

UArts Animation Program Application Portfolio Recommendations

Here are **optional** ideas for types of work to be included in your UArts Animation application portfolio. These suggestions, along with the general UArts application portfolio guidelines, can help guide you to create an outstanding UArts Animation application portfolio. Any of the following categories of portfolio pieces are acceptable; you are not expected to have all, and **none are specifically required**.

Life Drawings

Gestures are quick drawings that capture the energy and essence of a model's pose. Longer **figure studies** that include the full figure's face, hands, and feet can demonstrate an understanding of anatomy and form. Observational **life drawing** of people and animals on location in parks, zoos, cafés, and around your home can help us understand how you see and think while you draw. **Environmental** drawings of interior and exterior spaces show us your sense of space, perspective, and atmosphere. **Stylized** life drawings are drawings that are exaggerated to show your opinion on a subject through exploration of form, shape, color, and mood.

Imaginative Drawings

Sketchbook drawings (or any process drawings) show us your range, experiments, and studies of a subject or variations on a theme. Your character, creature, prop, or vehicle **designs** can show off your use of shape language, contrast, and silhouettes. **Visual development** artwork of fictional locations and spaces can showcase your attention to set dressing and detail that enhance a narrative.

Visual Storytelling and Sequential Art

Comics of any length (one panel to multi-page) in any format (genre comics, slice-of-life comics, autobiographical comics, etc.) can demonstrate your writing, humor, and story timing. **Illustrations** that have a strong narrative sense (like a picture book) can show off your composition, staging and more. **Storyboards**, which are a sequential plan for a moving picture, are another great visual storytelling example, and can demonstrate expressions, performance and your use of cinematic language (shot choice, editing).

Time-based Media

You do not need prior animation experience to apply or be accepted to UArts Animation. Our intensive program will have you animating in your first semester. If you do have animation examples (drawn, CGI, stop motion, and/or experimental), include your strongest work (rough or cleaned up work are both OK) in a video **demo reel**. Reels of 3D model rotations, flip-throughs of sketchbooks or other work are also useful to see your range. You may include live action video that you produced to show off your visual direction, composition and editing. Examples of multimedia video can exhibit your compositing, collage, or experimental film techniques.

Dimensional and Sculptural Work

Photos or videos of models, sets, sculptures, puppets, or ceramics can illustrate your skills with tactile materials and fabrication techniques. Photos or scans of flat artwork such as paintings, collage, photography, prints, books, and zines will help us get to know your range and interests as an artist.

Concepts, Ideation, Exploration

Your ideas and the way you express them are illuminating and important to us. If you have written samples that you feel are relevant, you may include them. Possibilities include a script, or a statement that describes the topics and interests that inform your art practice, and what you would like to explore further at UArts.