Instructions for the Portfolio Review for the BFA in Game Art, Animation and Immersive Media

Application Deadline: March 3, 2025 @ 5:00 PM

Faculty Portfolio Info Session:
https://www.youtube.com/watch?v=C85pPWO5V7w

GAAIM JotForm link: https://form.jotform.com/242595286512159

About

The Game Art, Animation and Immersive Media concentration offers undergraduates an innovative and comprehensive education in game art and design, animation virtual production, and virtual reality immersive storytelling. Students gain a foundation in traditional art practices as well as industry standard software and game engines within a dynamic and collaborative setting to prepare them for careers that embrace art and technology.

Admission to the Game Art, Animation and Immersive Media concentration requires an application, Statement of Purpose, and portfolio submission. The faculty review committee seeks applications that show creativity, problem solving, and technical skills, as it relates to game art, animation and immersive media. Students are encouraged to have basic knowledge in 3D software and/or game engines before applying.

Evaluation

Application and Portfolio submissions will be evaluated on:

- Observational Drawing
- Figurative and Life Drawing
- Creative and Technical works focused on Game Art/Design
- Statement of Purpose
- GPA

Eligibility and Acceptance

Acceptance to the Bachelor of Fine Arts (BFA) in the Game Art, Animation and Immersive Media concentration is by portfolio review only and is for currently accepted and enrolled art majors who demonstrate excellence in design and technical abilities, problem solving and academics. Students may not be in-progress on any of the prerequisite courses when submitting a portfolio; The submission will be deemed ineligible and not counted as a first attempt. Students have two attempts to apply.

Student are required to have completed ART 103, ART 104, ART 107A and ART 107B with a cumulative GPA of 3.0 or better and a minimum of "C" (2.0) in each course, completed ART 117 with a "C" (2.0) or better, and satisfactorily completed a minimum of 30 degree units but no more than 96 units. Exceptions may be made for transfer students who exceed the unit cap. For unit cap exceptions, please fill out the field in the JotForm.

Students may apply up to two times to be admitted to the BFA in Game Art, Animation and Immersive Media. If a student submits a portfolio for a second review, it must be within two semesters of the first portfolio submission and before finishing 96 units toward their degree.

Students may not use AI generated artwork or written statements in their portfolio submission. All portfolio submissions are to be original to the applicant. Works can be created using traditional media, digital tools, game engines, coding, or a combination of these methods. Fan art is discouraged, but students can submit work that is in a style of a known franchise.

Students are strongly encouraged to submit their best and most current work focusing on game art, 3D animation, 3D modeling, game development, Unreal Engine, Blueprinting, FX/simulations, motion capture, virtual production, virtual reality (AR/VR/XR) and coding.

Examples of observational and life drawing can be geared towards game art as well, and should demonstrate a solid understanding of anatomy, perspective, composition, silhouette, weight, light and shadow.

Portfolio Requirements

The portfolio will include 10-12 examples of your best and most recent work submitted in .pdf format. Please include the following:

- Observational Drawings: (3-4 examples): Drawings and sketches from real life that show an understanding of 2D design principles including perspective, shape, form, and light/shadow, composition. Examples can be stylized for animation and games.

- Figurative and Life Drawing: (3-4 examples): Drawings and sketches that capture the human form both nude and clothed, portraying a variety of poses. The examples should demonstrate a solid understanding of anatomy and form. Can be stylized for animation and games.

- Creative and Technical Work: 3-4 examples that demonstrate skills in game art/design, 3D modeling, digital sculpting, character art, props, environments, 3D animation, rigging, game development, immersive media (VR/AR), Unreal Engine/Blueprinting, Virtual Production, and/or coding/scripting.

Statement of Purpose

Applicants must submit a 250–500 word Statement of Purpose describing their educational goals within the Game Art, Animation and Immersive Media concentration. Please answer the following questions in the statement:

- How will a degree in GAAIM support your future career or post graduate goals?
- How do you approach problem solving when software/technical issues come up?
- Was there an influential game, movie, or person that inspired you?

Criteria

Students need to complete all parts of the application requirements to be considered.

- Complete ART 103, ART 104, ART 107A, and ART 107B with an overall combined 3.0 GPA or better and a minimum of "C" (2.0) in each course, and ART 117 with a "C" (2.0) or better. Complete a minimum of 30 units, but no more than 96 units. Transfer students who are over the unit limit should seek advising.
- Complete the BFA Game Art, Animation, and Immersive Media online application.
- Download a .PDF of the Titan Degree Audit.
- Write a 250–500 word Statement of Purpose
- Create a portfolio with 10–12 examples of your best and most current work in digital format. Submissions can include links to video uploads on Vimeo or YouTube as well as examples of coding.

Application Procedure

- Click on the appropriate link to start the application process.
- Complete all required fields in the online application form.
- Submit a .pdf of your Titan Degree Audit (TDA)
- Submit a .pdf of your Statement of Purpose
- Please label your portfolio following the format "Lastname_Firstname_portfolio.pdf".
- Submit a portfolio (.pdf format) of 10–12 examples of your best work.
- Keep file size to under 15 megabytes.
- Share links to videos (YouTube, Vimeo), do not embed them in the pdf.

Questions?

For questions about the Portfolio, please contact the faculty in your area of concentration. If you need procedural help, please contact Charlotte Bouck at cbouck@fullerton.edu.

FAQ

What is my current degree and concentration?
Please check your TDA for your specific degree and listed concentration.

Who applies for this BFA concentration?
All Bachelor of Arts (BA) in Art students who enrolled in CSUF in Fall 2017 forward may

apply for this Bachelor of Fine Arts (BFA) concentration in Game Art, Animation & Immersive Media. This includes every transfer student who entered CSUF after Fall 2017 or later and every first-year student who entered CSUF in Fall 2017 or later.

What if I am already a BFA student in this concentration?
If you were already approved & processed by Admissions and Records prior to August 20, 2018, and are currently a BFA student in the Game Art concentration, then you do not have to apply AGAIN to the BFA concentration in which you are currently registered.

What if I want to be in two concentrations?
If you are already an approved BFA student currently within a concentration, AND also want to apply to Entertainment Art/Animation, or Game Art, Animation & Immersive Media, or Illustration as your second area of study, then YES you must complete the Portfolio Review process to apply for the second concentration.

Does every concentration require a Portfolio Review?
No. Currently, there are no Portfolio Reviews for the following undergraduate concentrations in the BA: Art History, General Studio, Teaching (Art Education); and the BFA: Ceramics, Creative Photography and Experimental Media, Drawing and Painting, Glass, Graphic and Interactive Design, Crafts (Jewelry and Metals), and Sculpture.

I'm a first-year or transfer student. Why am I in the BA major?
All students enter the Art Department as a BA in Art major. Students can apply for a specific concentration in the BFA degree after they successfully complete the 100-level prerequisite courses and submit a change of major form. The exception to this is the three concentrations that require a Portfolio Review, including Entertainment Art/Animation, Game Art, Animation & Immersive Media, and Illustration. Students must also complete the Portfolio application for acceptance, as well as ART 117 with a (C) 2.0 or better.

Can I use AI (Artificial Intelligence) Generated Artwork?
Students may not use AI generated artwork or written statements in their portfolio submission.