



GUIDELINES FOR PRESENTING YOUR WORKS

2025 - 2026



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DEMOREEL

Show us what you can do

The demoreel is one of the most important parts of your application. It allows us to assess your technical and artistic skills, and to understand the production pipeline.

What we expect?

Include a 3 sec minimum plan covering all departments: A to Z shots, either fully CG or VFX shots to see that you're capable of handling the entire production pipeline. It should be clear and concise and reflects your current level.

What to include?

Show us your best work (quality is more important than quantity). Identify your role if the work is collaborative and show diversity if possible (compositing, FX, animation, lighting, etc.)

Good practices

Keep it short and impactful

Put your strongest shots first

Avoid long titles or unnecessary effects

Add your name and contact information at the beginning or end

List the softwares you use

INTRODUCTORY VIDEO AND/OR NARRATIVE COVER LETTER

Who are you?

The video or the narrative cover letter is your chance to speak directly to us and show your personality. We are not looking for a perfect speech, but for authenticity, clarity and motivation.

They allows us to assess your enthusiasm, communication skills, and commitment to learning. It also helps us understand your perspective and aspirations, You can tell a story, in which you are the main character. Tell us why you want to join ARTFX. What brought you to us? What do you expect from your higher education at our school? Be creative, be generous and be honest. We'd like to get to know you through your letter and find out what drives you.

What to talk about

A brief self-introduction, your experience and background
Why you are interested in VFX and what motivates you in this field?
What are your expectations from the program?
Any relevant creative interests or experiences you would like to share with

Here are a few questions to help you structure your story:

Paragraph 1 :

Tell us more about your career aspirations. What do you aspire to? What drives you? Tell us what drew you to animation or digital effects. An anecdote? A moment or a life experience? Or a desire you've had since you were a child?

Paragraph 2 :

Why did you choose ARTFX in particular?
What led you to us?
How do you identify with the school's values and why?

Paragraph 3 :

How do you envision your career path after ARTFX?
What's next after your studies?
What about your dream job?

PORTFOLIO:

SELECTION & MATERIALS



How should I organize my portfolio?

Regardless of the types of work you choose, you should select 10 pieces or more, please note that we still prefer quality to quantity. **The maximum file size is 10Mo.**

- 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?

- 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.

INTERVIEW

Recommendations



Why have an admission interview?

What matters most to us is to talk with you to **get to know you better, understand your motivation** and see together **if ARTFX aligns with your projects**. This interview is primarily an exchange, with no trick questions or eliminations.

Be yourself and feel at ease. Also, feel free to ask us questions during the interview; we will be happy to answer them!

How should I prepare for my interview?

- Choose a place where you feel comfortable, and make sure your internet connection is stable
- 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.