ANIMATION PORTFOLIO REQUIREMENTS

PORTFOLIO GUIDELINES

- Life drawing (3 pages) – A minimum of 9 observational gesture drawings of people and animals with emphasis on dynamic poses, strong silhouette value and clear actions/attitudes. A mix of posed drawings and work done outside the studio is desirable. Suggested venues for sketching are parks, zoos, beaches, restaurants, museums and malls.
- Character designs (3 pages) – A minimum of 6 designs that demonstrate the applicant's ability to develop personality in designs of humans, animals and inanimate objects using cartoon stylization, exaggeration and simplification.
- Expression Sheets (4 pages) – A minimum of 8 drawings that show a broad range of emotions for a single character using both facial features and body posture.
- Storytelling Drawings (4 pages) – A minimum of 4 images that communicate an important emotional beat or moment from a larger story.

OPTIONAL SUBMISSIONS

- Animation reel - QuickTime movie reel of traditionally drawn, computer or stop-motion animation
- Storyboards – A single sequence of up to 24 sequential story sketches/panels that demonstrate the applicant's visual storytelling skills. Emphasis is on clarity of drawing, effective staging and composition, understanding entertainment potential and dramatic structure.
- Backgrounds – Drawings of buildings or natural environment sketches showing the applicant's understanding of perspective.
- Up to 4 additional images of the applicant's choice may be included.

SUBMITTING YOUR ANIMATION PORTFOLIO AND IMAGE FORMATTING
Submit your portfolio to the Office of Admissions. When submitting your portfolio by mail, a digital CD is preferred. Digital portfolio images should be saved as .jpg files; no larger than 1 MB each (Animation reels are the exception to this file size limit). Each image label should contain the applicant’s first and last names, a description of the category and the page number. For example:

Annie Mayshen Character Designs Pg2.jpg
Peg Barr Expression Sheets Pg4.jpg
Breck Downs Storytelling Drawings Pg1.jpg
DEFINITION OF TERMS

Observational Drawing: Sketches done from direct study of people, animals or landscapes. (While photos should not be used, video is permissible for study of fast actions such as human and animal locomotion.)

Gesture Drawing: A loose, quick drawing which captures the essence of an action with more emphasis on personality and movement than on detailed anatomy.

Dynamic Poses: Drawings that have a good sense of weight and balance and suggest a clear movement or emotion in the subject. (Try showing your work to a friend to see if she can easily identify the action or attitude you’ve drawn.)

Silhouette Value: A drawing that retains clarity of the attitude or action even when completely filled in with black. (This is a good way to check the strength of your pose to make sure it still “reads” even in silhouette.)

Staging: The presentation of an idea so that it’s clear using composition, silhouette, lighting and character placement.

RECOMMENDED TEXTS

A more detailed explanation of terms used here and drawn examples may be found in the following books:

- Character Animation Crash Course! by Eric Goldberg (ISBN: 978-1879605791)
- The Illusion of Life by Frank Thomas and Ollie Johnston (ISBN: 978-0786860708)
- Drawn to Life by Walt Stanchfield (Edited by Don Hahn) (ISBN: 978-0240810966)