

ARTFX

SCHOOL OF
DIGITAL ARTS

ADVICE
FOR PREPARING YOUR
CREATIVE WORKS



APPLICATIONS - ARTFX SCHOOLS
2021 - 2022

A portfolio is the way to present a collection of your creative works.

It should :

- **Reflect your *personality* as well as show your *process* 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.

Table of contents

Works to submit for your application to the 3D Animation and Visual Effects courses	Page 3
Works to submit for your application to the 2D Animation & Stop-Motion courses	Page 5
Works to submit for your application to the Cinema	Page 6
Works to submit for your application to the Video Game courses	Page 8
Works to submit for your application to the Technical Director (Programming) Courses	Page 10
Works to submit for your application to the Fine Arts Foundation Year	Page 11
Advice and details around preparing your creative works	Page 12
Advice for the interview	Page 13

WORKS TO SUBMIT TO APPLY FOR

VISUAL EFFECTS (VFX)

3D ANIMATION

— 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 (creative works).

This work should clearly communicate your **determination** to create and pursue artistic studies.

Types of work :

Sketchbook containing observation drawings made in exterior and interior, 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 portfolio)

This portfolio should clearly present and communicate your **artistic ideas, influences** and your **technical skills**.

Types of work :

Sketchbook containing observation drawings made in exterior and interior, drawings, photography, paintings, sculptures, short films, 2D or 3D CGI, compositing work, stop motion work, comic books, storyboards, photographs

+ a letter of motivation

— **What type of work should you present if you are applying for the 4th year ?**

Confirm your specialization choice by showing a portfolio of your most impressive work within this field: 3D Animation / Visual Effects.

Your portfolio should highlight **your skills** and demonstrate a **Bachelor's degree level of knowledge**. You must prove your **technical, cultural** and **artistic skills**.

Types of work :

3D Works (modeling, texturing, lighting, shading, etc.), Compositing Works (integration of CGI in live-action shots), Animation Work (walk cycles, weight & balance exercises), works that appeal to your artistic sense

+ a letter of motivation

WORKS TO SUBMIT TO APPLY FOR

2D ANIMATION

— 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 (creative works).

This work should clearly communicate your **determination** to create and pursue artistic studies.

Types of work :

Sketchbook containing observation drawings made in exterior and interior, drawings, photography, paintings, sculptures, short films, 2D or 3D CGI, compositing work, stop motion work, comic books, storyboards, 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 portfolio)

This portfolio should clearly present and communicate your **artistic ideas, influences** and your **technical skills**.

Types of work :

Sketchbook containing observation drawings made in exterior and interior, drawings, photography, paintings, sculptures, animated and live shortfilms, 2D or 3D CGI, compositing work, stop motion work, comic books, storyboards, photographs

+ a letter of motivation

WORKS TO SUBMIT TO APPLY FOR

CINEMA

— 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 (creative works).

This work should clearly communicate your **determination** to create and pursue artistic studies.

Types of work :

Videos, photography, scripts, film analyses, storyboard, sets, drawings, collages, sculptures, paintings, etc.

+ a letter of motivation

— What type of work should you present if you are applying for the 2nd and 3rd year ?

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

This portfolio should clearly present and communicate your **artistic ideas, influences** and your **technical skills**.

Types of work :

Sketchbook containing observation drawings made in exterior and interior, drawings, photography, paintings, sculptures, short films, 2D or 3D CGI, compositing work, stop motion work, comic books, storyboards, photographs, scenario.

+ a letter of motivation

WORKS TO SUBMIT TO APPLY FOR

VIDEO GAMES

GAME ART, GAME DESIGN OR GAME PROGRAMMING

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

Show your **creativity** and **imagination**.

Types of work :

Sketchbook containing observation drawings made in exterior and interior, character sketches, landscape drawings, GN costumes, cosplay, illustrations, videos, stories, prototype of outdoor activities, design of objects (toys, tools, controllers, etc.), constructions (Lego, K'nex, Versa Brick, etc), artistic installations, etc.

+ a letter of motivation

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

All works showing your **methods** and a **solid foundation in the creation of games**.

Types of work / Game Art preference :

Sketchbook containing observation drawings made in exterior and interior, concept boards (characters, sets, props), mood boards (light, color), studies, still life images, sketches, perspective drawings, sculptures (photos), 2D animations, videos, etc.

Types of work / Game Design preference :

Physical game systems, a playable prototypes (if you coded it yourself that's even better! maps, board games, etc.), roleplaying / life-size scenarios, game / video game analysis, level charts, balancing tables, game concepts, game prototypes, etc.

+ a letter of motivation

— What type of work should you present if you are applying for the 4th year?

All works that demonstrate your techniques within the specialization of your choice. Your portfolio should highlight **your skills** and demonstrate a **Bachelor's degree level of knowledge**. You must prove your **technical, cultural** and **artistic skills**.

Types of work / Game Art specialization:

Concept art (characters, environments, props), asset boards, turn-around of 3D assets in wireframe, textures, animation cycles (video files or atlases), 2D & 3D VFX, prototypes of video games, works that appeal to your artistic sense.

Types of work / Game Design specialization:

mod / map creation documentation, mod/map videos, game prototypes using RPG Maker / GameMaker / Construct / Unity / Unreal Engine, playtests protocols, Excel balancing tables, analysis of video game data, works that appeal to your artistic sense.

Types of work / Game Programming specialization:

You can present the same elements listed for the Game Design specialization plus the source code and scripts for one or more games. You can share your code on Github or a similar platform.

+ a letter of motivation

WORKS TO SUBMIT TO APPLY FOR

TECHNICAL DIRECTOR IN VFX & VIDEO GAMES

— What type of work should you present?

These programs can be **school, personal, or collaborative projects**.

If you worked in a group, mention this and clearly explain your personal contributions to the creation of the program.

We expect you to be able to **explain the genesis of these programs**, the **initial specifications**, as well as the **major stages of their development**.

Present **functional programs** accompanied by their **source codes**.

The source code is intended to be consulted during the interview. We will not keep a copy of the code, except when explicitly stated. We might ask to keep a copy of the code if the teacher conducting the interview would like to have another teacher review it.

Types of work :

Codes shared on github or similar platforms, executable files, Web or video game programming, smartphone applications, scripts, etc.

All languages are acceptable (C, C #, C ++, Java, Javascript, Python, etc.)

+ a letter of motivation

WORKS TO SUBMIT TO APPLY FOR

FINE ARTS FOUNDATION YEAR

— What type of work should you present?

Demonstrate your passion. Show us what you would like to do (creative works).

This work should clearly communicate your **determination** to create and pursue artistic studies.

Types of work :

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

+ a letter of motivation

ADVICE AND DETAILS: PREPARE YOUR CREATIVE WORKS

— How should I organize my creative works?

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?

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, laptop, or tablet.
Smartphones are not an acceptable viewing option.
- 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

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

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 with your application).

ADVICE FOR THE INTERVIEW

— How should I prepare for my interview?

- Study the current affairs around film and video game productions.
- Learn about existing studios.
- Read, watch films, play video games.
- Go to art exhibits.
- Prepare to talk about why you are interested in pursuing a career in this field.
- Prepare discussion topics around the areas that interest you.