



**Middlesex  
University  
London**



# BA (Hons) Animation

## Portfolio Guidance

**We welcome applicants with a wide range of interests, good communication skills and interesting, original ideas. It goes without saying that applicants should have a broad knowledge of contemporary and historical animation practice, but in addition we like students to have a passion for all forms of visual and performing art including painting, sculpture, cinema, photography, theatre, music and dance. An interest in complementary subjects such as history, philosophy and psychology, politics, current affairs and even sport are also encouraged.**

Animation is not just about making things move, it is about storytelling so having an interest in all forms of literature including comics and graphic novels is also very important

Your portfolio should above all, demonstrate originality, imagination and drawing ability. Please include as many sketchbooks, life drawings and observational drawings as possible.

Examples of animation should be uploaded as unlisted content to a video hosting website such as YouTube or Vimeo. Feel free to include photos of any 3D models and puppets as part of your portfolio in PDF format. Please provide the video links in a separate MS Word document.

We also want to see examples of character and background design, and we are very interested to see visual and contextual research, conceptual and narrative work as well as any sound design and music you might have produced.

You should have a clear and interesting reason why you have chosen animation as your specialist subject area and why you have specifically chosen BA Animation at Middlesex University. What is special about BA Animation at Middlesex that made you want to apply?

**How does it stand out from other courses you have looked at?**

### **Your Portfolio should contain:**

- Life drawing and observational drawing
- Original concept and character designs
- Sketchbooks packed with fresh ideas, drawing and narratives
- Some short animations (not essential)
- Evidence of ability to use digital technology (photoshop, etc.)
- 3D Models - digital or non-digital - (not essential)
- Storyboards, comics or any sequential imagery with a visual narrative.

### **Successful applicants should be:**

- Enthusiastic and open minded
- Full of drive and ambition
- Willing to work long hours
- Communicative and reasonably articulate (in both verbal and written forms)
- Interested in film, art, literature and all forms of culture

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**Web Link:** [mdx.ac.uk/courses/undergraduate/3d-animation-for-games-and-film-ba-honours](http://mdx.ac.uk/courses/undergraduate/3d-animation-for-games-and-film-ba-honours)