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Visual Arts: GENERAL FINE ARTS 2010-2011 Assessment Guidelines

The Visual Arts programs teach the techniques and concepts that will help students think and work creatively; teach the visual values that will help define our students' aesthetic philosophies; help students become familiar with the art and artists throughout history who have shaped our cultural heritage; help students develop good working habits and professional habits of mind; and prepare students, through portfolio development, to successfully apply as an art major to the college of their choice

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.*

Pre-Audition Workshop: **October 27, 2009** **6:00 - 8:00 p.m.**

This General Fine Arts Drawing workshop will give students an opportunity to experience a few of the many skills that the program offers. In addition, expectations for the audition will be discussed.

The workshop is optional and participation in the workshop is not considered during the application, audition or decision process.

Students who wish to participate in the workshop MUST register. The cost of the workshop is \$10. It is recommended that you sign up for the workshop during the Open House, but if you are unable to attend the Open House, you may register until October 23, 2009 by emailing Joe Cypressi (jcypressi@bcps.org) or calling (410) 887-2793.

General Fine Arts Audition:**January 9, 2010***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 2.5 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 2.5 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.

Audition Information

Prior to the Audition

Demonstration of Interest

This MUST be completed prior to coming to the audition.

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

Candidates are reminded that it is important to read and be prepared to discuss the information on the page “Visual Arts Cover Letter.”

To audition for General Fine Arts you must complete the following:

I. Required Materials: Please bring the following materials to complete your drawing.

Candidates missing these requirements will be disqualified.

- 18” x 24” drawing pad. Do not bring newsprint.
- Pencils – you will be allowed to use only black pencils (2B-6B recommended)
- Eraser

2. **Portfolio Requirements:** Applicants must complete all of the following assignments. *Candidates who do not complete all of the following will be disqualified.* This is a measure of how well you do homework, how you apply your talent, how well you can follow directions, and how well you work independently.

- 100% of the work must be completed by the applicant only.
- The minimum time spent working on each requirement listed below should be no less than 3 hours.
- All work, including all two-dimensional works, must be 18”x 24” except photography, which must be 8”x10”.
- All drawing, painting, or sculpture works must be executed from direct observation (from life, not copied or imagination).
- All video work must include editing and be between 1-3 minutes in length.
- All work must be signed, dated. Drawings must be sprayed with fixative.
- **PLEASE NOTE:** The self-portrait and audition drawings will not be returned.

A. Portfolio (Envelope): Design and construct your own portfolio; do not simply decorate an existing portfolio. It should be approximately 24”x 30”, creatively designed, sturdy, easy to carry, easy to open, and made completely by the candidate.

B. Still-life from Direct Observation: Drawing or Sculpture:

Drawing: Make an 18”x 24” drawing that indicates there is a light source shining from a particular direction. Include cast shadows and full range of values.

Sculpture: Create a still-life with a base 18”x 24”; the base can be no taller than 12”. It can be constructed from clay or any material other than found objects.

C. Self-Portrait Drawing from Direct Observation: Make an 18” x 24” drawing. Using a drawing pencil or charcoal, include in the drawing an interesting environment as seen in a mirror. The self-portrait will not be returned.

D. Exterior: Can be executed in any of the following art forms – drawing, painting, multimedia, video/film, photography, sculpture (seascape, landscape, city/suburbanscape, backyard).

E. Composition incorporating at least 5 of the silhouettes found on the attached sheet marked Portfolio Composition Drawing Sheet:

Any medium. Applicant may use any medium to fill in and alter the details that are not evident in the silhouettes using any medium. Create an interesting new composition. There is no single correct solution. Be creative.

F. Other Art Works done within the past two years: This can include drawings, paintings, photographs, prints, original computer-generated art, videos and sculpture. Show us your involvement with making art. Bring the art you made in school and on your own.

G. Sketch Book(s): This should be work that you have created outside of art class; direct observation only (not copied, cartoon, graffiti, anime or fantasy drawings). Drawings should show a wide variety of subject matter. It is suggested that you buy a hardback sketchbook about 9”x 11.” Carry a sketchbook with you wherever you go and draw from direct observation.

H. Visit an Art Museum, Make a Drawing from a Work of Art and Write an Art Review.

1. In the museum make a developed sketch from direct observation, in your sketch book, of a work of art found in the museum. Take notes and write your thoughts on the opposite page while at the museum. Give yourself at least one hour to draw.

2. At home type a two-three paragraph review based on your own thoughts and observations from the notes that you made in your sketchbook. Include the artist's name, the name of the museum, and your reason for selecting the art work. The review should address:
 - 1) why you chose the work, and
 - 2) how color, composition, texture, mood, and theme affect the look and feeling of the work.

Suggested local museums: The Baltimore Museum of Art, The Walters Art Museum, The Visionary Art Museum, and The National Gallery of Art in Washington, D.C.

On the Day of the Audition

The audition takes approximately 1 hour.

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

As all Visual Arts classes receive GT credit, students are evaluated based on demonstrated interest and potential for success in classes at this level.

1. **Portfolio (32 Points):** While working on your audition drawing, an adjudicator will ask you to show the work you have prepared in your portfolio.
2. **Audition Drawing (60 Points):** Bring an 18"x 24" drawing pad. On the day of your audition, you will spend two hours drawing a still-life. This drawing will not be returned.

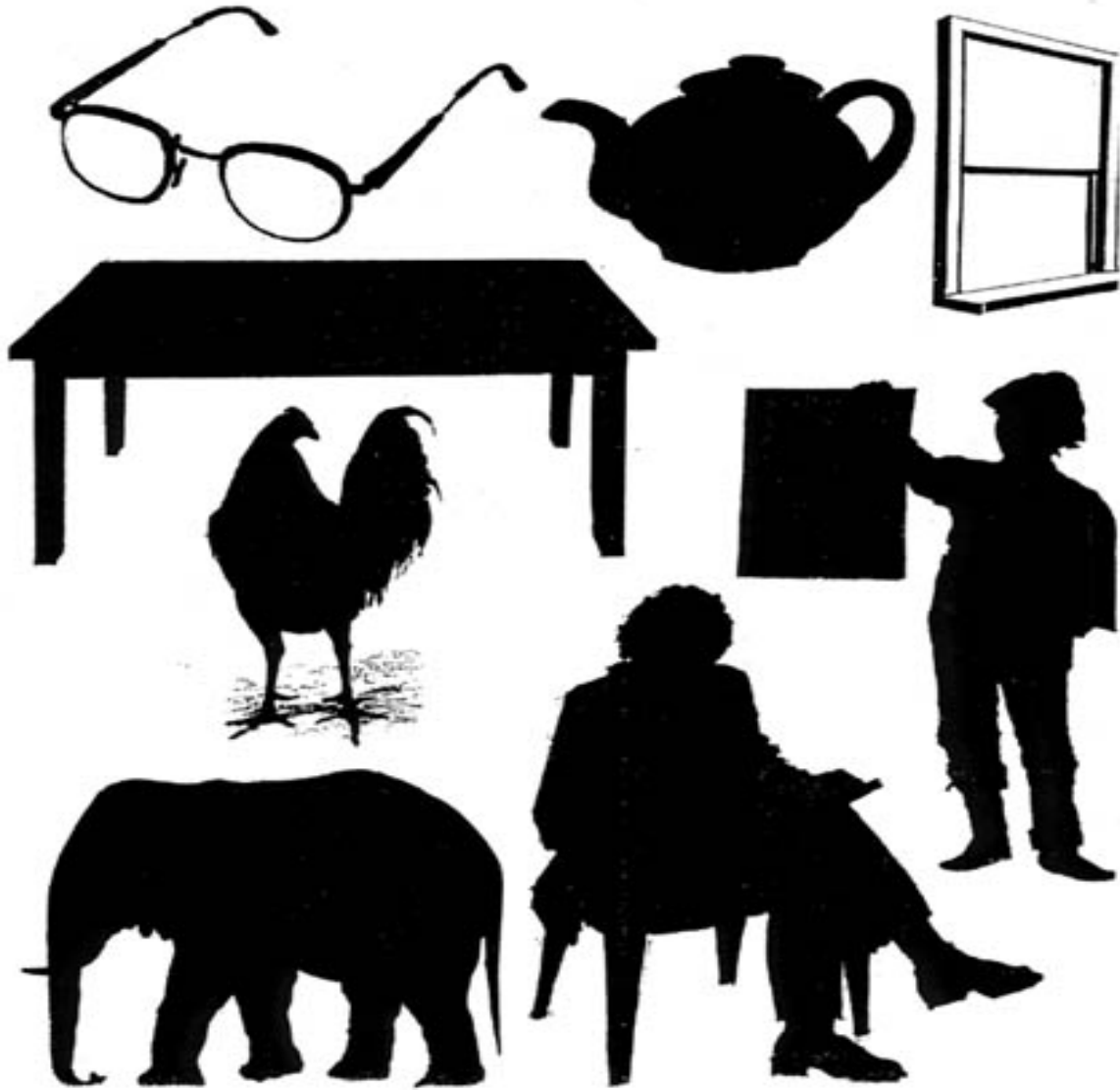
The following criteria will be applied when scoring the Audition Drawing: (up to 10 points each)

- Composition/Originality (intelligent use of the picture plane)
- Quality of Mark (sensitivity to the quality of mark and effective use of the drawing instrument)
- Ability to Describe Form / Attention to Detail (accuracy and sense of truth)
- Value (full range of tones from black to white)
- Proportion (size relationships within forms and to other forms)
- Relationship to other Forms and to the Environment in Measured Space

FOLLOWING INSTRUCTIONS, CIVIL AND CONSIDERATE BEHAVIOR, ATTENTIVENESS AND TIME SPENT DRAWING ARE REQUIRED AND MONITORED DURING THE AUDITION. STUDENTS WHO ARE UNCIVIL OR DISRUPTIVE DURING THE AUDITION PROCESS WILL BE ASKED TO LEAVE. STUDENTS WHO ARE ASKED TO LEAVE THE AUDITION WILL BE DISQUALIFIED.

3. **Interview (8 Points):** While working on your audition drawing, an adjudicator will interview you to determine your interest in art. Be sure to read the "Cover Letter". You will be asked to discuss the goals as outlined in the "Visual Arts Cover Letter" found on the last pages of this packet.

CARVER CENTER FOR ARTS AND TECHNOLOGY
PORTFOLIO COMPOSITION DRAWING SHEET



VISUAL ARTS COVER LETTER

The Carver Center Visual Arts Prime has two G/T college tracks: General Fine Arts (GFA) and Interactive Media Production (IMP). All Visual Arts students are required to take Foundations and a basic course in Drawing/Painting. At least two Visual Arts courses per year are also required. Before deciding which is right for you, please carefully read the detailed descriptions and audition requirements in the following pages.

Students that receive a cumulative B+ or higher in the art prime may elect to take a 3rd art course.

Descriptions are as follows:

GENERAL FINE ARTS (GFA)

COURSES

*Foundation Rotation, *Drawing/Painting II, Filmmaking, Figure Painting, Figure Sculpture, Multimedia, Painting, Photography, Sculpture and AP Studio

SCHEDULE

Students customize their art courses after Foundation Rotation.

G9- Foundation Rotation (2 credits); G10- Drawing/Painting II (1 credit), Elective (1 credit), G11 – Electives (2 credits); G12 – Electives (2 credits)

*= course requirement

INTERACTIVE MEDIA PRODUCTION (IMP)

COURSES

Students must commit to 2 credits per year including four credits of IMP

*Foundation Rotation; *Drawing/Painting II; *Principals of Arts, Media and Communication;

*Interactive Multimedia Production; *Advanced Interactive Multimedia Production; GFA Electives

SCHEDULE

G9-Foundation Rotation (2 credits); G10 - Drawing/Painting II (1 credit),

*Principals of Arts, Media and Communication (1 credit); *Interactive Multimedia Production (1 credit); G11 *Advanced Interactive Multimedia Production (2 credits with an emphasis on

Filmmaking or Multimedia);

G12-GFA Electives (2credits)

*= course requirement

VISUAL ARTS COURSE DESCRIPTIONS

- **Foundations:** (Required for all Visual Arts Students) Students rotate quarterly to four different teachers. Each instructor will teach Drawing and one of the following art disciplines: Filmmaking, Multimedia, Photography and Sculpture. Foundations is a requirement for all Visual Arts students; through Foundations students are taught the “Carver Way”.
- **Filmmaking:** Students learn the language of fine art digital filmmaking by creating and editing video and audio.
- **Drawing:** The essential foundation to in-depth observation and the basis of all the visual arts. Drawing from direct observation is a requirement.
- **Figure Classes- Painting and Sculpture:** Students work from the model through painting, drawing and sculpture. Students learn the classical approach to understanding the proportions of the figure and how the figure occupies space in the environment.
- **Multimedia:** Multimedia is a computer-based medium that provides students with a fine arts as well as a commercial arts orientation.
- **Painting:** (Required for all Visual Arts Students) Oil colors applied to stretched canvas with brushes. Students are taught basic two dimensional skills rooted in the renaissance tradition all the way to expressing ideas through contemporary image making. One credit of learning basic painting is a requirement for all Visual Arts students.
- **Photography:** The application of traditional SLR, 35 mm cameras, traditional and non-traditional wet lab processing, and digital color imaging.
- **Sculpture:** A classical understanding of beauty, form and structure in clay.
- **AP Studio:** An upper level seminar/studio course. Students work in their favorite medium.
- **Principles of Arts, Media and Communication** (Required for IMP only): Students examine the opportunities and requirements of the major career pathways in this industry including: Communication and Broadcast Technologies, Multimedia Production, Graphic Design and Print Communication.
- **Interactive Multimedia Production** (Required for IMP only): This course further develops student mastery of media design and the interactive media production process.
- **Advanced Interactive Multimedia Production** (Required for IMP only): Students will advance their knowledge and skills in multimedia design and production or multimedia film design and production through project planning and product development.

VISUAL ARTS DEPARTMENT GOALS & EXPECTATIONS

What are the goals and expectations?

- To teach the techniques and concepts that will help students think and work creatively.
- To prepare students through portfolio development to successfully apply as an art major to the college of their choice through General Fine Arts, AND/OR to successfully complete a Visual Arts complete track (IMP - Digital Filmmaking or IMP – Multimedia).
- To teach the visual values that will help define our students' aesthetic philosophies.
- To help students become familiar with the art and artists throughout history who have shaped our cultural heritage.
- To help students develop good working habits and professional habits of mind.

How are these goals and expectations accomplished?

- Studio lessons are given daily. Visual Arts students take at least two credits of art per year. Art instruction occurs for 1 1/2 hours to 3 hours depending on the course level and schedule. Beginning in the foundation level, no less than three hours per home assignment is expected. All freshmen take a required rotation foundation course that includes the study of drawing, digital filmmaking, multimedia, photography, and sculpture. Sophomores study painting/drawing and may elect up to two other art offerings. Juniors and seniors study 2-3 art courses of choice.
- Carver Center students are expected to be respectful of their environment in and out of the studio.
- Students are expected to maintain an environment conducive to creativity.
- Students are required to carry a sketch book at all times and to draw daily.
- Students are required to maintain a portfolio of their work.
- All classes have required home assignments on a daily or weekly basis. Home assignments are graded and count as a substantial portion of the grade.
- Carver Center students are expected to be focused and maintain a strong work ethic and practice professional habits of mind.
- The Visual Arts program is rooted in a Fine Arts philosophy with an emphasis on drawing. Students are taught by learning how to observe and describe the way contours, light, and shade defines form and space. Students are taught to gather visual information by looking and thinking about their own environment so they can describe their own visual experiences. Through direct observation student artists begin their search for personal imagery and creative thinking.