

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

Application Deadline: October 6, 2025 @ 5:00 PM

Faculty Portfolio Info Session 2024:

<https://www.youtube.com/watch?v=C85pPW05V7w>

EAA JotForm link: <https://form.jotform.com/242487509153057>

## About

The BFA in Entertainment Art/Animation develops students' individual voices and practical expertise through a progression of courses centered on animation pre-production and production using both traditional animation and digital toolsets. The program's course of study focuses on skill building in animation and storytelling through the language of film, while encouraging students to explore unique and personal expressions in a diverse and collaborative setting. Our program offers an intensive hands-on art-making experience combined with a broad exposure to fine arts that prepares students for a lifetime of creative work, problem-solving, and critical thinking.

The faculty review committee seeks applications that show creative abilities, solid drawing, and originality focused on character animation.

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The application process is designed to take place following the completion of the 5 lower division prerequisite courses and a minimum of 30 units, but no more than 96 units.

Portfolio reviews take place twice a year, in the fall and spring semesters.

## Evaluation

Application and Portfolio submissions will be evaluated on:

- Observational Drawing
- Figurative and Life Drawing
- Creative Expression focused on Character Animation
- GPA

## Portfolio Requirements

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 Drawing: (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 gesture, structure, weight, balance, anatomy, motion, and attitude.
- **Creative Expression: (3-4 examples):** Artworks that demonstrate your animation and storytelling skills. Examples can include storyboards, character turnarounds, stylized backgrounds and props, 2D and 3D animation, character designs, character expressions, sketches/sketchbooks.

All works submitted should be original and not copied from other artists. Collaborative projects need to clearly state your contributions.

## Eligibility and Acceptance

Acceptance to the Bachelor of Fine Arts (BFA) in the Entertainment Art/Animation concentration is by portfolio review only and is for currently accepted and enrolled art majors who demonstrate excellence in drawing abilities, originality, storytelling 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 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 the upper unit cap for transfer students. 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. 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. 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.

Students may not use AI generated artwork in their portfolio submission. All portfolio pieces are to be original to the applicant. Works can be created using traditional media, digital tools 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 with their portfolios focusing on character animation, including aspects of animation pre-production and production such as character turnarounds with construction drawing, character designs (staying away from anime and fan art), storyboarding, and visual story development. (Example: An observation drawing can be a stylized background of a bedroom or kitchen that shows imagination, design, composition and storytelling).

## Criteria

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

- 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 and upload to the Online Application
- Submit a portfolio including 10-12 examples of original artwork.

## 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)
- 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.
- Share links to videos (YouTube, Vimeo), do not embed them in the pdf.

EAA JotForm link: <https://form.jotform.com/242487509153057>

## 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](mailto: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 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 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 in their portfolio submission. All portfolio pieces are to be original to the applicant



