

938 York Road, Towson, MD 21204

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Design & Production 2010-2011 Assessment Guidelines

Students interested in Design and Production is a combination of artist, carpenter, architect, electrician, leader, manager, and creative genius. They are self-starters who do not need to be told what to do next. They can identify what work needs to be done and take care of it on their own. These are students who love to be involved with their hands, building, drawing, painting, using the computer, decorating, organizing, planning, and designing.

BCPS Magnet EXPO!: **Saturday, October 3, 2009** **10:00 a.m. - 2:00 p.m.**
Crowne Plaza Timonium

Open House: **October 18, 2009** **1:00 - 3:00 p.m.** **G.C. Carver Center**

Application Deadline: **November 30, 2009**

Application packets are available at www.bcps.org/offices/omp. Applications must be received or postmarked on or before November 30, 2009. Late applications are not processed.

Applications MUST be mailed to:
High School Magnet Application
Office of Magnet Programs
6901 N. Charles Street
Towson, MD 21204

It is the parent's/guardian's responsibility to submit a complete application and a copy of all report card grades for the 2008-2009 school year.

Assessment reminders will be mailed to all applicants.

Parents/Guardians of applicants who have NOT received notification at least five (5) days prior to the assessment date MUST contact the school to verify/schedule an appointment.

Design & Production Audition: **January 9, 2009** ***Auditions by appointment***

Applicants will be advised of their appointments by postcard. Please arrive 15 minutes prior to the scheduled time. Students will register for the audition in the front lobby with the required materials. Students who are more than 10 minutes late may not be admitted into the audition. **Students who do not bring required materials with them will not be permitted to audition.** On average, the entire audition takes approximately 3 hours. Due to personnel and time constraints, auditions may not be rescheduled. Parents may stay in the main lobby during the audition, or return to the school within 3 hours. Due to the high volume of applicants, there will be no seating available in the school for parents/guardians.

Failure to attend an audition WILL result in disqualification.

Inclement Weather: In the event that schools are closed due to inclement weather, weeknight magnet assessments will be postponed. Weekend magnet assessments will be postponed if the snow emergency plan is put into effect for Baltimore County. Postponed assessments will occur on the designated inclement weather date.

Inclement Weather Date: January 23, 2010

Directions to George Washington Carver Center for Arts and Technology:

From West:

1. Merge onto **I-695 N** via the ramp to **Towson**
2. Take exit **26A** toward **Towson/York Rd**
3. Turn **left** at **West Rd** (signs for **Towson/York Rd**)
4. Take the 1st **right** onto **York Rd**
Make a right at the next light, Fairmount Ave.

From East:

1. Take the ramp onto **I-695 W**
2. Take exit **26** toward **Towson**
3. Turn **left** at **MD-45/York Rd**
Make a right at the next light, Fairmount Ave.

Design and Production Audition Information

Prior to the Audition Demonstration of Interest

This MUST be completed prior to coming to the audition.

This is a measure of how well the candidate organizes and prepares work at home, how the candidate applies her/his talent, and how well the candidate can follow directions and work independently.

Candidates who do not have all components of “Demonstration of Ability and Interest” will be disqualified and will not be allowed to audition.

1. **Demonstration of Ability and Interest (50 Points):** Candidates must prepare the following in a sketch book that measures 9”x12” or larger.
 - o **Design the Set:** Find a play you can read and understand; it can be one act or full length. Based on information in the script, complete two drawings of how the set would look one from the top and the other from the front. If there are several scenes, select one that interests you. (10 pts.)
 - o **Seeing Design:** Collect pictures from magazines that show effective use of design principles. These should be based on color, arrangement of details, relationships of shape, balance and so on. Paste the pictures into your book. You will be asked to explain your choices. Please label your work identifying the design principle shown. (10 pts.)
 - o **Tone and Value:** Make a series of six drawings of an outdoor setting that you can observe over a period of days and at different times of the day when the light would be different. Three of the drawings should use color and three should use only light and dark shading. (10 pts.)

- **Using Your Hands:** Make an object using simple tools and materials such as scenic models, costumes/outfits created from scratch, dioramas or other three-dimensional representations (geographic, historical or architectural). **Pre-fabricated** kits are discouraged. Examples that would best address the scoring criteria are a bird house or a scenic model that shows your interest and ability in working with your hands. Be creative! (10 pts.)
 - **Other Works:** Collect examples of your work that show you as a person interested in design. This can be other sketch books, programs from plays you have worked on or projects you have built. (10 pts.)
2. **Response to a Live Performance (10 Points):** Attend a live performance of a play, not a musical. It is suggested that candidates attend performances at their local high schools, community colleges, Center Stage or Everyman Theatre.
- Write a one-page explanation of the main idea of the play and explain how it is reflected through two of the following: use of space, movement, color lights, scenic design or costume design. Typing is encouraged. Be sure to staple the program and ticket stub to your work.
 - Make two drawings of the set. Demonstrate your awareness of light, volume and shape. This work will not be returned.

***Candidates who do not complete all components of the
Response to a Live Performance will receive a zero on this portion of the audition.***

On the Day of the Audition

The audition takes approximately 3 hours.

***Applicants who do not come to the audition with the required materials
will not be allowed to participate in the audition process.***

Candidates who are auditioning for Design and Production must complete the following:

- **Demonstration of Ability and Interests (50 Points)**
- **Response to a Live Performance (10 Points)**
- **Audition Drawing (30 Points)**
- **Interview (10 Points)**

1. **Audition Drawing (30 Points):** On the day of your audition applicants will be asked to demonstrate their drawing abilities. Candidates will engage in three separate drawing exercises.

Timed Drawing Series

There will be a series of six timed drawings with one warm-up drawing at the beginning of the session. The objects will range in complexity, from the most simple, such as a coffee mug, cup, or cube, to the most complex, such as a deer skull or a draped piece of fabric. The candidate will get from 5 to 90 seconds for each object, the simple objects ranging between 5 and 15 seconds and the more complex ranging from 30 to 90 seconds. The adjudicator will time the drawings and call “stop” at which time the candidates will lay their pencils down. Candidates will be evaluated on their ability to follow directions, eye-hand coordination, line quality in a high-speed environment, and ability of capturing the general outline/primary characteristics of objects being drawn.

Visual Interpretation

Candidates will listen to an instrumental piece of music played over the design lab sound system, they will then interpret the story, scene or circumstances that they envision. The piece will be played three times. The first time the candidates will be asked to listen only, in order to familiarize themselves with the music. The Second time they will write their thoughts down. This will be in either a narrative, outline or list format. The third time the music is played the candidates will make a drawing that follows the themes, concept, scene or story identified in their written description. It is important to note that there is no “right answer” to the candidates’ conceptual choice. However, the selected music will offer a definite journey and will have specific components leading toward a certain predisposition. For example, the piece may begin in a major upbeat key and tempo, slow down and shift into a minor key somewhere around the middle, and then conclude with an unresolved chord. Any number of scenarios, themes, symbols or scenes can be dropped into this structure yet they should have a flow consistent with the direction of the music. Candidates will be evaluated on their willingness to creatively explore a conceptual interpretation, ability to express themselves in a written format, understanding regarding music/sound as a source of inspiration and a design tool, ability to engage in a multi-tiered design process, and effectiveness and consistency between the steps of the process

Still-life Composition

The final drawing element of the audition is the still life composition. A grouping of objects will be set up prior to the auditions. The objects will be arranged in a specific composition and will offer a variety of textures, surfaces, shapes, highlights and shadows. The grouping will be lit artificially with a stage light from a specific direction, thus taking maximum advantage of the tone and value of the objects. This will be a timed drawing of no more than 60 minutes. Candidates will be evaluated on their understanding of highlight and shadow, ability to show their understanding of how the light-source effects an object, ability to handle tonal value – fades from dark to light – with a pencil, knowledge of mass, proportion, and spatial relationships, sensitivity to texture and surface qualities, and ability to focus on process toward final product.

2. **Interview (10 points):** On the day of your audition applicants will participate in an interview. Candidates will engage in a verbal interview with the two adjudicators. They will be asked a series of five open-ended questions. The questions will cover the following:
- team or group projects
 - role models
 - leadership experience
 - goals
 - interests as they relate to Design and Production
 - stress and problem solving

Candidates will be evaluated on their thoroughness, personal presentation in an interview setting, ability to provide thoughtful yet concise answers, and ability to understand the questions.

DESIGN AND PRODUCTION

GOALS AND EXPECTATIONS

Course of Study in the Design and Production Prime

To insure safety and to promote appropriate theatrical behavior and discipline, theatre students are expected to follow a specified dress code when in the theatre areas and classes.

Grades 9 and 10 – Design and Production I&II: Students develop the principles of design. This includes color theory, design theory, and introduction to materials. They learn to present their ideas in drawings, sketches, and models. They become familiar with the mechanical equipment of the theatre, learn the fundamentals of safe tool use and safe use of ladders and hydraulic personnel carriers. Additionally, they develop the work habits necessary for participation in collaborative projects such as set building. They read plays, create original designs, identify the elements of dramatic production and write about their ideas and observations. They are required to keep sketch-books where they develop their “visual vocabulary” and also keep the drawings and sketches that they are required to do on a daily basis.

Grades 11 and 12 – Design and Production III&IV: Students continue to develop the skills in design that were introduced in grades 9 and 10. They become the designers, technicians, and managers for Carver Theatre and Dance productions. They develop a professional portfolio of their work in order to present themselves for college placement or for direct work in the field. Additionally, they are required to mentor entry level students. As 12th grade students they specialize in an area of interest. This can include lighting design, sound design, set design, costume/fashion design, architecture and engineering. Students at this level are encouraged to experience work, and opportunities in the field to supplement their work at Carver.