

Portfolio Requirements

Successful completion of Foundation Visual Art Program for all programs except VR/AR, Make-up and Acting; successful completion of Acting Essentials for Acting; OR meet the following requirement.

<p style="text-align: center;"><u>GAME DESIGN</u></p> <p>Explain the concept, vision, or idea. Include the genre of game you would utilize. Make references to other games to explain how you would make your game (one page maximum). In addition, provide an outline detailing your story, possible levels, and characters (one page maximum). Provide diagrams explaining any features or game mechanics (one to two pages maximum) and a simplified map of the game world described in your synopsis.</p>	<p style="text-align: center;"><u>3D ANIMATION & VISUAL EFFECTS</u></p> <p>Send samples of your work that include life (preferred), still, or character drawings, and 3D computer work (maximum 12 pieces total). When you apply to the 3D Animation + Visual Effects program, we expect that you have some 3D experience. If you don't have sufficient 3D experience you may be given conditional acceptance based on the strength of a combination of your other computer artwork (e.g. Flash, Photoshop, Illustrator, etc.) and your drawing skills.</p>
<p style="text-align: center;"><u>SOUND DESIGN</u></p> <p>Write us a letter demonstrating why you wish to take the Sound Design program (maximum 500 words)</p>	<p style="text-align: center;"><u>CLASSICAL ANIMATION</u></p> <p>Send samples of your work that include still-life drawings, life drawings, and character sketches (maximum 12 pieces).</p>
<p style="text-align: center;"><u>WRITING FOR FILM, TELEVISION & GAMES</u></p> <p>Write a one-page (maximum) synopsis. Provide the film genre and use references to other movies to explain how you would make the film. Explain the concept, vision, or idea. In addition, provide a minimum of two and maximum of four other creative writing samples in their original form (no more than 20 total pages should be submitted)</p>	<p style="text-align: center;"><u>ANIMATION CONCEPT ART</u></p> <p>Send us samples of your work that can include still-life drawings, life drawings, character or environment sketches, and computer artwork (e.g., Flash, Photoshop, Illustrator, etc.) (maximum 12 pieces)</p>
<p style="text-align: center;"><u>VR/AR DESIGN & DEVELOPMENT</u></p> <p>Submit at least 1 example of source code along with 1-page document that describes the code AND 2-3 examples of 3D animation or modeling. Familiarity with a programming language such as JavaScript, C#, C++. Familiarity with Unity and/or Unreal Game Engines is an asset.</p>	<p style="text-align: center;"><u>MAKE-UP DESIGN FOR FILM & TELEVISION</u></p> <p>Send us a letter, along with your portfolio, that shows your dedication to Makeup Design. We're looking people with talent and a single-minded passion. Tell us about your background, your potential, and what's driving you to become a Makeup Artist.</p>
<p style="text-align: center;"><u>DIGITAL DESIGN (INTERACTIVE & MOTION GRAPHICS)</u></p> <p>Your portfolio should demonstrate your familiarity with a range of visual work (e.g., print design, web design, etc.).</p>	<p style="text-align: center;"><u>PROGRAMMING FOR GAMES, WEB & MOBILE</u></p> <p>Show us your code! Include a 1-2 page excerpt of source code you want to show off, and a 1-page descriptive summary for 1-3 projects. You must also have intermediate PC computer skills, including working knowledge of Microsoft Office. Familiarity with HTML is an asset.</p>
<p style="text-align: center;"><u>FILM PRODUCTION</u></p> <p>Write a synopsis of a film project that you are passionate about making (no longer than one page). Provide the film genre and utilize references to other movies to explain how you would make the film. Explain the concept, vision or idea. In addition, provide a 1-page (maximum) outline of the story.</p> <p>Optional: If you have made a film before, please submit a copy or a link to the film online (no more than two films). Ensure that you specify your involvement in the film, as well as any screenings or awards</p>	<p style="text-align: center;"><u>ACTING FOR FILM & TELEVISION</u></p> <p>Upload your audition tap to a video hosting site (YouTube, Vimeo, a personal website, etc.) according to the content requirements below: Maximum 6-minute tape in which you state your name on camera, demonstrate a contemporary monologue (max 1 minute), demonstrate a short contemporary scene (applicant should be on camera and the reader off camera, max 1 minute), provide a demo of a special skill (singing, dancing, physical action etc., max 1 minute), and provide answers to the following questions in max 2 minutes:</p> <ul style="list-style-type: none"> - Why did you choose your audition pieces? - How long have you wanted to act? - Who inspired you to want to pursue an acting career? - What are your strengths & weaknesses as an actor? - If you can't be an actor, what would you choose to be?