



VISUAL & MEDIA ARTS CONSERVATORY



2024 - 2025

AUDITION GUIDEBOOK

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LASVEGASACADEMY.NET/VISUAL-ARTS

This Booklet

This booklet is meant to walk students through the process of auditioning for LVA's Visual & Media Arts Conservatory.

First we will get acquainted with the Visual & Media Arts Conservatory and each of the 5 majors that students may choose to audition for. After learning about the courses and curriculum associated with each major, students are to choose their preferred major and read that major's section of the handbook. This booklet contains audition information for all 5 majors so remember to **make sure that you are in the right section for your major.**

Once in your major's section, you will be introduced to the process and preparations needed for a successful audition. While each of the 5 major audition processes vary with the different techniques required of each discipline, they all follow the same two step process: **Portfolio and Skills Demonstration Test.**

Portfolio - Students prepare items *prior* to the audition and present them to the adjudicators at the opening of the audition.

Skills Demonstration - Students are assigned a task and complete it under the supervision of the audition adjudicators.

This booklet teaches you how to prepare for these three steps and gives example images of past auditionee's work. Carefully read the information presented in this booklet and pay extra attention to all information highlighted in **red**.

Continue reading through the book and come back to complete this checklist to ensure you are fully prepared for your audition.

- I have chosen what major I want to audition for. It is _____
- I have Registered for my Audition. The date of the Audition is ___ / ___ and the time I need to be there is ___:___
- I know my Magnet #. It is _____
- I have completed the required items in my portfolio and am ready to be bring them to the audition with my Magnet # attached to the portfolio.
- I have all my digital media (if any) uploaded to a USB flash drive and will not be using my phone or tablet to present portfolio pieces
- My portfolio does not contain any copywritten ideas, imagery, or characters in my work.
- I have labeled all portfolio items with my magnet #
- I have read and understand to the best of my ability the expectations of the skills demonstration test and am prepared to give it my best shot.
- I am prepared to demonstrate professionalism on the day of my audition.

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Welcome to the Las Vegas Academy of the Arts

The Las Vegas Academy of the Arts (LVA) is one of the premier arts magnet schools in the nation. LVA provides students the opportunity to pursue a conservatory major in the areas of Dance, Music, Theatre, or Visual Arts.

LVA offers students intellectually challenging learning experiences and empowers them with the 21st-century skills and knowledge to successfully compete in the international workplace. LVA is a FIVE-STAR school according to the Nevada School Accountability System and boasts a 100% graduation rate.

LVA Art Majors are visual hunters and seekers who see their world in unique ways. LVA students are not just thinkers, they are makers and creators. Visual Arts Majors are expressive, obsessive, and progressive individuals who take risks to visually convey their emotions, ideas, and stories. LVA students are as unique as the artworks they produce. While individually diverse through their different personalities and cultures, they stand together in humanity, integrity, empathy, and their passion for creativity. Every student's unique background adds to the special environment of tolerance and acceptance fostered at LVA. Each student adds a special thread to the ever evolving tapestry that is the Las Vegas Academy of the Arts.



LVA's Campus Circa 1940

Intro To The Visual & Media Arts Conservatory

The Las Vegas Academy Visual & Media Arts Conservatory exposes students to a multitude of programs and skills that are unique to LVA, such as:

- **Drawing**
- **Painting**
- **Printmaking**
- **Sculpture**
- **Ceramics**
- **Graphic Design**
- **Airbrush**
- **Photography**
- **Film & Video**
- **Digital Media**
- **Art History**
- **Art Criticism**
- **Art Aesthetics**
- **Gallery Curating**
- **Animation**
- **Marketing**
- **Journalism**
- **Documentary**

In addition to these technical skills, LVA students are trained in many disciplines that prepare them to be creative leaders after high school:

-LVA has two gallery spaces wherein students learn to curate and install their own exhibitions throughout the school year. Students will also frequent public galleries and institutions as they display work in collaboration with working artists and studios.



-LVA hosts award-winning artists on the national, state, and local levels for on-campus masterclasses and workshops.

-Students are provided professional commissioned opportunities for students' artwork as they participate in ongoing community outreach programs that showcase student talents and foster leadership through clubs like Ceramics Club, SkillsUSA, Journalism Club, 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.

-Students at LVA are taught college level techniques, applications, and media.

-LVA is host to the regional College Portfolio Review Night where colleges from across the country review student work in preparation for college application

-International and national museum gallery trips are available

-College credit is available through the CTE program in Video Production, Graphic Design, Advanced Placement Drawing, Multimedia Communications, 2-D Visual Design, and 3-D Visual Design courses.

-Annual college recruitment visitations, out-of-state college portfolio reviews, and international cultural tours



Choosing Your Major

The first step in the audition process is to choose your major. A major is the subject in which a student chooses to commit their focus for the duration of the 4 years they attend LVA. Incoming Freshmen are to pick one of the following 5 majors offered by the Visual & Media Arts Conservatory:

- **Film/Video Production**
- **Media Arts and Communications**
- **Photography**
- **2D Visual Design**
- **3D Visual Design**

The upcoming pages will introduce you to each of the 5 majors and give a look into the curriculum and types of materials, techniques, and facilities those major students use. Before diving into the majors, we need to introduce you to electives.

Electives

While students spend most of their time focusing on their chosen major, there are many other elective classes available for students to diversify their skill-set and broaden their creative experience at LVA. Therefore, as you work towards choosing your major keep in mind that you may also choose to take these classes (sometimes eligibility applies).

Elective courses will be selected upon your acceptance to LVA. You only need to choose your major for now, but it's important to know what else is available before making that choice.

Below is a list of elective courses that are offered by the Visual & Media Arts Conservatory. You may take elective classes from other conservatories as well. A list of all other electives can be found at: www.lasvegasacademy.net/post/course-selection-electives-by-grade-level

CERAMICS



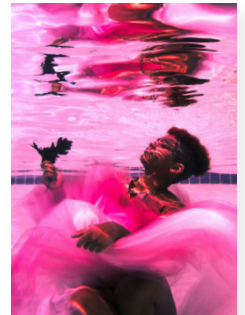
DESIGN CRAFTS



STUDIO ART 3D



PHOTOGRAPHY



MULTIMEDIA COMMUNICATIONS



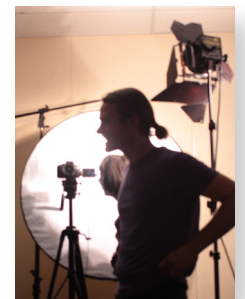
GRAPHIC DESIGN



DIGITAL ILLUSTRATION



VIDEO PRODUCTION



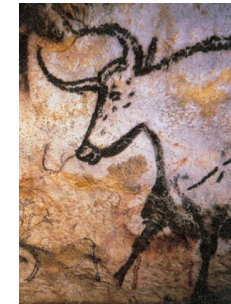
FILM STUDIES



PUBLICATIONS



ART HISTORY



MARKETING



Film / Video Production

OVERVIEW

The Las Vegas Academy of the Arts Film and Video Program offers a focused, high-level, quality education for students interested in learning about the history of Film and Video as well as the creation of content for a variety of platforms. The 4 year program offers training in production, editing, screenwriting, sound design, cinematography, directing, and producing. The Film program is both a pre-collegiate cinematic arts school and an industry prep program, helping students discover their own cinematic voices through practical training with industry equipment, software, and protocols.

CURRICULUM

The Las Vegas Academy of the Arts Film and Video Curriculum allows students to learn the history of film as well as develop the tools for creation in this medium. Our 4 year curriculum offers content in Technology, Production, Editing, Broadcast, Cinematography, as well as many other areas in film making. Through a rigorous, hands-on curriculum, faculty members challenge and mentor students to be their best selves, both artistically and individually. Students are encouraged to use their work to demonstrate visual invention and curiosity, collaboration and individual expression, solid technical craftsmanship, and captivating storytelling that creates a thoughtful exploration of the human condition. Students have the opportunity to work throughout our campus with a variety of Majors to create projects, and learn about the history of Film.

PROGRAM OUTCOME

The Las Vegas Academy of the Arts Film and Video Production Program helps students acquire the skills necessary to succeed in a variety of situations. Upon graduation, many of our students have developed the skills necessary to be admitted into highly regarded collegiate cinema arts schools or pursuing careers in the Industry. Students have the opportunity to work in our Film labs with state of the art equipment and develop their voice in the area of cinematography.



Posters for student films

Media Arts and Communications

OVERVIEW

Las Vegas Academy's Media Arts and Communications (MAC) major is unique when compared to other programs. Students will gain hands-on experience in multimedia communications, marketing, and graphic design. Across the four years of the program, students will complete at least three CTE programs with an option for a fourth, and they will gain real life experience and employability skills as they write for the school news website, contribute to our social media accounts, gain broadcast journalism experience, work with the conservatories to create the marketing materials for showcases and performances, and have an opportunity to work in the best equipped printshop in CCSD. The MAC students learn to pitch ideas, exercise their creativity, work collaboratively, speak and write professionally, work with clients, and meet deadlines.

CURRICULUM

No other media program has access to as many CTE courses, art-related electives, and resources as the program at LVA. For example, students can take advanced elective courses in digital imagery, including the Advanced Placement 2D Portfolio for dual credit and college entry. Working for other departments within the school, advanced MAC students design and produce large advertisements with a 60" printer and laminator, custom design 3D prints, engrave awards, screenprint t-shirts, and dye sublimate mugs. ACA certifications are made available to students who wish to pass the test for Adobe Photoshop, Illustrator, and InDesign. In fact, all MAC students gain full access to the Adobe Suite. Through Multimedia Communications, students learn the basics of digital photography and video, as well as journalistic writing. The skills gained in their CTE courses combine to help students work as a team to complete professional level marketing materials for LVA and beyond.

In addition, students have access to various electives and extracurricular organizations that allow them to further their skills and compete against other students from around the country. Students who take Publications (an elective option) not only create the school's award-winning yearbook Eclectic, but also have a chance to gain leadership experience and travel to various yearbook workshops. Multimedia Communications students have an opportunity to attend and compete at the annual JEA/NSPA

Convention, and our active chapters of SkillsUSA and DECA regularly travel to both state and national competitions.

PROGRAM OUTCOME

Students who complete the Media Arts and Communications major leave high school with credit in at least three different CTE programs and hands-on experience in multimedia, marketing, and graphic design, preparing them for a variety of careers and college programs in journalism, graphic design, film and video production, business and marketing, photography, publishing, and more. No other program at LVA has such a strong balance between artistic expression and marketable skills. This major is designed not only for the student interested in journalism and/or marketing, but also for the artist who is interested in promoting their own art and artistic endeavors.



Photography

OVERVIEW

Photography majors are students who are interested in the 2D aspects of the visual arts. Our Photography Program is designed for students to experience picture-making, shaped by the comprehensive study of the art of photography including its processes and technology, history, criticism, contemporary practices and the expressive potential of its unique visual language.

CURRICULUM

The first year of Photography consists of technical, aesthetic and historical study. Students become proficient with the tools and techniques of photography, using both film and digital cameras. Class time is spent with presentations, discussion, production and critique of student work. Emphasis is on creative camera work. Students learn the technical foundation of making a great photograph, depth of field, shutter speed, framing, panning, composition, understanding the quality of light, the use of the darkroom, and Photoshop.

The goal of the second year of photography is enhancing students' art of seeing and developing their aesthetic photographic vision. Through digital presentations, discussions, critiques, hands-on demonstrations and historical study, students learn more in-depth technical aspects of photography, with the emphasis on creative camera work and fine art presentation. Skills and concepts emphasized during the second year include use of flash, low light photography, studio lighting, and self-expression.

Students in the third year of photography master and fine tune their technical skills, develop and strengthen their individual style with emphasis on strong visual impact. They learn a variety of techniques and concepts including: navigating your camera, metering and exposure, composition strategies, alternative photographic strategies, color theory, contemporary methods and more. Students complete creative projects inspired by pivotal photographers, as well as mixed media contemporary artists who incorporate photographic techniques into their practice. Students can earn college credit if they continue through the third year of Photography.

The Advanced Placement Program in Studio Art enables highly motivated students to perform at the college level while still in high school. The Advanced Placement student is required to complete the in-class assignments as well as compile, categorize, and neatly organize his/her portfolio for the A.P. Exam. Students create an independent body of 2D work that demonstrates conceptual development, experimentation and revision. This course requires working on artwork outside of class, digital documentation, and writing.

PROGRAM OUTCOME

Students can earn college credit through year 3 of Photography and by taking the AP Art and Design Exam.

Students learn how to present their work for college applications and portfolio reviews. They will know how to build a website to promote their photography skills and create their own photography business.



2D Visual Design

OVERVIEW

Students are introduced and guided to mastery of traditional art media, new media, technology, lens-based arts, and time-based art forms through their chosen art major. This is a unique approach found only at magnet art programs like LVA's.

CURRICULUM

The 2D Visual Design curriculum is built similar to a college level art studio practice. Students are guided through a Foundation year of black & white media and mixed media exploration that establishes a core skill set with an introduction to drawing and painting techniques, art history, aesthetics and critical analysis. Second year further develops a knowledge base of color media in oil paint, color pencil, art history and concepts with mixed media experimentation quickly becoming mastery. Third year begins to emphasize the voice of the individual by further exploration of gouache paint, intaglio printmaking, oil paint, chalk pastel, oil pastel, history, and use of pivotal art movements as a stepping stone to create art projects based on personal concepts for the AP Drawing portfolio. Fourth year is a senior thesis guided by art activism and the AP 2D Design curriculum. Projects begin during the summer months by developing a narrative and ideas focused on art as social activism. The senior year braids together the LVA experience and guides students through the college application process that begins early in the fall. Students are encouraged to tour colleges, attend national portfolio review events, and interview with admission counselors to discuss portfolio and admission requirements for college entry. The fourth year curriculum includes silkscreen printmaking, advanced oil paint techniques, acrylic paint techniques, and combining the previous experienced media to empower experimental mixed media to create their senior AP 2D Design portfolios.

This process has helped many students not only earn entry to some of the most prestigious art programs across the country, but to also be offered high level scholarships and full tuition based on the quality of their artwork. Students are empowered through their academic and creative education to harness their talents,

develop their skills, and focus their energy on goals they have envisioned for their future. 2D Visual Design is a demanding Major within the Las Vegas Academy that has guided students to create their future, and in turn, has helped students earn many awards.

PROGRAM OUTCOME

This college level approach results in students being able to draw, paint, sculpt, photograph, record, edit, and design with expert level outcomes. Most importantly, The LVA Way extends well beyond the classroom. Students are taught skills that transcend the canvas. Visual problem solving, creative thinking, creating, storytelling and visual communication can be applied to many, if not all the situations that students will encounter when they graduate. Students regularly participate in critiques; students discuss their own work and their peers work in constructive ways which helps students develop the ability to speak in public. This ability to clearly, constructively and relevantly communicate is a skill that many students have returned to express gratitude for post-graduation.



3D Visual Design

OVERVIEW

The Visual Arts department offers a unique and robust 3D Visual Design program. Students have the opportunity to work with world class artists and apply their talents and craft to a variety of projects both in the art department and beyond. The vision of the 3D program is to unlock each student’s creative vision so that they can become creative problem solvers.

CURRICULUM

The 3D Visual Design program focuses on a comprehensive experience through work in a variety of mediums such as clay, plaster, wire, glass, pewter, and wood. We have block classes that focus on Ceramics, Sculpture, and Design. This 4 year program allows students to get a foundation in 1 or more areas before moving on to an Advanced study or AP course

PROGRAM OUTCOME

Students in the 3D Visual Design program will become skilled in a variety of sculpting techniques, including carving, casting, modeling, and construction. Students will unlock their creative ideas through guided hands-on activities and independent project research. Students that finish the 4 year program generally earn 3 AP college credits and are well prepared to apply for art schools and/or gain employment as a studio or gallery assistant.



Major Sequence of Study

Students participating in the majors below will be automatically enrolled in the following courses throughout their 4 years at LVA. Additional elective courses may be taken if eligible.

| | FILM & VIDEO | MEDIA ARTS & COMMUNICATIONS | PHOTOGRAPHY | | 2D VISUAL DESIGN | 3D DESIGN/SCULPTURE |
|-----------------------------|--|--|---|--|-------------------------------------|--|
| LEVEL 1 | VIDEO PRODUCTION I & FILM STUDIES I | MULTIMEDIA COMMUNICATIONS I, PRINCIPLES OF BUSINESS MARKETING, GRAPHIC DESIGN I | BEGINNING PHOTOGRAPHY & DESIGN CRAFTS | | VISUAL DESIGN I | VISUAL DESIGN I & CERAMICS I AND/OR DESIGN CRAFTS |
| LEVEL 2 | VIDEO PRODUCTION II WITH LAB & FILM STUDIES II | MULTIMEDIA COMMUNICATIONS II, MARKETING I, GRAPHIC DESIGN II | INTERMEDIATE PHOTO & STUDIO ART (LAB) | | VISUAL DESIGN II | CERAMICS II / DESIGN CRAFTS BLOCK, VISUAL DESIGN II OPTIONAL |
| LEVEL 3 | VIDEO PRODUCTION III WITH LAB & FILM STUDIES III | MULTIMEDIA COMMUNICATIONS AS, MARKETING AS, GRAPHIC DESIGN AS, & PHOTO I OR VIDEO I OPTIONAL | ADVANCED PHOTOGRAPHY & PHOTOGRAPHY ADVANCED STUDY (LAB) | | AP DRAWING OR ART THEORY & PRACTICE | STUDIO ART 3D & CERAMICS III AND/OR ADVANCED STUDY |
| LEVEL 4 | VIDEO PRODUCTION WITH ADVANCED STUDIES | MULTIMEDIA COMMUNICATIONS AS, MARKETING AS, GRAPHIC DESIGN AS, & PHOTO II OR VIDEO II OPTIONAL | AP 2D DESIGN | | AP 2-D DESIGN OR STUDIO ART | AP 3D DESIGN BLOCK & ADVANCED STUDY |
| AUDITION INFO PAGE # | 20-21 | 22-27 | 28-31 | | 32-35 | 36-39 |

All incoming freshmen are placed in foundation level courses by default. Incoming upper-classmen will be placed in courses according to the skill level demonstrated in their audition.

* CTE Programs of Study (POS) are Career Technical Education courses that give students more of a real world/industry standards approach to the course. Students will receive a college credit upon completion of the course. These CTE programs offered through the Media Arts Major include:

- * Video Production
- * Graphic Design
- * Marketing
- * Multimedia Communications
- * Photography

Audition Registration

Now that you have learned about all 5 majors, it's time to choose one and begin preparing for the audition.

The Very first step is to register for your audition. **No students will be accepted into the audition without having completed registration.**

To register for the audition, visit the Clark County School District's Magnet School Application website:

magnet.ccsd.net

Click Apply now, select the Las Vegas Academy of the Arts, choose the date and time slot, and complete the registration.

Our upcoming audition dates for the 2024-2025 school year are January 25th, 2025 and February 8th, 2025.

The next section of the booklet goes over the audition process and preparations for each major. Make sure you study the correct section for your major.

Audition Process and Preparation

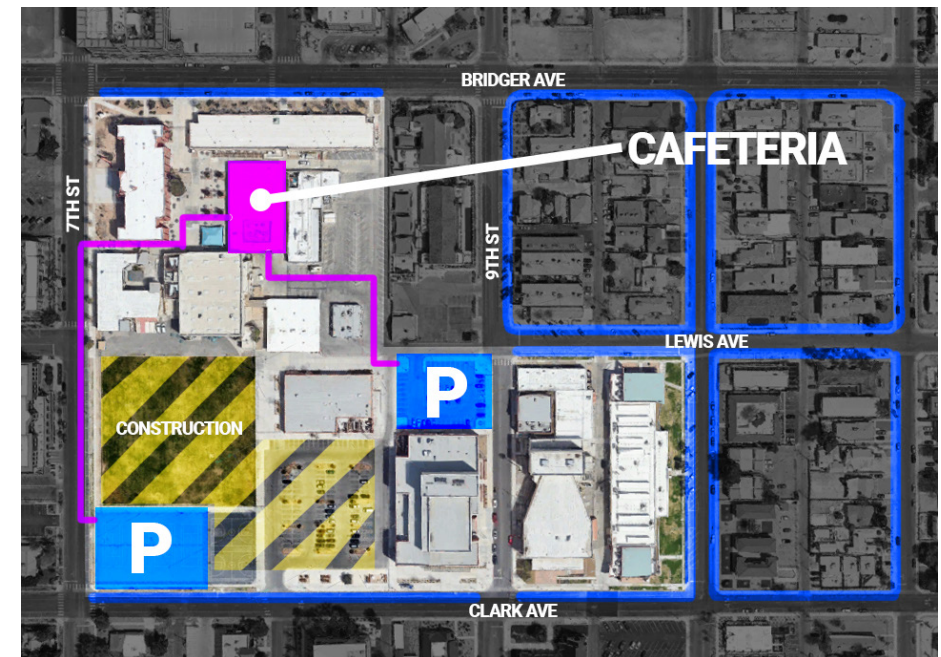
-On the date of your audition, report to the Cafeteria 15 minutes before your scheduled audition time. Check in with the secretary and receive your audition paperwork.

-Due to construction on campus we do not have much parking available. It is recommend that you arrive early to find a spot. **Parking off campus may be necessary.**

-Students will be called from the cafeteria into the appropriate rooms for their specified major's audition. Parents may wait in room VA101 or outdoors. Restrooms are available. Auditions take approximately 2 hours.

-Students will be dismissed with all original materials and artwork they arrived with.

-Notification emails detailing students' acceptance will be sent by the Magnet Office first week of March.



Film / Video Production Audition

PORTFOLIO

Digital Pitch Deck and a 30 second elevator pitch based on digital pitch deck. (Google Slide or Powerpoint presentation **submitted on a flash-drive**. Example on following page).

SKILLS DEMONSTRATION TEST

All students are required to write a short story with a three act structure during the audition. A prompt, a line of dialogue and character description will be distributed after the elevator pitch. This is an in-person 30 minute test.

DIGITAL PITCH DECK

The digital pitch deck must include 5 components

1. Introduction: Start your movie pitch with a brief overview of the film, which should include the title, logline, genre, and theme of the project.
2. Synopsis: Include a summary of the premise of your film. Discuss the basic plot of the story without giving away the whole story.
3. Character Descriptions: Describe the protagonist(s), antagonist(s), or any important secondary characters that are essential to the plot. Briefly discuss their motivations, arcs, or significant traits that make these characters compelling.
4. Describe & Show Film-making Elements: Create digital mood board to highlight the look and feel of your project. Include stills from movies or your own photographs. Your mood board may include specific types of cinematography, colors and lighting. Include any unique visual film-making elements that will set your project apart.
5. Conclusion: Describe how the story is resolved or concludes.



Synopsis of the film

A man was on a roadtrip with his friends until a little disagreement stirs up inside of the vehicle. In the heat of the moment the driver throws out one of the passengers, Jeremy. Jeremy now with his wit and his will will have to survive the harsh difficulties that await him in this desert. He is unaware that the desert is the least of his worries because an unforeseen danger lurks nearby.

Character Descriptions



- **Jeremy** is the main character of the film and throughout the film is shown to be quick witted however he is shown to also be very doubtful about himself and his actions.
- **Jamie** is shown to be very quiet not engaging into any dangerous discussion
- **Esteban** is very argumentative writing to argue with anyone he can at any point.
- **Angel** is not really there however he's the catalyst of the movie since he kicks Jeremy out of the car.

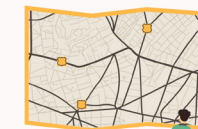
Film Mood Board

- Low lit scenes
- Extreme close-ups
- Extreme camera angles
- Handheld camera



Conclusion

The movie ends when Jeremy finally finds sanctuary in this odd home when he enters the house changes slightly. When he sits down he meets a man in the house the man asks him about the problems he had to face out in the desert. Jeremy being jumpy after what he has just experienced stays quiet. So the man goes behind him and suffocates him and drags him off screen. As the house changes once again.



Digital Pitch Deck example by Giovanni Torres Mendoza

Media Arts And Communications Audition

PORTFOLIO

For this portfolio, students are promoting a fictional event, such as a concert. Students are to submit **SIX** pieces, **TWO** from each category: Written, Visual, and Photo/Video.

| WRITTEN | VISUAL | PHOTO/VIDEO |
|---|--|--|
| <ul style="list-style-type: none">• Press release• Interview questions (5-10)• Announcement• Script for a commercial• Event Review• One page of copy written for broadcast | <ul style="list-style-type: none">• Banner ad• Logo• Social media post• Poster• T-shirt• Pin• Full page print ad (magazine or newspaper)• Brochure cover• Postcard• Storyboard for a commercial | <ul style="list-style-type: none">• Commercial• Interview (staged)• Photo essay with captions• Promotional photos• 60 - 90 second clip of broadcast production |

Students may consider their submissions as part of a unified media package, meaning overlap is not only permitted but encouraged. For example, the interview questions for the written requirement can and should be used for the staged interview; the storyboard and logo can and should be included in the commercial. Students may bring digital files on a USB flash drive. **No phones, tablets, or other devices will be used to view artworks.** (labeled examples are on the following pages)

SKILLS DEMONSTRATION TEST

Students will be provided with a design brief. The brief will describe the client, the client's needs, provide images to use, and list the client's requirements for the job. Based upon that brief, students will have one hour to complete the following:

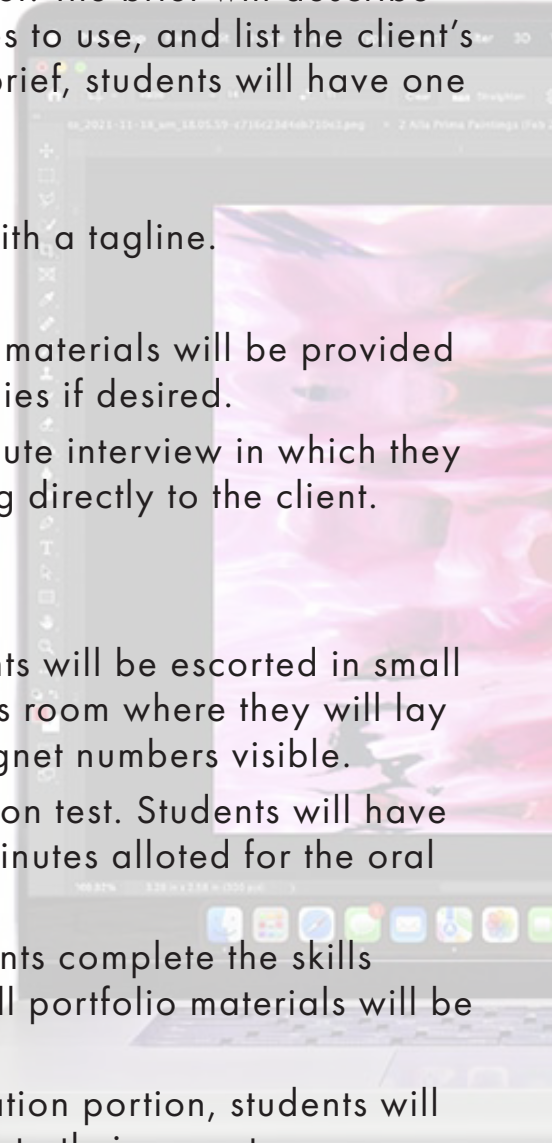
- Design a logo
- Create a storyboard for a commercial with a tagline.
- Write the script for the commercial.

Work will be completed by hand. Drawing materials will be provided but you may bring your own drawing supplies if desired.

Student will prepare and present a 1-2 minute interview in which they explain their marketing vision as if speaking directly to the client.

AUDITION PROCESS

- After checking in at the cafeteria, students will be escorted in small groups to the media arts communications room where they will lay out their 6 portfolio works with their magnet numbers visible.
- Students will begin the skills demonstration test. Students will have 60 minutes to complete the test with 5 minutes allotted for the oral presentation.
- Staff will evaluate portfolios while students complete the skills demonstration portion of the audition. All portfolio materials will be returned at the end of audition.
- Upon completion of the skills demonstration portion, students will gather their portfolios and are dismissed to their parents.



Media Arts & Communications Portfolio Examples

INTERVIEW QUESTIONS

Questions:

1. How do you feel about your business
2. What made you want to open your business?
3. Was starting your business tough?
4. What products do you sell?
5. Who has helped you along your journey?
6. Do you regret anything from your business?

EVENT REVIEW

Creativity can be cute, but it's often overlooked. Crochet work is usually stereotyped as old grandma knitting work, but Yarn Fluffies brings out a side of crochet that is usually overlooked in the crochet community. Stuffed animals!

I discovered Yarn Fluffies by watching an interview with the founder, Joslyn Rakes, who crochets stuffed animals to be sold online. She started crocheting as a kid and seems to know what she's doing.

Being particular about my stuffed animals, I checked their website to find the products. The website was easy to navigate, well-organized, and accessible to all the products.

I bought the cuddle bundle, which included a crocheted dog, bunny, and cat with adorable names like Doodle, Mochi, and Cottontail. When they arrived, they were the exact colors as indicated on the website. What caught my eye was that Yarn Fluffies animals are nice and round, so they aren't as bulky and have more stability. The yarn was soft, so it was perfect for cuddling. The fluffing inside is what gave Yarn Fluffies its name. The eyes on the stuffies were plastic, but you can order them embroidered on their website.

The bundle cost around \$35, but separately, they were around \$15. Shipping wasn't free, but they offered free shipping for orders above \$50. My package came a day later because I live close to the business retailer. When I opened the box, they were all safely packaged and as adorable as ever.

I examined the objects and they were so cute! I immediately placed them on the pillow beside me. They also came in handy when calming my younger cousins. They were all upset over something that happened, but they stopped crying after seeing the animals.

Yarn Fluffies are perfect gifts for anyone, although preferably humans, as pets could probably rip the product apart. They're a bit pricey, but you get the full product and don't have to learn to crochet like other products that are just the kits.

Overall, Yarn Fluffies are great products. I'd get these for any of my friend's children and recommend viewing their website and maybe purchasing any cute yarn fluffies that you find to your liking.

PRESS RELEASE

A Local Teenager Starts a “Hike-A-Thon” to Help Feed People Across the Las Vegas Valley

On October 12th, 2024, Clark County students will be climbing various mountains around Las Vegas for charity with the new “When Students Climb” organization. Students can gather sponsors, like family or businesses, to pledge money for a successful climb. Half of the money raised is kept on completion, the rest donated to feed the hungry at non-profit food pantries.



Olivia Hernquist, a local teenager, realized she could help the people in Las Vegas cope with rising food costs by having students climb mountains, with multiple sponsors leaving money raised at hundreds per hiker.

“I’m thrilled ‘When Students Climb’ is getting so much attention,” Olivia Hernquist says. “Students are going to make a real change in this valley. Students

can register now at www.whenstudentsclimb.com or call 702-555-5555 for more information.”

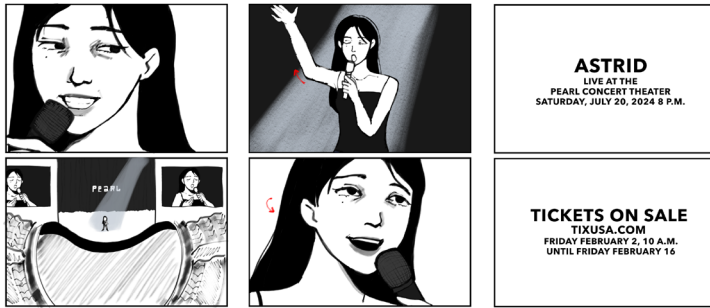
Several mountains are available, all with different difficulty levels; those mountains being Frenchman and Black Mountain, as well as, Griffith and Charleston Peak. High elevation and steep trails will make your hike more difficult. These climbs will require training. The “When Students Climb” foundation suggests hiking smaller mountains after the winter passes, then advancing to more challenging trails.

Josie Llomeii, an excited future participant, said, “I’ve already started training and convinced my aunt to sponsor me. I want to help people, as many as I can, so I am going to hike up Mt. Charleston on the 12th.”



Media Arts & Communications Portfolio Examples

COMMERCIAL STORYBOARD



PROMOTIONAL PHOTOS



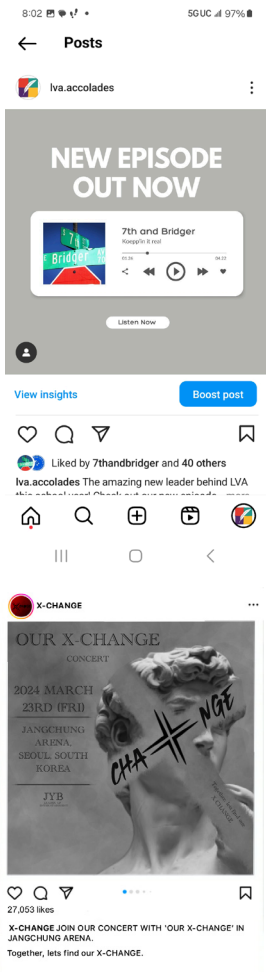
T SHIRT



POSTER



SOCIAL MEDIA POST



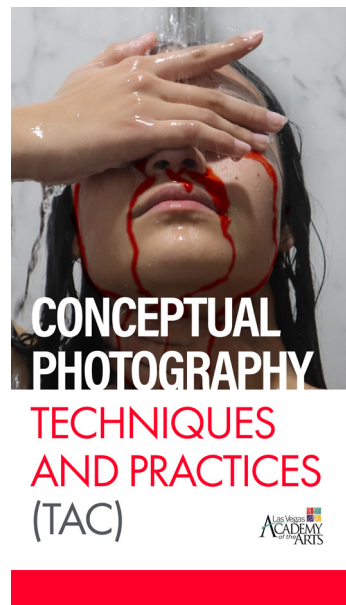
POSTCARD



PIN



BROCHURE COVER



LOGO



FULL PAGE PRINT AD



Photography Audition

PORTFOLIO

Prior to the audition, students are to create a portfolio that will be submitted for review at the start of the audition.

Required photographs:

1. Landscape - Urban or rural, night or day, demonstrate a vast depth of field.



2. Still Life/Representational Self Portrait - Arrange objects to represent your interests and personality.



3. Sequence/Series of 4 to 6 frames - Show a series of the same object or person completing an action.



4. Actual Self Portrait - Use appropriate lighting, dress, pose for a clear and accurate photographic portrait.



5. Additional 3 - 5 photographs of your choice that focus on specific photographic elements and principles of design. For example: pattern, symmetry, depth of field, and texture. (examples on following pages)

Print your photos 4"x6" or 8"x10" and Label all portfolio entries with your MAGNET # on the back of each artwork.

SKILLS DEMONSTRATION TEST

You will choose 3 objects provided to you at LVA. Using the school campus as your background, photograph the 3 objects using the camera on your phone. These photographs should address lighting and the photographic elements and principles of design (pattern, symmetry, texture, depth of field, line, etc). Be sure to demonstrate dynamic backgrounds and developed lighting. You will email your final photographs to the instructor at the close of the 30 minute test session. Email must be sent directly from your phone, no editing permitted. Examples are on the following page.

AUDITION PROCESS

- After checking in at the cafeteria, students will be escorted in small groups to the photo room where they lay out their portfolio works with their magnet numbers visible.
- Staff will evaluate portfolios while students complete the skills demonstration portion of the audition. All portfolios will be returned at the end of audition.
- Students will be escorted to begin the skills demonstration test. Students will have 30 minutes to complete the test.
- Upon completion of the skills demonstration portion, students return to the portfolio room to gather their work and are dismissed to their parents.

Photography Portfolio Examples

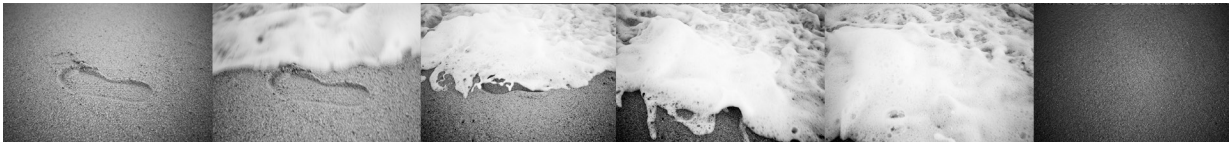
LANDSCAPE



STILL LIFE



SEQUENCE



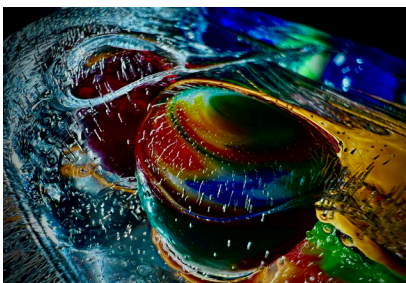
5 - PERSONAL CHOICE



ACTUAL SELF PORTRAIT



5 - PERSONAL CHOICE



2D Visual Design Audition

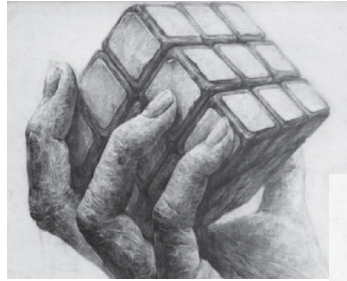
PORTFOLIO

The portfolio submission must include artwork with the specific imagery and use of media listed below:

(more examples on following pages)

1. Your hand holding an object

Drawn in charcoal



2. Self Portrait using a mirror (no photo reference)

Drawn in graphite pencil



3. Contour line drawing of shoe

Drawn in ballpoint pen and/or marker



4. Colored landscape painting

Using watercolor, acrylic, or oil paint



5. 3-5 Drawings and/or paintings of your choice, created by observing people, places, and things.

Label all portfolio entries with your **MAGNET #** on the back of each artwork. **DO NOT INCLUDE** any copyright characters or cartoons, anime styled works, wet artwork, or photocopies of art (unless large artworks / murals)

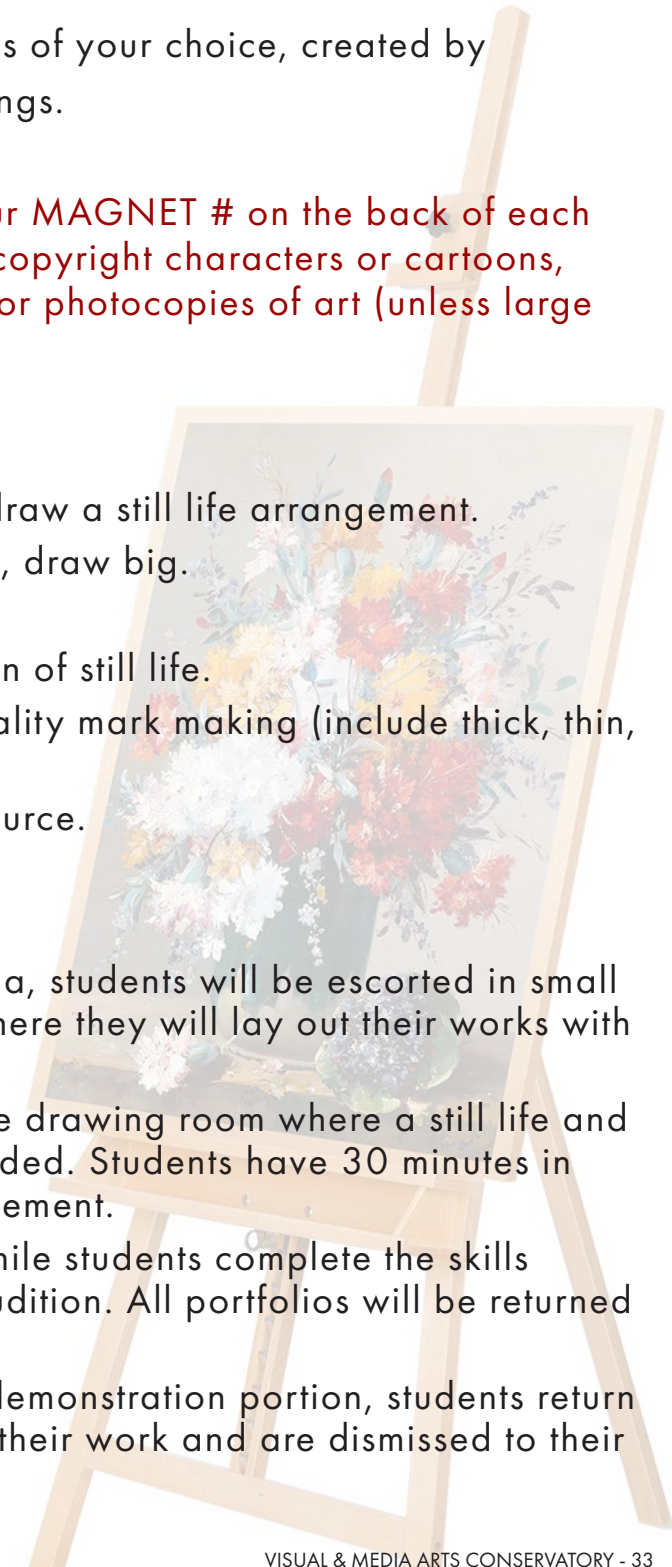
SKILLS DEMONSTRATION TEST

Students will have 30 minutes to draw a still life arrangement.

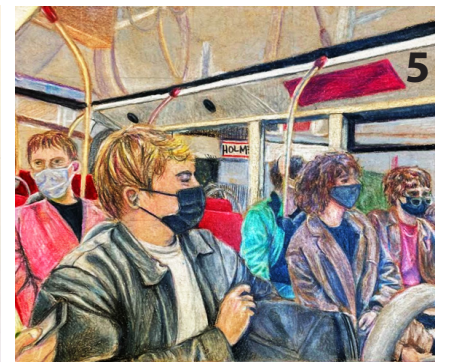
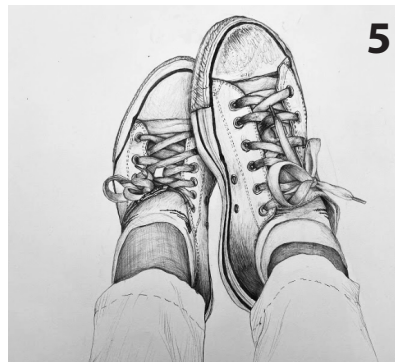
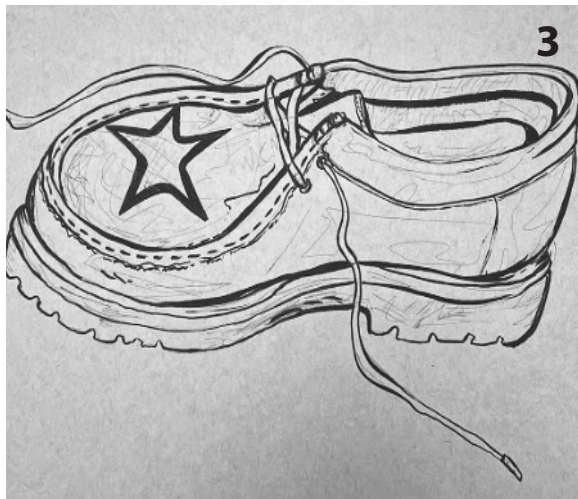
- Fill the page with your drawing, draw big.
- Focus on dynamic composition.
- Strive for realistic representation of still life.
- Attention to detail and high quality mark making (include thick, thin, light, dark lines).
- Shade according to the light source.

AUDITION PROCESS

- After checking in at the cafeteria, students will be escorted in small groups to the portfolio room where they will lay out their works with their magnet numbers visible.
- 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.
- Staff will evaluate portfolios while students complete the skills demonstration portion of the audition. All portfolios will be returned at the end of audition.
- Upon completion of the skills demonstration portion, students return to the portfolio room to gather their work and are dismissed to their parents.



2D Visual Design Portfolio Examples



3D Visual Design Audition

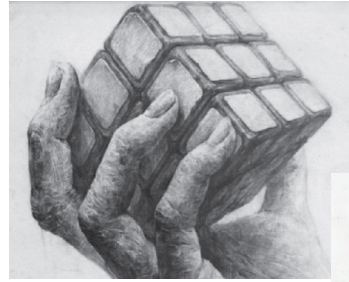
PORTFOLIO

The portfolio submission must include artwork with the specific imagery and use of media listed below:

(more examples on following pages)

1. Your hand holding an object

Drawn in charcoal



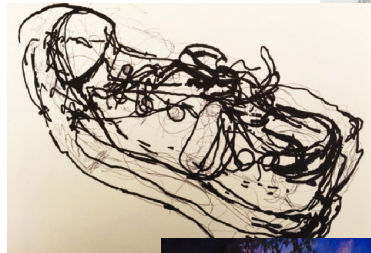
2. Self Portrait using a mirror (no photo reference)

Drawn in graphite pencil



3. Contour line drawing of shoe

Drawn in ballpoint pen and/or marker



4. Colored landscape painting

Using watercolor, acrylic, or oil paint



5. 3-5 3D pieces such as ceramic, wood, wire, plaster, jewelry, or glass. (examples on following pages)

Label all portfolio entries with your **MAGNET #** on the back of each artwork. **DO NOT INCLUDE** any copyright characters or cartoons, anime styled works, wet artwork, or photocopies of art (unless large artworks / murals)

SKILLS DEMONSTRATION TEST

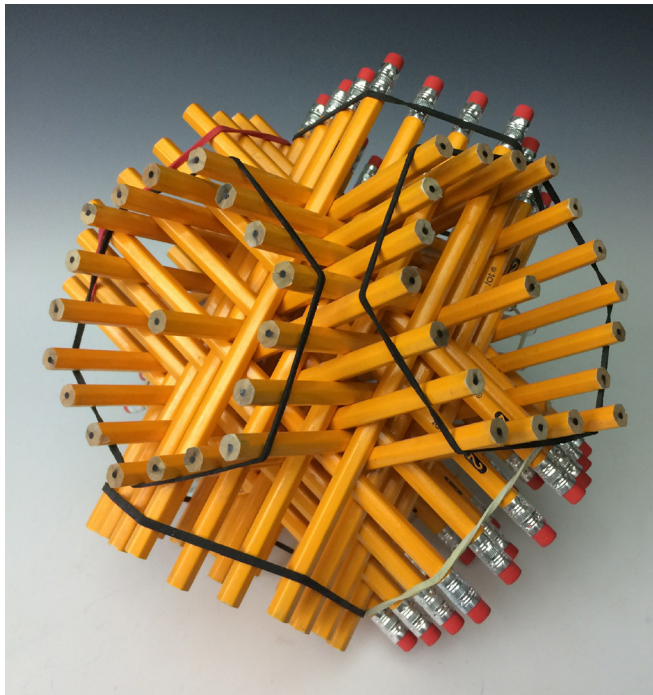
Students will have 30 minutes to draw a still life arrangement.

- Fill the page with your drawing, draw big.
- Focus on dynamic composition.
- Strive for realistic representation of still life.
- Attention to detail and high quality mark making (include thick, thin, light, dark lines).
- Shade according to the light source.

AUDITION PROCESS

- After checking in at the cafeteria, students will be escorted in small groups to the portfolio room where they will lay out their works with their magnet numbers visible.
- 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.
- Staff will evaluate portfolios while students complete the skills demonstration portion of the audition. All portfolios will be returned at the end of audition.
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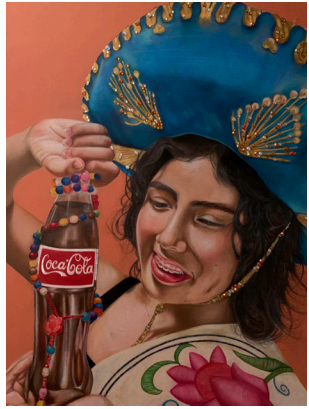
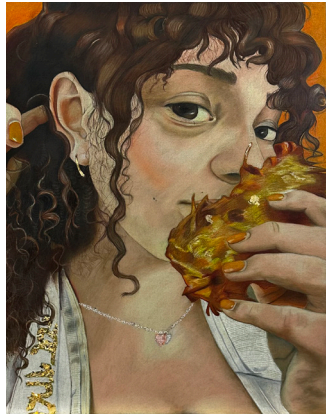
3D Visual Design Portfolio Examples




Notes

LVA Special Events and Exhibition Calendar

| DATE | LOCATION | EVENT |
|--------------|--------------------------------|---------------------------|
| 10 / 29 / 24 | Bryan Lewis & Lowden Galleries | Magnet Open house Exhibit |
| 11 / 14 / 24 | Bryan Lewis & Lowden Galleries | Fall Dept Exhibit |
| 12 / 12 / 24 | Bryan Lewis & Lowden Galleries | Dance Drama Exhibit |
| 12 / 14 / 24 | On LVA Campus | Audition Workshop |
| 01 / 25 / 25 | On LVA Campus | Audition |
| 02 / 08 / 25 | On LVA Campus | Audition |
| 02 / 20 / 25 | Bryan Lewis & Lowden Galleries | Spring Dept Exhibit |



A close-up photograph of a classic car's front end, focusing on the chrome grille and a large, multi-spoke wheel. The car is light-colored, possibly cream or white, and the chrome is highly reflective. The wheel has a prominent hubcap and a multi-spoke design. The background is slightly blurred, showing a paved surface and some greenery.

Please contact Mr. Ethan Salmon with any questions or concerns.

salmoe@nv.ccsd.net

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lasvegasacademy.net/visual-arts