

Game-Art 3-Year Ontario College Advanced Diploma

Profile and portfolio requirements

In addition to the [academic admission requirements](#) for the Game-Art program you are required to submit a Personal Profile and a Portfolio of Artwork.

Your Personal Portfolio and Portfolio of Artwork should be submitted by the February 1st, 2020 Equal Consideration Deadline.

We will continue to accept and review submissions beyond February 1st subject to seat availability.

Questions?

Questions about the portfolio requirements and the Game-Art program should be directed to the Game-Art Program Coordinator, john.goodwin@durhamcollege.ca.

For questions about your application or the admissions process please contact the Admissions office, admissions@durhamcollege.ca.



Game-Art – Additional Applicant Requirements

HOW TO SUBMIT YOUR PORTFOLIO & PROFILE

Ensure that your work is clearly labelled with your first and last name and student number beginning with 100.

BY EMAIL

To: john.goodwin@durhamcollege.ca

Submission subject line must read: Game-Art Portfolio,
student # (starting with 100)

Acceptable formats

- Total email size must be 10 mb or less
- PDF document
- Word document
- Link to a webpage
- Link to share cloud storage (Google Drive, OneDrive, Dropbox)
- Scans in JPEG format

In accordance with Section 39(2) of the *Freedom of Information and Protection of Privacy Act, R.S.O. 1990, c. F.31*, this is to advise you that the personal information on this form is collected under the legal authority of the *Ontario Colleges of Applied Arts and Technology Act, 2002* and may be used and/or disclosed for administrative, statistical and/or research purposes of the College and/or the ministries and agencies of the Government of Ontario and the Government of Canada, including but not limited to, tabulating and reporting data on Key Performance Indicators (graduation rate, graduate employment, graduate satisfaction and employer satisfaction).

If you have any questions about the collection, use and disclosure of your personal information by the College, please contact the Freedom of Information Coordinator, Director, Human Rights and Benefits, 2000 Simcoe Street North, Oshawa, ON L1H 7K4, 905.721.2000, extension 2223.

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|--|---|-----------------|-------------------------|--|
| PROGRAM: | | Game-Art | | |
| SECTION 1: PERSONAL PROFILE (TO BE COMPLETED BY THE APPLICANT ONLY) | | | | |
| 1 | NAME | | Applicant Number | 1 0 0 _ _ _ _ _ |
| 2 | Education: When did / will you graduate from high school? | | | |
| | School | | | |
| | Year | | | |
| 3 | Have you been enrolled in a post-secondary school program? Provide details | | | |
| | Institution | Date From | Date To | Type of Course (field, length) |
| | | | | |
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| 4 | Arts Classes (drama, fine art, film, music, creative writing, etc) or Extracurricular Activities | | | |
| | Include classes from school (high school, post-secondary, etc) and outside of school (summer camps, evening/weekend, continuing studies, etc) | | | |
| | Course / Activity | Date From | Date To | Institution / Organization |
| | | | | Description, likes and dislikes regarding the experiences. |
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| 5 | How much experience do you have working with computers? Describe, in point form, how much time you spend on the computer, which software you use, and the kinds of things that you like to do with it. | | | |
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|----------|--|-----------|---------|-------------|---|
| 6 | Work Experience | | | | |
| | Employer | Date From | Date To | Position(s) | Duties, likes and dislikes regarding the experiences. |
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| 7 | Inspiration | | | | |
| | <p>What job role(s) in the game industry currently interest you and why. List two studios currently looking to fill this position. It should be approximately 150-250 words.</p> | | | | |
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SECTION 2: PORTFOLIO OF ARTWORK

8 Guidelines

- ◆ Your portfolio should show your current level of proficiency in drawing and visual arts.
- ◆ **All submissions must be your own work.** Any submission that contains plagiarized work, copied either manually or electronically, will be disqualified and you will be refused consideration.
- ◆ Do not include works of pre-existing characters, such as video game, comic book, cartoon, anime or manga characters.
- ◆ Any submission that contains inappropriate or offensive content will be refused consideration.
- ◆ Ensure that your name and applicant number are on your portfolio cover and each of the pieces, and each piece is labelled.

9 The Art Work

- ◆ Your portfolio should include **six (6)** digital copies of **your best work**.
- ◆ **Please include the following pieces:**

Dinner for Two (this is intentionally open for interpretation).

You may use digital or traditional mediums to develop your piece, rendering in colour or tonal contrast. No line art only please. Points will be awarded for creativity, visual narrative (how well does the image tell a story without words), attention to detail, technical artistry (ex. perspective, control of medium), and composition.

Please hand draw each of the following; (Please do not trace)

- a) An observational/real-life drawing of an **organic shape**, like a human hand, a person, an animal, or a plant.
- b) An observational/real-life perspective drawing of an **interior of a building** (such as a kitchen, classroom, washroom, etc.) OR an **exterior view of a building**, (such as a specific building, court yard or streetscape).

Please submit one (1) digital art work;

- d) Create your digital art using any software (Photoshop, Flash, Blender, or other art software).

Please submit two (2) supplemental art pieces;

- f) These can be from **any** medium that exemplifies the work you love to do, digital or traditional. Please mark as 'Supplemental'.