# Portfolio Requirements for International Applicants

## What is Portfolio Admission?

A portfolio is a collection of your work. It allows us to get to know you, and is your chance to show us your skill, creativity, personality and potential. It is also a standard *'calling card'* in the screen industries. Employers and collaborators use your portfolio to discover your unique talents. So do we!

All GFS undergraduate/bachelor degrees **require** a portfolio for admission.

## What will I be required to include?

Griffith Film School portfolios are submitted through an online portal.

Your portfolio includes an analysis and creative submission, with some differences between the submission requirements for each of our degree programs.

Remember, we want to get to know you and your ideas, so be sure you present only work that is 100% your own and give credit to those whose ideas, words and images you reference.

### Analysis

For the analysis submission, you will write 300 words reflecting on a piece of content that you like. You will be assessed on your ability to follow the portfolio brief, your understanding of the medium and ability to communicate thoughts and feelings about a piece of work.

### Creation

This element is a collection of your creative work—you can submit existing creative work or make something new, or a mix of old and new. You will be assessed on your ability to clearly express an idea, your technical potential to create stories, images, audio or code, and your ability to present engaging and original ideas.

## Admission Procedures

International applicants for the Bachelor of Animation, Bachelor of Film and Screen Media Production, and Bachelor of Game Design and Production are **required** to complete the following admission and selection procedures:

- Apply for admission online (where you will be required to upload your supporting documentation **OR** via a Griffith University registered agent;
- Submit a portfolio (either as a URL linking to an online portfolio or as a PDF) with your application *(see details below, specific to each program)*.

# Submission Requirements by degree program

## Bachelor of Animation

**Analysis**

Review an animated film, television show or online video in up to 300 words. Alternatively, you can do the review in a two-minute audio or video recording. Choose work that strongly resonates with you in a positive or negative way and, to some extent, tells us something about you.

Briefly describe the work. How does it make you feel and why? What makes this a good or bad example of animation in your opinion?

In reviewing this work, you might wish to focus on the story, art direction, character design, camera work, sound design, editing, or other aspects you find particularly interesting.

**Creation**

*Part 1: 10 Pieces of You*

We want to get to know you! Share 10 pieces of your work that best demonstrate your creativity, personality, ambitions and abilities. No more, no less than 10 pieces. Some of the things you might want to include:

- Life Drawing – observational drawing of people, places, buildings and objects
- Colour work
- Creative computer work – models you've made or animation or digital paintings
- Storyboards or sequential images
- Models or three-dimensional work like sculptures
- Work in a variety of media – show us how you can be creative using different materials or media.

*Part 2: Creativity in Motion*

Please also submit one of the following:

- A one-minute showreel of any animation or visual effects work you have completed in the past; or
- A new short animation of between 20 and 40 seconds duration in any medium. Across Mac, PC, iPad or Android, you may wish to use software such as Open Toonz, Pencil 2D Animation, Procreate, Flip a Clip, Stop Motion Studio, Blender.

## Bachelor of Film and Screen Media Production

**Analysis**

Review a film, television show or online content in up to 300 words. Alternatively, you can do the review in a two-minute audio or video recording. Choose work that strongly resonates with you in a positive or negative way and, to some extent, tells us something about you.

Briefly describe the work. How does it make you feel and why? What makes this a good or bad example of screen production in your opinion?

In reviewing this work, you might wish to focus on the directing, acting, camera work, sound design, lighting, production design, editing, or other aspects you find particularly interesting.

**Creation**

Submit **ONE** of the following:

- Share three samples of your **previous creative work**. These can be creative writing (of no more than 300 words in total), video, music, sound work or samples of games (of no more than 2-minutes in length), or up to 10 photographs, computer works, graphic design, drawings, etc

- Submit one **new creative project** that deals with the theme *Empathy*. Your creative project can be either a: 2-min video, 300-word short story, 3-page script, 10-image photo essay, 2-min audio story, 2-min podcast or filmed interview

- In no more than 300 words, describe a **large project or event** that you planned and where you were required to work within a team. Explain some of the challenges you faced, how you handled them, and how the project ultimately turned out. How might you handle a large project differently next time?

- In no more than 300 words, write a **true story** about something that has happened to you or someone you know.

# Bachelor of Game Design and Production

**Analysis**

Review a video game in up to 300 words. Alternatively, you can do the review in a two-minute audio or video recording. Choose work that strongly resonates with you in a positive or negative way and, to some extent, tells us something about you.

Briefly describe the game. How does it make you feel and why? What makes this a good or bad example of game design in your opinion?

In reviewing this work, you might wish to focus on the player experience, level design, art direction, sound design, storytelling, or other aspects you find particularly interesting.

**Creation**

We want to get to know you! Share one or two samples of your previous creative work. These pieces of your work should best demonstrate your unique creativity, personality, ambitions and abilities. Some of the things you might want to include could be an idea you had or something you've created from the following list:

- Board or computer game (photos, a short video or playthrough, or a 300 word description of a concept)
- Websites, software or app (photos or short video of software/app, or provide a link)
- Game mods or levels (photos or short videos of playthrough, or provide a link)
- Code (copy into a .pdf)
- Drawings and artwork such as game characters or vehicle designs
- Environment art - Level blueprints, sketches, thumbnails or silhouettes
- Creative computer work – 3D models animations or digital paintings
- Storyboards or sequential images (no more than 2 pages)

- Narrative or stories (no more than 200 words)
- Creative Photography or image editing (no more than 5 pieces)
- Models or three-dimensional work (ideally as .obj or .ply files)
- Work in a variety of media – show us how you can be creative using different materials or media

Alternatively:

- In 300 words, submit an idea for a **new board game** that deals with the theme *Empathy*. You should include a description for your board game that outlines the goal, rules and materials required for it.

## To Lodge Your Application

Navigate to the relevant program site using the following links:

https://www.griffith.edu.au/study/degrees/bachelor-of-animation-1179#apply
https://www.griffith.edu.au/study/degrees/bachelor-of-film-and-screen-media-production-1284#apply
https://www.griffith.edu.au/study/degrees/bachelor-of-game-design-and-production-1697#apply

and use the dedicated *Apply Now* button to launch the application system, or use the following link to get your application started: https://student-griffith-intl.studylink.com/index.cfm?event=security.showLogin&msg=eventsecured

Find support and further information about the process of applying to study with us at: https://www.griffith.edu.au/apply/international

## International Office

Griffith University
Nathan campus
170 Kessels Road
Nathan
Queensland 4111       Phone: +61 (0)7 373 56425
Australia                  international@griffith.edu.au

## University Websites

Griffith University:       https://www.griffith.edu.au/

Griffith Film School:   https://www.griffith.edu.au/arts-education-law/griffith-film-school

International Office:   https://www.griffith.edu.au/international

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