



Portfolio Requirements

Applicants under the Early Admissions Exercise (EAE)/Special Direct Admission Exercise (SDAE) are required to submit a portfolio. Short-listed applicants will be required to attend an aptitude test, portfolio review and an interview for the final selection.

Interview

You will be interviewed by lecturers from the school, who will discuss your portfolio of work, passion & interest, and reasons for applying to your chosen course.

The interview itself should last approximately 15 minutes.



For more information, please visit
<http://tiny.cc/sdmportfolio>

Aptitude Test

The aptitude test is an opportunity for students to demonstrate their suitability for the course. The test is designed to assess your levels of knowledge, skills and understanding of the course you applied for.

Portfolio

Your portfolio is a visual representation of your talents, interests, and abilities. The work can be in any medium or combination of media.

The selected range of works should demonstrate your passions for the course you are applying for.

Portfolio Requirements

To be considered for admission to the following course, you must submit a portfolio online.

Submitting the portfolio

Submitted works must be digital reproduction of your original works and shared on a cloud storage service (e.g. Google Drive, Dropbox, or OneDrive) and/or your blog (if any, showcasing your portfolio).

You are required to provide the links in our document upload system after you have submitted your application online; otherwise, the application will not be processed and considered void.

What to bring for Interview

- Portfolio (original works)
- Additional works to share (optional)
- Certificates & Awards
- Bring your laptop/tablet if you have digital works to showcase

JAE CODE C33

Diploma in

Animation & Visual Effects

Your portfolio should ideally be around **6-10 recent pieces**, from at least two of the following categories:



Portfolio requirements video:



Observational drawings

eg. perspective drawing, still life drawing, human figure drawing etc.

Object design & prototyping

e.g. object/product drawings & documentations, 3D object prototyping or model making, origami/sculpture/art installation.

Digital graphic design

e.g. 2D/3D asset creation, digital imaging, digital illustration.

Concept art

e.g. character design, environment design, props design, sketches/doodles.

Photography, video and animation

e.g. motion graphics, short films, storyboards, narrative storytelling.

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, cartoons, fan art, fantasy style imagery, graffiti art.

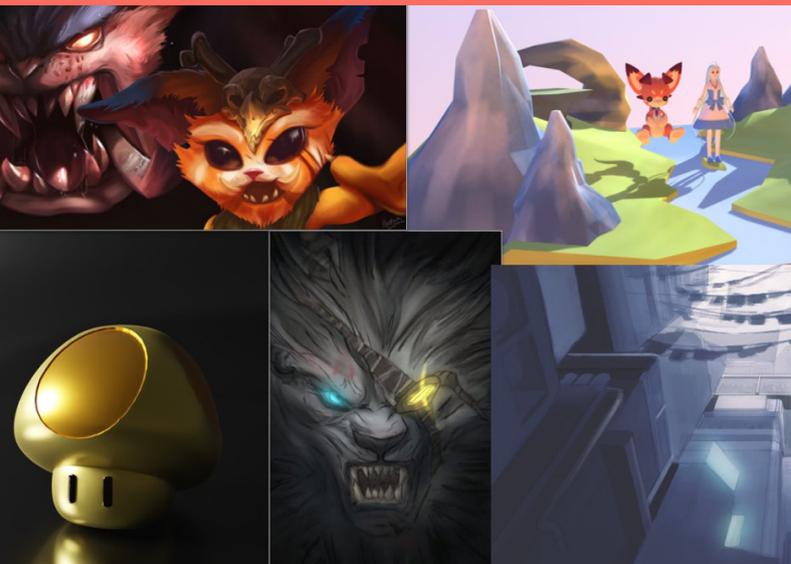
You are required to upload your portfolio online

JAE CODE C60

Diploma in

Digital Game Art & Design

Your portfolio should ideally be around **6-10 recent pieces**, from at least two of the following categories:



Portfolio requirements video:



Observational drawings

e.g. perspective drawing, landscape and architecture, still life drawing, human figure drawing, sketches/doodles.

2D/3D asset creation

e.g. 2D sprites/pixel art, 3D modelling and/or texturing.

Concept art/illustration

e.g. character design, environment design, props design.

Sketches/doodles

e.g. comics/cartoons, fanart, fantasy style imagery.

Game design

e.g. game concept/idea, demos, videogame trailers, or screenshots, level design, game design prototyping, table top games prototyping.

Interactive media

e.g. UI/UX design, augmented/ virtual reality.

You are required to upload your portfolio online

JAE CODE C70

Diploma in Game Development & Technology

Your portfolio should ideally be around **6-10 recent pieces**, from the following categories:



Game design

e.g. game concept/ideas, demo, video game trailer/screenshots, level design, game design prototyping, board games prototyping.

Interactive media

e.g. programming/coding (console/mobile/web), game creation tool application (Gamedesigner, Scratch, Construct, Unity, Unreal), augmented/virtual reality, Website/web scripting.

Portfolio requirements video:



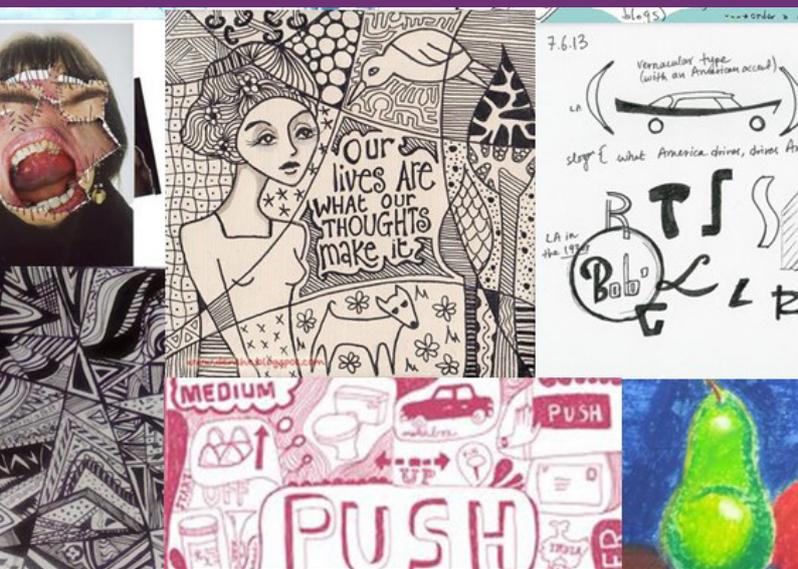
You are required to upload your portfolio online



JAE CODE C63

Diploma in Visual Communication

Your portfolio should ideally be around **6-10 recent pieces**, from at least two of the following categories:



Portfolio requirements video:



Observational drawings

eg. perspective drawing, landscape and architecture, still life drawing, human figure drawing.

Object design & prototyping

e.g. D&T project work, product drawings.

Digital graphic design

e.g. 2D/3D asset creation, digital imaging, digital illustration, infographics, collage, poster design, book/magazine design.

Photography, video and animation

e. g. photography, motion graphics, short films/experimental films, storyboards.

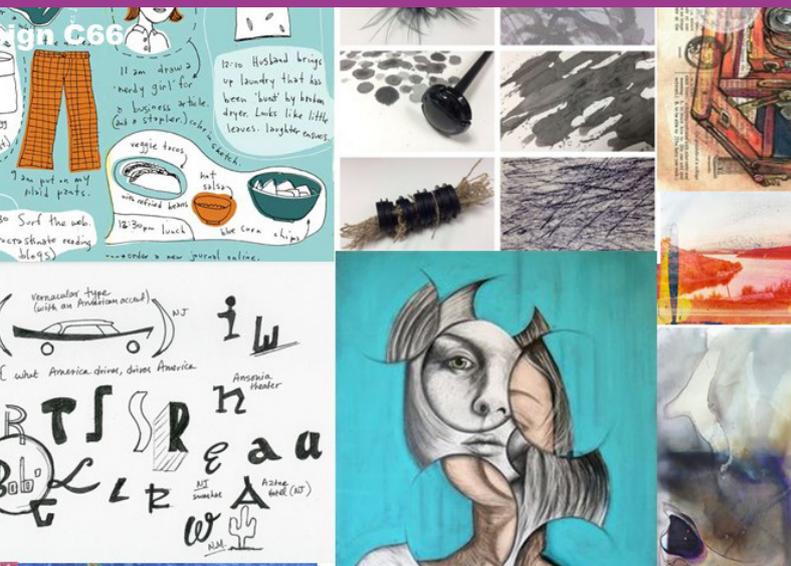
Sketches/doodles

e.g. comics/cartoons, fanart, fantasy style imagery, concept/Ideation sketches.

You are required to upload your portfolio online

Diploma in Motion Graphics Design

Your portfolio should ideally be around **6-10 recent pieces**, from at least two of the following categories:



Portfolio requirements video:



Observational drawings

e.g. perspective drawing, landscape and architecture, still life drawing, human figure drawing.

Object design & prototyping

e.g. D&T project work, product drawings.

Digital graphic design

e.g. 2D/3D asset creation, digital imaging, digital illustration, infographics, collage, poster design, book/magazine design.

Photography, video and animation

e.g. photography, motion graphics, short films/experimental films, storyboards.

Sketches/doodles

e.g. comics/cartoons, fanart, fantasy style imagery, concept/Ideation sketches.

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JAE CODE C38

Diploma in Architecture

Your portfolio should ideally be around **6-10 recent pieces**, from at least two of the following categories:



Portfolio requirements video:



Observational drawings

e.g. perspective drawing, landscape and architecture.

Object design & prototyping

e.g. object/Product design, 2D/3D technical drawings & documentations, 3D object prototyping or model making, 3D Model/Digital imaging showing effective use of software tools

Digital graphic design

e.g. 2D/3D asset creation, digital imaging, digital illustration, infographics.

Concept art

e.g. environment design, props design, visual development.

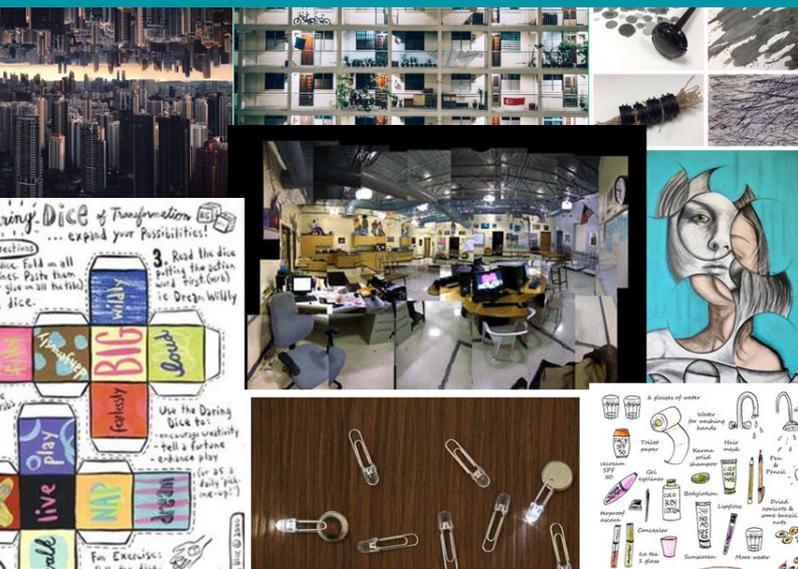
Photography, video and animation

e.g. photography, motion graphics, short films/ experimental films, Storyboards.

You are required to upload your portfolio online

Diploma in Interaction Design

Your portfolio should ideally be around **6-10 recent pieces**, from at least two of the following categories:



Portfolio requirements video:



Interactive media

e.g. interactive installation, UI/UX design, interface design (web/mobile), programming/coding (web/mobile), immersive media (AR/VR/MR).

Object design & prototyping

e.g. object/product design, concept ideation (sketches) and design development, 2D/3D technical drawings & documentations, 3D object prototyping or model making.

Digital graphic design

e.g. 2D/3D model/asset creation, digital imaging, digital illustration, information graphics/design.

Observational Drawings

e.g. Perspective drawing, Still life drawing, Human figure drawing.

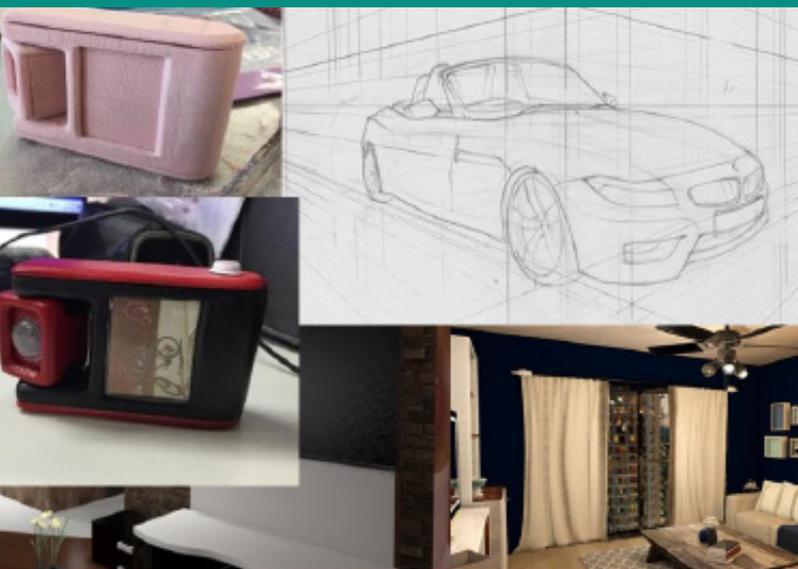
You are required to upload your portfolio online

NEW

JAE CODE C32

Diploma in Experiential Product & Interior Design

Your portfolio should ideally be around **6-10 recent pieces**, from at least two of the following categories:



Portfolio requirements video:



Observational drawings

e.g. perspective drawing, landscape and architecture, still life drawing, human figure drawing.

Object design & prototyping

e.g. D&T project work, object/product design, 2D/3D technical drawings & documentations, 3D object prototyping or model making.

Concept art

e.g. environment design, props design.

Interactive media

e.g. 3D modelling/3D visualisation, virtual reality, UI/UX design.

You are required to upload your portfolio online