

Portfolio Requirements

Game Animation

Programme code: **CH3756**

Programme name: **Bachelor of Design**

Applications

- **Application period:** September to late January of the intended year of study.
- **Recommendation:** Apply early before the intake quota is filled.
- **Requirements:** Portfolio Submission and Admission and Enrolment form.

Portfolio Content

- Compile your portfolio as a hi-res multi-page PDF. Include links to any video content (i.e., animation).
- Include three project examples that demonstrate a variety of subject matter, media, and creative approaches. Examples may include painting, drawing, illustration, concept art, sculpture, graphic design, photography, moving image, 3D modelling.
- Provide both finished artwork and the creative and working processes behind them.

Short Description of the Work

For each project, include:

- The project goals and objectives.
- An overview of your working process and development.
- A description of the media, tools, and techniques used.
- A reflection on what you learned through the projects and how your work developed.

If you need any help with organising your portfolio or have any questions about the criteria, feel free to ask.

Contact information

Email: design@ara.ac.nz for more details or specific questions about the application process.