

General:

As stated in the Dance Project Grant Stream guidelines, for dance training programs artists must submit two audition pieces on one DVD that is playable in a commercial DVD player.

The two audition pieces together must not exceed 4 minutes in length and must duplicate the experience of a live audition, including full body shot composition, without props or costume. One audition piece must relate to the program of study, such as classical, contemporary, jazz, modern, folk, or heritage dance. The second piece must be in a contrasting style.

Tips for the Applicant:

- Introduce yourself, your study project, and your audition pieces (20 seconds maximum).
- You are strongly encouraged to incorporate the same level of performance quality as in a live audition setting. The jury is assessing both artistic and technical ability.
- Ensure you are clearly seen without visual distractions. There should not be any on-screen information such as clock, date, or any other display symbols.
- Wear neutral coloured garments.
- Music should be clearly audible with no off-camera acoustic distractions.
- Have a qualified third party review your video audition pieces and be prepared to re-do the video if necessary.

Tips for the Camera:

- The camera should remain stationary and level, preferably on a tripod. It should not be hand-held, mounted on a dolly or on any type of moveable base.
- The camera should reveal the applicant's entire body without situating the applicant too far in the background nor too close to the foreground of the video frame.
- The camera must track the applicant's movement as smoothly as possible.
- Audition pieces can be recorded separately. However, the presentation on the DVD should present both audition pieces as one continuous video.
- Avoid shooting into mirror unless absolutely necessary as in the case of a small studio setting.
- Avoid, if possible, having any background movement in the recording.
- The video recording should enhance and not distract from the applicant's performance with the use of zoom, fades, specialty lenses, etc.