



Video Game Art and Design Portfolio Requirements

Do not include copies of other's artwork, i.e. comic/animation or film characters.

- 1.** Draw a self portrait (head and shoulders only), using a mirror for reference. Use a soft pencil or other tonal tool to complete the assignment.
- 2.** Sit in the corner of any room in your house and draw the entire contents of the room in front of you. Be as accurate as possible. Include everything you see.
- 4.** Write a 500 word essay describing (a.) your expectations for this program and (b.) your short-term/long term career goals.
- 5.** Along with the above requirements, applicants are asked to prepare an additional portfolio of 6-8 pieces. This portfolio can include examples from the following categories:
 - drawings from life
 - interior/exterior drawings of buildings
 - perspective drawings
 - drawings from observation
 - freehand sketches
 - traditional art, painting, sculpture
 - 3D models
 - texture painting
 - 2D/ 3D animation
 - game design
 - screen-based design (i.e. web design, electronic images, CD-ROMs, DVDs)
 - graphic design