nscc

Digital Animation: 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 Requirements:

You will see what you are required to submit starting on page 2.

Portfolio Assessment:

Learners in the Digital Animation program devote many hours to drawing. The development of these drawing skills enables them to draw any character, object, building, room, or landscape from any point of view, and makes it appear three-dimensional using a precise linear style. 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 following methods:

- If sharing through a **link/URL**, send an email to: **Admissions@nscc.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 **digitally**:
    - Acceptable file formats:
        - .pdf
        - Microsoft Word document
        - .rtf
        - .txt
        - .jpg
    - If submitting as **attachments to an email**, send to: **Admissions@nscc.ca**
        - The maximum size of the email cannot exceed 25Mb

- Please include your name, your W-number and the program you are applying to in the body of the email.
- Ensure files are attached to the email; 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
- If submitting **printed copies**
  - Please do not submit original copies of your portfolio documents
  - Do not staple or bind your work, although you may want to consider using protective plastic sleeves
  - All submitted components should be easily identifiable, so ensure all pieces have your name on them, are clearly labelled, and organized in the required format
  - Submit your paper portfolio to:
  NSCC Admissions
  PO Box 220
  Halifax, NS B3J 2M4
  - Alternatively, you can bring your portfolio to any NSCC campus and it will be forwarded to the Admissions Department

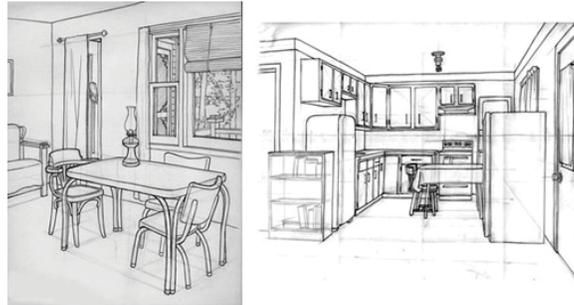# Portfolio Requirements:

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:
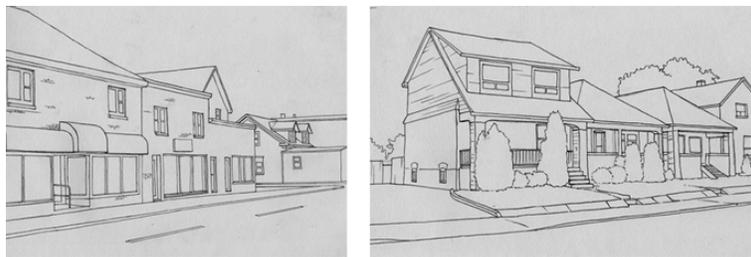
Two Perspective Drawings:

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:
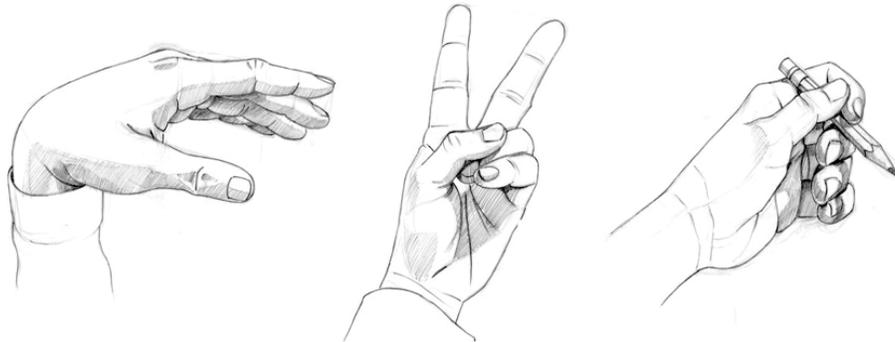

Six Life Drawings:

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:

Three Drawings of Your Own Hand:

If you are left-handed draw your right hand; if you are right-handed draw your left hand. The images below are examples only:

Character Head Rotation:

Print Appendix A of this document. Use the front view of the head as a reference and **draw the ¾-view and profile view** of the same head on the same page, next to the front view of the head. Try to imagine the head as a solid three-dimensional object rather than lines. Try to maintain the same "volume" and size as the original. Use geometric shapes and the guide lines on the next page to help you.

Personal, Original Artwork:

Please submit your 6 best pieces of original artwork. The committee is looking for your potential in the area of creativity, storytelling, entertainment, characterization, and design. Applicants are encouraged to send in a *variety* of artwork that shows the breadth of their skill and interests. Applicants are cautioned to be thoughtful and conscientious in the selection of the art to be submitted.

The selection committee will not accept existing comic book or animated cartoon characters (including Anime), drawings copied from photographs or illustrations, or "Tattoo art" such as flaming skulls, demons, monsters, and improperly proportioned men and women.

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
	Six (6) Life Drawings
	Three (2) Drawings of Your Own Hand
	Character Head Rotation
	Six (6) pieces of your Personal, Original Artwork
	One (1) Storyboard (4-panel)

Digital Animation Portfolio Assessment

Object Drawing 1 - Value 5%

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	/1.5
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	/1.5
	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	/2
				/5

Object Drawing 2 - Value 5%

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	/1.5
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	/1.5
	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	/2
				/5

Six 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

Three drawings of your own hand - Value 10%

If you are left handed, draw your right hand and if you are right-handed draw your left hand.

	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.	/6
	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.	/4
				/10

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

Character head - Value 15%

Use the front view of the head as reference and draw the ¾ view and profile of the same head. Try to imagine it as a solid three-dimensional object rather than lines. Try to maintain the same "volume" and size as the original. Use geometric shapes and the guidelines on the page to help you.

	Developing	Competent	Exemplary	
	0-2	3-4	5	
Good drawing structure/ line quality	The character head is not drawn to the correct proportions and structure. Poor line quality and lack of three-dimensional understanding is evident. Did not make use of all guide lines provided	The character head is mostly drawn to the correct proportions, demonstrated a moderate understanding of 3- dimesional form, clean line quality. Made good use of the guide lines provided	The character head is drawn to the correct proportions and structure, demonstrates an excellent understanding of 3-dimensional form, and has successfully included variation in line quality to denote weight	/5
Volume	Volume and shape are not consistent across all 3 views	The volume and shape are mostly consistent, some minor fixes needed	Good consistency in volume and shape. Effective use of guide lines provided	/5
Accuracy	Both additional views of the character head exhibit proportional and shape issues. Accuracy of the drawings is greatly decreased	Additional views of the character head exhibit minor proportional and shape issues. Accuracy of the drawings can be greatly improved with some minor tweaks	The character is drawn to the correct proportions and structure, demonstrates an excellent eye for details and high level of accuracy in the application of those details	/5
				/15

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 consistence across the four panels, volume and structure issues present	Character drawing 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

Personal Original Artwork - Value 10%

Please submit no more than 6 pieces of original artwork. The committee is looking for your potential in the area of creativity, storytelling, entertainment, characterization, and design. Applicants are encouraged to send in a variety of artwork that shows the breadth of their skill and interests. Applicants are encouraged to be thoughtful and conscientious in the selection of the art to be submitted.

The selection committee will not accept existing comic book or animated cartoon characters (including Anime); drawings copied from photographs or illustrations, or "Tattoo art" such as flaming skulls, demons, monsters, and improperly proportioned men and women.

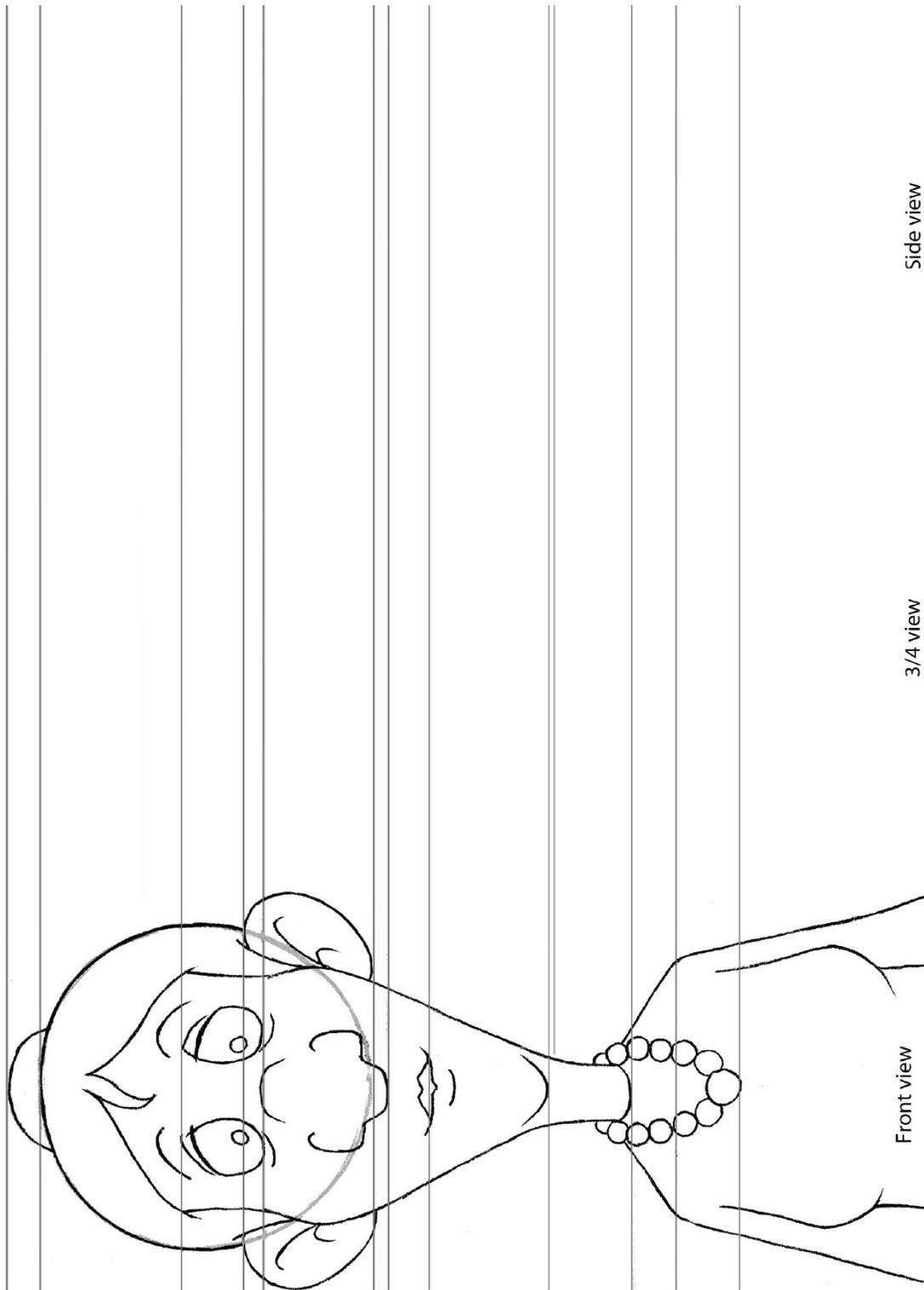|	Developing	Competent	Exemplary	
	0	1.5	2.5	
Elements of Design: Line, texture, colour, shape/form, space and value.	Artwork submission shows a basic level of understanding the elements of design, more practice needed	Artwork submission demonstrates planning and shows moderate awareness and application of the elements of design.	Artwork submission demonstrates careful planning and shows a high degree of awareness and application of the elements of design.	/2.5
Perseverance / Effort	Artwork submission demonstrates minimal variety of style or subject matter, more variety and exploration of subject matter would strengthen the portfolio	Artwork submission demonstrates a good variety of style or subject matter. Effort and perseverance evident in the quality of work submitted	Artwork submission demonstrates an excellent variety of style or subject matter. Effort and perseverance evident in the quality of work submitted	/2.5
	0-2	3-4	5	
Craftsmanship / Skill	Artwork submission demonstrates a developing artistic ability but more practice is needed.	Artwork submission demonstrates a good artistic ability and willingness to devote time toward skill development. Good attention to detail.	Artwork submission demonstrates a high level of artistic ability and willingness to devote time toward skill development. Excellent attention to detail	/5
				/10

Total Score   **/100**

☐

Meets minimum requirement of 60%

☐

Does not meet minimum requirement of 60%

Appendix A: Character Head Rotation
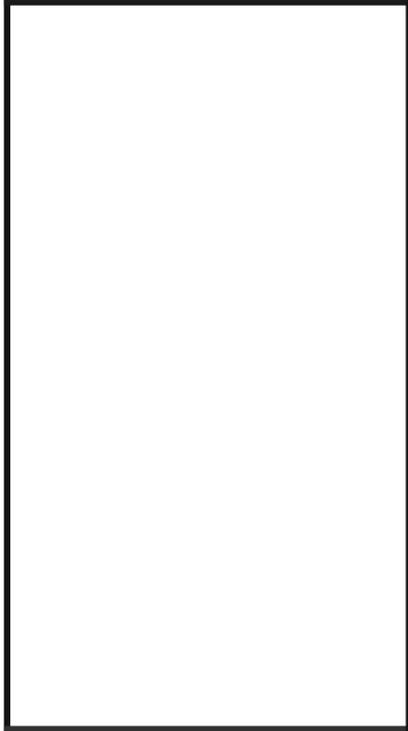

Front view 　 3/4 view 　 Side view

Appendix B: Character model sheet

Use this sheet as a reference for the character in the storyboard.

Appendix C: Storyboard

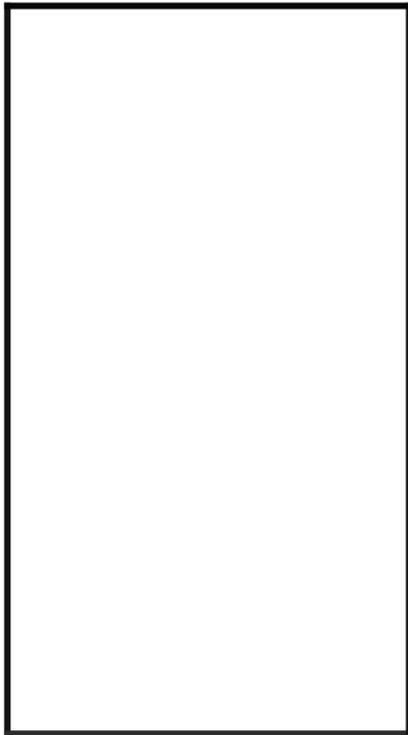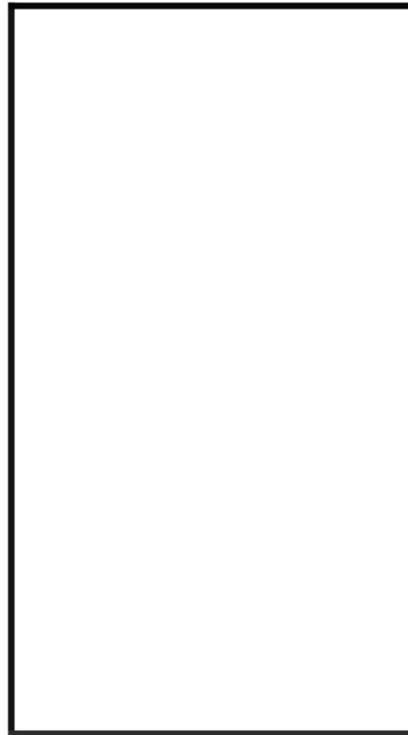Print this page and draw in the panels.

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