



VISUAL ARTS CONSERVATORY

PORTFOLIO PREPARATION & AUDITIONS 2019-2020



LAS VEGAS ACADEMY

PROGRAMS & SKILLS

- drawing
- painting
- printmaking
- sculpture
- ceramics
- graphic design
- airbrush
- photography
- film & video
- digital media
- art history
- art criticism
- art aesthetics
- gallery curating
- animation



VISUAL ARTS

FEATURES

EXPOSURE

- Two gallery spaces with regular exhibitions throughout the school year
- Off campus art shows
- Senior art exhibitions
- Gallery curating
- Community partnerships
- First Friday Collaboration

TRAINING

- Award winning artists on the National, State, and local levels
- Professional commissioned opportunities for students' artwork
- Ongoing community outreach programs that showcase student talents and foster leadership through clubs like Ceramics Club, SkillsUSA, and National Art Honor Society
- Instructional staff is comprised of working artists with exhibition, commission, and outside experiences to guide students in their own careers



COLLEGE PREPARATION

- College level techniques, applications, and media exclusive to the Las Vegas Academy
- Host to the regional College Portfolio Review Night where colleges from across the country review student work
- Scholarship opportunities, including National Art Honor Society
- International and national museum gallery trips available
- College credit available through the Tech Prep Credit in Photography, Animation, Video Production, and Graphic Design, and/or Advanced Placement Drawing, 2-D Design, and 3-D Design courses
- Annual College recruitment visitations, out-of-state college portfolio reviews, and international cultural tours

LAS VEGAS ACADEMY

MAJOR SEQUENCE OF STUDY

MAJOR AUDITION INFO	VISUAL DESIGN p. 10	SCULPTURE p. 12	PHOTOGRAPHY p. 14
FIRST YEAR	VISUAL DESIGN I	VISUAL DESIGN I & CERAMICS I AND/OR DESIGN CRAFTS	VISUAL DESIGN I & PHOTOGRAPHY I
SECOND YEAR	VISUAL DESIGN II	VISUAL DESIGN II & CERAMIC II AND/OR DESIGN CRAFTS	VISUAL DESIGN II & PHOTOGRAPHY II
THIRD YEAR	AP DRAWING ART THEORY & PRACTICE	STUDIO ART 3D & CERAMICS III AND/OR ADVANCED STUDY	PHOTOGRAPHY III WITH ADVANCED STUDIES
FOURTH YEAR	AP 2-D OR STUDIO ART	AP 3D DESIGN BLOCK & ADVANCED STUDY	AP STUDIO 2D

VISUAL ARTS MAJOR

GRAPHIC DESIGN p. 15	ANIMATION p. 13	DIGITAL ILLUSTRATION p. 16	FILM & VIDEO p. 17
GRAPHIC DESIGN I & DIGITAL ILLUSTRATION I	ANIMATION I & DIGITAL ILLUSTRATION I	VISUAL DESIGN I & DIGITAL ILLUSTRATION I	VIDEO PRODUCTION I & FILM STUDIES I
GRAPHIC DESIGN II WITH LAB & DIGITAL ILLUSTRATION II	ANIMATION II WITH LAB & DIGITAL ILLUSTRATION II	VISUAL DESIGN II & DIGITAL ILLUSTRATION II	VIDEO PRODUCTION II WITH LAB & FILM STUDIES II
GRAPHIC DESIGN III WITH LAB (AP DRAWING Optional)	ANIMATION III WITH LAB & AP STUDIO DRAWING (opt.)	AP STUDIO DRAWING	VIDEO PRODUCTION III WITH LAB & FILM STUDIES III
AP STUDIO 2D WITH GRAPHIC DESIGN ADVANCED STUDIES	AP STUDIO 2D WITH ANIMATION ADVANCED STUDIES	AP STUDIO 2D	VIDEO PRODUCTION WITH ADVANCED STUDIES

If accepted, all incoming freshman are placed in foundation level courses. Upper classmen will be placed in courses according to the skill level demonstrated in their portfolio.

VISUAL ARTS AUDITIONS



AUDITION REGISTRATION

To audition for the Las Vegas Academy, visit the Clark County School District's Magnet School Application website: MAGNET.CCSD.NET/APPLY

Click on **APPLY ONLINE**

Log in or create an account

Fill out the application and write down the Applicant ID#.

Return to MAGNET.CCSD.NET/APPLY log in and schedule an audition by selecting your preferred time and date.

Upcoming audition dates:
JANUARY 11th AND 25th.

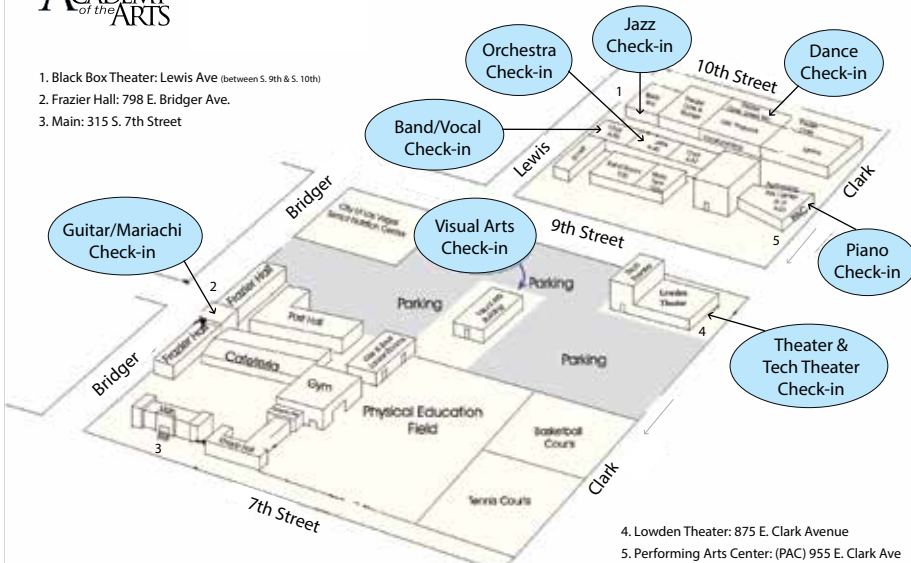


AUDITION PROCESS OVERVIEW

1. You must complete the CCSD Magnet online application and select your Visual Arts major. Select an audition time from the drop-down menu.
www.ccsdapps.net
2. Report to the Visual Arts Building room VA101, 15 minutes before your scheduled audition time. Check in with the secretary and receive your audition paperwork. Students must submit their portfolio and written response. Submissions will be reviewed during the audition and then returned at the end of the session (see Portfolio Requirements p. 8, 9).
3. Students will be called into the appropriate rooms for their specified major. Parents may wait in room VA101 or outdoors. Restrooms are available. Auditions take approximately 2 hours.
4. Students will be dismissed with all original materials and artwork they arrived with. Decision letters will be mailed by the Magnet Office at the end of February.



AUDITION MAP



PORTFOLIO REQUIREMENTS

Animation

Graphic Design

Sculpture

Digital Illustration

Photography

Visual Design

Part 1 & 2 are required for majors listed above.

PART 1

The Portfolio submission must include art work with the specific imagery and use of media listed below:

- I. Still Life drawing using charcoal
- II. Self-Portrait using graphite pencil: draw yourself by looking into a mirror (no photo reference)
- III. Contour Line drawing of your shoe using ball-point pen
- IV. Colored Landscape Painting using watercolor, acrylic, or oil paint

(See samples of requirements on p. 10, 11)

PART 2

(submit work specific to the major you're applying to)

- A. ANIMATION: 3-5 original character drawings, an expression sheet, a turnaround of a character, a sample of an animated GIF or a short movement sequence on MP4 or MOV format. Do not submit copyrighted imagery or photo copies of your work.
- B. DIGITAL ILLUSTRATION: 3 to 5 pieces using any digital software, tablet, or device.

*Works may be submitted as 8.5"x11" high resolution prints.

- C. GRAPHIC DESIGN: 3-5 redesigns of major brand logos, typography practices of hand lettering, advertising or packaging design, magazine or poster design. All pieces must be original without copyright infringement.

*Works may be submitted as 8.5"x11" high resolution prints.

LABEL YOUR ART

Prior to your audition, label all portfolio entries with your MAGNET # and STUDENT NAME on the back of each artwork



DO NOT INCLUDE IN PORTFOLIO:

- Copyright Characters or Cartoons
- Anime Styled Works
- Large Sculptures
- Wet Pieces
- Photocopies of Artwork (unless large sculptures or murals)

PORTFOLIO REQUIREMENTS

WRITTEN RESPONSE

All Students will submit their written response along with the portfolio submission.

A. Why do you want to attend the Las Vegas Academy?

B. Describe two characteristics that make you a unique student.



VISUAL ARTS MAJORS

2D VISUAL DESIGN p. 10

SCULPTURE p. 12

ANIMATION p. 13

PHOTOGRAPHY p. 14

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FILM & VIDEO p. 17

Portfolio requirements continued...

D. PHOTOGRAPHY: 3 to 5 -photographs showing the following compositional elements: PATTERN, SYMMETRY, TEXTURE, DEPTH OF FIELD (SHALLOW), LINES. Refer to this website for examples.

<https://digital-photography-school.com/5-elements-of-composition-in-photography/>

E. SCULPTURE: 3 TO 5 -3D pieces such as ceramics, wire, wood, plaster, jewelry, glass

F. VISUAL DESIGN: 3 to 5 drawings and/or paintings created by observing people, places and things.

PORTFOLIO REQUIREMENTS

Film/Video Production (*only*)

FILM/VIDEO applicants must create and submit a presentation for a short film/video. Include a script, a storyboard (series of panel drawings), and a brief one page essay detailing your specific interest in film and video production. Please organize and submit your work in an expanding file/folder or portfolio. INCLUDE YOUR MAGNET # ON EACH PORTFOLIO PIECE.

VISUAL DESIGN MAJOR

AUDITION PROCESS

1. Students will be escorted in small groups to the portfolio room where they lay out their works with their audition numbers visible. Staff will evaluate portfolios while students complete the skill demonstration portion of the audition. All portfolios will be returned at the end of audition. See p. 8,9 for portfolio requirements.
2. Students will be escorted to the drawing room where a still life and drawing materials will be provided. Students have 30 minutes in which to draw a still life arrangement (see Skills Demonstration below).
3. Upon completion of the skills demonstration portion, students return to the portfolio room to gather their work and are dismissed to their parents.

SKILLS DEMONSTRATION

- FILL AN 8" X 10" DRAWING PAPER
- FOCUS ON DYNAMIC COMPOSITION
- REALISTIC REPRESENTATION OF STILL LIFE
- ATTENTION TO DETAIL AND QUALITY MARK MAKING (THICK, THIN, LIGHT, DARK)
- SHADE ACCORDING TO THE LIGHT SOURCE



SELF PORTRAIT

COUNTOUR LINE DRAWING OF A SHOE





STILL LIFE



COLORED LANDSCAPE PAINTING



SCULPTURE MAJOR

AUDITION PROCESS

1. Students will be escorted in small groups to the portfolio room where they lay out their works with their audition numbers visible. Staff will evaluate portfolios while students complete the skill demonstration portion of the audition. All portfolios will be returned at the end of audition. See p 8, 9 for portfolio requirements.
2. Students will be escorted to the drawing room where a still life and drawing materials will be provided. Students have 30 minutes in which to draw a still life arrangement (see Skills Demonstration p. 10).
3. Upon completion of the skills demonstration portion, students return to the portfolio room to gather their work and are dismissed to their parents.



ANIMATION MAJOR

AUDITION PROCESS

Students should arrive fifteen minutes early to check-in. Please bring required portfolio pieces from p. 8. Students will be escorted in small groups to the animation room where they lay their portfolios and audition numbers out for scoring. Staff will score portfolios while students complete the skill demonstration portion of the audition. All portfolios will be returned at the end of the audition.

For the skill demonstration portion of the audition, students will be given several character descriptions to choose from. They will design the character they choose from the options and create a turnaround of the character from multiple views. For the second set, a story will be given where students must insert the character into a storyboard and show their solution for telling the story with sequencing, shots, angles, actions, and setting. Neatness,

craftsmanship and originality all count in the skills demonstration.

Upon completion of the skill demonstration portion, students turn in all work which will remain with staff for scoring. Students return to the check-in room with their portfolios and are dismissed to their parents.

AUDITION REQUIREMENTS

Students interested in Animation must bring a portfolio as described on P. 8 that includes traditional media, such as landscapes and still life, and animation pieces (ex. character designs, backgrounds/ settings, storyboards, expression sheets, turnarounds, and animations.) All pieces must be original without copyright infringement or anime influenced styles. If there is digital content, please include a flash drive with .mov or .mp4 files labeled with audition number.



PHOTOGRAPHY MAJOR

AUDITION PROCESS

The audition process for Photography applicants includes a skills demonstration session and portfolio submission. The portfolio requirements are listed p. 8, 9.

SKILLS DEMONSTRATION SESSION

When rendering the drawing, focus on framing the still life, choosing a portion of the still life and creating a composition out of it. If you feel that you cannot “draw” the still life, consider the shapes of the objects, and placement in your still life. We are evaluating how you compose the drawing.

AUDITION REQUIREMENTS

Incoming 9th or 10th grade students interested in photo must submit a portfolio that includes drawings and photos (see p. 8, 9).

Incoming Juniors auditioning to be a photo major must submit a portfolio of 10 photos, and complete the skills demonstration session.





GRAPHIC DESIGN MAJOR

AUDITION PROCESS

Students should arrive fifteen minutes early to check-in. Please bring required portfolio pieces from p. 8. Students will be escorted in small groups to the design room where they lay their portfolio and audition numbers out for scoring. All portfolios will be returned at the end of the audition.

Students will receive a “brief” from a company describing their goals and message. For the skill demonstration, students must draw thumbnails of different logo ideas, design a final logo based on specific boundaries and apply the requirements of a deliverable for the company (ex. poster, packaging, advertising) showing consistency of color, shape, and choice of typography. Neatness, craftsmanship and originality are important in the work process.

Upon completion of the skill demonstration, students turn in all work which will remain with staff for scoring. Students return to the check-in room with their portfolios and are dismissed to their parents.

AUDITION REQUIREMENTS

Students interested in Graphic Design must bring a portfolio as described on P. 8 that includes traditional media and pieces that show graphic design concepts, such as logos, posters, T-Shirt design, etc. All pieces must be original without copyright infringement.

DIGITAL ILLUSTRATION MAJOR



AUDITION PROCESS

Audition process for Digital Illustration includes a skills demonstration session as described on pg. 10 for Visual Design and portfolio requirements listed on pg. 8.

AUDITION REQUIREMENTS

Students interested in Digital Illustration are encouraged to include any attempt at digital drawing and painting, photographic compositing (cutting and pasting images together), and any traditional drawings or paintings. No evidence of prior computer experience is required.

Realistic techniques such as proportion, scale, shading, overlap, and form should be implemented as much as possible. All subjects in the drawing are based on observed objects and demonstrate a definite light source.

FILM & VIDEO MAJOR



AUDITION PROCESS

Students will be escorted from the Visual Arts building to Frazier Film rooms where they will have 10-15 minutes to create a short storyboard from a script issued by the staff. Upon completion of the storyboard students will have a brief interview with a staff member where they present their work and discuss their interest in the Film & Video Production major.

The applicant must present the following:

1. Create a presentation for a short film/video that includes:

- Script
- Storyboard – a series of panel drawings depicting key moments in the film/video
- ESSAY – a one-page essay detailing your specific interest in film and video production

2. REQUIREMENTS

Script must be an original creation that clearly indicates a complete storyline – establish a situation, develop the situation, and bring the situation to a satisfactory conclusion

Storyboard must be composed of the student's original artwork or original photos and clearly outline the film/video shot-for-shot with notes indicating dialogue, camera movements and special use of sound elements

The script and storyboard must be organized and carried in an expanding file/folder or portfolio

Please visit www.lvafilm.com for additional details

LVA VISUAL ARTS

2019-20 EXHIBITION CALENDAR

All Art Show Opening Receptions are scheduled 2:30-4:00 p.m.

GALLERY SHOWS

DATE	LOCATION	TITLE
11/06/19	Lowden Gallery & BLG	Department Show (Magnet Open House)
12/21/19	Lowden Gallery	Graphics & Photo Show
02/06/20	Lowden Gallery & BLG	Senior Show #1
02/20/20	Lowden Gallery & BLG	Senior Show #2
03/05/20	Lowden Gallery & BLG	Senior Show #3
03/19/20	Lowden Gallery & BLG	Senior Show #4
04/02/20	Lowden Gallery & BLG	Senior Show #5
04/19/20	Lowden Gallery	Senior Show #6



SPECIAL EVENTS

DATE	LOCATION	TITLE
11/06/19	Visual Arts Building	Magnet Open House (6:00p-8:30p)
11/07/19	LVA Gymnasium	College Portfolio Review Night (4:00p-7:00p)
12/14/19	Visual Arts Building	Audition Workshop (9:00a-1:00 p)
01/11/20	Visual Arts Building	LVA Audition (appointment required)
01/25/20	Visual Arts Building	LVA Audition (appointment required)
05/TBD/20	Lowden Theater	LVA Film and Video Awards (7:00p-9:00p)



AUDITION WORKSHOP / DECEMBER 14, 2019 / 9a-1p

Students, teachers, parents, or guardians interested in participating or viewing the process during the Audition Workshop must register for the event.

Please visit www.lvaart.com and click on the AUDITION WORKSHOP link to register for the event. Please email Ms. Dalton (daltors@nv.ccsd.net) with additional questions.

