

# **GUIDELINES FOR PRESENTING YOUR CREATIVE WORKS**

2023-2024

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# INTRODUCTION

**Your portfolio displays your best creative works.**

It should :

- Reflect your **personality**, indicate **your creative process** and demonstrate **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 the most proud of. We would rather only see a few, very high quality pieces than a large quantity of average work.**

*Please note! If you use artificial intelligence tools, please acknowledge them and explain the various creative steps you took to come up to the final result.*

# 3D ANIMATION & VISUAL EFFECTS

## What type of work should you present?

### To apply for the 1st year

Make us feel your passion. Show us what your creative objectives are (creative works).

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

Types of work:

*Sketchbook with outdoors and indoors observation drawings, collages, sculptures, paintings, 3D models, photography, videos, scripts, poems, stop motion work, programs, film analyses, etc.*

- + a narrative cover letter

### To apply 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 with indoors and outdoors observation drawings, drawings, photography, paintings, sculptures, short films, 2D and 3D CGI, compositing work, stop motion work, comic books, storyboards, photographs etc.*

- + a narrative cover letter

## To apply for the 3rd and the 4th year

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

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

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 narrative cover letter

# 2D ANIMATION

## What type of work should you present?

### To apply for the 1st year

Make us feel **your passion**. Show us **what you would like to achieve** (creative works).

This work should clearly communicate your **determination** to create and to pursue art 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 narrative cover letter

### To apply 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 with indoors and outdoors observation drawings, other drawings, photography, paintings, sculptures, animated and live short films, 2D or 3D CGI, compositing work, stop motion work, comic books, storyboards, photographs*

- + a narrative cover letter

# VIDEO GAME

## GAME ART, GAME DESIGN OR GAME PROGRAMMING

### What type of work should you present?

#### To apply for the 1st year

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

Types of work:

*Sketchbook with indoors and outdoors observation drawings, character sketches, landscape drawings, GN costumes, cosplay, illustrations, videos, stories, prototype of outdoor activities, object designs (toys, tools, controllers, etc.), constructions (Lego, K'nex, Versa Brick, etc), artistic installations, etc.*

- + a narrative cover letter

#### To apply for the 2nd year in Game Art and the 1st year in Game Design

All works showing your process and a **solid foundation in game creation**.

Types of work / Game Art preference:

*Sketchbook with indoors and outdoors , observation drawings, 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 & Development option:

*Physical game systems, a playable prototype (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 narrative cover letter

## **To apply for the 3rd and the 4th year**

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

### Types of works / 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 sensibility.*

### Types of works / Game Design & Development 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 sensibility.*

### Types of works / 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 may share your code on Github or a similar platform.*

- + a narrative cover letter



# PROGRAMMING IN VISUAL EFFECTS & VIDEO GAMES

What type of works should you present?

## To apply for the 1st year in Programming:

As the 1st year in Programming and the 1st year in Game Design & Development have a common program, you may share work either in Programming and/or in Game Design & Development.

### Types of works in Programming:

*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.)*

and / or

### Types of works in Game Design & Development:

*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 sensibility.*

- + a narrative cover letter

## To apply for the 2nd and 3rd years in Programming:

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 ready to **explain the genesis of these programs, the initial specifications, as well as the major stages of their development.**

Present **functional programs** along with 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 another teacher to review it.

Types of works:

*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 narrative cover letter

# PORTFOLIO RECOMMENDATIONS : ORGANIZE YOUR CREATIVE WORKS

How should I organize my creative works?

Regardless of the types of work you choose, you should select **10 pieces or more (please note that we still prefer quality to quantity)**.

- If you want to present a short film, select a relevant sequence allowing you to explain your individual contributions to the film.
- Your compositing, photomontage or matte painting work should be presented along with information about the tools, references and source images you used.
- Whenever presenting a digitally retouched image or video file (calibration, retouching, adding or removing elements, etc.) always present a comparative «before-after» to highlight your work.
- 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 A REMOTE SESSION

- We highly recommend that you present the visual (drawings, paintings, sculptures, etc.) and digital works on your portfolio in a **single PDF file**.
  
- You may also send us a We Transfer or Google Drive link.  
**Please check the validity deadline and accessibility of your link.**
  
- Please note: please send us decent quality /resolution photos : this will allow us to better assess the quality of your work. *(For your sculptures: present them with photos on a neutral background (black or white) and from different angles: front, profile and back).*
  
- Still images must be in .jpg, .png or .tiff format.
  
- Documents must be in .pdf format
  
- Videos must be in .mov or .mp4 format (compressed with H264 codec in quality ranging from 80% to 100%).
  
- Video game prototypes files must be in .exe format for Windows.

## FOR A FACE-TO-FACE SESSION / ON-SITE INTERVIEWS

### ***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 assess your work.**

### ***DIGITAL DOCUMENTS***

- Your digital works must be presented from 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: Make sure your work is viewable offline, in case an Internet connection is not available during your interview.**

#### **FOR STUDENTS LIVING IN THE DOM-TOM (French overseas territories) 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).

# RECOMMENDATIONS FOR THE INTERVIEW

How should I prepare for my interview?

- Familiarize yourself with current events 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.