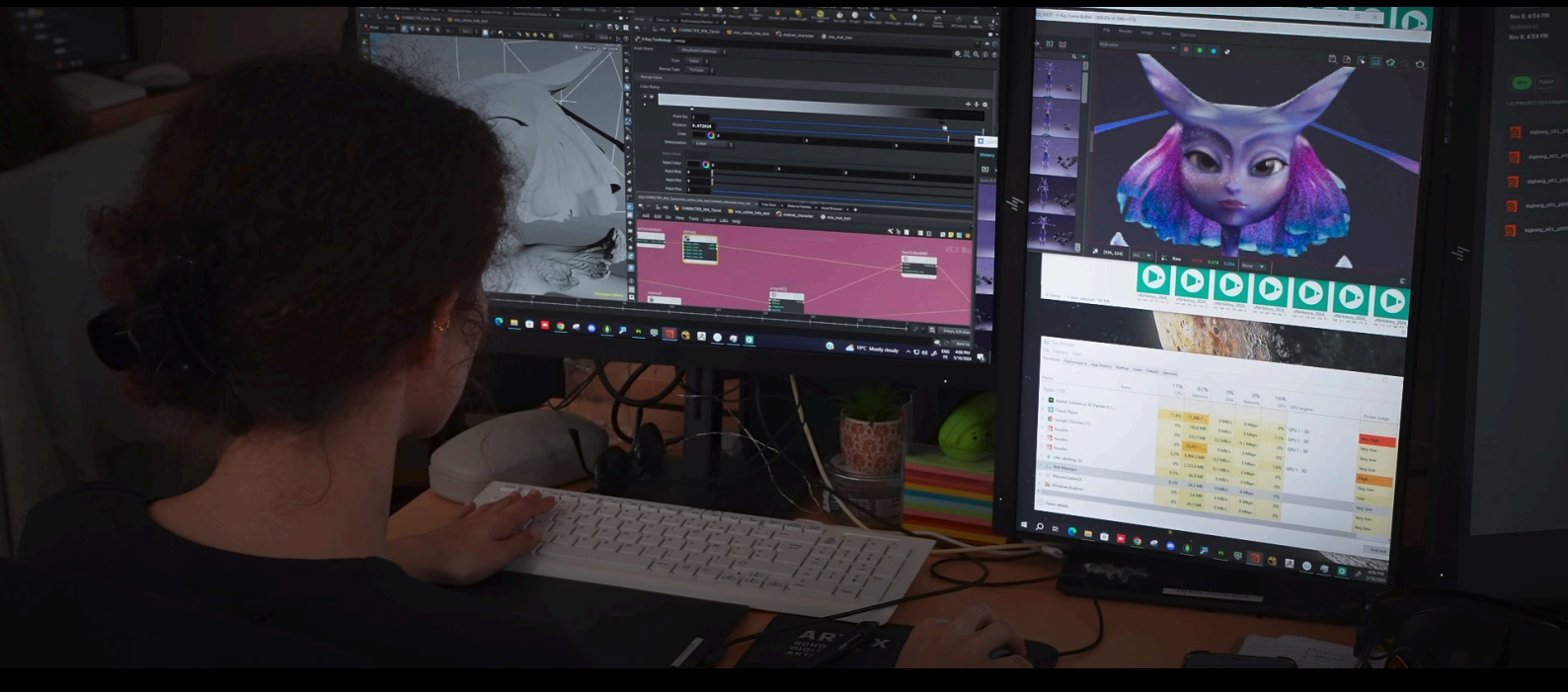
ARTFX SCHOOLS OF DIGITAL ARTS



GUIDELINES FOR PRESENTING YOUR CREATIVE WORKS

2026 - 2027



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INTRODUCTION

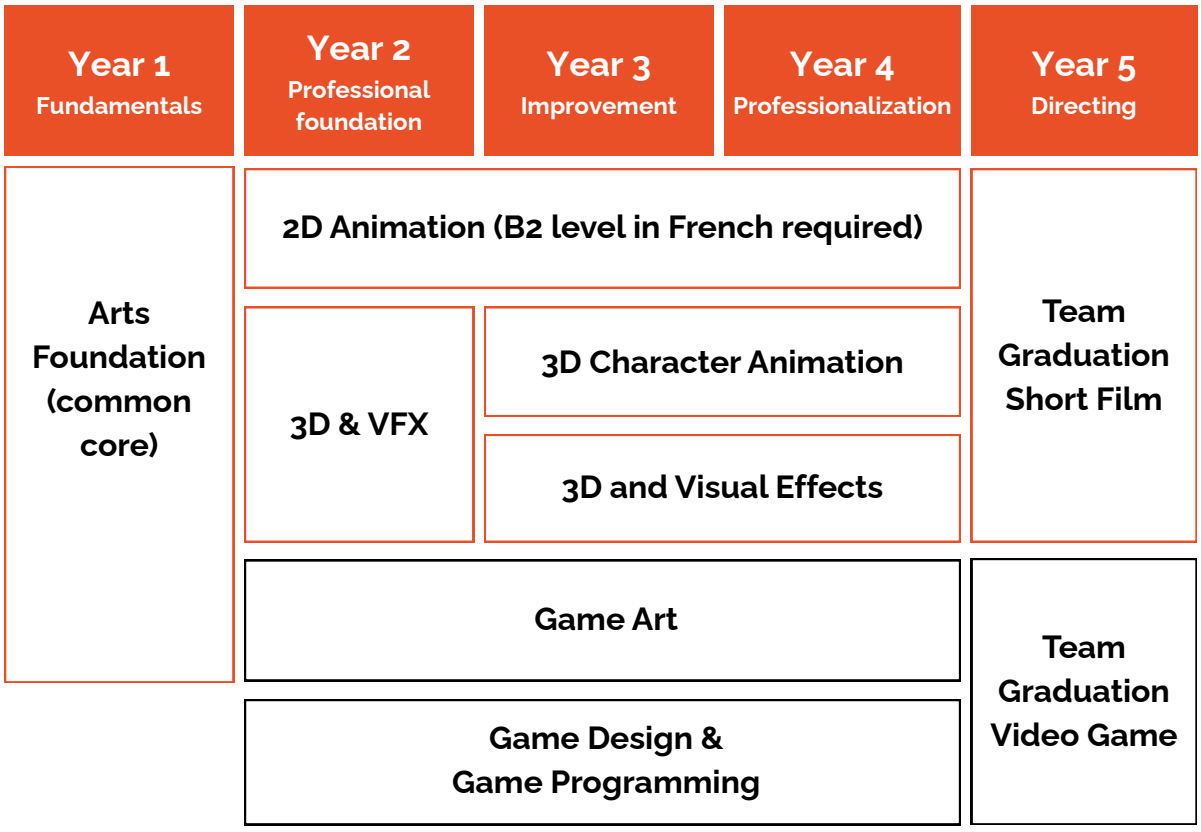
The main goal of this admission process is to **reveal your personality, motivations and artistic approach**. Every step, from the cover letter to the interview, aligns with the school's educational philosophy and aims to get to know you better and understand your commitment to this learning journey.

The creative portfolio is a collection of your personal work, intended to showcase your skills and creativity. It is **essential to prioritize quality over quantity** when selecting the projects to include. A well-structured and thoughtful portfolio not only demonstrates what you can do but also allows us to discover your unique vision.

This guide includes examples of projects you may choose to include in your application. However, none of them are mandatory or exclusionary.

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.

To wrap up, let's have a look at our programs:



NARRATIVE COVER LETTER

THE MOVIE OF YOUR LIFE

Tell us your story

We don't expect you to write a conventional cover letter. Write a story instead, 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.

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, digital effects or video games. 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?

Don't let Chat GPT or the AI do the writing for you. We want to get to know YOU, and what makes you unique.

Language used (your choice): **English** or **French**.

- Length: **1 page, font size 12**

FIRST YEAR ART FOUNDATION

What type of work should you present?



To apply for 1st year : Art Foundation

The first year at ARTFX (Art Foundation) is a common core program, with specialization starting from the second year.

There are **no specific prerequisites** for joining this class. We want to see what you have done up to now. **Show your passion**, bring **what you enjoy doing**. This creative file should highlight your **motivation** and your **interests**.

Here are some examples of what you can include in your creative portfolio:
(none of the items listed below are mandatory or eliminatory)

Photography
Videos (fiction, stop motion,...)
Editing
Digital effects, special effects
Modeling with any type of software
Drawing in all its forms (characters, environments, all types of media: charcoal, pencil, pen, watercolor; life drawing, collages, observational drawings done indoors and outdoors, etc.)
Sculpture
Model making
Anything you consider relevant

+ a narrative cover letter

3D ANIMATION & VISUAL EFFECTS



What type of work should you present?

Please note: The Character Animation and 3D & Visual Effects programs share a common curriculum until the end of the second year. Starting in the third year, students must choose a specialization, and this choice should be reflected in their portfolio.

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 year

Justify your specialization choice through a portfolio of your most impressive work within the field of visual effects or 3D character animation
Your portfolio should highlight your **background and skills**, and your **level of technical, cultural and artistic knowledge.**

Types of work for visual effects :
3D (modeling, sculpting, texturing, lighting, rendering), Compositing (live-action integration, rotoscoping, and 3D pass compositing)—any work that showcases your artistic sensibility

Types of work for 3D character animation :
Character walk cycles, weight and balance; layout; character modeling or sculpting—any work that demonstrates your artistic sensibility

+ a narrative cover letter
+ a demoreel

VIDEO GAME :
GAME ART

What type of work should you present?



To apply for the 2nd year

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

Types of work:
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.

+ a narrative cover letter

To apply for the 3rd 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 work:
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.

+ a narrative cover letter
+ a demoreel

VIDEO GAME :
GAME DESIGN & DEVELOPMENT

What type of work should you present?



To apply for the 2nd year

Show your **creativity** and **imagination,** and if you have, all works showing your **process in game creation.**

Types of work:
Sketchbook of observational drawings made outdoors and indoors, game systems, game concepts, game prototypes, 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, etc.

+ a narrative cover letter

To apply for the 3rd year

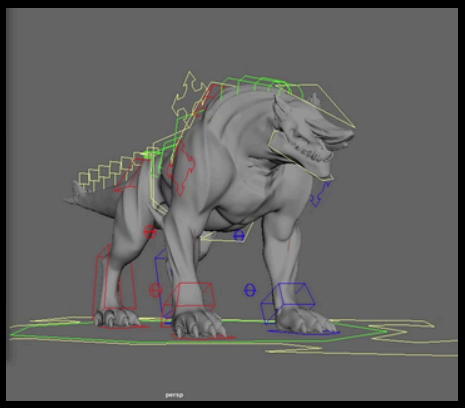
All works that demonstrate your techniques within the specialization of your choice. Your portfolio should highlight **your skills** and demonstrate the equivalent of a **Bachelor's degree level**. You must prove your **technical, cultural** and **artistic skills**.

Types of work:
Game design documents (mechanics, game systems, objectives, interactions), *mod / map creation documentation, mod/map videos, game prototypes (using RPG Maker, Game Maker, Construct, Unity, Unreal), a playable prototype (if you coded it yourself that's even better!), level design documents (level descriptions, paths, interactions, intentions), game mechanics charts or level charts, video game or role-playing game scenarios, critical analyses of existing games, playtests protocols, Excel balancing tables, analysis of video game data, works that appeal to your artistic sensibility.*

+ a narrative cover letter

PROGRAMMING
IN VIDEO GAME AND VFX

What type of work should you present?



After your enrollment, the Program Director for the Programming course will contact you directly by email. She will propose a meeting for a discussion, during which she will introduce some exercises for you to complete. Here are examples of projects that may be suggested or that you could share with her, depending on your experience.

To apply for the 2nd year

The first year in the Programming program introduces students to video game development. It is shared with the first-year Game Design program, covering both design and technical aspects, as well as mathematical concepts applied to video games. The projects you submit reflect your desire to join the video game industry as a programmer.

Types of works:

- *GitHub repositories or other links to your projects (web, mobile applications, games, automation scripts, etc.), in any programming language (C, C#, C++, Java, Python, etc.)*
- *Prototypes created with simplified engines (Scratch, PICO-8, GameMaker, etc.)*
- *Mods for existing games (Baldur's Gate 3, The Witcher 3, Fortnite, Minecraft, etc.)*

To apply for the 3rd year

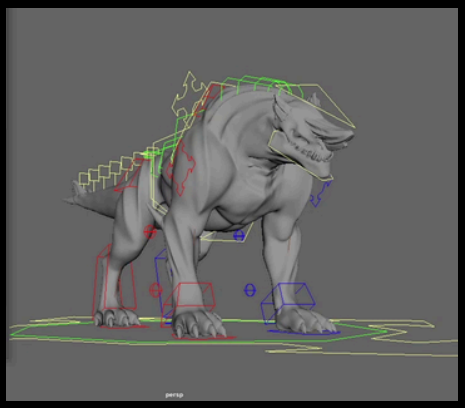
The second year focuses on building skills with Unreal Engine, group work, and exploring different specializations (engine creation, graphics programming, physics programming, AI, etc.).

You may present school, personal, professional, or collaborative projects. Mention if you had the opportunity to work in a team on your projects, whether with other programmers or with artists and designers.

Present functional programs accompanied by source code. The source code will be reviewed during the interview; we do not retain a copy of it unless explicitly requested, and only to seek an opinion from another instructor than the one conducting the interview.

PROGRAMMING
IN VIDEO GAME AND VFX

What type of work should you present?



It is essential to have practiced **Object-Oriented Programming** and to have a basic knowledge of **Unreal Engine**. If you have never used the engine, it is possible to enter the second year by learning it independently over the summer before the start of the program.

Types of works :

- *GitHub repositories or other links to your projects (web games, mobile games, etc.) using object-oriented programming (C, C#, C++, Java, etc.)*
- *Projects created with engines (Unreal Engine, Unity, Godot, etc.) with source code*
- *Game Jam projects (created in a limited time as a team) with source code*

To apply for 4th year

Admission to the third year requires a **Bachelor-level proficiency.** You may present programming projects that reflect your technical skill level and theoretical knowledge.

Present functional games accompanied by the source code. The source code will be reviewed during the interview; we do not retain a copy unless explicitly requested, and only to seek an opinion from another instructor than the one conducting the interview.

It is essential to have experience working in a team and to be able to work with Unreal Engine within a team of programmers.
Knowledge of engine programming and/or graphics programming is a plus, as this is a specialization year.

Types of work:

- *Complete Unreal Engine projects with executables*
- *Game Jam projects and/or projects on other engines (Unity, Godot, etc.)*
- *Specialized programming projects (engine, physics, graphics, etc.)*

CREATIVE WORKS:

SELECTION & MATERIALS



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. **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.
- Yourcompositing, 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.