LSAD Clonmel

www.lit.ie/Campus/Clonmel/

Digital Animation Production
www.lit.ie/Courses/LC518
www.facebook.com/animation.lit

Game Art and Design
www.lit.ie/Courses/LC502
www.facebook.com/gameartdesign.lit
Application for Digital Animation Production

Application information on the LIT site for Digital Animation Production includes course details, frequently asked questions and contact details.

www.lit.ie/Courses/LC518
Application for Game Art and Design

Application information on the LIT site for Game Art and Design includes course details, frequently asked questions and contact details.

www.lit.ie/Courses/LC502
We are looking for Applicants who display

Skills
Individuality
Creativity
Knowledge
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Knowledge
This assessment is to determine your artistic/creative suitability and will consist of a review of your portfolio and a written assignment which helps to determine your comprehension and interest in either the Animation or Game Design Disciplines.

The portfolio will be scored out of 600 with a minimum score of 240 required.
Portfolio Assessment

Only those who are successful at this stage will be considered for places. As the number of applicants who are successful after the Portfolio Assessment is normally greater than the number of places available, the system of final selection is done on the basis of points.

The portfolio score will be added to the Leaving Certificate score to rank you for entry.
## Portfolio Assessment Form Categories

<table>
<thead>
<tr>
<th>Category</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Commitment</strong></td>
<td>The level of involvement as indicated by the complexity and ambition of works. Evidence of self-initiated work, displaying motivational skills.</td>
</tr>
<tr>
<td><strong>Creativity</strong></td>
<td>The ability use gathered information in an interesting and creative way. The inventive use of materials and interesting methods of presentation.</td>
</tr>
<tr>
<td><strong>Competence</strong></td>
<td>Evidence of handling skills and competence in the use of various materials and processes.</td>
</tr>
<tr>
<td><strong>Efficiency</strong></td>
<td>The organisation, selection and discerning use of materials and processes.</td>
</tr>
<tr>
<td><strong>Investigation</strong></td>
<td>The level of enquiry into source material, and the development of ideas from this enquiry.</td>
</tr>
<tr>
<td><strong>Comprehension</strong></td>
<td>The ability to communicate ideas and justification for decisions made as evidenced in the Portfolio Assignment.</td>
</tr>
</tbody>
</table>

**Total**
Portfolio Guidelines

Make it exciting:
Make your portfolio reflect how enthusiastic you are about studying Animation or Games

Choose only your best work;
Work that expresses your skills, your abilities, your interests, your personality
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Portfolio Guidelines

Present Carefully:
You don’t have to spend lots of money on expensive presentation boards, mounts and portfolio sleeves, but all work will look better if it is carefully presented.
Portfolio Guidelines

Present Carefully:
Take time to organise your portfolio into a neat, tidy and well presented representation of your work. Order your work logically, for example you can do this chronologically, by theme or by medium.
Portfolio Guidelines

Be selective:
Don’t put everything in. Only a maximum of 15 sheets will be looked at.

These sheets may, however, contain more than one image, drawing or photograph of 3D work.
Portfolio Guidelines

Sketchbooks:
Please include a maximum of three sketchbooks.

These should contain evidence of your interest in the creation of characters, worlds and story ideas for Animation or Games.
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Please include a maximum of three sketchbooks.

These should contain evidence of your interest in the creation of characters, worlds and story ideas for Animation or Games.
Don’t forget unfinished work or work in progress. If relevant, these can be worth including at the back of the portfolio.

It’s a good idea to attach sketches or plans to the finished work (with a paper clip) to show these are part of the same work.
Portfolio Guidelines

Don’t leave out large work or 3D work. Just include a good quality photographic print of it.
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Don’t leave out large work or 3D work. Just include a good quality photographic print of it.
Label everything:
Make sure your name is on the front of your closed portfolio, and neatly label all the work inside, on the reverse side, with titles, where relevant, and approximate dates of completion.
Portfolio Guidelines

Your Assignment:
Be sure to include your portfolio assignment.

This forms part of your portfolio assessment and must be included in your portfolio.
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Your Assignment:
Be sure to include your portfolio assignment.

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1. Please name a contemporary studio/artist that you consider to be of global importance. Include an image (a good quality photocopy) of a work by this studio/artist and in no more than 150 words explain why you think this work is significant.

2. Indicate what you consider to be, the strongest piece of work contained in your portfolio. (Clearly identify the portfolio piece in question) In no more than 150 words explain why you have chosen this work.

3. In no more than 150 words state why you want to study your chosen course in LIT Clonmel and what qualities you will bring to the programme.
Indicative Portfolio will include –

- Life Drawing – Contour, Gesture, Portraits
- Character Designs – Sketches, Full Colour, Turnarounds
- Sample 2D/3D Animation
- Background Art – layouts and Perspective Drawing
- Storyboards
- Observational Studies - Still Life, Location drawing
- Colour Studies
- Photographs and videos of traditional art media such as sculptures, paintings and prints
- Sketchbooks
Indicative Portfolio will include –

- Digital 2D and 3D characters and Models
- Digital Generated Imagery
- Sample 2D/3D Animation
- Sample Digital Games
- Storyboards
- Level Designs - Paper Mock Ups
- Photographs and videos of traditional art media such as sculptures, paintings and prints
- Sketchbooks
Indicative Portfolio

Character Designs – Sketches, Full Colour, Turnarounds
Indicative Portfolio

Character Designs – Sketches, Full Colour, Turnarounds
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Character Designs – Sketches, Full Colour, Turnarounds
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Digital Generated Imagery
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Digital 2D and 3D characters and Models
Indicative Portfolio

Sample 2D/3D Animation
Indicative Portfolio

Storyboards
Indicative Portfolio

Background Art – layouts and Perspective Drawing
Indicative Portfolio

Observational Studies  - Still Life, Location drawing
Indicative Portfolio

Observational Studies - Still Life, Location drawing
Indicative Portfolio

Comic Strips
Indicative Portfolio

Comic Strips
Indicative Portfolio

Level Designs - Paper Mock
Ups/Versions
Indicative Portfolio

Life Drawing – Contour, Gesture, Portraits
Indicative Portfolio

Life Drawing – Contour, Gesture, Portraits
Indicative Portfolio

Life Drawing – Motion Studies
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Thanks You