

Animation Portfolio Guidance

Our current portfolio guidance for applicants:

We look at the portfolio as a body of work that can take many forms including, but not limited to your sketchbooks, digital images, 3D files, short animated videos. What we are looking for are examples of your work that best demonstrate your suitability to the field of animation. We see many great examples of finished work and we want to see more, but we are really interested in the way you got there, your creative processes, sketchbooks and works in progress and your understanding of design skills. Put your best work first.

While a formal qualification in Art & Design will not be required, an interest in art and design in general will be expected. Applicants MAY be interviewed prior to entry. For Animation the portfolio requirement is somewhat different to other Art & Design subjects. Many of our applicants and students are working with a wide range of 2D & 3D digital media, traditional media, technical design and computer sciences.

If you are submitting larger game files these can be shown through an online video link (Youtube/Vimeo) or a shared download link of the game itself. For 3D work you should submit images of your models or a sketchfab link rather than the file itself.

