



The Animation Workshop

Portfolio requirements when applying for Character Animation

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, 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 or DVDs 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 send any original material. Normally, we will return your portfolio to you upon the admissions procedure, but The Animation Workshop 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 requirements, Character Animation:

1. Drama / acting / (min. 6 drawings):
Drawings in this category should depict characters who are expressing emotion/feeling. From reading the character's body language the viewer should be able to tell what the character's mood or feelings are.
2. Movement (min. 6 drawings):
Drawings in this category should depict characters who are in motion; walking, jumping, dancing or doing sports; in short, any situation where the character is in a movement.
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 drawing (min. 8 drawings)
Drawings that 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 Character Animation: 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 animation, please submit a show reel on a DVD, CD or website – however, please double check that they work! If your work is not viewable, we will disregard this part of your portfolio.

You may also submit other material that shows your creativity, like other sorts of graphic work, project descriptions, and original story ideas.