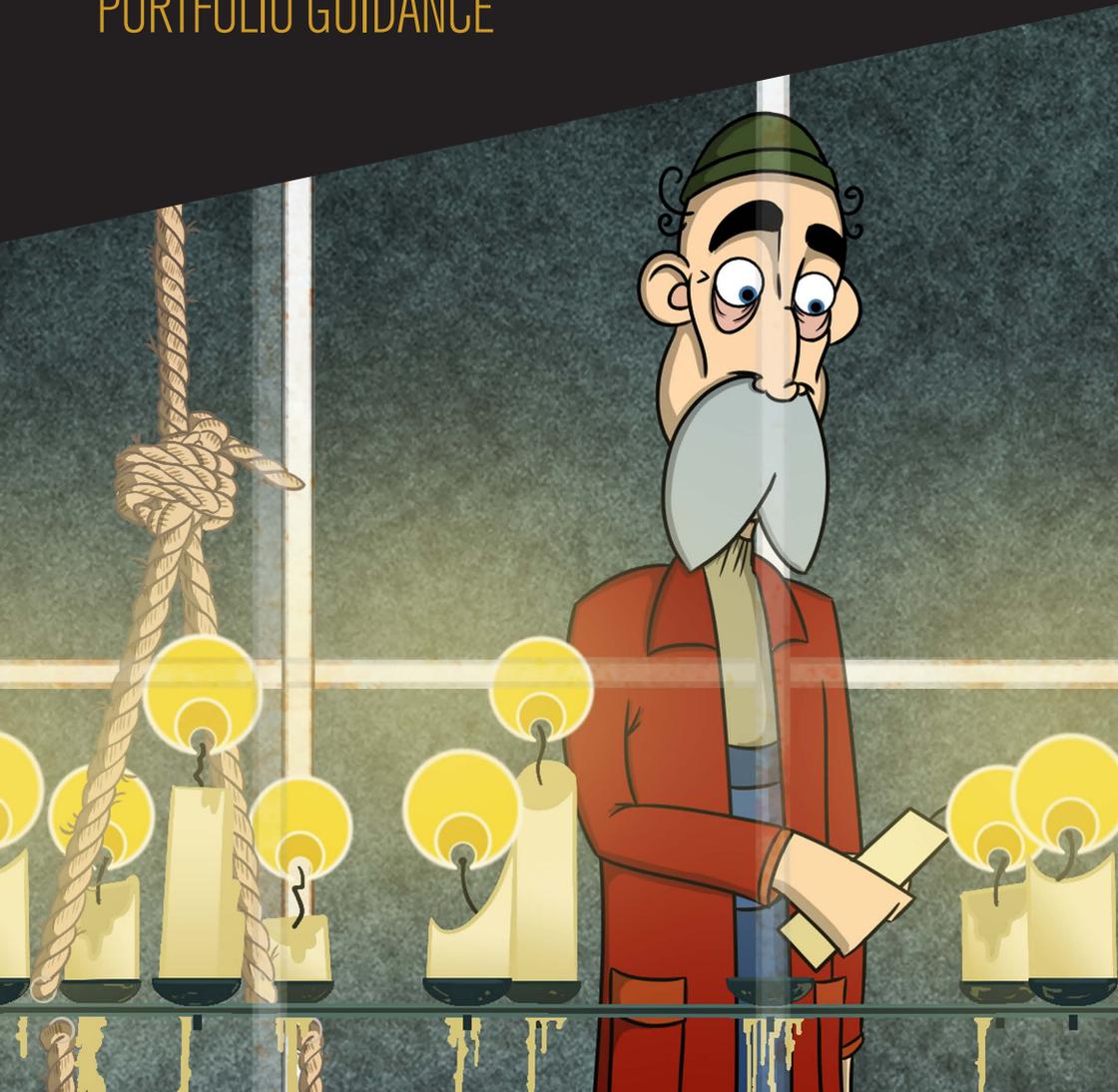


ANIMATION BA (HONS) ANIMATION (VFX) BA (HONS) PORTFOLIO GUIDANCE



COURSE OVERVIEW

Our courses enable you to choose a specialist route into the exciting field of Animation, preparing you for a career in a wide range of roles. Animation BA (Hons) integrates art, design and technology with a particular focus on character animation to give you a broad understanding of motion in various formats. Animation (VFX) BA (Hons) allows you to work on set extension and CG integration, using tools such as Nuke, Maya and Mari to create buildings, props and animated creatures for compositing into real environments.

YOUR PORTFOLIO AND THE APPLICATION PROCESS

Your portfolio is extremely significant in outlining your potential and suitability for this course. It should be a thorough reflection on the breadth of your capabilities, and should be treated like an insight into your skills as an animator or visual effects artist. These courses are practice based, so as part of your application it is important that we can see that you have the skills, enthusiasm and passion for Animation or visual effects (VFX).

Your work should be laid out professionally and clearly so that it takes us through a visual journey and provides us with clear evidence of the logical progression of your ideas and creative ability. The development stage of a project is just as important as the final idea. Exploring ideas and design development can be shown through sheets in your portfolio, sketchbook or as models.

This portfolio guide should give you an idea of the type of work we are looking for from our applicants so that we can assess your suitability for our Animation courses. We believe that the quality of the work in your portfolio is more important than the quantity, so we would only expect to see the work that best defines you as an artist.

Familiarise yourself with these guidelines and remember that we're looking for innovation and creativity as well as technical ability, so don't be afraid to try something original.

Please make sure you are familiar with these guidelines before you submit your portfolio.

Examples of character animation, line tests or similar are welcome.

WHAT HAPPENS NEXT?

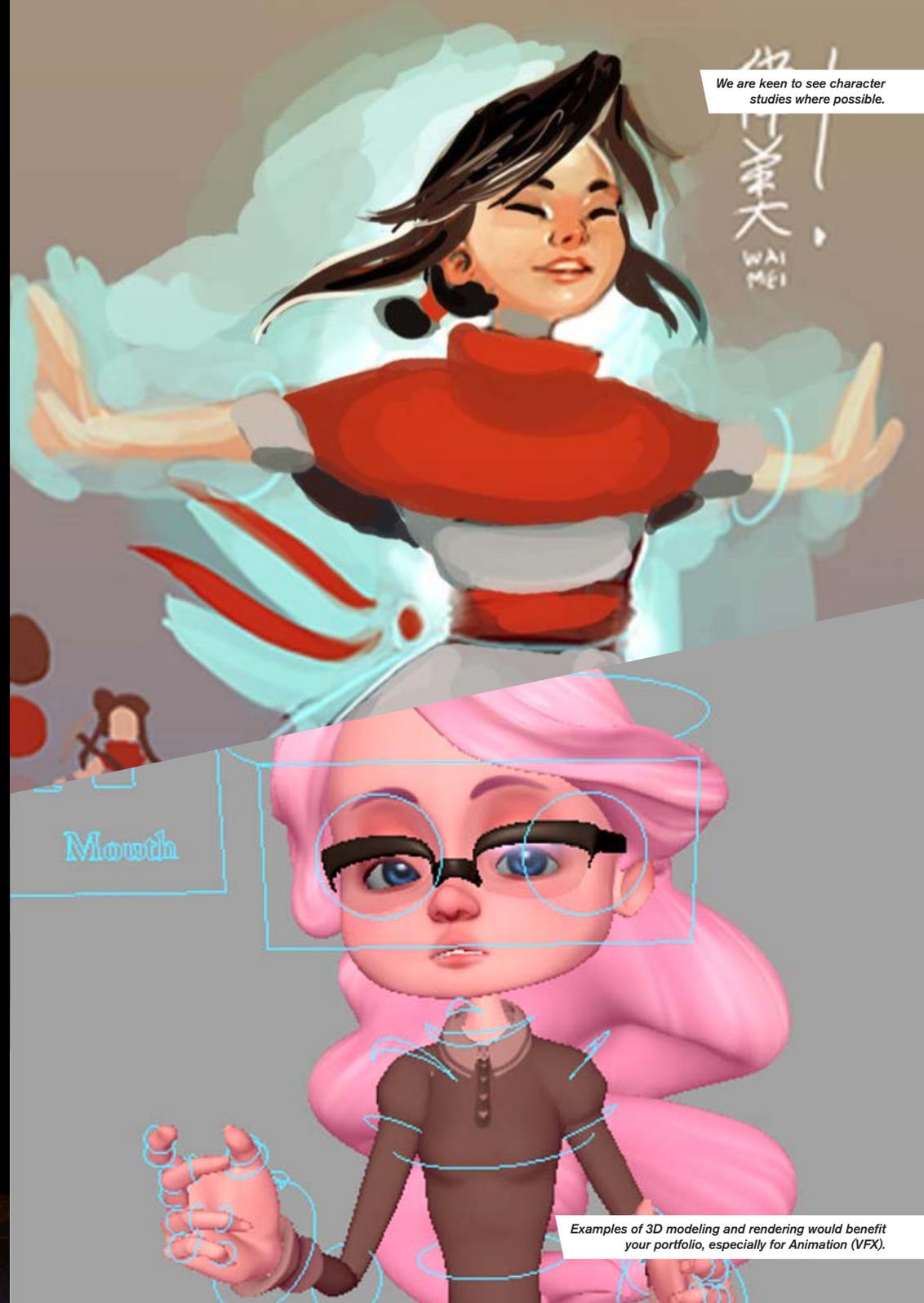
Once you have made an application for Animation BA (Hons) or Animation (VFX) BA (Hons), you will then be required to submit an online portfolio of high-quality, scanned work; either in a PDF format or as a website link, and send it to **techadmissions@dmu.ac.uk** with your full name and the course title of Animation or Animation (VFX) in the email subject line. The contents of your online portfolio should be the strongest examples of your work, and should contain a minimum of 15 and a maximum of 20 pieces.

Your online portfolio will then be reviewed by our experienced academics, and we may contact you for further work if necessary. Then a decision will be made about whether you will be offered a place to study on the course.

If your portfolio is not successful at this stage in your application, you may be considered on a similar course of interest, and we will be in touch to discuss your options at De Montfort University (DMU).

WHAT ARE WE LOOKING FOR?

- Innovative thinking - to show evidence of unusual approaches to solving a problem
- Drawing skills - to demonstrate a range of techniques and styles
- Idea generation - quick initial doodles, sketches and thought processes
- Development of ideas - to show evidence of how you think
- An interest in animation, character design and sequential imagery
- Some experience of using computers and software for design. Photoshop and 3D modelling or 2D software would be desirable especially for VFX
- Spatial awareness and an ability to think three dimensionally
- A level of care and pride in your work. We are looking for a professional approach to the presentation of your work
- An interest in the area of visual effects and its use in films
- Most importantly we are looking for evidence of a passionate and inquisitive mind, and students who can demonstrate they are ready for the high demands of the course.



We are keen to see character studies where possible.

Examples of 3D modeling and rendering would benefit your portfolio, especially for Animation (VFX).

WHAT SHOULD YOUR PORTFOLIO CONTAIN?

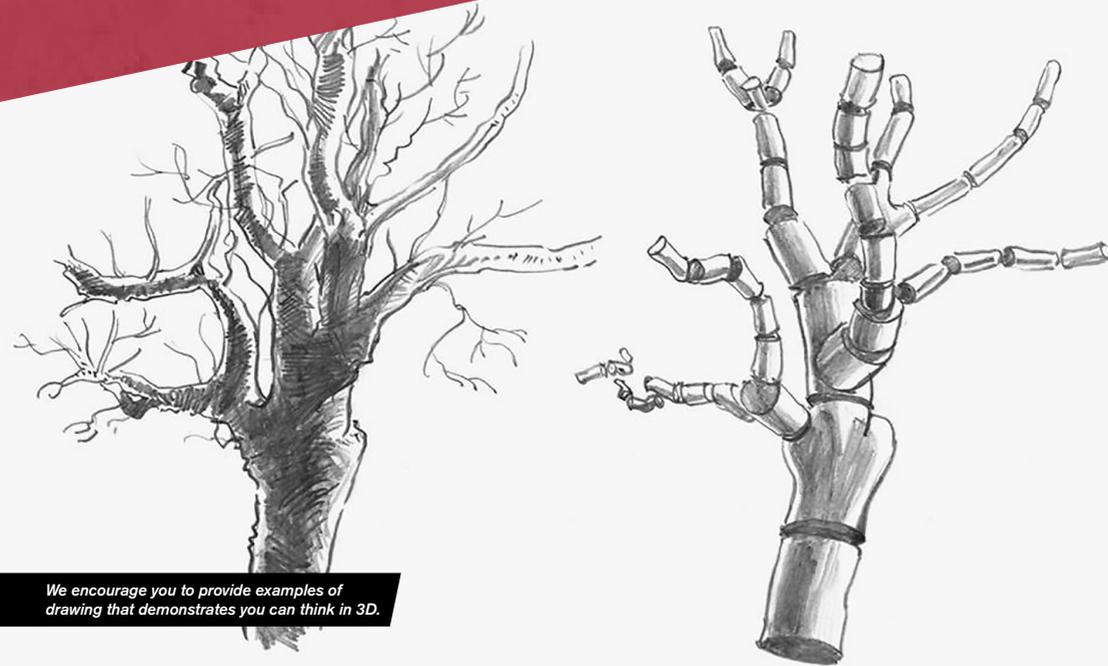
Our courses focus on character animation in 2D and 3D, modeling and visual effects; so we will be looking for the following elements in your portfolio:

DRAWING

We are interested in seeing your skills as an animator or visual effects artist and drawing is important to both areas, so we would like you to include examples of good analytical and observational drawing. You do not need to stick to one principle – make sure you include a range of different drawing types; for example paint, pencil, chalk, markers, or ink, so we can get more of an idea of the scope of your skills.



Observation and life drawing is recommended in your portfolio.



We encourage you to provide examples of drawing that demonstrates you can think in 3D.



Include character poses where possible.

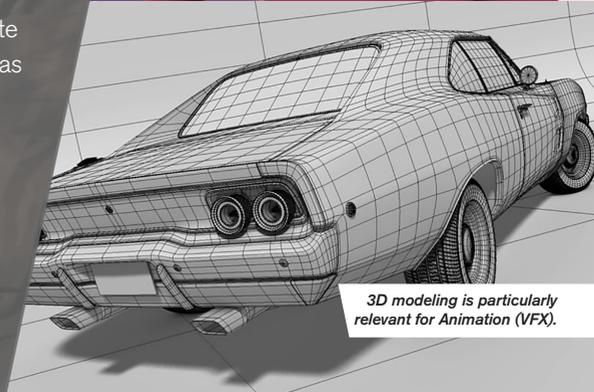
DIGITAL WORK

We would like you to include your best examples of any computer-aided design (CAD) or artwork that you have produced, as well as; photography, video, animation or visual effects if you have had experience.

You can send these via links with your portfolio. It would be useful to demonstrate an interest in animation techniques such as hand drawn or stop-frame, and use of design software such as Photoshop or more advanced 3D modelling for Animation (VFX).



Include character animation in any technique where possible.



3D modeling is particularly relevant for Animation (VFX).



Creature designs are encouraged, particularly for Animation (VFX).

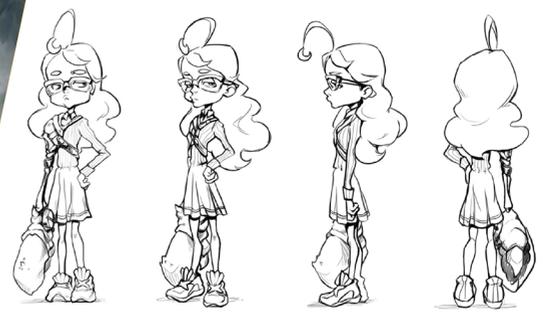
SKETCHBOOKS

Your portfolio should showcase your ability to investigate and analyse a project brief, and how you have explored, experimented and documented your thought process.

We are interested in seeing the whole process; from the concepts and ideas, to the progression and final piece. This will demonstrate where your ideas come from and how they transform through a process of either thorough research or extended sketching around the problem.



Sketches and doodles in your portfolio are strongly encouraged.



If you have examples of character design we would encourage you to include this.



PERSONAL WORK

We encourage you to include personal work that you have done simply because you enjoy being creative; not driven by any brief or deadline. There are no specific guidelines or requirements for this element, but please do submit examples of personal work to demonstrate that you are able to work independently.

CONTEXTUAL RESEARCH

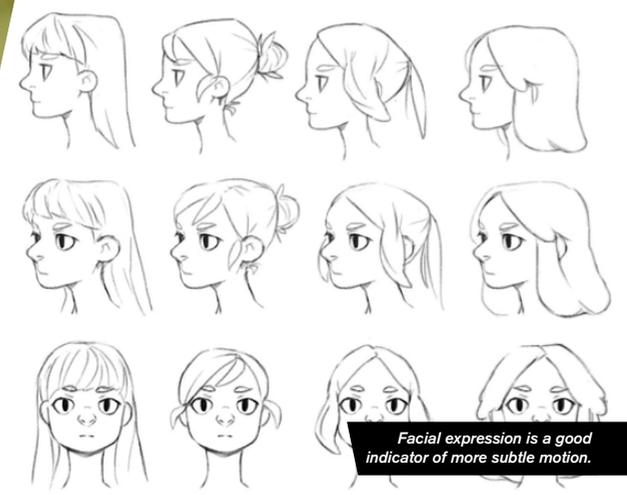
You will need to show that you are aware of animators and current practice in the sector, together with knowledge of the history of animation. We want to know how different animators have influenced the work that you do, how their work has inspired you and in what way it relates to your own work. This can be shown through research or written annotations, showing how the work of other artists has influenced your own.



Sculpting is a skill we encourage, and we would like to see examples of your experience in this.



If you have experience with stop frame animation, it would be great to include this.



Facial expression is a good indicator of more subtle motion.

FOR MORE INFORMATION PLEASE CONTACT

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E: enquiry@dmu.ac.uk

W: dmu.ac.uk/animation

W: dmu.ac.uk/avfx



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