Character Animation Portfolio Application

The Character Animation (CA) specialization is designed to prepare students for careers as animators, modelers, riggers, or texture artists in the film or computer game industries. An art background is desirable, and students are required to take several art courses. The BFA-Emerging Media track in Character Animation is a two-year cohort of studies. Acceptance into this track requires a portfolio review, writing a creative story, answering several essay questions, a letter of recommendation, following the directions of this application, and completion of the requirements and prerequisites of the general SVAD Emerging Media track curriculum. Character Animation is a portfolio-restrictive track; students' artistic and academic ability, attitude and applied knowledge will be evaluated before entering this specialization. Students that are accepted, spend two years at the UCF Center for Emerging Media facility in downtown Orlando. Character Animation is a full-time commitment; students must complete their general education coursework on the main campus before entering this specialized track.

Application Instructions

Submit your Character Animation Portfolio Application and digital portfolio to:

SVAD Advising Front Desk, Nicholson School of Communication – room 121

Or mail to:

School of Visual Arts & Design
Attn: Character Animation Portfolio
PO Box 161342
Orlando, FL 32816-1342

Important Dates

Portfolio Application Submission Dates: February 5 – 19, 2016
• All application materials and portfolios must be received by February 19th, 2015 at 5:00pm
• Fall Open House: October 19, 2015
• Spring Open House: January 25, 2016 6-9pm
  (at UCF’s Center for Emerging Media, 500 Bentley Street, Orlando, FL 32801)
• Applicants will be notified via email of acceptance or non-acceptance by March 11, 2016. (Students who are accepted to the Character Animation track will begin taking CA courses in Fall 2016.)

Your application should be turned in on ONE USB containing digital portfolio images and all possible digital documents scanned and saved as .pdf, and ALL .pdf documents printed (except the portfolio).

Writing Skills:
• One completed application form below (including Essay Question Answers, & Short Story) printed and saved on USB as a .pdf
• One cover letter, expressing why you are interested in the Character Animation Specialization, printed and saved on USB as a .pdf

Academics:
• One Letter of Recommendation from a current or former employer OR college or university faculty member. (this can be emailed to cheryl.cabrera@ucf.edu or printed, signed, and enclosed in an envelope in the application materials)
• One copy of the student's transcript or audit (may be unofficial from MyUCF) ONLY printed is necessary. (If UCF audit please click "What if" for Character Animation specialization or for Visual Language track before printing.)
Portfolio:
• One Inventory Sheet printed and saved on USB as a .pdf:
  • Your name and contact information
  • Numbered pieces with title, year made, if for a class/what class, if collaborative - what your part was (what did you do?), media used, software used if applicable
• One Portfolio:
  Portfolio Submission Procedures and Guidelines:
  • Submit ONLY 10-15 total pieces in any applicable media that reflects your skill, creativity, and artistry and reflect the Evaluation section BELOW. Acceptable media include, but are not limited to, video, digital art, performance, animation tests, musical scores, and traditional art formats like sculpture and photography.
    o 2D Design, 3D Design, Sculpture, or Building Arts (5+ pieces)
    o Observational Drawing (4+ pieces)
    o Time-based Media (1+pieces)
  • All pieces will be named as LastName_Piece1, LastName_Piece2
  • Do not use spaces in names, use underscores instead
  • All Submissions must be made as stand-alone files in a digital format on a usb flash drive
  • Submissions must be MAC compatible (remember to test your files)
  • Image files must be 1000 x 1000 pixel resolution minimum
  • Image files cannot be larger than 2000 x 2000 pixel resolution
  • Images should be saved as Maximum quality .jpeg
  • All images must be properly oriented
  • QuickTime .mov files will be accepted for Time-based media.
  • Quicktimes should be no smaller than 640 X 480 or larger than 1280 X 720.
  • Music must be in .wav or .aiff format.
  • Any video or musical pieces should not exceed 3 minutes in length.
  • No unfinished works
  • Collaborative and group work is acceptable. Work made as a member of a team may be submitted if it is clearly indicated and the student must list exactly his/her contribution to that particular piece on the inventory sheet.
  • No links to websites - everything must be stand alone (website designs can be screen captured and submitted as an image as an example of 2D Design)
  • Your portfolio will not be returned to you

Acceptance
Incomplete or late applications will be rejected. Incomplete applications include, but are not limited to, applications missing audits or transcripts, portfolios submitted incorrectly, or missing a letter of recommendation, a creative story, cover letter or and application essays.

Evaluation
This specialization is for students specifically interested in a fast-paced and competitive career in Computer Animation. Specifically, they must be willing to work as a member of a team in an intense production oriented environment and be able to communicate their ideas and thoughts clearly. They must be problem solvers who are self-motivated and love to learn.

1. 30% Writing Skills: Writing skills are exceptionally important to the success of this program. Students will be evaluated on their ability to write both creatively and professionally from three aspects of the application:
   1) Cover letter expressing why you are interested in the Character Animation Specialization.
   2) Written answers to the essay questions on the application.
   3) Creative story that must be written to specifications as stated on the application.
2. **30% Academics:** A review of each applicant's transcript or audit will be done as an indicator of potential to succeed in the intense course of study found in the upper division of the Character Animation specialization. The following four criteria must be met:

1) A 3.0 GPA in the major is required for acceptance.
2) Students must have completed or be enrolled in all prerequisites at the time of application. (Please save any electives for your senior year courses. Foreign language requirements do not need to be completed prior to enrollment in Character Animation)
   - A current transcript or a “what if” audit must be submitted with the application. An audit review will determine whether or not the student will have met the required prerequisite courses.
   - Acceptance is conditional until all criteria are met.
   - It is highly recommended that applicants contact SVAD advising prior to application to ensure that all course requirements have been met.
3) Applicants will also be evaluated in terms of how well the directions are followed in their application.
4) In addition, one letter of recommendation is required from a current or former employer or college or university faculty member.

3. **40% Character Animation Portfolio Review:** Student portfolios are submitted and evaluated as part of the review to enter the Character Animation specialization in Art BFA-Emerging Media. The review committee looks for professionalism, artistic skills, creativity, and presentation. We are especially interested in seeing life drawings, perspective drawings of environments, and observational drawings. A strong portfolio includes foundation and graphic skills, effective use of 2-D & 3-D form and composition, and additive and subtractive color theory. In addition, portfolios should demonstrate an aesthetic awareness and effective use of medium and tools.

Original artwork will not be accepted. Applicants should scan or digitally photograph their work with a minimum width screen resolution of 1000ppi and maximum width screen resolution of 2000ppi (height should remain proportional to width.) Video submissions should be playable on QuickTime Player. The following four categories of artistic examples should be represented in your portfolio of 10-15 pieces:

1) 2D Design, 3D Design, Sculpture, or Building Arts (5 pieces minimum): Traditional or digital visual art or design pieces may be executed in any medium, in black and white or color, and may include, but are not limited to the following media: non-observational drawing, illustration, painting, graphic design, printmaking, collage, or photography, ceramics, sculpture, furniture, jewelry, fashion, fiber art, CG modeling, or CAD drawings. Portfolio pieces should represent classroom assignments as well as independent projects and should be completed, not works-in-progress or sketches.
2) Observational Drawing (4 pieces minimum): Traditional. Portfolios should include drawings from life: figure drawings, gesture drawings, still life, landscapes, as well as interior and exterior drawings of buildings. Portfolios should exhibit ability to draw, and attention to detail. Drawings from observation of real life and not from photographs are required.
3) Time-based Media (1 piece minimum): A strong time-based portfolio piece includes an awareness of composition, effective storytelling and technical skills. Attention to camera angles, sound, or editing is favorably considered. This piece can be visual, audio, or both. Length should be less than 3 minutes per piece.

Any copyrighted images or music should be properly cited on the enclosed inventory sheet.
Character Animation Application Form

Applicant Information:
Last Name: _____________________ First Name: _____________________

PID____________________________ NID____________________________ Phone Number: (_____)_____________

Knights email Address: __________________________________________@knights.ucf.edu

Current Major: _____________________________________
Current Minor: _____________________________________

Note: You must include a knights email address! Failure to provide and monitor your knights email address could prevent you from acceptance into the Character Animation specialization.

Academics:
To be considered for entry to the Character Animation Division all applicants must have successfully passed (or be in the process of completing) all freshman and sophomore requirements for a B.F.A. in the Emerging Media: Character Animation specialization (if in catalog year 2010-2011 or later) or all requirements for a B.A. Visual Language track in the School of Visual Art and Design. You must complete all prerequisites prior to the Fall 2016 term. Prerequisites may vary depending on your catalog year.

Please consult with your catalog year and SVAD Advising to determine if you meet the appropriate prerequisites. Please save any electives for your senior year courses.

Character Animation Portfolio Review:
- Please include a Character Animation Portfolio. (See the requirements for the Portfolio above)

Writing Skills:
Cover Letter:
- Please include a brief single page cover letter with your application expressing why you are interested in acceptance
Essay Questions:

- Please also answer the following questions using three to five sentences each:
  - Given your past interactions at work, school or on a team, briefly describe a specific conflict with another person and how you came to a resolution.

- As stated on the application, this is a very intense program. Describe a stressful situation you have experienced and what methods you have used to handle your stress.

- A major component of our academic program includes research. You have been assigned to obtain information in order to acquire or build a miniature model of a trebuchet used in the Middle Ages and bring it to class to be used as reference in concept drawings. In addition to eBay, name five research sources you would utilize to obtain the actual item?
Creative Story Assignment

Please include your Personal short story based on the following:

Write a 300 to 500 word short story (your own work) referencing the information outlined below. This short story should be typed, double-spaced, in 12pt Arial Font and attached to your application form.

Personal Short Story Assignment

Listed below you will see three lists of story elements: You are to write your 300 to 500 word short story containing one of the following characters, one of the following props and one, and only one, of the following environments. You may add one, and only one, additional character from the list or of your own design. Note: we have given you inanimate objects as characters. We will be looking at your creativity for bringing these objects to life. You may use additional props from the list or of your own design.

Characters:
Walter, the wall-mount rotary telephone
Carol, the eight track tape cartridge
Alex, the whistling tea-pot
Val, the canister vacuum cleaner

Props:
Bottle of balsamic vinegar
Toilet plunger
Extension cord
Refrigerator magnet
Hotel front desk bell

Environments:
Pup tent
Elevator
Tunnel of Love
Sailboat
Football Stadium

We will be looking at your story structure, creativity, and ability to follow directions. The story must have a beginning, middle, and an end. Keep it simple, visual, and fun. The character, prop, and environment you choose from the list should be crucial elements of the story. Remember, you only have 300 to 500 words.

1. A character or characters
2. in a situation
3. with a problem or a goal
4. makes two to three attempts to solve the problem or achieve the goal but
5. does not succeed and usually makes the problem worse.
6. A final attempt occurs at the climax of the story, and the main character or characters either succeed by either achieving the goal / solving the problem OR absolutely fails. (Victory or Death)
7. The denouement. (Affirmation) The result of the final attempt is confirmed as final.