GAME ART PORTFOLIO GUIDELINES

To apply for admission to LCAD, you must present a portfolio of your best work that demonstrates your strengths, interests and artistic growth. LCAD recognizes that students enter college with diverse artistic backgrounds; therefore, each portfolio is evaluated on an individual specific basis.

Submit between 12 and 20 images that demonstrate your best and most recent work. The work can include class projects, professional work experience or personal assignments.

PORTFOLIO GUIDELINES

• **Observational Drawing** - Observational gesture drawings of people and/or 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.
• **Life Drawing** - Classical life drawings showing understanding of form, mass, light and anatomy.
• **Environmental Drawings** - Observational drawings and creations from the imagination expressing a sense of place and story. Understanding of perspective is a plus.
• **Creative Problem Solving** - Work demonstrating process of targeting the problem, breakdown, research and ideation and iteration towards a solution.
• **Storytelling Drawings** - Images that communicate an important emotional beat or moment from a larger story.
• **OPTIONAL SUBMISSIONS**
  o 3D Submissions please refer to 3D transfer student guidelines below
  o Work showing strong color usage
  o Digital Paintings

**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 animation locomotion.

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

**GAME ART 3D PORTFOLIO REQUIREMENTS**

- **Well-lit renders** (3-5 examples of 3D models) A proper 3-point light setup for individual objects or proper mood lighting for a 3D scene. Individual objects should be rendered on a mid-grey background. No completely black shadows—lights should complement the forms, not flatten the objects.
- **Examples of 3D wireframes** (3-5 examples) objects must show an understanding of clean polyflow. No overlapping faces, overlapped vert errors, z-fighting or excessive polygons in unneeded areas.
- **Examples of UV Unwrapped models** (2-3 examples) showing proper UV placement and spacing in the 1x1 UV space. UV islands should be tightly packed. The object should show little to no stretching. Overlapping for symmetrical geometry is permitted. Show a render of the actual UV and a render of the model with a checkerboard applied.

**DEFINITION OF TERMS**

**Wireframe:** The wireframe is the representation of the polygon borders on an object. Seeing these borders let us understand how the model was created and how optimized the mesh is.

**UV Unwrap:** The UV is the mapping coordinates of the polygons of the mesh. In order to paint a model we must flatten out the 3D surface into a 2D format.

**3-Point Lighting:** A 3-point light setup will generally include: a “key” light in front and up from the character, a “fill” light below the character that softens the shadows and a “rim” light behind the character that pops them away from the environment.

**1x1 space:** In a UV editor there is always a square that represents the texture that is going to be applied to the model.

**SENDING YOUR PORTFOLIO (IMAGE FORMAT)**

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 that are no larger than 1 MB each (video projects exempt). Your portfolio should include an inventory list that identifies each work by number, title, media and completion date. Each image should be labeled as follows 01_ (APPLICANT’S LAST NAME), 02_ (APPLICANTS LAST NAME), etc. Portfolios with prepaid return postage will be returned via the US Postal Service. LCAD is not responsible for lost or damaged portfolios.