

Admission Information brochure for International Applicants to Programs requiring folios

ADMISSION PROCEDURES

Thank you for applying for entry into the Queensland College of Art. Applicants for *Bachelor of Animation*, *Bachelor of Film & Screen Media Production*, and *Bachelor of Fine Art* are required to complete the following admission and selection procedures:

- Submit an application direct to the Griffith University International Centre (GUIC)
- Submit a portfolio of the required artwork with your applications (see details specified overleaf in this brochure).

Bachelor of Film and Screen Media Production

1. Your portfolio should contain work completed within the last two years, such as:
 - Compilation of any films or videos on which you have worked (approximately 10 minutes only). Along with this compilation you may also submit A4 copies of :
 - storyboards,
 - scripts,
 - set designs,
 - short stories and still photographs.

We will be assessing your creative ability, mastery of technique, use of film language, ability to present a story or an argument.

2. *On separate sheets of A4 paper please provide the following information.* This information should be in type if possible

Describe your role in any creative works (films, videos, music theatre, writing) in which you have recently been involved. Describe a film or video project you would like to undertake whilst studying at QCA. (*Approx 100 words*) List any film societies, video groups or other organisations you belong to.

We will be assessing any practical experience or knowledge you have of the film and television world, your commitment and interest in its culture. We will look for the clarity and impact of the idea, its suitability to the medium and its originality.

Bachelor of Animation

1. Your creative work portfolio should contain your best work completed within the last two years. It may contain work such as:
 - One only VHS, CD, or DVD compilation of any 2D, Flash, 3D animation/films etc. on which you have worked (no more than 10 minutes in length). Please test your DVD on different computers.
 - Copies (A4) of original work showing the applicant's artwork, drawings (i.e. characters in different poses, composition, design) , sketchbook pages, animation, computer graphics suggesting animation, and/or any other samples that represent the applicant's aesthetic sense and capabilities. Do not send original work as it will not be returned.
2. We will be assessing your visual clarity, originality, sense of movement, acting, expression, mastery of technique, use of film language, and/or ability to present a story. Make sure your name is on ALL attachments
3. *On separate sheets of A4 paper please provide the following information.* This information should be in type if possible.

Ideas Development - write no more than two short paragraphs on an idea for an animated film you would like to make. In this, describe in approximately 200 words what your film is about. Be clear about how the film begins, how it develops and how it ends. The theme of your film should be a portrait or an anecdote about someone you know. Your description should be for a short film sequence comprising 10 –12 scenes only.

Your written response will be assessed for originality, clarity and impact of idea, and suitability to animation.

Bachelor of Games Design

Applicants are expected to submit a folio of their most recent work (within the last 2 years)

Because of the multidisciplinary nature of Game Design, we expect that applicants should present portfolios that represent either;

1. Artistic accomplishments, e.g.,
 - Compilation of any films or videos on which you have worked (edited, 2 minutes max).
 - 2D art, e.g., Character designs, storyboards, paintings, drawings or still photographs
 - 3D art, e.g., renders of any completed CG projects (with an image of the object's wireframe), textures, or images of sculpture or other objects.
 - Scripts and short stories.
2. Programming or scripting samples, preferably small self contained games in the form of
 - Working executables or
 - Flash, Processing or Director files

In addition, applicants must submit an essay (400wds max) explaining either

- 1) A flow diagram for a segment or level of a popular game. This must explain
 - a) game mechanics used
 - b) obstacles and placement for enemy and items... and
 - c) Why these were done (and where possible, where the applicant would have improved on this design)

OR

- 2) the underlying mechanics of their favourite board or card game and how they would improve on / change this for the better "

Bachelor of Fine Art

Four studio majors are available at South Bank Campus.; Interdisciplinary Sculpture, Interdisciplinary Painting, Interdisciplinary Print Media and Jewellery and Small Objects.

1. Take 12 good quality photographs or digital images of work from your portfolio that you think best display your ability. It can be two or three-dimensional work. Photographs or digital images should measure a maximum of 18cm x 12cm and should be affixed to six A4 sheets of paper (two per page). Under each photograph or digital image, please describe the piece of work, giving approximate size, media and date of completion.

We will be assessing:

- analytical and/or interpretative drawing skills i.e. your ability to draw from life, and/or your ability to express and interpret subject matter through the drawing medium
- experimentation with concepts, subject matter or materials i.e. your willingness to go beyond the standard convention of the medium, to strive for originality and innovation.
- ability to interpret, express and communicate ideas i.e. the clarity and intent of the ideas, and the aesthetic achievement.

TO LODGE APPLICATIONS

INTERNATIONAL APPLICANTS

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Queensland College of Art website:

<http://www.griffith.edu.au/qca>

International Office website:

<http://www.griffith.edu.au/international/>

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