

# Charleston County School of the Arts

SCREENING PROCEDURES and RUBRIC - Visual Arts Entrance Audition for 6th - 12th Grade, (pg 1 of 3)

## Program Expectations

In the School of the Arts Visual Arts Program, Visual Art majors learn the technical, conceptual, and compositional skills they will need to be successful in a university level visual art program. This includes the study of traditional art techniques developed in the style of Academic Art as developed in France in the 19th century –How to hold various art tools and manipulate media to achieve the desired artistic effects—as well as an understanding of the elements and principles of art and design. Students are also expected to create their own original works of art and use the correct terminology when discussing their work and the work of others.

The success of the Visual Arts program depends on quality instruction, and student commitment. Instruction involves but is not limited to; sketching assignments, research, and attendance of age appropriate visual arts openings in addition to classroom assignments. Students can expect to work in various media, mastering one or more of the following: Drawing, Painting, 3-Dimensional Design, 2-Dimensional design (ocusing on the elements and principles of design, and photography). Students and parents must be prepared for class with materials and completed supporting assignments. The majority of our supplies are provided through the visuals arts fees and fund raising. Some supplies may need to be supplemented by the student. It is important to understand that art materials and other consumables must be replenished throughout the year.

## Audition Expectations

In their audition, students will be asked to demonstrate their observational skills and ability to render objects realistically, as drawn from life. We look closely at how well they render shape, placement, space, texture, light, and perspective. We also are looking for confidence in line quality, light source, a unified and balance composition and accurate placement and proportion of objects. Students will be provided with all the necessary materials. Students who are able to visually convey complex compositional components and accuracy in visual representation will earn higher scores.

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Criteria	10	5-9	1-4	0	Portfolio 30%
Originality: Concepts/Student's own work/Ideas/10	Exceptional demonstration of Concepts/Student's own work/Ideas/	Above average demonstration of Concepts/Student's own work/Ideas/	Some demonstration of Concepts/Student's own work/Ideas/	Little demonstration of Concepts/Student's own work/Ideas/	
Content: Voice/Message/Meaning (10)	Exceptional use of Voice/ Message/ Meaning	Good use of Voice/ Message/ Meaning	Average use of Voice/ Message/ Meaning	Poor use of Voice/ Message/ Meaning	
Media: Variety, Competency in at least 3 media types (10)	Exceptional display of Variety, Competency in at least 3 media types	Good display of Variety, Competency in at least 3 media types	Average display of Variety, Competency in at least 3 media types	Display shows little Variety, Competency in at least 3 media types	
Total					/30

Criteria	10	5-9	1-4	0	Drawing Test 70%
Use of Elements & Principles-To demonstrate Realism: VALUE (10)	7 tones	4-6 tones	1-3 tones	No tones	
Use of Elements & Principles-To demonstrate Realism: LINE Quality (10)	Exceptional use of Confident Line	Above average use of Confident Line	Some use of Confident Line	Little use of Confident Line	
Use of Elements & Principles-To demonstrate Realism: SPACE (negative, perspective, overlapping, placement) (10)	Exceptional use of Space (negative, perspective, overlapping, placement)	Above average use of Space (negative, perspective, overlapping, placement)	Some use of Space (negative, perspective, overlapping, placement)	Little use of Space (negative, perspective, overlapping, placement)	
Use of Elements & Principles-To demonstrate Realism: TEXTURE (describing the surface of objects) (10)	Exceptional use of Texture (describing the surface of objects)	Above average use of Texture (describing the surface of objects)	Some use of Texture (describing the surface of objects)	Little use of Texture (describing the surface of objects)	

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Criteria	10	5-9	1-4	0	Portfolio 30%
Use of Elements & Principles-To demonstrate Realism: CONTRAST (effective placement of lights and darks) (10)	Exceptional use of Contrast (effective placement of lights and darks)	Above average use of (effective placement of lights and darks)	Some use of (effective placement of lights and darks)	Little use of (effective placement of lights and darks)	
Use of Elements & Principles-To demonstrate Realism: PROPORTIONS (accuracy of size and shape of objects) (10)	Exceptional use of Proportions (accuracy and shape of objects)	Above average use of Proportions (accuracy and shape of objects)	Some use of Proportions (accuracy and shape of objects)	Little use of Proportions (accuracy and shape of objects)	
Craftsmanship(page is clean/free of smudges, minimal use of eraser) (10)	Neat and clean, exceptional	Fairly neat and clean	Somewhat messy	Messy	
				Total	/70