

PORTFOLIO REQUIREMENTS FOR 3D ANIMATION FOR VIDEO GAMES
(2010–11)



Applicants are required to submit a portfolio for application to the **3D Animation for Video Games** Program. Portfolios will **not** be returned. Do not submit original works!

Format

1. CD or DVD (PC or MAC).
Label CD/DVDs clearly, include:
 - a) Last name, first name
 - b) Contact information
 - c) Resume
 - d) Content with short description of each item.
2. Online Portfolio and Resume. Please e-mail link to: sbell@dawsoncollege.qc.ca
3. Hardcopies: 8x10 copies only. Do not submit original works!

Content

Provide a minimum of three items from the following list. Items are listed in order of preference.

1. A 3D animation. Provide the working file and a compressed video file.
2. A two to three page critique of the animation in a game, or an animated movie.
3. A computer-based 2D animation (e.g. using Flash, Toon Boom, etc.).
4. Computer generated images using, for example, Photoshop, Illustrator, Painter, etc.
5. An original choreography, video or film production, script, short story, storyboard or comic.
6. Color drawings, concept art, drawings from life or observation, painting, sculpture.

Evaluation

Portfolios are evaluated on presentation, organization and the quality of the items submitted. The portfolio items above are listed in order of preference. It is preferable to submit items from the top of the list.

Submission

Portfolio Submission Deadline: TBA.

Bring in person or mail to:

AEC Office, 3H1
4001 de Maisonneuve West
Montreal, Quebec
H3Z 3G4
Phone: (514) 931-8731 Ext. 3210

Atwater Metro

Portfolios sent by mail must be postmarked no later than TBA

For on-line portfolios: e-mail **link** to:
sbell@dawsoncollege.qc.ca.

Do not attach portfolios to e-mails!