"This portfolio represents my experience, my interests, and my skill level. This is who I am right now as an artist and designer."

Don't let your lack of experience keep you from applying for Game Art & Design/Visual Effects. Just send us what you CAN do, and let us take care of the rest.

What is the typical applicant for Game Art & Design/Visual Effects?

Some of our applicants are directly out of secondary school, some from VECs, some have FETAC/QQI awards, some are mature, some are self-taught, some are just changing careers. In summary, individuals with wide range of backgrounds and skill levels apply for the Game Art & Design/Visual Effects programmes at LIT Clonmel.

What should my portfolio comprise of?

Your portfolio should comprise of 15 to 20 examples of your best art and/or design work. Any physical medium can be included (e.g. paper drawings, clay models, photographs, etc) as well as digital work produced from any software tools (e.g. SolidWorks, Blender, Maya, MonkeyJam, Scratch, etc). Ideally we would like to see some diversity including drawings, 3D models, game designs, animations, etc. However, experience with animation or modeling is **not** required nor is it necessary for you to have taken Art or DCG for the Leaving Certificate.

So what are the type of tools I should use to create my portfolio?

It really depends on what you are comfortable with. You may wish to use pens, pencils, paints and paper (or other traditional art tools) to do some drawings or to design a level for a game. On the other hand you may use digital applications to produce the portfolio elements, for example, you may be comfortable creating a simple game in Scratch or a model in SolidWorks. Ultimately, whatever tools allow your to express your aptitude for Game Art & Design/Visual Effects is appropriate.

I have a traditional art portfolio, can I use that?

Absolutely. Maybe you have a traditional art portfolio that you put together during an art portfolio course or while studying Art for the Leaving Certificate, if so you can use this.

I am studying Design and Communication Graphics (DCG) for the Leaving Certificate. Would this be beneficial for Game Art & Design/Visual Effects?

While DCG is **not** required for the Game Art & Design/Visual Effects Programmes, there are a number of aspects of the DCG syllabus that could be beneficial. For example, working with a 3D application (Solidworks) and having a familiarity with 3D space is useful. The Freehand Drawing aspects of the DCG syllabus are also helpful for Game Art & Design/Visual Effects. If you have studied DCG you may want to consider putting some of this work into your portfolio.

What if I don't have any drawings or traditional art to show?

Drawing is a skill that some of us have a natural talent for, but all of us need to practice at it. Luckily, it's not something you need a computer or software to create. All you need is a sketchbook, a pencil, and some effort and imagination. Drawing is the most basic skill needed for Game

Art/Visual Effects , so if you don't have a drawing portfolio, spend a few weeks filling a sketchbook with drawings done from life. Draw portraits of your friends, sketch people in the street, draw a still life or landscape, do studies of your hands & feet. Ask other artists for advice and pick up some instructional books. It's recommended to draw by looking at 3D objects as opposed to copying another 2D image, because it trains your eye to draw what you see, taking into account structure, light & shadow, and perspective. Send us the best examples from your sketchbook.

If you don't have drawing but do have other kinds of art, send us what you DO have! (maybe include these on a CD or a USB drive). We're basically looking for **potential**.

If I've done a little bit of modelling, animation or game design, can I include that in my portfolio too?

Absolutely. We want to see anything that demonstrates an aptitude and interest in Game Art & Design/Visual Effects

Is there anything I should NOT include in my portfolio?

The only things we would prefer not to see would be obvious copies of popular cartoon, comic book or game characters, or any offensive subject matter. We want to see your ideas, artwork and characters for games, not someone elses.

What format should my portfolio be in?

Your portfolio can include between 15 and 20 examples of your best work and no more than three notebooks. You can choose to either present us with a physical copy of your portfolio or submit a digital copy of your portfolio online.

In a physical portfolio your notebooks can take any form or size, we don't mind, and should contain ideas, 'doodles', sketches, stories, cutouts, etc. The 15 to 20 portfolio pieces are generally mounted on A2 or A3 sheets and each piece must be clearly labeled.

If you choose to submit a digital version of your portfolio then you should take a video of each of your notebooks. This 'notebook video' is simply a video (you could use your mobile phone to take it) of you turning the pages of your notebook so that we can see them. The 15 to 20 portfolio pieces can be either digital images and/or videos. For example, you might decide to include an image of a model you made or a video (of the computer screen) of a game you made in Scratch.

You may find it useful to attend one of our Portfolio Preparation Workshop Days.

If I can't make it to Clonmel in person for the portfolio reviews, can I submit my portfolio online?

Firstly you do **not** need to be physically present for the portfolio reviews. It is possible for a parent/guardian to deliver your portfolio to Clonmel for review or you can have your portfolio sent by courier and arrange to have it collected later that day. You can also submit your portfolio online. More more details, please go to www.lit.ie/onlineportfolio

When do I have to present my portfolio?

Everyone who applies to the course through the CAO will be written to with details (date and time)

of when you must present your portfolio. The letter will also contain information of how to submit your portfolio online if you wish to do it that way.

What are my chances of being accepted onto the Game Art & Design/Visual Effects programmes?

Being accepted ultimately depends on the overall points you receive from your leaving certificate or FETAC/QQI qualification combined with those you receive for your portfolio submission.

Keep in mind that it's not just the portfolio assets we look at, but also a portfolio assignment. If you have limited experience in art, but can show us a strong interest in areas related to Game Art & Design or Visual Effects, you may still have a chance of being accepted.