

HONOURS BACHELOR OF ANIMATION

Bachelor's Degree Program
Trafalgar Road Campus

Program Code: PBAAA

IMPORTANT

The following is for information purposes only and serves to inform applicants of the possible components to be included in a portfolio submission. Portfolio requirements are subject to change from year to year. Do not submit any portfolio materials unless specifically instructed to do so, after applying to the program. Once you have applied to this program, specific portfolio instructions and submission details will be provided to you in your Sheridan Student Account.

Selection Process for Applicants

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).

Applicants selected for the program will be notified by mail and their Sheridan email account. Decisions will not be released over the phone. Classes for the fall term begin on Tuesday, September 8, 2020.

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.

Instructions for Applicants

After applying to the program, applicants will be required to submit a portfolio online and will receive submission instructions. Mailed-in portfolios will not be accepted.

Portfolio Requirements

I. OBSERVATIONAL DRAWING

In the Observational Drawing section, we are interested in you demonstrating knowledge of gestural concerns, structure and form. Shading is not required; line is sufficient. Showing construction is acceptable.

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).

2. Hand Drawing: Two freehand line drawings of a human hand performing the following action:

The first drawing must show the hand anticipating the action-preparing to grasp a door handle.

The second drawing must show the hand carrying out the action – grasping the door handle.

PLEASE NOTE: NUDE MODELS:
Nude models are an essential component in every Life Drawing course within the Honours Bachelor of Animation Program.

II. CHARACTER DESIGN AND ANIMATION

3. 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).

- front view
- 3/4 front view
- profile view
- 3/4 back view

4. 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 an empty juice pack and straw. 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. Output of an animation file can be .mpg, .mp4 or Quicktime.

If you have software capable of creating still images, you can combine them with a free online gif maker such as <http://gifmaker.me/> or <http://gifcreator.me/>

If you do not have software available, the images can be drawn on successive sheets of paper and either scanned or photographed. These images can be combined with the free gif makers above. 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.

*If you have previously created animation that is longer than 48 images, feel free to submit it as part of the personal artwork component.

III. STORYBOARDING

5. Storyboarding – Using this year’s character, in four panels, tell a simple visual story based upon the premise: “YOU CAN’T JUDGE A BOOK BY ITS COVER”. The character will be provided to applicants.

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 four-panel, widescreen storyboard template, provided to applicants. 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 backgrounds that demonstrate an understanding of perspective.
- 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.

IV. LAYOUT

- 6. Perspective Line Drawings** –Create two line drawings, real or imagined/fantasy, stylized or realistic/observational. One drawing is a linear perspective (example: an interior room of a house or office space or a city scape. The other is an aerial perspective (example: a natural landscape that could include trees, rocks and mountains). Both drawings should be widescreen images (similar panel shape as the storyboard assignment). In both drawings you must include at least one character (more if desired).

Shading is not required but it is allowed. Line is sufficient. It is acceptable to show construction lines (meaning the rough drawing, separate or as part of your cleaned up image).

V. OTHER – PERSONAL ARTWORK

- 7. Personal Artwork** – Five 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 to the project in the accompanying text field.

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 <http://sheridananimation.blogspot.ca> for a look at first year work.

We look forward to seeing your creativity and originality.