



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 pages* that demonstrate your best and most recent work. The work can include class projects, professional work experience or personal assignments.

*A single page will contain multiple images/drawings when necessary.

PORTFOLIO GUIDELINES

The following is not a list of requirements but rather a list of guidelines and suggestions for your admissions portfolio.

OBSERVATIONAL WORK Pieces made in front of subject matter without the assistance of the photograph. Examples include still life, figure, self-portrait and landscape. Emphasis should be placed on strong demonstrations of line, tone, form, value and object/ground relationship.

LIFE DRAWING Observational drawings of people, and/or animals, with emphasis on dynamic poses, strong silhouette value and clear actions/attitudes. A mix of posed studio drawings and work done outside the studio is desirable. Suggested venues for sketching are parks, zoos, beaches, restaurants, museums and malls.

VISUAL DEVELOPMENT WORK(CONCEPT ART) Work demonstrating the development of an idea, including but not limited to character, creature, vehicle, environment, prop, interior and exterior using methods of break down, research and ideation + iteration (silhouettes, thumbnails, color studies, etc.) towards a solution for the design.

ENVIRONMENTAL PIECES Images from observation and/or from the imagination expressing a sense of place and story. Examples: interior or exterior architecture or landscape space.

STORYTELLING ILLUSTRATIONS A single image that communicates an important emotional beat or moment from a larger story. Pages of storytelling illustrations are not sequential images and do not need to be from the same story.

3D SUBMISSIONS Please refer to 3D Portfolio Formatting.

DEFINITION OF TERMS

OBSERVATIONAL DRAWING Sketches created in front of subject matter without the assistance of the photograph.

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 they 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.

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.

3D PORTFOLIO FORMATTING

WELL-LIT RENDERS (3-5 EXAMPLES OF 3D MODELS) A proper 3-point light set up 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.

FORMATTING YOUR PORTFOLIO

- Digital portfolio images should be saved as .jpg files that are **no larger than 1MB each**
- Each image should be labeled as follows
(01_ Applicant’s Last Name_First Name), (02_ Applicant’s Last Name_First Name), etc.
- Your portfolio should **include an inventory list that identifies each work by number, title, media and completion date.**
- The admissions committee will review portfolios on a large horizontal monitor, please consider this when formatting portfolio pages.
- Pages of artwork should be visually legible at a full-screen view without the need of zooming or scrolling.
- Portfolios will be submitted online using our online application.