

Applicant Portfolio Guide.

**BA (Hons)
Computer Arts and Animation**

Introduction



When you apply study on our BA (Hons) in Computer Arts and Animation degree programme you will be invited to provide a portfolio of your creative work.



Your portfolio is an opportunity to express yourself by demonstrating your creative skills, interests, and ability to visualise ideas through relevant mediums like imagery, time-based media, or interactive design. Aim to include samples of your best work, reflecting your personality and artistic ability.



Through your portfolio we want to gain a sense of you, what you are passionate about, and what you want to make. We hope you find the following guide useful in building your portfolio.

What are we looking for?

- A strong interest in visual arts and media.
- A passion for entertainment design and contemporary media like games, film, television, animation, etc.
- An ability to demonstrate foundational visualisation skills in any relevant mediums.
- A knowledge of art and design principles in the construction of original images or media.
- Visual research and enquiry skills, your ability to source a range of images to help inspire ideas and influence your development.
- Evidence of a willingness to experiment, test and try a range of media, methods or approaches to creation.
- Ability to curate – the selection and arrangement of your portfolio materials to showcase your work.



Guidelines

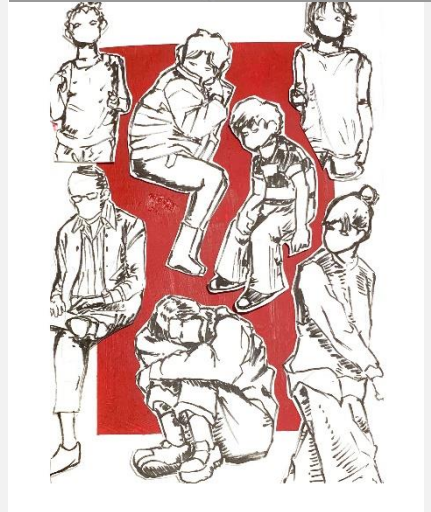
Your portfolio is your chance to demonstrate your visual, artistic, and creative skills. Include your best work that reflects your ability in image creation, construction, and development.

What to Include

Traditional Art: Include life drawings, still life, and environmental drawings/paintings to display your composition, perspective, form, tone, and color skills.

Original Concepts: Present your ability to develop visual ideas. This could include character designs, environment sketches, vehicle designs, storyboards, comics, short films, or mini-games. Include both final images and process work (early sketches, color tests, photo references).

Presentation: Each piece should be a one-page. Use composition pages to show different stages of your work.



Submission Quantity

- Maximum of 10 pieces, showcasing your best work.
- Include traditional media and imaginative work. Each project counts as one piece.
- 3D digital work can be included within the portfolio and should showcase the developmental process of both 2D and 3D digital imagery from research through to completion. Each composition for a project will be counted as one single piece. This is not mandatory.
- Annotations are encouraged to explain your creative process and goals.

Media Formats

- Submit as a single PDF file, one page per piece. For videos, use web platforms like YouTube or Vimeo, with clips of 30 seconds to 1 minute.
- For games, provide a screen recording of gameplay, no longer than 1 minute, uploaded to a web platform.
- If your work is web-based, include a direct link. Avoid social media or web portfolio links.



----- What Should I Include? Traditional Art

Traditional skills and the principles of art and design will always count in a 3D digital arts education. Examples of you could include are life or observational drawings that show your anatomical knowledge, or environmental drawings/paintings to display your composition, perspective, and color skills. Perhaps you have experimented with print-making, or textiles that demonstrate a broader awareness of the artistic landscape. Here are some examples to guide you but are not limited to.

Drawing & Painting

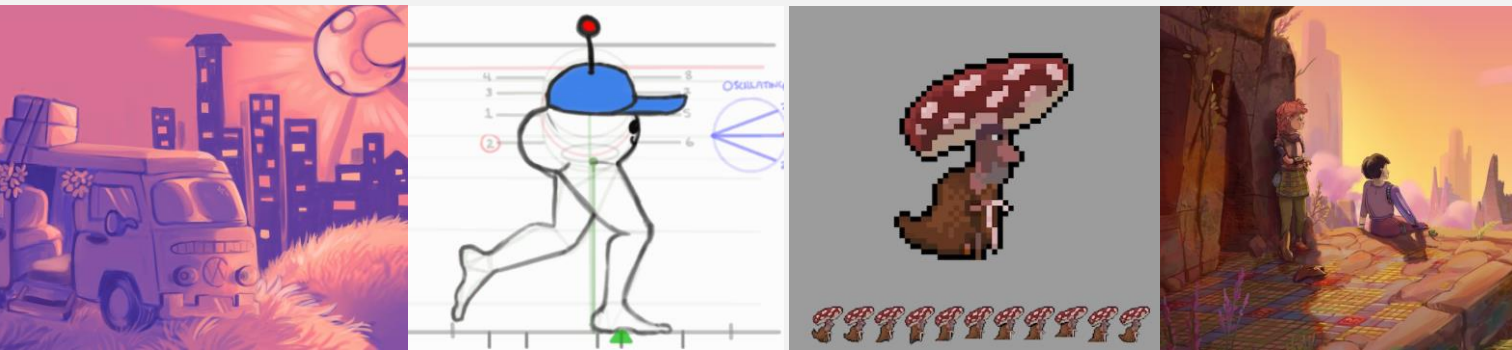
Life Studies | Observational Drawing | Portraits | Landscapes...etc.

Print, Sculpture, Textiles

Fashion | Miniatures | Comics | Clay Models | Graphic Design...etc.

Time Based Media

Hand drawn animation | Stop Motion | Storyboarding/Animatic...etc



----- What Should I Include? Digital Art

Digital skills are essential in the modern creative industries and core to being a 3D digital artist. While we don't expect applicants to be digital art natives it can be useful to evidence that you have taken steps forward in building your digital art skills; Whether it's digital painting on a tablet, modelling basic objects in 3D design packagers, or taking well composed photographs on your phone.

Digital Drawing & Painting

Digital Drawing/Painting | Illustrations | Pixel Art...etc.

3D Art, VFX and Animation

Object Modelling | Blockouts | VFX tests | 3D Animation...etc.

Digital Media

Photography | Film & Video | Previz | Mashups/Experiments...etc.

What Should I Include? Original Concepts

Present your ability to research and develop original visual ideas.

You should use your some of your page count to show clear examples of how you develop original concepts, from the initial research and ideas stages, thought to the development, iteration and finalisation of completed works. This can be artwork created for the sake of creation or work more typical of a creative studio (game, film, animation, etc). This could include character designs, environment, sketches / thumbs, vehicle designs, storyboards, comics, etc. Or more broadly, it can be something bigger such as work done for short films, or games prototypes. Include both final images and process work (early sketches, color tests, photo references).

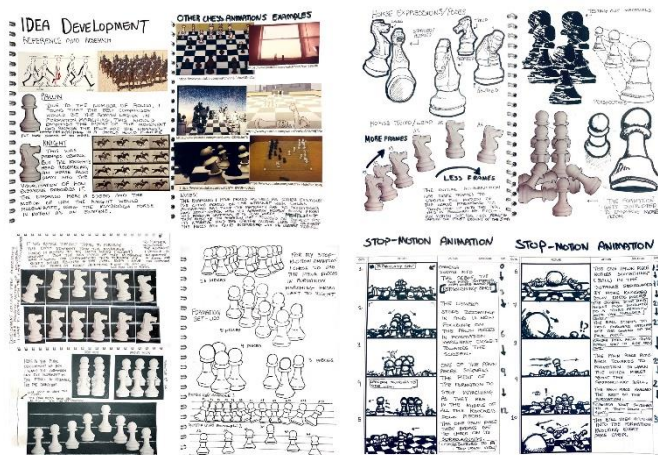
This work is demonstrated on a 'Composition Page' – see the following pages for more detail. Here are some examples of things you could include:

Digital Illustration or Concept Art

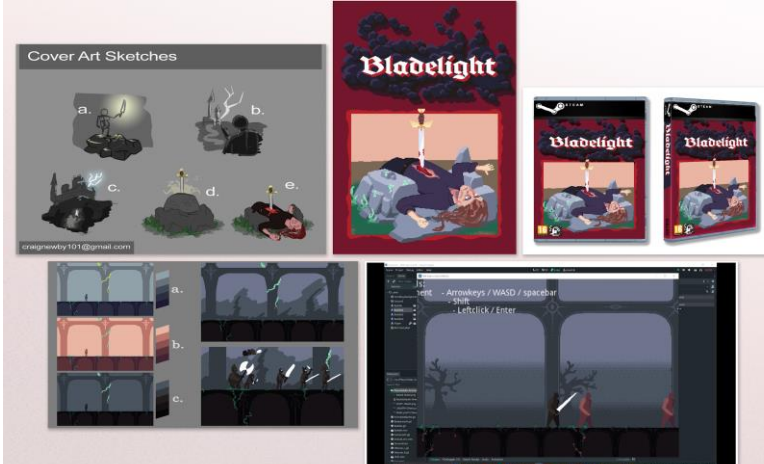
Visual inspiration & research → Mood Boards → Initial Sketches / Thumbnails / Silhouettes → Refined Sketches → Iteration → Final Piece

Animation

Script → Story Beats → Storyboards → Animatic → Layout / Key Posing → In-betweens → Scan/Refine/Ink/Paint → Compose



BRIEF: To create a number of animations using traditional hand-drawn techniques and photographic stop-frame animation, thinking about the character of the object and what sort of movement it will have.



Page Layouts

There are no formal requirements of how you design each page, however, there are two main page types we want you to use: A finished piece page, and a composition piece page.

Finished Piece

A finished piece gets a whole page to itself. This work should be a completed piece you're proud of, such as finalised and well-presented illustration, animation, 3D Model, game footage, etc.

You may break this up into more images if you like, but in principle, this should be more completed, high quality work samples.

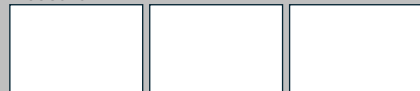
Finished Art

Composition Page

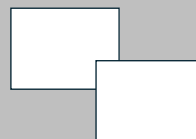
A composition page contains multiple 'process' elements that tell a story of how a finished work was made, from research, to development and iteration towards completion.

This can be arranged as you like. It may be tricky to fit an entire collection of process work in, so be selective.

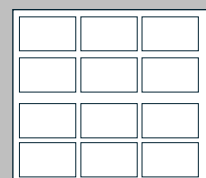
Research



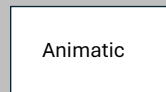
Moodboards



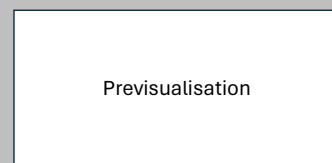
Storyboards



Animatic

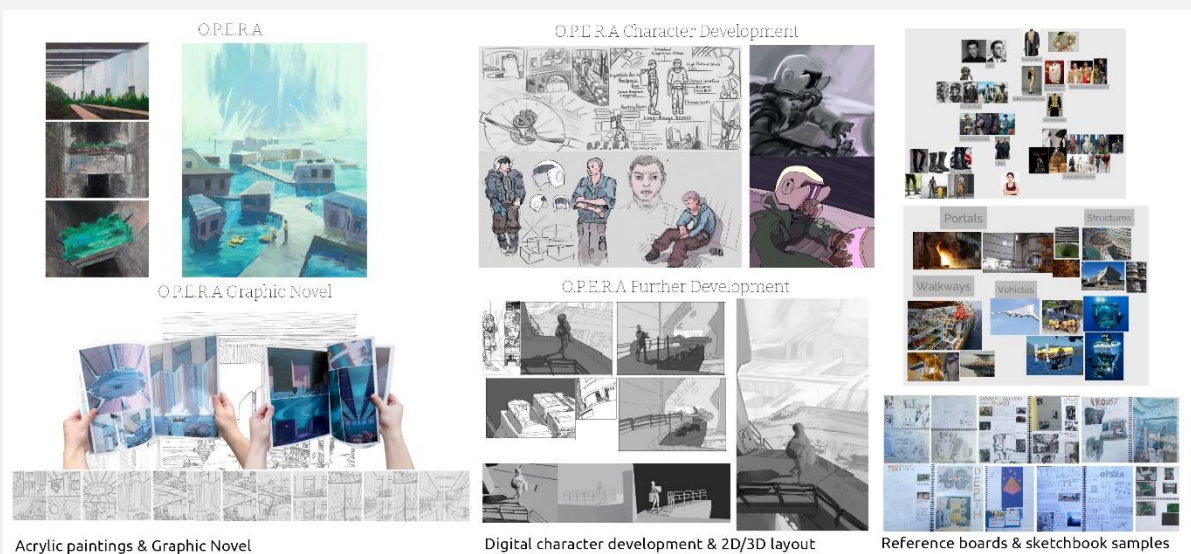
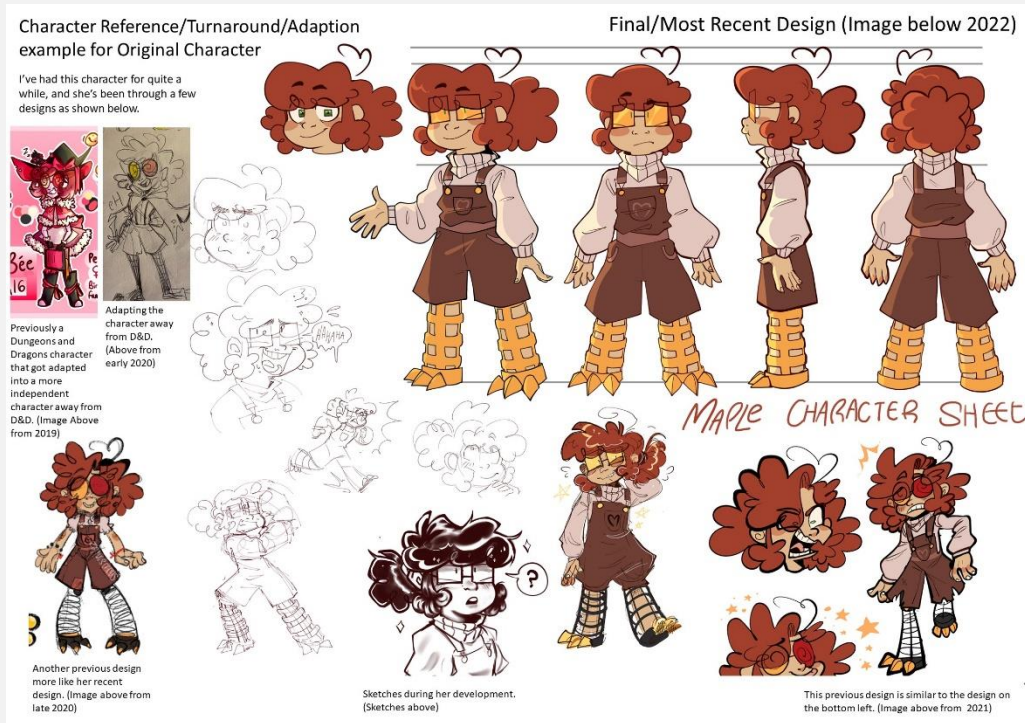


Previsualisation



Composition Page Examples

Composition pages can be tricky to understand, so here are two examples. Look how these applicants use the full page to show off research, development and process work.



Summary List

Here is a handy summary of the guidelines to help you put everything together. Keep in mind that portfolios are highly personalised, so each will be very different and not all points will be equally applicable to your submission.

Submission & Formatting

- ❑ **Submission:** Digital only and should accompany your application.
- ❑ **Files:** A single .PDF, one page per piece.
- ❑ **Layout:** Page layouts can be portrait or landscape (or a mix).
- ❑ **Maximum of 10 pieces:** Be selective and showcase your best work.

A finished Work = 1 piece

A Composition Page = 1 piece

You can mix and match finished and composition to make **10 pieces**.

What we like to see!

- ❑ **We like to see fundamentals:** Perspective, shape/form, line, colour, composition, etc.
- ❑ **We like to see technical know-how:** Efficient modelling, sensible textures, crisp rendering, etc.
- ❑ **We like to see imagination:** ideas, concepts, narratives, storyboarding, animatics, etc.
- ❑ **We like to see creative process:** Visual research, sketches, colour tests, development towards final work.
- ❑ **Annotations:** Help explain your creative goals, thinking, and processes.

What you can include:

- ❑ **Traditional Works:** drawing/painting, print-making, still life, plein air, textiles, etc.
- ❑ **Digital Works:** digital concepts, 3D modelling, photography etc.
- ❑ **Time-Based Works:** Animations, VFX, film-making, etc. 30-60s Videos*.
- ❑ **Interactive Works:** UI/UX, Game prototypes, game mechanics, etc. 30-60s Videos*.

*YouTube or Vimeo Links