

For Diploma in Animation & Visual Effects

NYP's Diploma in Animation & Visual Effects is for you if you aspire to be a CG artist, animator or VFX artist. It equips learners with competencies in storytelling, sequential art, aesthetics, look development, asset creation, animation and visual effects so that learners are able to develop content across a variety of platforms and media.

Ideal Applicant:

Applicants should demonstrate:

- Interest in seeking a career in pre-production, storytelling, sequential art, CG art and animation, look development, visual effects, asset creation, digital illustration, post-production, as well as character and environment art and design;
- Some awareness of how the animation, visual effects industries operate;
- Experience in a school environment (e.g. through a CCA, a community activity or student leadership), or in an external context (e.g. art and animation enrichment programme, digital media clubs, art & photography clubs, 3D workshops and digital art competitions) where they showcased their passion, talents, skills and competencies in areas related to concept design, digital art, animation, illustration, sculpting and visual effects;
- Relevant art & design involvement, awareness of future industry needs;
- 21st century attributes such as teamwork, agility, resilience and responsibility; and,
- Good communication and presentation skills.

Shortlisted applicants will be assessed as follows:

1. Aptitude Test

Shortlisted applicants are required to take a writing and drawing aptitude test. The 45-minute aptitude test is designed to assess candidates on their suitability for the course through their knowledge, skills, and understanding of this course.

2. Interview

If you are shortlisted, you will be invited for an online interview to share more about your passion for the course with a panel of interviewers. You will be assessed on your interest, aptitude and understanding of the course as well as the games industry. You may also be asked to share your vision of your future self and desired role in the games industry. The duration of the interview will be about 10-15 minutes.

Some of the questions which you may be asked during the interview include:

- Share your experience and participation in any course related activities in the last one year and how it has benefitted you.
- What are some of the special skills or talents which you possess and how you think these may help you in your learning journey?
- Share your views about the important attributes and skills that you should possess to be ready for work and life.
- Share with us your career aspirations and how the course can help you fulfil them.
- Name some films and animation that inspire you and the job types that you aspire to become when you join the media and entertainment industry.

3. Portfolio (Mandatory)

You should include in your portfolio, any evidence and/or activities (e.g. CG art and animation, effects and short films, CCAs, awards and letters of commendation) that showcase your achievements.

Criteria for your portfolio:

- The portfolio should ideally be around six to 10 recent pieces, from at least two of the following categories:
 - Observational drawings (e.g. perspective drawing, landscape and architecture, still life drawing, human figure drawing)
 - Sketches/doodles
 - Digital graphic design (e.g. 2D/3D asset creation, digital imaging, digital illustration, infographics, poster/pamphlet design)
 - Concept art (e.g. character design, environment design, props design, visual development, mood boards)
 - Photography, video and animation (e.g. photographic studies, motion graphics, Short films, storyboards, narrative storytelling, 2D/3D animation, gif animation)
 - Object design & prototyping (e.g. object/product drawings & documentation, 3D object prototyping or model making, origami/sculpture/art installation)
 - Game design (e.g. game concept/ideas, demo, video game trailer, or screenshots)
 - Interactive media (e.g. website/web design, 3D modelling/3D visualisation, virtual reality)
 - Artistic and/or pop culture (e.g. comics/cartoon, fan art, fantasy style imagery, graffiti art)
- Your portfolio should show a high degree of finishing and diversity, and all works should be related to the course, cited and clearly explained.
- All submitted works must be created by you. If you are submitting group projects, a brief description of your role and contribution in creating the work must be clearly stated. The selected works should reflect your experience and competencies in the course you are applying to.
- Submitted works may be traditional and/or digital work consisting of doodles, sketches, drawings, digital illustrations, comic artworks, 2D and 3D animation, paintings, digital sculpture, 2D and 3D asset creation, short films, visual effects, videos and short films. Preparatory work such as sketches and concept drawings may also be included. All submissions must be done digitally. For traditional works, please scan or take a photograph of them for submission.