# Bachelor of Animation Portfolio Requirements

Conestoga College • Program 1671C • September 2027 Intake

Applicants who meet the academic admission requirements must submit a portfolio for assessment. Admission is based on academic achievement and the portfolio evaluation.

Your portfolio should demonstrate your potential to study animation through observational drawing, character design, visual storytelling, spatial understanding, and creative exploration. We are interested in how you observe, develop ideas, and communicate through images. Clear construction and thoughtful creative decisions are more valuable than elaborate rendering alone.

Previous experience with 3D software is not required. Traditional and digital artwork are equally acceptable. Applicants with modelling, sculpting, animation, or other digital media experience are encouraged to include examples in the Personal Artwork section.

### Total Submission

Submit 19 portfolio items across the following five sections. Each drawing counts as one item unless a sheet, page, or sequence is specifically requested. A sheet may contain several related drawings. Do not count the same work in more than one section.

| Required Portfolio Sections | Items |
|---|---|
| 1 Observational Drawing — four figure drawings, two hand studies, two sketchbook pages | 8 |
| 2 Character Design and Performance — rotation and performance sheets | 2 |
| 3 Visual Storytelling — one storyboard sequence | 1 |
| 4 Visual Development and Spatial Design — two environments and one prop sheet | 3 |
| 5 Personal Artwork — five selected works | 5 |
| Total | 19 |

# 1 Observational Drawing

## 1.1 Human Figure Drawing

Submit four drawings. Each drawing counts as one portfolio item.

Draw directly from a live person. Clothed or unclothed models are acceptable, and a friend or family member may pose. Photographs must not be used as the reference for these four drawings.

- Two gesture drawings completed in approximately 30 seconds to two minutes. Emphasize line of action, movement, and the overall pose.
- Two longer figure studies completed in approximately five to fifteen minutes. Emphasize proportion, construction, balance, and the relationship between major body forms.

Choose varied poses. Show how the figure supports its weight and how the head, torso, pelvis, and limbs relate to one another. Label each drawing with the approximate pose duration. Shading is optional; visible construction lines are welcome.

## 1.2 Hand Studies

Submit two drawings. Each drawing counts as one portfolio item.

Draw hands directly from observation, using your own hands or those of another person. Show two different actions, with at least one hand grasping or interacting with an object. Focus on structure, proportion, gesture, and believable contact. Detailed shading is not required.

## 1.3 Observational Sketchbook Drawings

Submit two sketchbook pages. Each page counts as one portfolio item.

Each page should contain several quick drawings of people or animals observed from life. Look for movement, posture, interaction, and moments that suggest a story. Rough, exploratory drawings are welcome. Briefly label the subjects and where you observed them. Photographs must not replace direct observation for this section.

# 2 Character Design and Performance

Create one original character suitable for an animated production. Use the same character for both submissions in this section. Do not copy Nib, the supplied reference character, or an existing character from a film, game, or other published work.

## 2.1 Character Design and Rotation

Submit one character rotation sheet. The complete sheet counts as one portfolio item.

Show five full-body views: front, front three-quarter, profile, back three-quarter, and back. Maintain consistent proportions, costume details, and construction in every view. Align the views at the same scale and use a neutral pose so the character's form can be compared clearly.

Design clear, dimensional forms that could be interpreted as a 3D character. Clean line drawings are sufficient; colour and rendering are optional. The Nib rotation included with these requirements illustrates the expected view arrangement and is not a design to copy for this section.

## 2.2 Character Performance

Submit one character performance sheet. The complete sheet counts as one portfolio item.

Show your original character in three full-body poses communicating different actions or emotions, plus three facial expressions. Emphasize readable silhouettes, line of action, balance, weight, and personality. Include at least one full-body pose in which the character interacts with a prop or its environment.

# 3 Visual Storytelling

Submit one six-to-eight-panel storyboard sequence. All panels together count as one portfolio item.

Use the supplied character, Nib the Squirrel, to tell a simple visual story based on the premise "The Forgotten Birthday." Supporting characters may be added. Keep Nib's proportions and defining features consistent with the supplied rotation while adapting the poses and expressions to the story.

Establish a clear setup, development, and resolution. Demonstrate readable staging, expressive poses, and continuity between panels. Choose camera angles and shot sizes that support the action. Dialogue is optional; the main story should remain understandable without it.

Use the printable widescreen storyboard panel sheets included in this document. Complete six to eight panels, numbered in sequence, and submit both sheets together as one PDF. Leave any unused panels blank. Read panels left to right, top to bottom. Brief action notes or dialogue may appear below the panels. You may draw traditionally on the printed sheets or use the same panel layout digitally. Finished illustration, colour, and animation are not required.

# 4 Visual Development and Spatial Design

## 4.1 Observed Interior

Submit one drawing. This counts as one portfolio item.

Draw an interior space directly from observation. Include furniture and objects that establish scale and depth. Demonstrate perspective, proportion, and spatial relationships. Use two-point perspective where appropriate to the viewpoint. Construction lines may remain visible; rendering is optional.

## 4.2 Designed Environment

Submit one drawing. This counts as one portfolio item.

Create an original environment connected to your original character from Section 2. Show how composition, scale, architecture, furnishings, or other details communicate the setting and its purpose.

Include your original character in a pose that establishes scale and a believable relationship to the space. The environment may be realistic or stylized. Colour is optional; a clear line drawing or grayscale value study is acceptable.

## 4.3 Prop Design

Submit one prop design sheet. The complete sheet counts as one portfolio item.

Design an original prop that your character could use. Include a three-quarter view and at least two additional views or construction sketches that explain its shape. Show its scale through a character or hand interaction sketch.

Focus on function, dimensional form, and consistency between views. Add brief notes if needed to explain how the prop works. A 3D model is not required.

## 5 Personal Artwork

Submit five additional works. Each work counts as one portfolio item.

Choose work that best demonstrates your interests, creativity, and strengths. These pieces must be different from the work submitted in Sections 1 to 4. Examples include drawings, paintings, concept art, sculptures, photography, comics, animation, 3D models, digital sculptures, or lighting studies.

Label each work with its title, medium or software, and your contribution. For animation, submit a short, focused video showing your strongest work. For 3D models or sculptures, provide clear views revealing their form; several views of one work count together as one item. Elaborate rendering is optional.

Identify the source of any third-party rigs, models, textures, or other assets, and state exactly what you created. Collaborative work must identify your individual contribution.

## Submission Guidelines

Submit still artwork in JPG, PNG, or PDF format. Submit videos through accessible YouTube or Vimeo links and include any required passwords. Clearly label files by section and item number. Photograph or scan traditional work so the entire image is visible and legible.

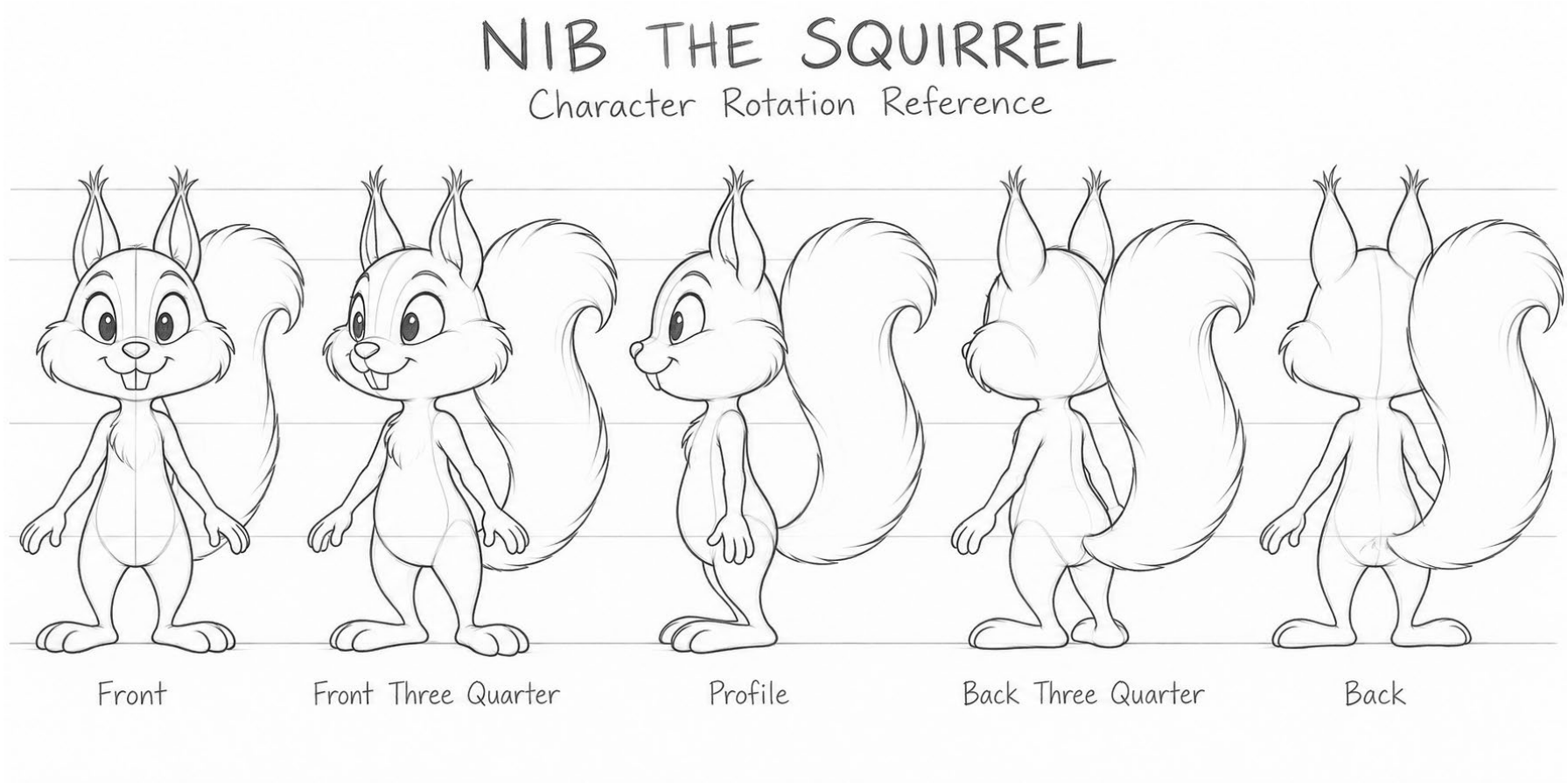
All submitted creative work must be your own. Identify references and third-party assets where applicable. Required character, environment, and prop designs must be original. The supplied Nib model sheet may be used only as directed for the storyboard exercise. AI-generated images, designs, models, or animation are not accepted as applicant work.

Portfolio deadline: February 21, 2027, at 11:55 p.m.

Evaluation considers observation, construction, spatial understanding, character performance, storytelling, design choices, and originality. The Portfolio Evaluation Rubric included at the end of this document identifies the criteria and their weights. Technical polish should support these qualities; applicants may demonstrate them through traditional or digital work.

## Character Rotation Reference

Nib the Squirrel is the supplied character for the storyboard exercise. Applicants must create a different original character for Section 2.



# Bachelor of Animation Storyboard Panel Sheet

September 2027 | Nib the Squirrel | The Forgotten Birthday

Student ID: _____ Name: _____ 

**Panel 1**

Action notes or dialogue

**Panel 2**

Action notes or dialogue

**Panel 3**

Action notes or dialogue

**Panel 4**

Action notes or dialogue

Print landscape at actual size (100%). Read panels left to right, top to bottom. Submit 6 to 8 completed panels as one PDF.

# Bachelor of Animation Storyboard Panel Sheet

September 2027 | Nib the Squirrel | The Forgotten Birthday

Student ID: _____ Name: _____ 

**Panel 5**

Action notes or dialogue

**Panel 6**

Action notes or dialogue

**Panel 7**

Action notes or dialogue

**Panel 8**

Action notes or dialogue

Print landscape at actual size (100%). Read panels left to right, top to bottom. Submit 6 to 8 completed panels as one PDF.

# Portfolio Evaluation Rubric

Bachelor of Animation • September 2027 • Part 1 of 2 • Total 100 points

Select one performance level for each criterion. Award points by multiplying its maximum points by the level percentage. For example, Acceptable on a 15-point criterion earns 10.5 points. Add all ten criterion scores to obtain the portfolio score out of 100.

| Criterion and maximum points | Incomplete 0% | Limited 30% | Developing 50% | Acceptable 70% | Proficient 80% | Accomplished 90% | Exceptional 100% |
|---|---|---|---|---|---|---|---|
| **Long Figure Studies 10 points 1.1 \| two longer figure drawings** | No relevant work submitted. | Major proportion and construction errors; little evidence of observed form or balance. | Some observed proportions and volume; structure and balance remain inconsistent. | Readable proportions and major forms; poses show believable balance with some errors. | Consistent proportions, dimensional construction, and convincing weight in both studies. | Accurate relationships and confident construction communicate anatomy and weight clearly. | Highly perceptive observation and assured construction communicate convincing form and weight. |
| **Gesture Studies 10 points 1.1 \| two gesture drawings** | No relevant work submitted. | Action is difficult to read; poses are stiff or lack balance. | Line of action is emerging; weight and relationships are inconsistent. | Clear action and overall pose; basic weight and balance are communicated. | Fluid gestures communicate movement, weight, and purposeful body relationships. | Confident, economical marks communicate dynamic action and convincing balance. | Exceptionally clear, economical gestures capture movement, weight, and the pose's energy. |
| **Hand Studies 5 points 1.2 \| two hand drawings** | No relevant work submitted. | Hand structure is unclear; fingers and object contact are unconvincing. | Basic hand structure is visible; proportion and contact need development. | Recognizable structure and distinct actions; object contact is generally believable. | Consistent anatomy and gesture show convincing form and object interaction. | Confident construction captures articulation, pressure, and purposeful hand actions. | Perceptive observation communicates complex hand structure and precise, expressive interaction. |
| **Observational Sketchbook 10 points 1.3 \| two sketchbook pages** | No relevant work submitted. | Few readable observations; subjects, actions, or relationships are unclear. | Some recognizable observations; gesture, construction, and storytelling are inconsistent. | Several readable observations communicate subjects, actions, and simple interactions. | Lively observations combine gesture, form, and clear moments of interaction. | Confident observational sketches communicate varied actions and engaging everyday stories. | Distinctive, economical observations reveal character, movement, and compelling moments. |
| **Character Rotation 15 points 2.1 \| one five-view sheet** | No relevant work submitted. | Design or views are difficult to read; proportions change substantially. | Original design shows some volume; views and details remain inconsistent. | Five readable views show generally consistent proportions and dimensional construction. | Appealing original design maintains clear volumes and consistent details across views. | Distinctive design and confident construction explain form consistently in all views. | Inventive, cohesive design communicates precise dimensional relationships throughout the rotation. |

Acceptable represents a satisfactory entry-level standard. The rubric evaluates the required work as a whole within each criterion; missing required elements affect the selected level. Incomplete is used when no relevant work is submitted.

# Portfolio Evaluation Rubric

Bachelor of Animation • September 2027 • Part 2 of 2 • Total 100 points

Continue scoring with the same performance levels. Add the scores from both rubric pages. Assess artistic foundations and readiness to learn; advanced 3D software skills, detailed shading, and elaborate rendering are not required.

| Criterion and maximum points | Incomplete 0% | Limited 30% | Developing 50% | Acceptable 70% | Proficient 80% | Accomplished 90% | Exceptional 100% |
|---|---|---|---|---|---|---|---|
| **Character Performance 10 points 2.2 \| one pose and expression sheet** | No relevant work submitted. | Poses or emotions are unclear; balance and character consistency are weak. | Some actions and expressions read; silhouette, balance, or interaction needs development. | Three poses and three expressions read clearly; basic balance and interaction are believable. | Expressive poses and faces show personality, readable silhouettes, and convincing weight. | Specific performances communicate intention through strong posing, expressions, and contact. | Memorable, nuanced performances combine clear intention, expressive design, and assured body mechanics. |
| **Storyboard 15 points 3 \| one six-to-eight-panel sequence** | No relevant work submitted. | Story or action is unclear; staging and continuity obstruct understanding. | Story is partly readable; staging, panel transitions, or Nib's consistency need development. | Clear setup, development, and resolution; readable staging and generally consistent Nib. | Purposeful framing, expressive poses, and clear continuity support an engaging story. | Strong visual storytelling combines motivated camera choices, precise staging, and consistent characterization. | Compelling visual narrative communicates intention and emotion through assured staging and film language. |
| **Environment Drawings 10 points 4.1 and 4.2 \| two drawings** | No relevant work submitted. | Space is difficult to read; perspective, scale, and composition are weak. | Some depth and design intention; scale, perspective, or character placement is inconsistent. | Observed and designed spaces show readable depth, composition, and believable character scale. | Convincing spatial relationships and purposeful design integrate the character naturally. | Confident perspective and composition communicate setting, function, and strong character staging. | Distinctive environments combine assured spatial construction, narrative design, and compelling composition. |
| **Prop Design 5 points 4.3 \| one multi-view sheet** | No relevant work submitted. | Prop form or function is unclear; views do not describe a consistent object. | Basic form and purpose emerge; views, scale, or interaction need development. | Three views explain a usable prop with generally consistent form and believable scale. | Clear, consistent views communicate function, dimensional form, and convincing interaction. | Thoughtful original design explains construction, usability, and character interaction confidently. | Inventive, coherent prop design communicates precise form, function, and natural interaction. |
| **Personal Artwork 10 points 5 \| five additional works** | No relevant work submitted. | Limited control or personal expression; ideas and individual contribution are unclear. | Some control and personal expression; ideas or execution remain inconsistent. | Five works demonstrate competent use of chosen media and clear personal expression. | Intentional choices and consistent craft communicate original ideas and artistic interests. | Strong individual voice and confident craft produce thoughtful, expressive work. | Distinctive creative voice and assured craft communicate compelling ideas across the selected work. |

Portfolio scores inform selection alongside academic achievement and do not guarantee admission. Traditional and digital submissions are evaluated on the same artistic foundations. Submitted work must meet the authorship requirements stated in the portfolio guidelines.

Portfolio score: _____ / 100 Evaluator: _____ Date: _____