

# GAME ART DESIGN BA (HONS)

PORTFOLIO GUIDANCE

creative  
skillset



# GAME ART DESIGN BA (HONS)



## YOUR PORTFOLIO AND THE APPLICATION PROCESS

Your portfolio is extremely important in helping us to assess your potential and suitability for Game Art Design BA (Hons). It should be a reflection on the breadth of your capabilities, and should be treated as an insight into your skills and abilities as an artist. Game Art Design is a practice-based subject, professionally accredited by Creative Skillset, which means that we need to assess that you have the underpinning skills to fulfil the demands of the course.

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

### WHAT HAPPENS NEXT?

Once you have made an application for the course, you will 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](mailto:techadmissions@dmu.ac.uk) with your full name and course title. The contents of your online portfolio should be the strongest pieces in your overall portfolio, and should contain a minimum of eight and a maximum of 10 images.

Your online portfolio will then be reviewed by our experienced course academics, and we may contact you for further work if necessary. Upon review of your portfolio, a decision will

be made whether you will be invited for a formal interview, where you will be asked to bring in a hard copy of your full portfolio; which must contain a minimum of 15 and a maximum of 20 pieces of work. For overseas students, you will be required to showcase your full portfolio online as part of your interview.

If you are unsuccessful 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).

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**WHAT ARE WE LOOKING FOR?**



- 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 game art design, character design, sequential imagery and landscape, life drawing and objective drawing
- Some experience of using computers and software for design - Photoshop and 3D modelling software would be desirable
- Spatial awareness and an ability to think three dimensionally.
- Most importantly we are looking for evidence of a passionate and inquisitive mind, who would be ready for the high demands of the course.

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**WHAT SHOULD A PORTFOLIO CONTAIN?**

We believe that the quality of work in a portfolio is more important than the quantity, so we are keen to see the work that demonstrates your full potential as an artist.

Your work should be laid out 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.

As previously stated, if you are invited to interview to showcase your full portfolio, it must include a minimum of 15 and a maximum of 20 pieces of work, enabling us to fully assess your capabilities and range of skills.



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WHAT SHOULD YOUR PORTFOLIO CONTAIN?

## TRADITIONAL DRAWING

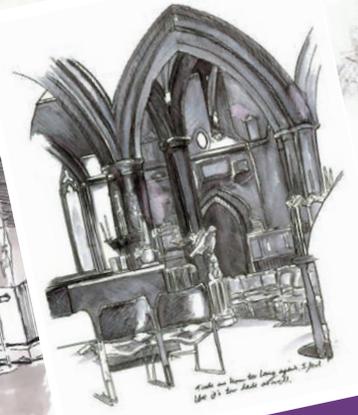
Your portfolio must include examples of figure and landscape drawings from life - but not copy drawing from photographs or comics.

This shows us your ability to visualise and communicate physical form in 2D, a vital skill for a game artist. Below are some strong examples of traditional drawings from recent student portfolios.



◀ This is an example of a well observed, accurate image, and yet the use of values is accentuated to push the aesthetic impact above mundane realism.

▶ This set of images shows quick image use as note-making, taking down the details that make a particular environment unique and interesting, demonstrating an eye for detail and excellent use of values to create clarity of image and impact.



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## SKETCHBOOKS

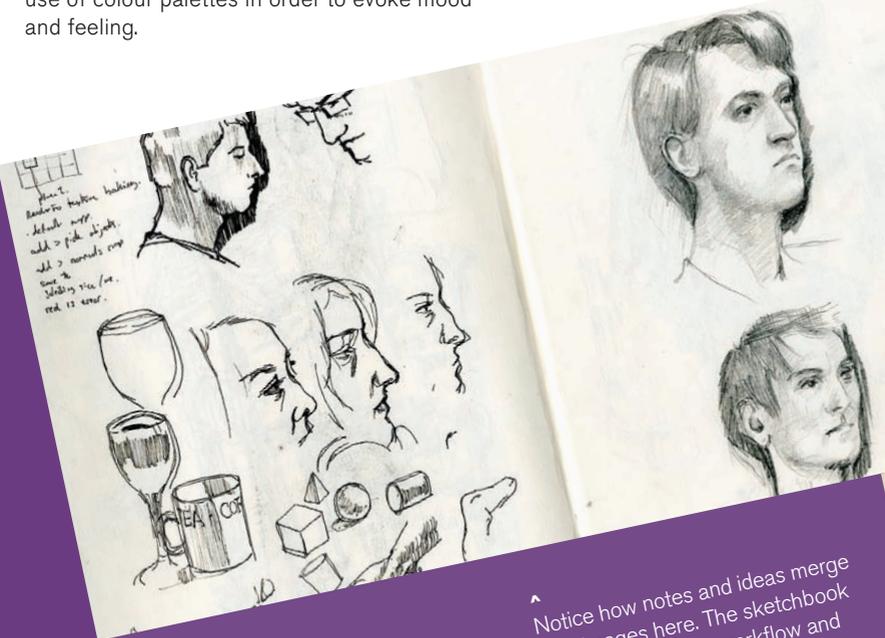
We would also like to see sketchbooks that show the development of your ideas through to finished pieces of work.

Ideally, your portfolio should incorporate a range of pastel, paint, pen and pencil work, and should demonstrate composition, perspective and the use of colour palettes in order to evoke mood and feeling.

^ Notice how notes and ideas merge with images here. The sketchbook demonstrates your workflow and the development of your art. We don't just want to see your final ideas, it's important to demonstrate how you arrived there.

< We want to see pages filled with your ideas - that you are not simply a camera taking flat images but an artist who understands line, shape, form, silhouette, anatomy, expression and nuance. All of this is demonstrated in these pages.

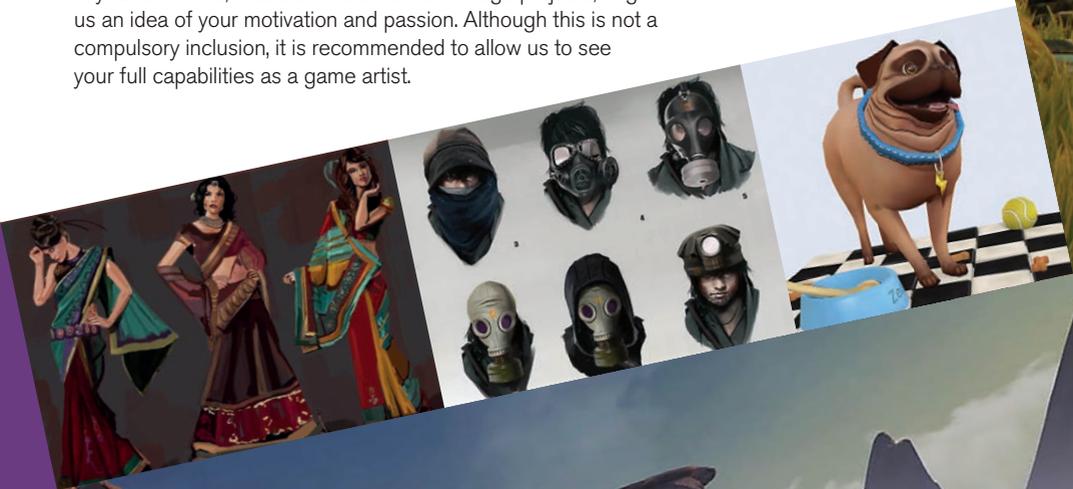
Your sketchbook is a testing ground for your uniqueness - after sketching this scene the artist used the coffee in their cup to wash in value. This demonstrates resourcefulness, innovation and has created the basis for a sepia mood that became the basis for further projects.



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## DIGITAL

If you have used 2D or 3D software, please include screenshots of examples of your work. We are looking for enthusiastic artists, so we would recommend that you include examples of work done in your own time, in addition to school or college projects, to give us an idea of your motivation and passion. Although this is not a compulsory inclusion, it is recommended to allow us to see your full capabilities as a game artist.



**FOR MORE INFORMATION  
PLEASE CONTACT**

**T:** +44 (0)116 2 50 60 70

**E:** [enquiry@dmu.ac.uk](mailto:enquiry@dmu.ac.uk)

**W:** [dmu.ac.uk/gameart](http://dmu.ac.uk/gameart)



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