

# Instructions for the Portfolio Review for the BFA in Entertainment Art/Animation

Application Deadline: October 2nd, 5:00 PM

Information Session: Thursday, September 7th, 4:00 PM – 6:00 PM

Zoom link: <https://fullerton.zoom.us/j/88930948007>

## About

The Entertainment Art/Animation program focuses on developing students' conceptual understanding, technical skills, and practical experience while providing opportunities to explore the art of animation, storytelling, and the Entertainment Arts. Students will explore animation filmmaking, storyboarding, design, and creating animation performances using a variety of digital tools. The faculty review committee seeks applications that show creative abilities, solid drawing, and originality. The committee welcomes a wide array of artistic expressions and values submissions with evidence of an imaginative voice demonstrating the applicant's interests and potential in visual storytelling. The application process is designed to take place following the completion of the first year of prerequisite classes, after a student has completed a minimum of 30 degree units but no more than 96 units. Studies in years one and two include classes that offer you the opportunity to create a portfolio for submission.

## Evaluation

Application and Portfolio submissions will be evaluated on:

- Artistic expression and imagination
- Observational and Life Drawing
- Principles of Design

## Eligibility and Acceptance

Acceptance to the Bachelor of Fine Arts (BFA) in Entertainment Art/Animation is by portfolio review only and is for currently accepted and enrolled art majors who demonstrate excellence in technical and creative abilities, originality, and academics.

Open to: All students who are Bachelor of Arts in Art majors and who enrolled in CSUF in Fall 2017 and later. This includes every transfer student who entered CSUF in Fall 2017 or later; and every first-year student who entered CSUF in Fall 2017 or later.

The portfolio review process takes place in the fall and spring semesters, once a student has completed ART 103, ART 104, ART 107A and ART 107B with a combined 3.0 GPA 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 the upper-unit cap. For exceptions, please consult with an Entertainment Art/Animation professor.

Students may apply up to two times to be admitted to the BFA in Entertainment Art/Animation, provided they meet the criteria and have not exceeded 96 units toward the degree. If a student will submit a portfolio for a second review, it should be within two semesters of the first portfolio review and before finishing 96 units toward their degree. Applicants who are not accepted after the second attempt will not be admitted into the program. Applicants are encouraged to meet with a faculty advisor in the area concentration to verify that they meet the criteria and unit counts, and to discuss their goals prior to applying to the program.

## Criteria

- ART 103, ART 104, ART 107A, and ART 107B with a 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 degree units, but no more than 96 units.
- Complete the BFA Entertainment Art/Animation Online Application.
- Download a .pdf of the Titan Degree Audit.
- Submit a portfolio including 10-12 examples of original artwork.

## Application Procedure

- 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 Entertainment Art/Animation”.
- Click the START APPLICATION button. Follow the onscreen instructions.
- Complete the application form.
- Submit a .pdf of your Titan Degree Audit.
- Please label your portfolio following the format “Lastname\_Firstname\_portfolio.pdf”.
- Submit a portfolio (.pdf format) of 10-12 examples of original artwork.
- Keep file size to under 15 megabytes.
- Only link to movies (YouTube, Vimeo), do not embed them in the pdf.
- Always check PDF on multiple computers before uploading.

## Portfolio

The portfolio will include 10-12 examples of your best work submitted in .pdf format. The portfolio is representative of your original work and should include from 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 lighting.
- **Figurative and Life Drawing (3-4 examples):** Drawing and sketches that capture the human form both nude and clothed, in a variety of gestures and dynamic poses. The examples should demonstrate a solid understanding of anatomy, motion, and mood.
- **Creative expression (3-4 examples):** Artworks that demonstrate your animation-related interests. Examples can include a variety of artistic works showing your interests in animation and storytelling. Sequential art, comics, 2D and 3D animation or stills, prop designs, environments, illustrations, concept art, character designs, computer graphics, scans or photographs of traditional paintings, drawings, sketches, including sketchbooks or sculptures, etc. are also accepted.

Keep in mind that all works submitted should be original and not copied from other artists or brands. Collaborative works need to clearly state your contributions.

## Questions?

For questions about the Portfolio, please contact the faculty in your area of concentration. If you need procedural help, please contact the Art Office at [artdept@fullerton.edu](mailto:artdept@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 Entertainment Art/Animation. 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 Entertainment Art/Animation 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 the Entertainment Art/Animation (or Computer Animation & Game Art or Illustration) concentration as your second area of study (for a dual focus), then YES you must complete the Portfolio Review process to apply for the second concentration. Please note: For clarity, if you are currently a BFA major who wants to be in another concentration, then YES you must still apply for the concentration not currently showing on your TDA.

### **Does everyone need to do 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.

### **What is the degree or concentration for first-year and transfer students?**

All students enter the university as BA in Art majors. All students must apply for their specific concentrations in all of the BA and BFA degrees after they complete the prerequisites for these concentrations. The application for all concentrations is completed by filling out a Change of Major form once students have completed the prerequisites for their degrees--usually done after the first year of study. For the concentration in Entertainment Art/Animation (or Computer Animation & Game Art or Illustration) concentration, students must also pass the Portfolio Review. For Entertainment Art/Animation (and Computer Animation & Game Art or Illustration), students must complete the prerequisites and then apply for the Portfolio Review and be accepted into this BFA concentration.