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DESIGN AND  
ARCHITECTURE  
SENIOR HIGH

# DESIGN AND ARCHITECTURE SENIOR HIGH SCHOOL 2025 COMPLETE APPLICATION GUIDE



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# DESIGN AND ARCHITECTURE SENIOR HIGH SCHOOL

## HOW TO APPLY TO DASH



### **1. SCHOOL CHOICE MAGNET APPLICATION (REQUIRED)**

Beginning October 1, 2024: Complete the MDCPS MAGNET APPLICATION. You can choose up to five magnet schools. One of those needs to be DASH. Complete the application and submit it online. Please save the confirmation page after submitting. For assistance with the School Choice Application, please contact the School Choice Office at 305-995-1922.

### **2. AUDITION WORKSHOP (STRONGLY RECOMMENDED)**

View the preparation materials posted online and presented during the live audition workshop event this December. The workshop materials include practice tips for the audition and will help you prepare.

### **3. AUDITION (REQUIRED)**

The audition process and requirements are the same for all applicants, regardless of which design program interests you. Arrive 30 minutes before your scheduled audition appointment. You will need to present a portfolio and sketchbook you have prepared in advance. Live drawings will be completed in person on campus during your audition. Parents are invited to attend a special overview presentation while students audition.

### **4. ADMISSION LETTER**

You will be notified of our admission decision by email on March 15, 2025. Admitted students will be invited to attend an orientation assembly in April.

# DESIGN AND ARCHITECTURE SENIOR HIGH SCHOOL

## IMPORTANT DATES



### **OCTOBER 1, 2024**

MAGNET APPLICATION form available online. Please submit before the winter break.

### **IN-PERSON DECEMBER 12 AND AVAILABLE ON DEMAND**

View the WORKSHOP preparation resources to learn more about the audition drawings and to help you prepare for the audition.

### **JANUARY 15, 2025**

DEADLINE to submit the MAGNET APPLICATION.  
We strongly urge you to apply before the winter break!

### **AUDITIONS**

Select your own audition appointment date and time within the MAGNET APPLICATION.

### **MARCH 15, 2025**

Admissions decisions for all MDCPS magnet programs will be emailed directly from the School Choice Office.

### **APRIL 5, 2025**

The final deadline to accept or decline an offer of admission from DASH.  
Accepted students will be invited to attend an orientation in April.

### **PLEASE NOTE:**

Dates above are subject to change. Please check online for up-to-date information.



# DESIGN AND ARCHITECTURE SENIOR HIGH SCHOOL

## AUDITION WORKSHOP / AUDITION TASKS

### OPEN HOUSE AUDITION WORKSHOP

Applicant families are invited to learn more about DASH and prepare ahead of your audition. This year's event will be held in-person on Thursday, December 12 from 5:30 PM - 7:00 PM. No advance registration necessary.

- Learn about the audition process and requirements.
- Get ideas to fill your sketchbook and build your skills.
- Receive practice drawing tips from DASH art teachers.
- Parents get an overview about the school's dynamic curriculum.



### AUDITION TASKS

The 3-hour audition includes three components: a review of the portfolio and sketchbook (these items are to be prepared in advance), an interview with a faculty member, and two drawings completed in person on campus during your scheduled audition appointment.

#### I. Portfolio and Sketchbook Review

The portfolio must include ten examples of original artwork (no more, no less). The sketchbook should be 8" x 11" or larger. Drawings should represent a ratio of at least 50% of the portfolio but photographs, graphic art, and three-dimensional work are also acceptable.

#### II. Interview

A member of the faculty will interview the applicant to determine the levels of motivation, commitment, and suitability for the program.

#### III. Live Drawings

Each participant will be provided with the necessary materials. Applicants will be expected to complete two drawings in person on campus: one from observation (self-portrait), and one from imagination (fantasy landscape of a specific surprise prompt).

## DESIGN AND ARCHITECTURE SENIOR HIGH SCHOOL PORTFOLIO REQUIREMENTS

# portfolio requirements

Your portfolio should have **10 works of art** you have created in the last year or two.

At least five of the pieces should be drawings that you have created by observing real people, animals or objects not cartoons or anything that was copied. The other five pieces in your portfolio could be drawings or a mixture of paintings, prints, sculptures, pottery, collages, graphic designs, photographs, a video or a short film on a USB drive, or objects you have designed, and/or original fashion pieces or textiles that you have created.

The works do not have to be matted or mounted unless very thin or fragile. The portfolio and artwork should be 12"x18" or larger. Very large work could be rolled up for easy handling.

The DASH teachers will be looking for your potential as an artist and designer by seeing your creativity and variety of ideas, your development of the space of the page or composition, your use of line, color, shape, texture, value, and form. Neat and careful presentation of your work is important.

Your portfolio and sketchbook will be returned at the end of the audition. Make sure your name is on all items you bring to the audition. All other supplies will be provided for the audition.



**The sketchbook** should be 8.5"x 11" or larger and almost full of work. Include a variety of drawings, ideas, experiments and plans for items you would like to create. A sketchbook shows your ability to enjoy the world around you and your interests. **Try to draw something everyday.** There is no better place to improve your drawing skills and powers of observation. Work on your creating a smooth and accurate line. Carry your sketchbook with you everywhere! Take advantage of the variety of subjects and people you encounter.

**ideas**

- Look at yourself in a mirror; draw everything you see in the mirror.
- Draw your pet asleep on the floor.
- Draw someone while they are watching TV.
- Put some pots and pans on a table and draw them.
- Look outside your window and draw what you see.
- Look in your closet, or in a drawer and draw what you see.
- Find interesting tools, objects or plants to draw. Shells, hats, toys, machines...
- Try all of the above again from a different point of view.
- Draw all of the above again with strong lighting to show shades and shadows.

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## SKETCHBOOK IDEAS

You need to do at least one sketch per week in your sketchbook. This should take between 45 and 60 minutes to do because the purpose of a sketchbook is to make you look harder at things, use your imagination, and explore ideas and techniques that interest, challenge, and stimulate you. You will find that practice does indeed pay off and your confidence in your abilities will increase proportionally to the amount of effort and care you put into your work. Full shading is expected, as are details. Use of colored pencils or other materials like pen and ink or your own favorites is fine. This is your place to experiment and grow. Remember, you're only limited by your own imagination.

### SUGGESTED ACTIVITIES

- Draw a portrait using light and shadow. Place the light from different angles than "normal" – under the chin, behind the head, in front of the face.
- Study your feet and shoes. Draw them in different positions and from different angles and views.
- Draw studies of your hands. Try a variety of positions or overlapping them.
- Draw a figure in an environment from your observation: in motion and standing still.
- Draw an imaginary place. Remember to show rich details.
- Do a self-portrait. This can be full body view or face only. Focus on accuracy!
- Gesture drawings of people, things, or animals in motion.
- Contour line drawings of figures or objects.
- Draw several studies of your eyes, nose, and mouth in a variety of poses.
- Focus on drapery and pattern: a shirt over a chair, a sheet around a banister, etc.
- Draw everything you can see from where you are positioned. This can be from imagination, as if you were in a hot air balloon, ant sized, etc.
- Draw a man-made object.
- Draw a metallic object and everything you see in it.
- Draw or design any kind of vehicle.
- Draw an object of interest from 3 different views.
- Draw using 2-point perspective.
- Draw the inside of a mechanical object.
- Filling the page with them, overlap two-dimensional forms and pick a direction for the light to hit them. Shade accordingly.
- Draw your reflection in any shiny surfaced object.
- Draw a landscape from observation. Remember to show foreground, middle ground, and background.
- Draw your home and what's around it.
- Draw family members with things they cherish.
- Draw the interior of your room and what's in it, from wherever you're sitting: on the floor, up on your bed, or even from the ceiling looking down.

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### SKETCHBOOK IDEAS (continued)

- Study the forms, shapes, lines, textures, and colors of trees.
- Draw animals from life (if you can't see them live, copy them from a reference book).
- Draw a plant with as much detail as possible using line contour and line variation.
- Arrange a still life and draw it with shading.
- Draw bottles and cans. Have the cans crunched up for lots of detail and contrast to the bottles' smoothness.
- Draw dishes in a drainer, with shading.
- Create a fantasy building and landscape.
- Create a series of positive and negative space designs.
- Draw a piece of furniture and use color to show the textures and shadows.
- Draw a still life with one to three pieces of patterned cloth in it. Show color and patterns.
- Focus on textures in a drawing.
- Using color (no black) and light (white), create an impressionist style landscape drawing, remembering to optically mix colors by placing compliments next to each other.
- Transform an object from a realistic view to a Cubist representation (using several different viewpoints within the same frame) in a progression of 4 steps.
- Draw yourself using a strong light on one side or angle of your face, focusing on the shapes of the shadows of your facial features.
- Try several studies of DRAPERY- a towel, shirt, or blanket draped around or on another object to create lots of wrinkles. Focus on shapes of folds and creases and the shadows that are created by them.
- Advanced drapery: try the same exercise with a patterned cloth in color.
- Create a series of drawings of people in motion - playing sports, doing housework, etc. Try to overlap several views of the action as it progresses. Use light sketchy lines; it will help.
- Design a tattoo for someone particular - a celebrity, teacher, etc.
- Draw from imagination with as much real detail as possible. If you were awakened by a crash in the middle of the night, what would the cause look like?
- Draw yourself 50 years from now including your surroundings, possessions, etc.
- Illustrate a favorite story of yours told by a grandparent, aunt, or other relative.
- Design an album cover for a musical group (avoid conventional, unoriginal or violent imagery).
- Draw your greatest fear, your biggest hope, or your dream for your future.

**PLEASE NOTE:** Drawings depicting weapons, drugs, violence, or profanity are not welcome.



# DESIGN AND ARCHITECTURE SENIOR HIGH SCHOOL

## FINE ART FOUNDATION / DESIGN PROGRAM DESCRIPTIONS

### FINE ART FOUNDATION

DASH's unique visual arts curriculum combines fine art with practical design studies to provide a well-rounded art education. Proven successful for over two decades, DASH prepares students to compete effectively for university admissions and scholarships. Without exception, all students must complete the full fine art foundation in addition to one of the five design programs. The four-year fine art program includes courses in drawing, painting, and art history; dual enrollment courses in design; and advanced placement courses in studio art drawing, 2-D design/painting, and 3-D design/sculpture. The option to take fine art classes without design coursework is not available at DASH.

### DESIGN PROGRAM DESCRIPTIONS

Beginning sophomore year, students specialize in one of the five design programs described below. DASH students do not officially choose their design program until just before tenth grade. The audition evaluates an applicant's potential as a visual communicator with a focus on basic observation drawing skills for all applicants. Indicating which program interests you has no impact on the outcome of your audition. All applicants complete the same audition.

**Architecture/Interior Design** This program includes freehand drawing, model building, computer-aided design and juried presentation. Furniture, landscape, and urban planning are critical components of the architecture program. Students work in a design studio setting just as they would in a professional firm and are taught by accomplished architect Eric Hankin. They build small-scale conceptual models of their designs and prepare dynamic presentations showing plans, elevations, sections, axonometrics, and perspectives. And they learn to use the tools of the trade such as CAD software taught in dual enrollment classes earning them college credit while still in high school. These students tend to work quietly and independently. They learn to present their work with confidence not only through dynamic displays, but also through articulating in person before professional juries.

**Industrial Design** (Product and Transportation Design) The industrial design program, one-of-a-kind in the nation, focuses on the interaction between products and individuals. Product design begins with hand drafting and concept drawings. Students are fluent in two-point perspective as it plays an important role in their design process. I.D. students design the surfaces consumers interact with such as watches, phones, shoes, and cars. They commit to hard work on demanding assignments. Many who complete the DASH I.D. program are offered large or full scholarships to elite design universities such as College for Creative Studies, and go on to work for companies like Adidas, Nike, Puma, Cadillac, and Mercedes Benz. These students are taught by accomplished professional designer and DASH graduate Maria Castillo-Silva. DASH I.D. students possess strong line-drawing skills and meet strict deadlines for large quantities of concept drawings and high-quality final renderings from multiple perspectives.

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### DESIGN PROGRAM DESCRIPTIONS (continued)

**Visual Communications/Web Design** (Print and Digital Graphics) In the DASH Visual Communications/Web Design program, students produce movie posters, logos, fashion labels, packaging, signage, books, web sites and video games. These students often incorporate inspiration from their fine artwork in their graphics work. They study typeface, analyze composition, and frequently use software tools like Adobe Photoshop. Taught by skilled graphic designer Kia Saint-Albin, DASH Visual Communications students develop multi-stage projects such as board games and superhero dolls that involve conceptualizing, packaging, branding, and marketing in the form of billboards and web launches. They must also adhere to strict deadlines and learn to produce quality work under pressure in the competitive world of graphic design.

**Entertainment Technology** (Film) The DASH Entertainment Technology program teaches the behind-the-camera aspects of the film world including scriptwriting, storyboarding, working with editing software such as Final Cut Pro and Premiere, using state-of-the-art equipment, researching career options in the film industry, and submitting work to the festival circuit. Students work within production companies and budget their projects. Phantom Film Works students have been regularly invited to participate alongside real world projects shot on location in Miami. They produce events incorporating lighting, audio, cinematography, directing, and budgeting. Their teacher is Megan Rojas. Every year, DASH film seniors share their best short films, music videos, and animated movies at the Phantom Film Festival in a local theater on the big screen. These students must coordinate their own projects by working collaboratively and need to develop strong time management skills both in and out of class.

**Fashion Design** Fashion designers at DASH learn pattern making, draping, tailoring, how to work with various textiles, and how to use professional sewing equipment to produce beautiful, functional clothing. Taught by accomplished designer and DASH graduate Giovanna Sorondo, they prepare mood boards, collages full of visual inspiration, before assembling their seasonal fashion lines. These students follow the work of major international houses to study current trends in the industry. They learn strong figure drawing skills to sketch their designs before producing them. Seniors showcase their looks at the annual DASH fashion show. Former students have worked with Teen Vogue and John Paul Gaultier, Ungaro Couture, Fendi, and Oscar de la Renta to name just a few.

#### **PLEASE NOTE:**

For stunning visuals from each of the DASH design programs, view the program galleries on our school website.

# DESIGN AND ARCHITECTURE SENIOR HIGH SCHOOL

## DIRECTIONS TO DASH

### ADDRESS

DASH is located in the Miami Design District, one block west of Biscayne Boulevard and two blocks northeast of the Midtown Target.

The school address is **4001 NE 2<sup>nd</sup> Avenue, Miami, FL 33137**

### ENTRANCE

The main entrance is on NE 39<sup>th</sup> Street between Federal Highway and NE 2<sup>nd</sup> Avenue, one block west of Biscayne Boulevard and 2 blocks east of Miami Avenue. The campus is also accessible from NE 2<sup>nd</sup> Avenue at 40<sup>th</sup> Street inside the tall silver gate.

### DRIVING DIRECTIONS

#### From East (Miami Beach):

Take Julia Tuttle Causeway/I-195 west to Miami Ave, then follow the directions below.

#### From West:

Take 836 east to I-95 north, then follow the directions below.

#### From South or North:

Take I-95 to I-195 east and exit at Miami Ave (near Target and the Shops at Midtown)

Turn north (left) off the ramp onto Miami Ave

Turn east (right) onto NE 39<sup>th</sup> Street

DASH will be on your left, two blocks down, just east of NE 2<sup>nd</sup> Avenue

### DIRECTIONS VIA PUBLIC TRANSPORTATION

To find the best route via city bus and/or Metro Rail train, please use Google Transit and input your home address.

### PARKING

Curbside metered, valet, and paid garage parking is available throughout the Miami Design District surrounding DASH. The school does not have our own parking area on the premises. Visitors who bring their vehicle will need to pay to park.

### PLEASE NOTE:

DASH strongly encourages all applicant families to read the Frequent Questions section of our Admissions website for much more very useful information.

# Why DASH?

## **A School Unlike All Others**

- Nationally recognized school of excellence with 30+ years of success.
- Specialized, one-of-a-kind art and design curriculum.
- Rigorous academics including AP and Dual Enrollment courses.
- Unique setting in the heart of the vibrant Miami Design District.
- Small school advantage: 500 students receive greater individual support.

## **5 Dynamic Design Programs**

- Choose from Architecture, Film, Fashion, Graphics, and Product Design.
- Magnet strands taught by industry professionals and graduates of DASH.
- Nontraditional studio learning labs stimulate creative collaboration.
- Produce elaborate professional events: Fashion Shows & Film Festivals.
- Senior internships accelerate career potential ahead of college.

## **4 Accessible Auditions**

- Select from the first two Saturdays in February.
- Opportunities offered morning and afternoon: 8 – 11 AM, or 12 – 3 PM.
- Help tips available online and in-person: Audition Workshop, Dec. 12.
- Prepare your sketchbook and portfolio in advance.
- On audition day, complete two drawings and an interview on campus.

## **Huge Rewards of a Life in the Arts**

- Historic annual college enrollment rate of 100%.
- Record-breaking scholarships awarded annually to DASH seniors.
- Multiple recipients of nation's highest arts honor: Presidential Scholars.
- All-expense paid NYC pre-college trip for 40 recipients each summer.
- Phantom alumni support network of game-changing design visionaries!