VIDEO/FILMMAKING

Each county may submit 4 entries total from 50324, 50325, 50326, 50327, 50328, 50329; 1 entry from 50330. Enrollment in the Video project is required to exhibit in the classes in this section. Entries in 360° video may be enrolled in video/film or computer science projects.

All Exhibitors must bring their video to be judged on a USB flash drive and saved in .MP4 format. Exhibitors are encouraged to post their video on YouTube.com in advance of State Fair. Exhibitors may choose whether to make the video “public, unlisted” (someone must have the link to view it), or “private” (only people you choose may view it). This will allow fairgoers to view the exhibits on display. There will be monitors at the exhibit table for viewing videos so exhibitors will NOT need to bring a laptop or device for viewing.

Requirements that apply to ALL video classes:
Video submissions should be no longer than five (5) minutes in length (unless noted differently in class description.). Videos are to be original and a result of the member’s current year’s work. Criteria for judging shall include: (1) Evidence of story line; (2) Use of camera angles; (3) Use of zooming techniques; and (4) Smoothness of scene changes. Image and sound quality will be considered in relation to equipment available to and used by exhibitor. All videos should comply with copyright regulations and display an image that is appropriate for 4-H audiences. No time or date should be imprinted on the video footage. All videos should include an opening title screen, as well as closing credits which include date of production, name of video exhibitor and research sources if appropriate. All Video/Filmmaking exhibitors must include a printed copy of materials which will remain on display.

50324 Commercial or Promotional Video: Prepare a short video (30 seconds to 1 minute in length) that promotes an event, advertises a specific project/product, or is a public service announcement. The video should demonstrate skills in making and editing video.

50325 Animated Video: Video in this class should represent creative animation of original artwork created by the exhibitor and may include stop motion techniques. Media might include images created with graphics software or hand-drawn images.

50326 Documentary: Video in this class should represent a research-based investigation into a topic of choice. Video credits should list research sources and may include paper or electronically published materials, as well as, and/or interviews with experts or constituents related to the topic of investigation.

50327 Short Story or Short Narrative: Prepare a short video that tells a story. The video should demonstrate skills in making and editing video.

50329 360° Video: (Open to youth enrolled in Video or Computer Science 1 or 2) Videos in this class must be no longer than 5 minutes in length. Criteria for judging shall include: (1) The use and effectiveness of using 360° video equipment to tell story (including stitching); (2) Use of camera angles and lighting to capturing whole 360° scenes without equipment interference; (3) Use and placement of titles and graphics in the 360° environment; and (4) Smoothness of scene changes. Image and sound quality will be considered in relation to equipment available to and used by exhibitor. All videos should comply with copyright regulations and display an image that is appropriate for 4-H audiences. No time or date should be imprinted on the video footage. All videos should include an opening title screen, as well as closing credits which include date of production, name of video exhibitor and research sources if appropriate.

Videos entered in this class can fall under any of the following categories: Commercial or Promotional, Animated Video, Documentary, or Short Story/Short Narrative. Guidelines for each category can be found above. Exhibitors choosing to use 360° video are to film and edit videos using 360° Cameras and editing software. Videos should be edited and stitched keeping in mind the limitations and complexities unique to filming and editing in 360°. Each exhibit should come on a jump drive, and MUST be preloaded to a VR headset or Google Cardboard to
demonstrate for the Judges. These exhibits are designed to demonstrate the filmmaking processes unique to 360° film making, as opposed to the development of the technologies behind them (as seen in Computer Science).

50328 Video/Filmmaking Innovation Class: (Open to youth who were at least 13 years of age on 9/1/17 and are enrolled in Video/Filmmaking.) Demonstrate the skills and knowledge you have gained through the Video project. Your exhibit should not fit in the other exhibit options for this project. The exhibit may include, but isn’t limited to, original works, objects, demonstrations, digital presentations, programs, websites, games, apps, performances, or posters which you have made. Choose whatever method best shows what you’ve learned. Your exhibit should not fit in the other exhibit options for this project. You must furnish any equipment you need for your exhibit. Internet service will not be provided for the exhibit. All exhibits must include something visual, such as a printed copy of a digital presentation, which will remain on display during the exhibition. Electronic equipment will only be used during your personal judging time and will not remain on display during the entire exhibit period.

50330 Video/Film Ready4Life Challenge: (Open to 11- to 18-year-olds enrolled in any Video/Film project) Exhibits in this category must include the following: a) a physical representation of the career or business product such as a model, prototype or display/portfolio that includes images of accomplished work; b) verbal or written explanations that demonstrate knowledge of the related career or business fields, potential careers, and the appropriate requirements for achievement in those fields. The judging criteria for this class values thoroughness of career and/or business exploration and pursuit above the workmanship of the physical specimen on display.