

Honours Bachelor of Animation

Bachelor's Degree Program

Program Code: **PBAAA**

Trafalgar Road Campus

Please note: This is a sample Additional Admission Requirements information sheet for reference purposes only. A full copy of the Additional Admission Requirements sheet will only be made available to applicants to **Honours Bachelor of Animation**.

Applications to this program can close as early as February 1, 2023.

If you require this information in an accessible format, please contact: registrar@sheridancollege.ca

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Selection Process for Applicants

The Sheridan Honours Bachelor of Animation program looks for applicants who have the ability to draw people and environments from life. Applicants must be able to create and tell a story visually. In addition, applicants must design characters and use them to show an understanding of movement.

The Honours Bachelor of Animation Program does not accept any existing (plagiarized) cartoon characters in any part of the portfolio. Do not trace, copy, or rotoscope images from any secondary source (animated or live action). Any breach will result in a zero grade for the portfolio.

Academic Integrity

By submitting your Admission Requirements, you are agreeing to comply with Sheridan's Academic Integrity Policy. The Academic Integrity Policy states:

Sheridan College is committed to upholding the highest standards of academic integrity. The International Centre for Academic Integrity (ICAI) defines academic integrity as "a commitment, even in the face of adversity, to six fundamental values: honesty, trust, fairness, respect, responsibility, and courage. From these values flow principles of behavior that enable academic communities to translate ideals into action".

Applicants who are found to have falsified transcripts, cheated on admission tests, or submitted fraudulent documents or in any other way attempted to circumvent the admissions process in a manner inconsistent with the principles of academic integrity, will not be granted admission to the College. Those applicants will be ineligible for admission to any Sheridan program or course for a period of not less than 5 years, after which admission to the College will be reviewed on a case-by-case basis.

For programs where a portfolio submission is required as part of the admission process, portfolio work should represent an applicant's own ideas, writing, projects and creations. Where others have contributed, or non-original ideas have been included, applicants will give proper recognition and reference.

Additional Admission Requirements

After applying to the program, applicants will be required to submit additional admission requirements online and will receive official submission instructions. It's in your best interest to apply as soon as possible.

To move forward with the processing of your application, you are required to submit a portfolio online. The online submission system will open on November 8, 2022. The deadline for online submission is February 21, 2023, 11:00am EST. You will not be able to submit your portfolio after this date. Mailed-in portfolios will not be accepted.

Portfolio Requirements

Observational Drawings should be done traditionally. All other sections can be digital or traditional, but traditional is preferred.

1. Observational Drawing

In the Observational Drawing section, demonstrate your knowledge of gestural concerns, structure and form. Shading is not required; line is sufficient. Showing construction is acceptable.

1.1. FIGURE DRAWING

Four drawings of a human figure, clothed or nude, drawn from life. (Do not draw from photographs or books.)

- Two drawings must be of a figure sitting or standing and should prioritize form and structure. (a 5-20 minute pose)
- The other two drawings should be posed as if the figure is in motion (e.g. walking, running) and therefore should be gestural in nature (a 1-3 minute pose).

1.2. HAND DRAWING

Two freehand line drawings of a human hand performing the following action:

- The first drawing must show the hand holding or gripping a small object (example: a dice, a jack, an acorn). It can be hidden in the fist.
- The second drawing must show the hand releasing/tossing the object gently, or forcefully onto a surface.

PLEASE NOTE - NUDE MODELS:

Nude models are an essential component in every Life Drawing course within the Honours Bachelor of Animation Program.

2. Character Design and Animation

2.1. CHARACTER ROTATION

Draw an original character and rotate the design using the following views. The sizes and proportions of each view should be consistent with the other views. The poses should all turn in one direction (e.g. towards the left) and be displayed on one page.

- Front View
- $\frac{3}{4}$ Front View
- Profile View
- $\frac{3}{4}$ Back View

2.2. SHORT ANIMATION

Create a short animation of at least 24 images and no more than 48 images. Any medium is acceptable. If you are using drawings, no colour or shading is necessary; lines are enough. You can transfer this design into CG or stop motion, if that is how you want to work.

- **Animate a juice pack. The design drawing will be provided to applicants to the program. This animation can be created in a variety of ways:**
 - If you have software capable of creating animation, please use it. For example, you can use [OpenToonz](#), an open-source full-featured 2D animation creation software which allows you to draw frame by frame. (see [Appendix A](#) on page 8 for OpenToonz rendering instructions)
 - If you have software capable of creating still images, you can combine them with any free online gif maker. Otherwise, the images can be drawn on successive sheets of paper and either scanned or photographed, then combined. If you are scanning or photographing, please take care to do it from a consistent position in order to prevent unnecessary shifting of the final images.
 - You can also flip the drawings while shooting them in real time with your phone.

*Note: If you have previously created animation that is longer than 48 images, feel free to submit it as part of the [personal artwork](#) component.

3. Storyboarding

3.1. STORYBOARDING

Using the character that will be provided to applicants, in four panels, tell a simple visual story based upon the premise: “BETTER SAFE THAN SORRY”

- Your story should be told visually with a clear beginning, middle and end. Please stage the intended action clearly. Dialogue is optional.
- Your submission should:
 - Be drawn with black lines using the enclosed four-panel, widescreen storyboard template. You can draw on the panels traditionally (pen or pencil) or digitally.
 - Demonstrate effective storytelling poses and facial expressions.
 - Ensure consistency with the provided character model sheet (“on model”).
 - Include a variety of shots (long shot, medium shot, close-up shot).
 - **NOTE:** If necessary, text (action description and/or dialogue) should be printed clearly in the space provided below each panel of the storyboard.
- You may create the drawings larger and then reduce them to fit into the storyboard template.

4. Perspective Line Drawings

4.1. PERSPECTIVE LINE DRAWINGS

Create two drawings of an environment, either from your imagination or observed from real life. Do not draw the same place twice. You can draw these environments using either a cartoony or realistic style with an emphasis on good perspective, composition, and design. The subject matter can be fantastical or based on a real place.

- The first drawing is of an interior environment. Use this design to demonstrate your ability to draw built environments in linear perspective with appropriate proportions.
- The second drawing is of an exterior landscape. Include a mixture of natural elements such as trees, rocks, or rivers to demonstrate your ability to draw natural environments in perspective. It is ok to include some human-made objects such as a building, a road, or a bridge.

Both drawings are widescreen images that are meant to set the stage for your scene. Include one or more characters interacting with your environment. Shading is optional, and it is ok to show your process by leaving in elements of the rough construction drawing, or by submitting thumbnail sketches or earlier drafts of the design.

5. Personal Artwork

5.1. PERSONAL ARTWORK

Five to seven pieces of your personal artwork.

- These submissions should include a variety of works that best demonstrate the range of your artistic abilities and sensibility. For example, sketchbooks, paintings, caricatures, animations, cartoons, etc. Do not include school assignments. Show us the work you create for yourself, not for teachers. Do not include more than one life drawing.
- If you have three-dimensional art (sculpture, etc.) you may photograph the work and submit it as an example of personal artwork. Three-dimensional work is optional.
- If you have created work that moves (animation or live action) please include a description of your contribution within the submission (add a title card to the video/image describing your role). If you are the sole creator, you do not need to further document your contribution.
 - Each moving work counts as one personal artwork. Moving work is optional.
- Submissions from a sketchbook may be submitted as a PDF file and count as a single piece. Sketchbook submissions are optional.
- You may also use pages of your comic book or graphic novel. This material is also optional.

If you wish to see sample portfolios of successful applicants, though the portfolio requirements change each year, please visit <https://baanimationstudents.sheridancollege.ca> for a look at first year work.

We look forward to seeing your creativity and originality.

Additional Information

- Classes for the Fall term begin **Tuesday, September 5, 2023**.
- Candidates to the program will be selected based on their academic achievement (in progress or completed) and the results of their portfolio evaluation. Applicants will receive a score sheet (based on the required portfolio components) indicating the results of their portfolio evaluation – a sample copy is enclosed and should be reviewed in conjunction with the enclosed evaluation rubric.
- Notification of admissions decisions are made through email and the applicant portal. Decisions are not released over the phone.
- As this is a high-demand program, it is suggested that you apply to additional programs (e.g. Art Fundamentals) in the event that your score is not high enough to gain admission to the program.
- Sheridan's Honours Bachelor of Animation program has computer systems and software for students to use. A home computer and a drawing tablet would also be beneficial when working on homework.
 - A recommended computer system would be a machine that can run the Adobe Creative Suite (specifically [Adobe After Effects](#) and Toonboom Harmony). If the budget allows, a machine that runs [Autodesk Maya](#) would be ideal.
 - A recommended tablet would be a Wacom Intuos. If the budget allows, a Wacom Cintiq is ideal.
- If you require assistance regarding this document, please call 905-845-9430 and select option 4 to speak with an Information Specialist in our Contact Centre.

PLEASE NOTE:

THE DEADLINE FOR ONLINE SUBMISSION IS FEBRUARY 21, 2023 (11:00 AM EASTERN STANDARD TIME). YOU WILL NOT BE ABLE TO SUBMIT YOUR MATERIAL AFTER THIS DATE. MAILED-IN PORTFOLIOS WILL NOT BE ACCEPTED.

Appendix A. OpenToonz: How to render an AVI file for submission

1. After you finish animating, save your project (“File” > “Save Scene”).
2. Then render your AVI:
 - a. Click “Render” at the top.
 - b. Click “Output Settings” in the drop down.
 - c. Under “File” > “File Settings” > “Save in”, set it to your desktop location.
 - d. Under “File” > “File Settings” > “Name”, type the name of your video file.
 - e. Beside that, set the type to AVI (see image below).
 - f. Click “Render” at the bottom.
3. The file will be located on your desktop.

