

BA Hons Animation

If you are a University of Greenwich **BA (Hons) Animation** applicant and have been invited to **interview** for a place on the Course, the information below is designed to help you assemble a **portfolio** of work.

Interview tips

- Prepare by thinking of possible questions that you may have for your interviewer(s).
- Have a look at the course pages where you'll find information about modules, course structure and more and do also have a look at the School of Design webpage.
<https://www.gre.ac.uk/las/design>
- Revisit your application and personal statement as your interviewer(s) may ask you questions about something you've referenced in your personal statement.
- Think about what your portfolio says about you and your practice – the interview should be seen as your opportunity to discuss the portfolio and display your skills and talents.
- If your interview is online test your connection and login details and connect 5-10 mins earlier
- If your interview is face to face arrive at least 20 mins earlier to the destination.

Why do we ask for a portfolio?

We ask students to attend with a portfolio of their work. Most UK schools offering programmes in art, architecture, landscape architecture and design do this. Please do not worry about the right sort of portfolio or the right type of work to include. At the University of Greenwich our definition of a portfolio is wide ranging. We are looking for any evidence of your artistic, design, creative, craft and technical interests as well as your reflective skills.

Portfolio Requirements

A portfolio is a body of work that showcases your approach and skills through ideas, making, experimentation, testing, creativity, imagination, technical skills and your understanding of visual culture and communication.

Animation is a vast and diverse discipline with many forms and ways of expression. Therefore, the portfolio can be in any medium (digital or physical) or combination of media and should include examples of work in progress, along with finished pieces and maybe some short description. These works can be anything that demonstrates creative thinking and passion for animation such as: concept art, life-drawings, illustrations, photography, film, 3d modelling, 2d/3d animation etc.

Do not put off submitting your portfolio or accepting your interview in order to complete work; work in progress is what we are excited about!

Things you might include in your portfolio (but are not limited to):

- Sketchbooks demonstrating research and experimentation
- Journals and writings related to things you've seen / been interested in / have visited
- Experiments and Resolved outcomes as print / books / film / photography / physical or digital objects / artworks
- Videography, short clips, animated clips and experimentation
- Real objects and modelling

Your portfolio can contain physical, digital, interactive or screen-based work, however these need to be collated into a single presentation or folder for review during the interview process.

To find out more

You can view more information about the Animation programme, including modules, course structure and study modes, by visiting:

BA Animation: <https://www.gre.ac.uk/undergraduate-courses/ach/animation-ba-hons/2023>

