

2016-2017 DIGITAL MEDIA AUDITIONS

The Digital Media Arts program focuses on developing each student's artistic creativity in electronic art communications. Students have the opportunity to explore graphic design, photography, animation, gaming, and video production while becoming familiar with a variety of advanced computer applications. In our state of the art multimedia facility, students will have access to professional camera equipment, computers, studio equipment, and an ever-growing list of industry standard software.

Throughout their high school career, students will create a high quality electronic portfolio that showcases their artistic and technical abilities. By graduation, they will have the training and experience necessary to enter an advanced digital media arts program or to embark upon a career in their chosen media arts field.

~Audition Requirements~

1. Each student must bring a portfolio the day they are auditioning that accurately demonstrates their art and computer abilities with a focus on video, graphic design, gaming, animation and/or photography. Please include **at least 3 samples**, no more than 10. Please include the original file + the rendered version. For example, if you are submitting a Photoshop file, you would include the Photoshop file + a jpeg version. If a video sample is included, no more than 5 minutes per sample.
 - Portfolio items may include, but are not limited to:
 - A presentation in which the student played a production or talent role (camera, director, graphics, audio, reporter, writer, actor, etc.)
 - A news segment from a school or arts related event
 - Computer graphics used in a multimedia production or publication
 - PowerPoint/Google Slides presentations
 - Photoshop projects
 - **Edited** photography
 - Yearbook spreads
 - Hand drawn sketches – please give a digital copy (take a picture of it or scan)
 - Video games
 - Game Art
 - 3d model
 - Animation – 2d and/or 3d
 - Graphic Design
 - Do **not** include: word documents, unaltered photos, Google searches
 - ✓ Please be diverse with your samples.
2. Portfolios can be saved on a USB or CD. Portfolio work should be clearly labeled with the student's name and middle school.
 - **Portfolios will not be returned to the student** – Please be sure ONLY student portfolio work is submitted.
3. Each applicant will **present** their 3 samples and answer a variety of questions based on their portfolio to a panel of North High Digital Media teachers. Students should be prepared to explain HOW they created the project, what inspired them to create the project, what programs they used, why they want to audition, etc.
 - Students will have access to a computer to load their portfolio
 - Students are allowed to bring in personal computer equipment– iPad, laptop, etc.
 - Each applicant will only have **5 minutes** to present. Time will be kept in the audition.

Most Asked Questions

1. *Do I audition for a specific program or Digital Media as a whole?*

You audition for the whole Digital Media department. Once you take the first class, you will then decide what program you want to focus on.

2. What type of portfolio pieces do I bring to the audition?

Any sort of portfolio items listed on the first page in something you are interested in. We want to see what knowledge you have with no official training.

3. What if I never took a computer class in middle school?

That's quite alright. There are free websites online that you can use to create portfolio pieces depending on what you are interested in.

www.gimp.org

www.yoyogames.com

<https://krita.org/en/>

www.blender.org

kivuto.leeschools.net – sign in with your leeschools credentials. Adobe software is \$10 for the year.

4. What is the first class I take as a freshmen?

The first class you take is either Game & Simulation Foundations, TV Production I or Digital Media Foundations. You can also take a combination of the 3 classes. Students who are interested in either graphic design, web design, photography, 3d modeling, animation or gaming take Game & Simulation Foundations and/or Digital Media Foundations. Students interested in TV Production take TV Production I.

5. Will I get my portfolio back?

No. Please make sure your portfolio works as we have had several portfolios not work at auditions. And label your portfolio. We will also look back at your portfolio after you present to us.

6. What if I miss or come late to my audition time?

We can try to fit you in as best as we can, usually towards the end of the night.

7. How do you judge each applicant?

Each portfolio piece is judged based on creativity and effort put forth. The panel of judges will ask you specific questions per piece and rate your answers based on skills communicated and shown to us. Each applicant is also judged on following directions of the audition requirements.



If you have any questions regarding the program or about auditions, please email the appropriate teacher.

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3D Modeling/Department Head

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Animation/Gaming/Game & Simulation
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Graphic Design/Web Design/Digital Media
Foundations

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TV Production

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Photography/Digital Media Foundations