

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 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.

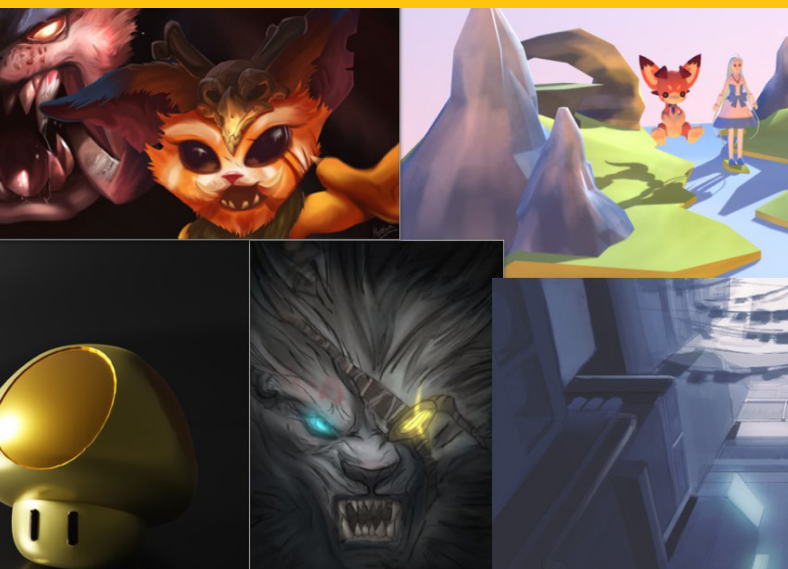
What to bring for Interview

- **Portfolio (original works)**
- **Additional works to share (optional)**
- **Certificates & Awards**
- **Bring your laptop/tablet if you need one**

JAE CODE C29

Diploma in Animation, Games & Visual Effects

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



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 programme you are applying to.



Observational drawings

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

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 prototyping, table top games prototyping.

Interactive media

e.g. dynamic website/web design, 3D modelling/3D visualisation, photo journals, virtual reality or VR content, augmented

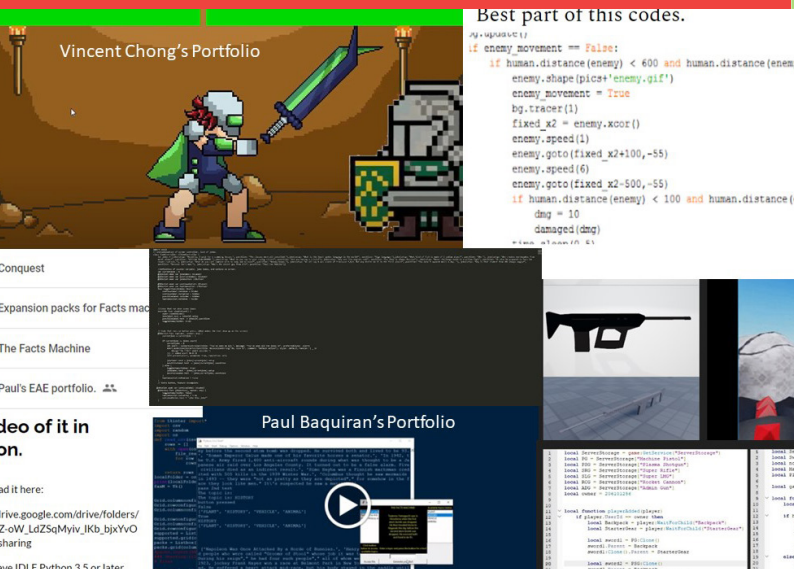
Your portfolio should show a **high degree of finishing and diversity**, and all works should be related to the course, cited and clearly explained.

You are required to upload your portfolio online. For traditional works, please scan or take a photograph of them for submission.

JAE CODE C70

Diploma in Game Development & Technology

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



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 programme you are applying to.



Best part of this codes.

```

def enemy_movement():
    if enemy_movement == False:
        if human.distance(enemy) < 600 and human.distance(enemy) > 300:
            enemy_movement = True
            enemy_shape(pics+'enemy.gif')
            bg.tracer(1)
            fixed_x2 = enemy.xcor()
            enemy.speed(1)
            enemy.goto(fixed_x2+100,-55)
            enemy.speed(6)
            enemy.goto(fixed_x2-500,-55)
            if human.distance(enemy) < 100 and human.distance(enemy) > 50:
                dmg = 10
                damaged(dmg)
    else:
        enemy_movement = False
    
```

Game design

Application or mini games created using game creation tools e.g. Scratch, Gamedemaker, Construct, Unity and Unreal.

Program design

Programs created natively through programming languages eg. C++, C# and Java.

Interactive media

e.g. Interactive installation, UI/UX Design, Interface Design (Web/Mobile), Programming/coding (Web/Mobile), Immersive Media (AR/VR/MR).

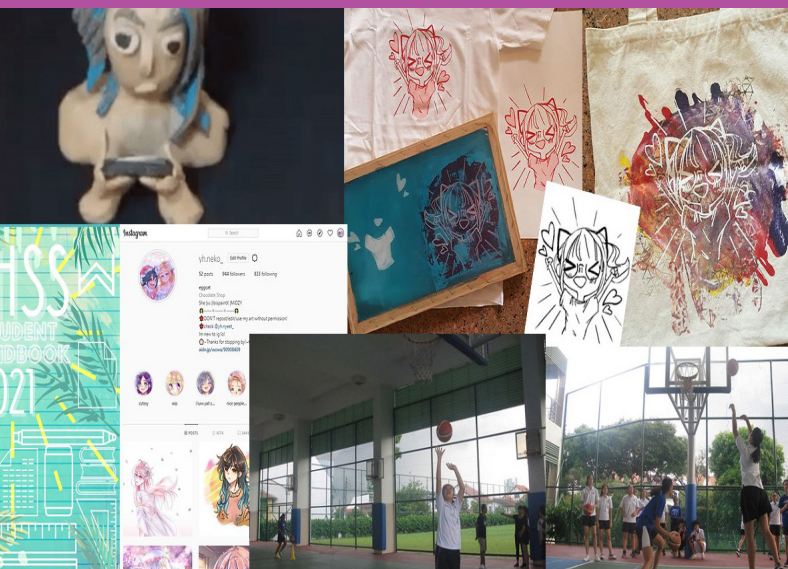
Your portfolio should show a **high degree of finishing and diversity**, and all works should be related to the course, cited and clearly explained.

You are required to upload your portfolio online. For traditional works, please scan or take a photograph of them for submission.

JAE CODE C30

Diploma in Communication & Motion Design

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



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 programme you are applying to.



Observational drawings

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

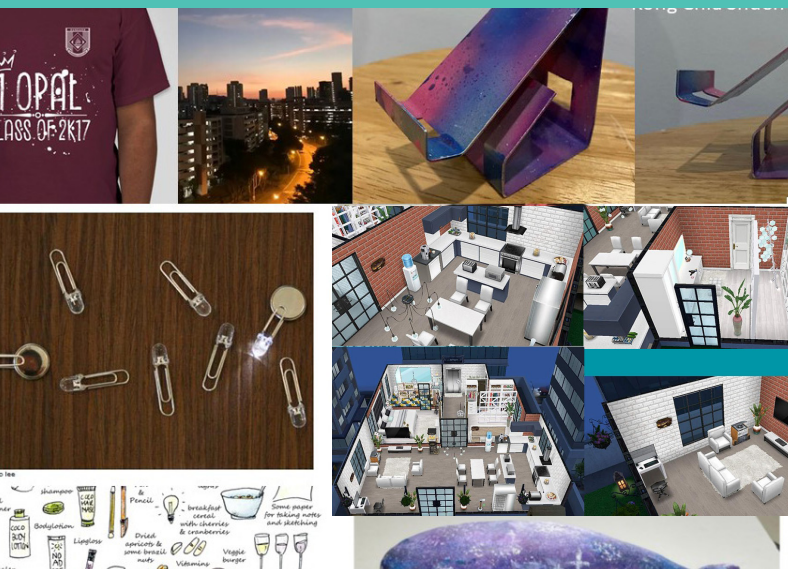
*Your portfolio should show a **high degree of finishing and diversity**, and all works should be related to the course, cited and clearly explained.*

You are required to upload your portfolio online
For traditional works, please scan or take a photograph of them for submission.

JAE CODE C32

Diploma in Experiential Product & Interior Design

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



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 programme you are applying to.

Observational Drawings

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

Object design & prototyping

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

Concept visualization

e.g. environmental design and visualization, props design (decorations and accessories).

Digital graphic design

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

Interactive media

e.g. 3D modelling/3D visualisation, UI/UX design, interface design (web/mobile), programming/coding (web/mobile), immersive media (AR/VR/MR).

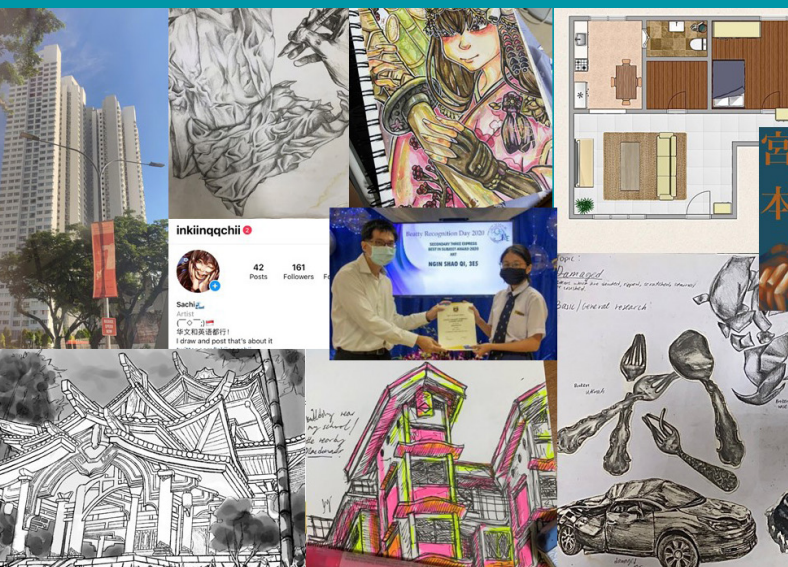
Your portfolio should show a **high degree of finishing and diversity**, and all works should be related to the course, cited and clearly explained.

You are required to upload your portfolio online
For traditional works, please scan or take a photograph of them for submission.

JAE CODE C38

Diploma in Architecture

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



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 programme you are applying to.

Observational drawings

e.g. perspective drawing, landscape and architecture drawings.

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 creation, digital imaging, digital Illustration, infographics.

Concept visualization

e.g. environmental design and visualization, props design (decorations and accessories).

Photography, video and animation

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

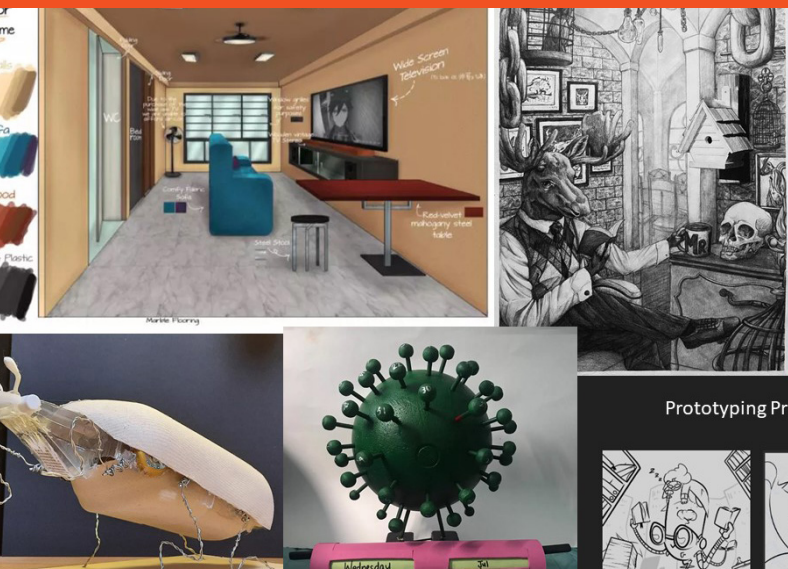
Your portfolio should show a **high degree of finishing and diversity**, and all works should be related to the course, cited and clearly explained.

You are required to upload your portfolio online
For traditional works, please scan or take a photograph of them for submission.

JAE CODE C28

Diploma in Common Design & Media Programme

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



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 programme you are applying to.

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.

Object design & prototyping

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

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.

Your portfolio should show a **high degree of finishing and diversity**, and all works should be related to the course, cited and clearly explained.

You are required to upload your portfolio online. For traditional works, please scan or take a photograph of them for submission.