

For Diploma in Animation, Games & Visual Effects

NYP's Diploma in Animation, Games & Visual Effects is for you if you aspire to be a CG artist, game developer, animator, or visual effects artist. It equips learners with competencies in visual storytelling, character design, sequential art, visual development, asset creation, look development, character animation, visual effects, game design & development and post-production 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 game development, pre-production, visual storytelling, sequential art, CG art and animation, look development, visual effects, asset creation, digital illustration, post-production, as well as character and environment art & design;
- Awareness of how the animation, games and visual effects industries operate;
- Participation in relevant art & design activities and awareness of future media industry needs;
- 21st century attributes such as adaptability, 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 aptitude test will have a duration of 45 minutes and is designed to assess applicants on their suitability for the course through their knowledge, skills and understanding of this course.

2. **Interview**

If you are shortlisted, you will also be invited for an 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 animation, games, and visual effects industry. You may also be asked to share your vision of your future self and desired role in the media 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 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 the job roles that you aspire to take up when you join the animation, games & visual effects industry.

3. Portfolio (Mandatory)

You should include in your portfolio, any evidence and/or activities (e.g., CG art, digital animation, 3D models, game projects, visual effects test shots and short films, CCAs, awards and letters of commendation, etc.) that showcase your potential and achievements.

Criteria for your portfolio:

- Your portfolio should ideally be around 6-10 recent pieces, from **at least three (3)** of the following categories:
 - Observational drawings (e.g perspective drawing, landscape and architecture, still life drawing, human figure drawing)
 - Digital graphic design (e.g. 2D & 3D models and asset creation, digital imaging, digital Illustration, infographics, poster & pamphlet design)
 - Concept art / Illustration (e.g. character design, environment design, props design, visual development, mood boards)
 - Game Design (e.g. game concept/ideas, demo, video game trailer, or screenshots, level design, game design prototyping, table top games prototyping)
 - Interactive Media (e.g. 3D modelling & visualisation, dynamic website & web design, photo journals, virtual reality or VR content, augmented reality or AR content)
- 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.
- All submissions must be done digitally. For traditional works, please scan or take a photograph of them for submission.