



Game and Interactive Art: Entrance Portfolio Requirements

Application Review Process:

Applications are reviewed in the order they are received. Applications meeting the criteria of program prerequisites and portfolio review will be offered a seat in a program section, if available. Accordingly, early preparation and submission is recommended. If your portfolio is not successful, deficiencies will be noted and you will be given the opportunity to address them and re-submit your application, as time permits.

Portfolio Assessment:

Learners in the Game and Interactive Art program devote many hours to sketching/sculpting/texturing and rendering. The development of these essential art skills enables them to draw any character, object, building, room, or landscape from any point of view, and makes it faster to sculpt/texture/render in three-dimensional intended for game development. The admissions committee will look at your portfolio for evidence of your potential to reach this goal and to be successful.

Portfolio Submission:

Once completed, you may send your portfolio through one of the two following methods:

- Sharing through a **link/URL**, send an email to: Admissions@nsc.ca
 - ♦ Please include your name, your W-number, the program you are applying to, and the link in the body of the email.
 - ♦ Verify that the link is active and accessible from any computer.
 - ♦ Ensure files are well-organized; reflect the names of the portfolio components; and can be easily located, opened, and read by computers other than the one you used to create your portfolio.

- ◆ If submitting on a **memory stick**:
 - Please include your name, your W-number and the program you are applying to with your submission.
 - Ensure files are well-organized; reflect the names of the portfolio components; and can be easily located, opened, and read by computers other than the one you used to create your portfolio.
 - Send to:
NSCC Admissions
PO Box 220
Halifax, NS B3J 2M4
 - Alternatively, you can bring your memory stick to any NSCC campus and it will be forwarded to the Admissions Department

Portfolio Requirements:

Two Object Drawings:

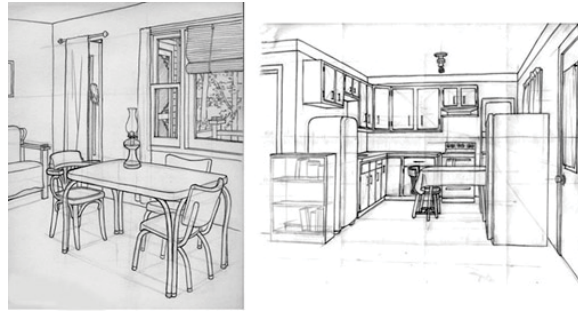
Create observational line drawings of **objects from everyday life** in such a way that demonstrates an accurate understanding of the three dimensions (height, width, and depth) and the objects' basic underlying forms of the sphere, the cube, the cylinder and the cone (e.g. a hammer, a wagon, a chair, a camera...). The images below are simple examples:



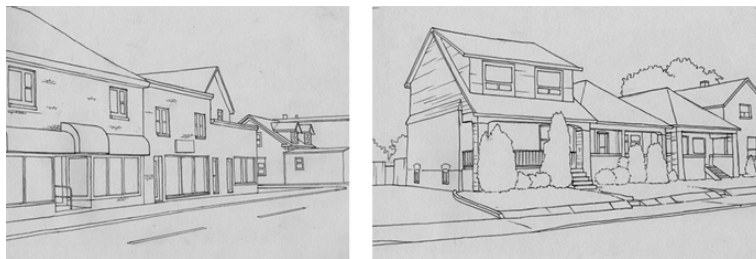
Two Perspective Drawings:

Drawing 1: Draw the **interior of a room** and all the **furniture and objects** located in that space in correct proportion. Use perspective and well-defined vanishing points to make your image look as realistic as possible and to give the illusion of depth.

Get as far back as you can to draw the whole room. Don't draw a close-up. Below are just some examples:



Drawing 2: Draw a **street scene** with a number of **buildings** in correct proportion. Use perspective and well-defined vanishing points to make your image look as realistic as possible and to give the illusion of depth. Don't draw a natural landscape. Some examples are included below:



Three Life Drawings:

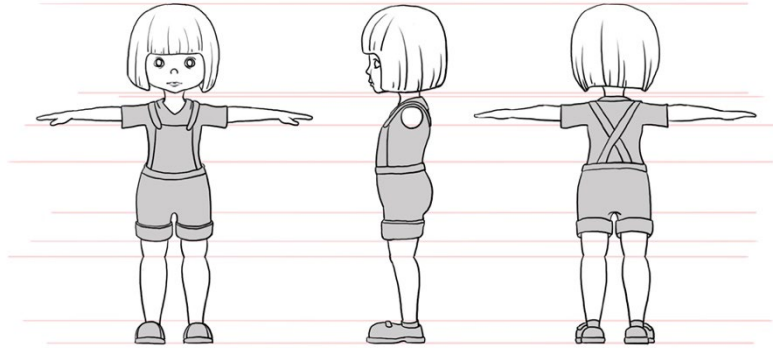
These should demonstrate your ability to draw the **full body** human form (*not portraits*) with the same sense of three-dimensionality and structure as the other drawings above. Have a variety of poses from quick to longer sustained poses. The following images are just examples:



Character Model Sheet:

Print Appendix B of this document. On this character model sheet, sketch a character you've created in three ways: side view, front view, and back view.

Example by Yao Zhang



Storyboard:

Print Appendix C of the document. Use the given character on Appendix B to create a **four-panel storyboard** with the following scenario:

1. Character steps up to a door
2. Finds it difficult to open
3. Finally opens the door
4. Character reacts to what is inside.

Draw the character, the door, and anything else that is essential to the scene. *Do not copy the poses from the character reference sheet.* Come up with character poses that best show the audience how the character is feeling and what the character is doing. Choose the camera angles that best communicate the story you are trying to tell. Draw everything free hand.

Portfolio Checklist:

Please complete this checklist prior to submitting your portfolio, which will help you organize your submission and ensure that it has all of the required components.

Completed	Portfolio Components
	Two (2) Object Drawings
	Two (2) Perspective Drawings
	Three (3) Life Drawings
	Character Model Sheet
	One (1) Storyboard (4-panel)

Digital Animation Portfolio Assessment

Object Drawing 1 - Value 10%

Create observational line drawings of objects from everyday life in such a way that demonstrates an accurate understanding of the three dimensions (height, width, and depth) and the objects' basic underlying forms of the sphere, the cube, the cylinder and the cone (e.g. a hammer, a wagon, a chair, a camera...). Explore ways to use line quality to denote shape and weight.

Developing		Competent	Exemplary	
.75		1	1.5	
Use of line	The artwork appears unfinished or of thumbnail sketch quality and not a final quality	Good variations in line quality to define the object. Using thick and thin lines to denote hard/soft edges	Excellent variations in line quality to define the object. Clear attention to details using thick and thin lines to denote hard/soft edges and weight	/2.5
Effort	Artwork submission illustrates a simple object that does not completely explore the shape or variations possible even with a simple object	Artwork submission illustrates an object of moderate complexity. Good exploration of the details and shape of the object	Artwork submission illustrates a moderate to complex object. Thorough exploration of the details and shape of the object evident	/2.5
1		1.5	2	
Structure	Artwork feels unfinished, more dimension and details needed to better define the shape of the object.	Artwork demonstrates a clear understanding of 3-dimensional structure, good level of detail used to define the shape of the object.	Artwork demonstrates an excellent understanding of 3-dimensional structure, high level of detail used to define the shape of objects so they appear solid and realistic	/5
				/10

Object Drawing 2 - Value 10%

Create observational line drawings of objects from everyday life in such a way that demonstrates an accurate understanding of the three dimensions (height, width, and depth) and the objects' basic underlying forms of the sphere, the cube, the cylinder and the cone (e.g. a hammer, a wagon, a chair, a camera...). Explore ways to use line quality to denote shape and weight.

Developing		Competent	Exemplary	
.75		1	1.5	
Use of line	The artwork appears unfinished or of thumbnail sketch quality and not a final quality	Good variations in line quality to define the object. Using thick and thin lines to denote hard/soft edges	Excellent variations in line quality to define the object. Clear attention to details using thick and thin lines to denote hard/soft edges and weight	/2.5
Effort	Artwork submission illustrates a simple object that does not completely explore the shape or variations possible even with a simple object	Artwork submission illustrates an object of moderate complexity Good exploration of the details and shape of the object	Artwork submission illustrates a moderate to complex object. Thorough exploration of the details and shape of the object evident	/2.5
1		1.5	2	
Structure	Artwork feels unfinished, more dimension and details needed to better define the shape of the object.	Artwork demonstrates a clear understanding of 3-dimensional structure, good level of detail used to define the shape of the object.	Artwork demonstrates an excellent understanding of 3-dimensional structure, high level of detail used to define the shape of objects so they appear solid and realistic	/5
				/10

Three Life Drawings - Value 20%

These should demonstrate your ability to draw the full body human form (not portraits) with the same sense of three-dimensionality and structure as the other drawings above. Have a variety of poses from quick to longer sustained poses.

Developing		Competent	Exemplary	
6-10		11-15	16-20	
Accuracy drawing the human figure	The human figure is not drawn to the correct proportions or structure. Drawing is missing a significant amount of detail	Most of the human figures are drawn to the correct proportions and structure. Demonstrates a moderate understanding of 3-dimensional form	The human figure is drawn to the correct proportions and structure, and demonstrates an excellent understanding of 3-dimensional form	/20

Character Model Sheet - Value 25%

Sketch a character you created 3 ways: side view, front view, back view and a ¾ view. Use a character model sheet for guidelines.

Developing		Competent	Exemplary	
0-3		4-5	6	
Structure and proportions	Either structure or proportions need more development.	Good structure and proportions.	Excellent structure and proportions.	/15
0-2		3	4	
Line quality/ tonal rendering	Poor line quality or no tonal rendering.	Nice line quality or tonal rendering.	Excellent line quality or tonal rendering.	/10
				/25

Perspective Drawing 1 - Value 10%

Draw the interior of a building (a room) and all the furniture and objects located in that space in correct proportion. Use perspective and well defined vanishing points to make your image look as realistic as possible and to give the illusion of depth. Get as far back as you can to draw the whole room. Please do not draw a close-up.

Developing		Competent	Exemplary	
2-3		4	5	
Vanishing point	Artwork appears incomplete, missing too many details, lack of vanishing point and horizon line	Artwork demonstrates an understanding of perspective, clear application of vanishing point and horizon line	Artwork demonstrates an exceptional understanding of perspective, application of vanishing point and horizon line, high level of detail in drawing	/5
1-1.5		2	2.5	
Solid structures	Artwork feels unfinished, more dimension and details needed to better define the shape of objects.	Artwork demonstrates a clear understanding of 3-dimensional structure, good level of detail used to define the shape of objects.	Artwork demonstrates an excellent understanding of 3-dimensional structure, high level of detail used to define the shape of objects so they appear solid and realistic	/2.5
Use of line/ amount of detail	Artwork feels unfinished, line quality is choppy and makes some objects look unclear, more details needed	Artwork demonstrates a good level of detail applied to give the objects character and style. Good line quality, clean line work evident	Artwork demonstrates outstanding line quality and was finished with a great deal of patience evident by the high level of detail present	/2.5
				/10

Perspective Drawing 2 - Value 10%

Draw the interior of a building (a room) and all the furniture and objects located in that space in correct proportion. Use perspective and well defined vanishing points to make your image look as realistic as possible and to give the illusion of depth. Get as far back as you can to draw the whole room. Please do not draw a close-up.

	Developing	Competent	Exemplary	
	2-3	4	5	
Vanishing point	Artwork appears incomplete, missing too many details, lack of vanishing point and horizon line	Artwork demonstrates an understanding of perspective, clear application of vanishing point and horizon line	Artwork demonstrates an exceptional understanding of perspective, application of vanishing point and horizon line, high level of detail in drawing	/5
	1-1.5	2	2.5	
Solid structures	Artwork feels unfinished, more dimension and details needed to better define the shape of objects.	Artwork demonstrates a clear understanding of 3-dimensional structure, good level of detail used to define the shape of objects.	Artwork demonstrates an excellent understanding of 3-dimensional structure, high level of detail used to define the shape of objects, so they appear solid and realistic	/2.5
Use of line/ amount of detail	Artwork feels unfinished, line quality is choppy and makes some objects look unclear, more details needed	Artwork demonstrates a good level of detail applied to give the objects character and style. Good line quality, clean line work evident	Artwork demonstrates outstanding line quality and was finished with a great deal of patience evident by the high level of detail present	/2.5
				/10

Storyboard - Value 15%

Use the given character to create a four-panel storyboard with the following scenario:

1. Character steps up to a door.
2. Finds it difficult to open.
3. Finally opens the door.
4. Character reacts to what is inside.

Draw the character, the door, and anything else that is essential to the scene. Choose the camera angles that best communicate the story you are trying to tell. Draw everything freehand. Use your creativity and think of a fun and interesting scenario.

	Developing	Competent	Exemplary	
	0-2	3-4	5	
Story structure	Drawings are unclear and story does not follow the structure	Story follows the structure, drawings are clear but setting and environment is basic	Story follows structure and is unique, clever and easy to understand	/5
Poses	Character poses lack clarity and appear stiff	Poses are clear but basic	Poses are exemplary and enhance the story	/5
	1-1.5	2	2.5	
Camera/ shots	Little use of camera angles or shots that add to the story	Some use of camera angles or shots that add to the story	Good use of camera angles or shots that add to the story	/2.5
Accuracy	Character drawing lacks consistency across the four panels, volume and structure issues present	Character drawings are mostly consistent across the four panels, minor volume and structure issues	Character drawings are consistent across the four panels. Good level of accuracy demonstrated	/2.5
				/15

Total Score

/100

Meets minimum requirement of 60%

Does not meet minimum requirement of 60%

Appendix B: Character model sheet

Use this work sheet as a reference for the character in the storyboard. Print this sheet as many times necessary.

3D Character Modeling Sheet

Name:

Head

Shoulders

Waist

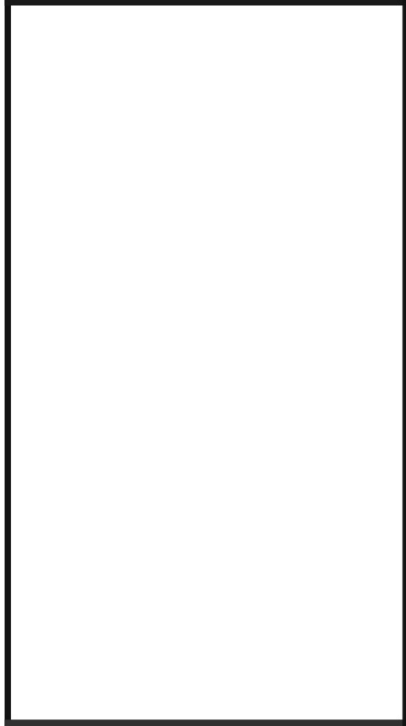
Hips

Upper Legs

Lower Legs

Appendix C: Storyboard

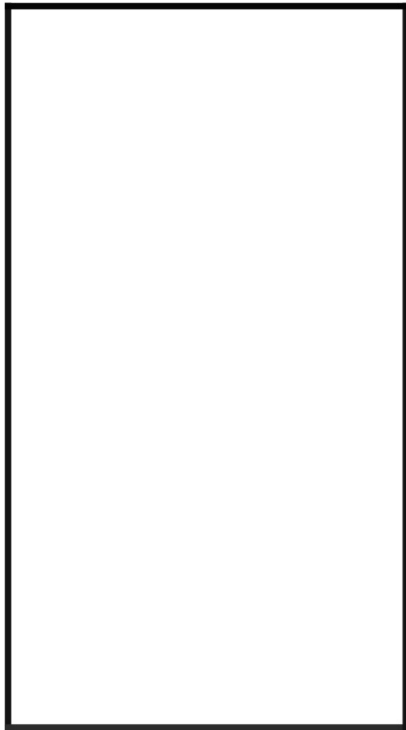
Print this page and draw in the panels.



2. Finds it difficult to open



4. Character reacts to what is inside



1. Character steps up to a door



3. Finally opens the door