important. Of equal importance is knowing how to work with the principles of design – proportion, scale, balance, rhythm, unity and variety. Being a designer (architect, industrial/product designer, interior architect or interior designer) starts with having an end goal in mind and using each step of the planning process to support the end goal. Good designers understand how design makes a space look good and the components needed to put it together. The overarching goal is to create a space that is structurally sound, safe, inclusive, functional, and inviting to all.

SPECIAL RULES

1. Read General Rules. Violation of any of the following rules may result in disqualification. All decisions will be made by a county agent and their decision is final.
2. Articles may have been used, but if so, they need to be carefully laundered or cleaned before being exhibited.
3. A member is limited to two entries per class.
4. Only purple awards are eligible for State Fair.
5. An entry card must be attached to the exhibit with material appropriate to the exhibit: safety pins, tape, string, etc.
6. Projects with missing or insufficient summary will be lowered one ribbon placing.

Classes

Interior Design Focus: Interior Designers have a capacity to influence the way we feel when we inhabit a space. In some instances, this impact can be felt emotionally and physically, in other words, it can affect our mood. Tools such as color, light, texture and pattern can all be used to convey or stimulate such a response to a space.

4400 – Room Design Board. Select one room within your home or imaginary/future home (bedroom, bathroom, kitchen, etc.) to design. Create a basic floor plan showing wall footprint including any furniture, fixture and/or cabinet layout. Include any other illustrations, drawings or photographs to help support your design. Also include material/finish samples (wall treatments, floor covering, paint samples, etc.) Label any drawings or finishes so the audience understands their intention. All finishes should be attached to the design board. To explain your design intent, write a brief description to be included on the design board. (no more than one page 8 1/2 x 11). Boards must be on foam core or a standard tri-fold display.

4401 – Two Collages on Design Board. In this project, develop two imaginary interior rooms.

Each room should start out with identical dimensions and features (doors, windows, etc.) The function of the room can be up to you (bedroom, coffee shop, art studio, etc.) but should be the same for both rooms. For each space, create a feeling or mood for the occupants of the space. The mood created for one space should be the opposite or contrast to the second space. Choose a pair of contrasting words from the list provided (where do we put the list) to get started. Each collage must be on its own page. Page size preference and maximum is 11 x 17; can use smaller dimensions if needed. Collages should convey a space that includes a background, midground and foreground. Once these are established, add as many layers as needed. Use print materials from magazines, colored paper, the internet, or other design materials to find furniture, lighting fixtures, textures and other elements to complete each collage. For each collage, write a brief description of your design intent. (one to three paragraphs total). Adhere both collages and design intent on a foam core presentation board. Label each collage with the descriptive words you selected from the list. Additionally, you may include research, inspiration imagery or any additional drawings that helped you design your space.

4402 – Two Diorama Models. Similar to class 4401, 4-H Members will construct two dioramas, one for each space demonstrating contrasting moods. Each diorama will be designed within similar sized boxes. Boxes should be large enough to be easily viewed but no larger than 12" x 18". Both rooms being depicted need to be the same size. Dioramas should convey a space which includes a background, midground and foreground. Once you have these established, you can add as many layers as needed. Use print materials from magazines, colored paper, the internet or other design materials to find furniture, lighting fixtures, textures and other elements to complete each room or diorama. Elements will need to be cut out and adhered to each background, midground and foreground to reflect the design of the room. Focus on selecting materials and colors to create the mood or essence of the space. Use openings in your container to experiment with the effect of light in your space. Dioramas should not contain actual figures, miniature furniture/cabinets or moveable parts. All elements should be paper adhered to materials easily found at home. For example: magazine photos, cardstock, plastic, cardboard, chipboard or other material to depict design finishes/elements within the diorama. Architecture Focus: Architects plan, design and oversee the construction of buildings and other structures beginning with concept development to the final construction phase of projects. It's also important that they ensure the final product is safe and functional. Architects balance artistic creativity with sound building techniques while also considering how the built environment impacts people's emotions and lifestyle.

4403 – Marble Maze or Enclosure. Create a space in which a marble will move through a sequence of rooms, enclosures or spaces. Use different types of elements and materials to enclose your spaces or guide the marble. Consider the size of the marble and how you want the space to feel – big and open or small and enclosed. Pay close attention to the sizes of architectural elements relative to the size of the marble. To construct the marble maze or enclosure, use household materials found around the home to create the structure. (cardboard, chipboard, construction paper, paper towel or toilet paper tubes, etc.). The base of the structure should be no larger than 18" x 24" (poster board size) and 12" in height. In addition to your enclosure/maze, you may also present a small design board with illustrations/drawings to help the audience understand the path of travel for the marble, or the rules for which you designed. Write or type a brief description of your design intent (1-3 paragraphs total) to be included on the design board.

4405 – Marble Maze Presentation Board Only. Presentation board should be foam core with below items attached: Include drawings of your marble enclosure/maze design; (examples include floor plan, section, elevations, etc.) In addition to your base drawings, include any illustrations/drawings to help your audience understand the path of travel for the marble. You may also include quality photographs that show the sequence of the marble moving through the

built design. Images may be annotated, meaning you can use notes to explain your thoughts/design intent, on the board. This sequence of photos should visually tell the story of your design. Write or type a brief description of your design intent (1-3 paragraphs in total) to be included on the presentation board.