



TWIGS FILM and VISUAL STORYTELLING Auditions Requirements SY 26/27

Thank you for your interest in the TWIGS Film and Visual Storytelling Program!

Baltimore City residents entering the 6th–8th grade in School Year 2026/2027 may audition for the TWIGS Film and Visual Storytelling Programs, Adobe Suite for Filmmakers and Film Animation. ***No former experience or training is required for the Film and Visual Storytelling Audition!***

The Film and Visual Storytelling Program Auditions will be held **April 27– April 30, 2026** at Baltimore School for the Arts, 712 Cathedral Street, 21201.

Auditions will be held by appointment only. **All applicants must have submitted an online application by Friday, April 3rd in order to receive an appointment.** Each student’s audition appointment day and time will be emailed to the parent/guardian email who completed the audition application no later than Tuesday, April 14th, 2026.

Adobe Suite for Filmmakers - Grades 7–8 **Audition Instructions:**

This course is structured around three important Adobe Creative Suite software programs for filmmakers: Photoshop, Premiere Pro, and After Effects. Students will learn the skills necessary to create film posters and short videos with basic visual effects and title sequences. Shots and basic camera work will be explored. Classes will meet once a week after school.

Prior to the audition, students are required to prepare both, a **“Self-Portrait” Collage** and **Work Sample Pieces**. Details regarding these requirements are below.

1. “Self-Portrait” Collage Instructions

Create a collage that represents “you” with what you have access to at home. What kind of things can be used to describe you as a person? Your hobbies, interests, pets, favorite colors, etc. Think about what kind of shape and arrangement makes sense for your collage to best represent yourself. This can be as simple as a star, or as specific as a game controller or animal.

2. Work Sample Instructions

Gather or prepare 3-5 additional pieces of artwork you have created. For example: a storyboard, a comic strip, photographs, videos, drawings, or paintings. Please bring your work samples to your in-person audition. If you

At the in-person audition, students should be prepared to discuss their home assignments and their favorite film, book, graphic novel, fable, or fairy tale. If you have questions, please email us at twigs@bsfa.org

Animation - Grades 6-7

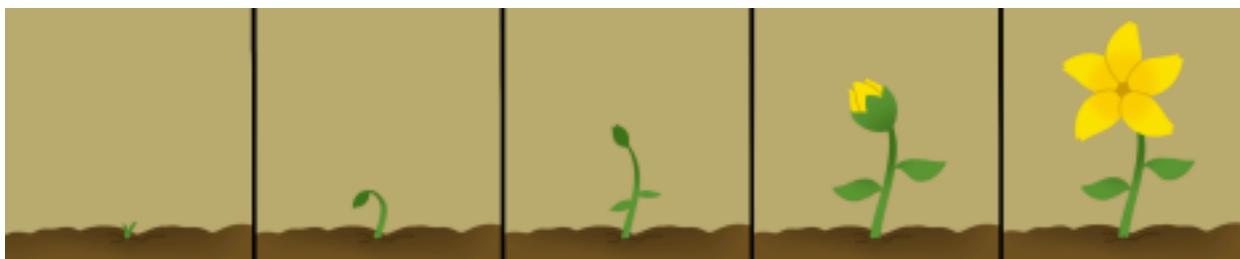
Audition Instructions:

This course introduces students to the fundamentals of animation. Participants explore core animation principles, storytelling, and visual design while learning how to bring characters and ideas to life through animated sequences. Prior to the audition, students are required to prepare a **Sequential Art Piece** and **Work Sample Pieces**. Details regarding these requirements are below.

1. Sequential Art Instructions

Create a 5 frame piece of sequential art that demonstrates some kind of change or movement. This can be 5 drawings, 5 photographs, or anything in between. What changes between the first image and the last? How do they connect to each other visually? Example ideas include a setting sun, a blooming flower, a melting snowman, etc.

Example Piece



2. Work Sample Instructions

Gather or prepare 3–5 additional pieces of artwork you have created. For example: a storyboard, a comic strip, photographs, videos, drawings, or paintings.

Students must bring the **Sequential Art Piece** and the **Work Sample Pieces** to your in-person audition. At the in-person audition, students should be prepared to discuss their home assignments and their favorite film, book, graphic novel, fable, or fairy tale. If you have questions, please email us at twigs@bsfa.org.