



The Animation Workshop

Portfolio requirements when applying for Computer Graphic Art

Purpose

The aim of the portfolio is to demonstrate your skills within all the different categories listed below.

In general, we are looking for solid drawings expressing volume, weight and 3-dimensionality. Furthermore, excellent skills within life drawing and perspective are crucial. Finally, we are looking for a unique and personal style.

Format

A well-organized portfolio with bound drawings of A4 or A3 size is accepted. Anything over A3 or material in tubes etc., loose pieces of paper and generally unorganized content will not be accepted. Please label the outside of the portfolio with your name, address, phone number and email, as well as any CDs, DVDs or flash sticks inside the portfolio. Please make sure that any loose items are glued down or in other ways attached properly to the portfolio.

Finally, we strongly urge you to never, ever, send any original material. Normally, we will return your portfolio to you upon the admissions procedure, but TAW will not be held responsible for any damages to your works, or for any missing pieces.

You may also submit your portfolio electronically using a blog or website. Please send your letter of intention directly to the school and in which inform us of the link where we can view your work. If you do submit your work by a blog or website, have it organised well and with all of the requirements below listed clearly. Please be sure that your blog or website functions properly; if it does not at the time of the admissions review, we will disregard your application.

Content requirement, Computer Graphic Art:

1. Character designs (min. 8 different characters)

These drawings must show characters of your own original design. We would like to see a range of variety in styles; graphic as well as 3-dimensional drawings. They ought to vary in personality as well. The drawings should be done in colour.

2. Background drawings (min. 3 indoor and 3 outdoor)

These drawings can range from concept sketches to finished background layouts, representing a location where a scene of action/acting could take place. Consideration of the situation which will/could take place is recommended. The drawings should be done in colour.

3. Storytelling (min. 5 panels/drawings)
Make a sequence of drawings that visually tells a story or a sequence of events. Consider staging, camera angle and posing of the character to tell the story.
4. Life drawings (min. 8 drawings)
The drawings should show proper anatomy, size proportions, understanding of shape, body dynamics and weight of the figure.
5. Perspective (min. 4 drawings)
Drawings of buildings, landscapes and/or objects, demonstrating an understanding of perspective.
6. Freestyle (min. 8 drawings)
Submit some of your best, most interesting and imaginative drawings, showing us your favourite drawing style/styles
7. Letter of Intention
Please write a brief description about why you would like to study Computer Graphic Art: What are your influences and inspirations? What are your ambitions for the future work? What are your favourite stories, films and/or games and why? List any related work or educations you have been involved in.
8. Optional
If you have done some relevant work, please submit a show reel on a DVD, CD, flash stick or website – however, please double check that they work! If your work is not viewable, we will disregard this part of your portfolio.