

## **Computer Animation and Game Art Portfolio Guidelines**

### **Criteria and Instructions to Apply for the Portfolio Review for the BFA concentration in Computer Animation and Game Art.**

**Application Deadline: Wednesday, March 1, 2023, 5:00 p.m.**

**Information Session:** Thursday, February 9, 5:00 p.m. – 7:00 p.m. Zoom  
link: <https://fullerton.zoom.us/j/81578583589>

The Computer Animation and Game Art concentration offers undergraduates a rigorous and comprehensive education in the growing fields of games, computer animation, virtual production, and immersive media (VR/AR). Through applied learning in a diverse and collaborative environment, students develop a solid foundation to develop their creative, technical, and conceptual expressions aligned with industry-standard practices that embrace art and technology.

Admission to Computer Animation and Game Art requires an application, artist statement, and portfolio submission. The faculty review committee seeks applications that show creativity, problem solving, and technical skills, with a solid understanding of form, shape, and contour. The committee welcomes an array of artistic and technical expression that communicates ideas and concepts. Students are encouraged to have basic experience in 3D software or game engines before applying.

Projects completed in the freshman and sophomore years for the required classes offer students the opportunity to create a portfolio for submission. Minimum required coursework to be completed before applying include 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.

#### **Portfolio submissions will be evaluated on:**

- Demonstration of artistic, technical, and problem-solving skills
- Ability to communicate ideas and concepts
- Passion and commitment to the medium

Students may apply up to two times to be accepted to Computer Animation and Game Art. Students who submit a portfolio for a second review must do so within two semesters of the first portfolio submission. The unit cap of 96 is still applicable on the second application (see “Application Criteria” below). Applicants who are not accepted after the second attempt will not be admitted to the program. Applicants are encouraged to meet with a faculty advisor in the area to discuss their educational and career goals prior to applying to the program. However, faculty will not be reviewing or providing feedback on individual portfolios prior to the application deadline.

## Portfolio Requirements

The portfolio will include 10-12 examples of your best and most recent work in the following areas:

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

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

**Artist Statement:** 500-word (maximum) statement that clearly communicates the student's intentions and educational goals within the Computer Animation and Game Art concentration.

All material submitted should be in digital format and created by the student applicant. Collaborative work needs to be clearly identified.

### Application Criteria:

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

1. 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.
2. Complete the BFA Computer Animation and Game Art online application.
3. Download a .PDF of the Titan Degree Audit.
4. Write a 500-word (maximum) artist statement.
5. 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.

### Application Instructions:

1. Log into your CSUF Portal. On the left are the Apps links. Click on the "More App," then the "Scholarships" link, then "Open Scholarship Application" and select "Portfolio Review for the BFA in Computer Animation and Game Art".

2. Click the START APPLICATION button. Follow the onscreen instructions.
3. Complete the application form.
4. Submit a .PDF of your Titan Degree Audit.
5. Submit a 500-word (maximum) artist statement.
6. Submit a portfolio (.PDF format) with 10-12 examples of your best work.
7. Label your portfolio file with your first/last name (i.e., Major\_Chief\_Portfolio.pdf).
8. Keep the portfolio PDF size to under 15MB.
9. Include any links to videos (YouTube, Vimeo) in your portfolio. Do not embed videos in the PDF.
10. Check the final PDF on multiple computers before uploading.