



## ADVICE FOR PREPARING YOUR ARTISTIC PORTFOLIO

A portfolio is the way to present a collection of your **personal work**.

It should:

- Reflect your personality as well as show your processes, tests and your experience with fine arts.
- Give us insight into your artist style and help us evaluate your artistic achievements.

We would like to see the most impressive work you have done, the work you are most proud of. We would rather see just a few very high quality pieces than a large quantity of average quality work.

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## Works to present for the Digital Director course: Specialisations in 3D animation, 3D computer graphics, visual effects (VFX)

### What type of work should you present if you are applying for the 1st year?

**Demonstrate your passion; show us what you would like to do (your personal file)**

Your personal work should clearly communicate your determination to create and pursue artistic studies.

*Drawings, collages, sculptures, paintings, 3D models, photography, videos, scripts, poems, stop motion work, programs, film analyses; etc.*

+ a letter of motivation

### What type of work should you present if you are applying for the 2nd year?

**Give us a tour of your artistic universe (artistic file)**

This file should clearly present and communicate your artistic ideas and influences.

*Drawings, photography, paintings, sculptures, short films, 2D or 3D CGI, compositing work, stop motion work, comic books, storyboards.*

+ a letter of motivation

### What type of work should you present if you are applying for the 3rd year?

**Confirm your specialisation choice by showing your most impressive work within this**

**field: 3D Animation / Visual Effects / CGI**

+ a letter of motivation



## Works to present for the Video Game course Specialisation in Game Art or Game Design

### What type of work should you present if you are applying for the 1<sup>st</sup> year ?

All works showing your creativity and your imagination, only the physical mediums are accepted (ex: pencil, gouache, watercolor, collages, etc)  
+ a letter of motivation

**Game Art Interest:** Lifesize role playing weapons / costumes, huts / interior decorations, cosplays, sketches of characters, illustrations of dreams, ...

**Game Design Interest:** Stories, prototypes of outdoor activities / animations, toy design, constructions (Lego, K'nex, Versa Brick, etc), GN weapons / costumes, ...

### What type of work should you present if you are applying for the 2<sup>nd</sup> year ?

All works showing your method and foundations in creating games.  
+ a letter of motivation

**Game Art Interest:** concept boards (characters, sets, props), mood boards (light, color), studies, still lifes, sketches, perspective drawings, sculptures (photos), 2D animations, video montages, ...

**Game Design Interest:** physical game systems, prototypes (maps, board games, etc.), role-playing / life-size scenarios, game / video game analysis, level charts, balancing tables, game concepts, game prototypes on calculator, ...

### What type of work should you present if you are applying for the 3<sup>rd</sup> year ?

All works that prove your technique in the specialisation of your choice.  
+ a letter of motivation

**Game Art Specialisation:** Concept arts (characters, environments, props), asset boards, turn-around 3D assets in wireframe, textures, animation cycles (video files or atlases), VFX 2D / 3D, prototypes of video games, ...

**Game Design Specialisation:** You can present: mod / map creation documentation and mod / map videos, RPG Maker / GameMaker / Construct / Unity / UE4 game prototypes, playtests protocols, Excel balancing tables, analysis of video game data, ...



## Works to present for the Fine Arts foundation year

**Demonstrate your passion; show us what you would like to do (your personal file)**

Your personal work should clearly communicate your determination to create and pursue artistic studies.

*Drawings, collages, sculptures, paintings, 3D models, photography, videos, scripts, poems, stop motion work, programs, film analyses; etc.*

+ a letter of motivation



## Works to present for the VFX / Game programming course:

Present functional programs with source code.

Examples: executable files, shell scripts, Web programming, video game programming... No matter the language (Bash, C, C #, C ++, Java, Javascript, Python ...)

This can be school, personal, or collaborative projects. If you worked in a group, mention it and be able to detail your personal contribution in the realisation of the program.

We expect you to be able to explain their genesis, the initial specifications, as well as the main stages of manufacture.

**The source code is intended to be consulted during the interview; we do not keep a copy of the code, except on explicit request and to have an opinion of a teacher other than the one conducting the interview.**



## Advice: Selection and method

### How do I select the work I present?

Regardless of the types of work you choose, you should select **between 5 and 10 pieces**.

- If you want to present a short film, select a passage that will allow you to explain your individual contributions to the film.
- The results of your compositing, photomontage or matte painting work should be presented along with information about the tools, references and source images.
- In the case of retouching an image or a video file (calibration, retouching, adding or removing elements, etc.) present a comparative "before-after" highlighting the work you did.
- For work in 3D computer graphics, provide a turn-around (duration of approximately 250 images), elements modeled in wireframe, occlusion and final render of the work.
- Finished images can be presented as a still image, or as video in the case of animated sequences.

### What method should I use to show you my work?

#### FOR STUDENTS LIVING IN THE DOM-TOM OR ABROAD:

If your personal work is gathered in an online portfolio, please include the link to your portfolio in your letter of motivation (to be sent when you apply online).

#### PAPERS/PHYSICAL WORK

- Your papers should be organized and easy to review. Gather them in a drawing board or portfolio by theme or by nature.
- Do not bring your sculptures to the interview. Present them via photos on a neutral background (black or white) from different angles: face, profile and back. Note: Be mindful of the quality of these photos. They should allow the examiner to judge your work.

#### DIGITAL DOCUMENTS

- Your digital works must be presented on a USB key, DVD, CD, hard disk or on a laptop or tablet (smartphones are not an acceptable viewing option).

**Warning:** Internet connection is not guaranteed to be available during your interview. Make sure your work is viewable offline.

- Still images must be in one of the following formats: .jpg, .png, .tiff
- Text documents must be in .pdf format
- Videos must be in .mov or .mp4 formats (compressed with the H264 codec in quality ranging from 80% to 100%).
- For prototypes of video games, files must be in .exe format