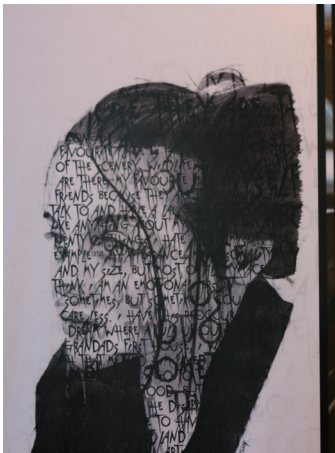
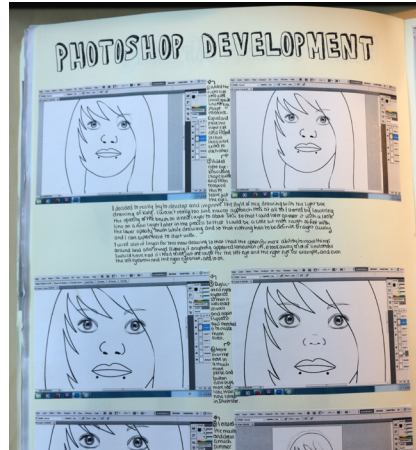


ANIMATION BA(HONS) PORTFOLIO GUIDE



SUGGESTED REQUIREMENTS

OBSERVATIONAL DRAWING

Drawing is key to animation. We like to see observational drawings, be it from formal life models, school or college projects, or from your own sketchbooks.

IDEA DEVELOPMENT

We like to see that you can develop ideas from a brief to an interesting and personal response, i.e. moodboards, storyboards, design sheets, colour charts, visual analysis, testing ideas in different media and thoughtful annotation.

FINAL PIECES

We like to see final pieces of work from school/college projects. Be prepared to talk about the work and explain why/how you made it. Painting, Sculpture, Photography, Illustration, etc., are all welcome.

ANIMATION

It's always good to see animation during an interview. It doesn't have to be a feature length and of Pixar quality! What matters is that you are actively trying to learn how to be animator in your own time.

SUBJECT KNOWLEDGE

Do as much research into animation before your interview as possible. Try and find out how your favourite animation was made so you can talk about it in your interview. Look beyond Disney and Pixar - there is a whole world of interesting animation out there!

PASSION

Learning to be an animator requires a lot of commitment, time and effort. Try to relax and let your natural enthusiasm for the subject come through.

STUDENTSHIP

We need students who are independent, determined, resourceful, motivated and friendly. Come prepared with examples that show off these characteristics.

SOFTWARE

We like to see some evidence of software experience. Usually this means images manipulated in Photoshop or Illustrator (or open source equivalents) or moving image work in After Effects, Premier.

ANIMATION BA(HONS) PORTFOLIO GUIDE

WHICH COURSES DO WE ACCEPPT STUDENTS FROM?

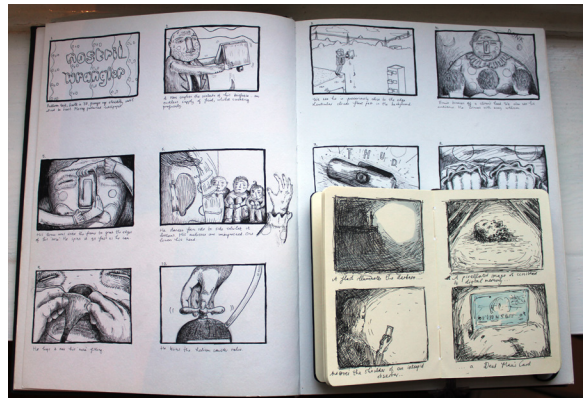
We take students from a wide range of backgrounds. Traditional art courses are great experience for becoming an animator. We especially like students from foundation Art and Design courses who tend to be a year older and with a broader knowledge of visual language.

Art, Photography, Film, Illustration and Graphic Design students all do very well on the course. We do take students from game design courses, although we ask that you check the portfolio requirements overleaf. If neccessary, set yourself personal projects that fulfill the suggested requirements.



WHAT HAPPENS ON THE INTERVIEW DAY?

You will be met by students and staff, who will give you a short tour of the facilities and a keynote presentation about the course. You will then be interviewed by two members of staff from the Animation course. There will be lots of opportunities to talk to existing students from the course and look at the kind of animation we make. The interview itself will last around 20 mins.



WHAT KIND OF PORTFOLIO SHOULD I BRING?

We prefer to see physical portfolios. The suggested portfolio requirements in this document indicate what you should bring. If you are bringing digital or moving image work, we tend to have a laptop in the room that can be used to view the work. Please test it on another machine beforehand to make sure all of the work is viewable. It's best to bring offline work in case of wifi issues. If you are bringing your own laptop, please make sure all of your work is loaded up and ready to view when the interview starts. We can store A1 portfolios in the studios if you would like to have a look around the city as part of your interview day.

WHAT KIND OF QUESTIONS WILL I BE ASKED?

We ask about your work, ideas, experience, life, personality, hobbies, interests, goals and so on. We would like to know why you are applying for the course and what you hope to get out of it. The interview is also an opportunity for you to ask us questions, so come prepared with the things you would like to know. ●

