Sheridan

Submission Guide: Additional Admission Materials 2027-2028

PBAAA - Honours Bachelor of Animation

FOR REFERENCE PURPOSES ONLY:
This is a sample Submission Guide. The full version is available only to applicants.

Please carefully read all instructions before uploading your submission.

If you require this in an accessible format go to Accessible Learning at Sheridan at sheridancollege.ca/student-life/student-services/accessible-learning-services

Included in this document:

- Submission Due Date
- Application Requirements
- Sheridan Academic Integrity Policy
- Submission Requirements

Submission Due Date:

Wednesday, February 16, 2027, 11:00am, Eastern Standard Time (EST)

- After this date, remaining spaces will be filled on a first-come, first-served basis, early submission is strongly recommended.

- **Offers of Admission begin February 1, 2027. Portfolios submitted before this date will receive early consideration.** All portfolios use the same evaluation rubric and submitting prior to February 1 does not impact your overall chances of admission. Offers will continue, on a rolling basis, until the program is full, with most decisions expected by mid-March.

Application Requirements:

- To be considered for admission, you must meet both the academic and submission requirements. **Review the program page** for full details.
- You must submit your supplemental by following the steps below. Items sent by email, in person, or other platforms will not be accepted.
- **You will receive your admission decision via email and the applicant portal.** Decisions will not be given over the phone.
- **This program is highly competitive**, we recommend applying to an alternative program (such as Art Fundamentals) or an alterative degree program (such as Honours Bachelor of 3D Animation and Emerging Technologies) in the event that your score is not high enough to gain admission to the program.

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Academic Integrity Policy:

All submitted work must be your own original creations. By submitting your admission requirements, you are agreeing to comply with **Sheridan's Academic Integrity Policy**.

For Art and Design programs, **Applicants are not permitted to use advanced automated tools** (artificial intelligence or machine learning tools such as ChatGPT) **for written or visual portfolio submissions.**

When considering your choices for your original character design, please know that the program does not accept any existing cartoon characters/artwork in any part of your portfolio. This will be considered plagiarism. Do not trace, copy or rotoscope images from any secondary source (animated or live action). We want to see your ideas and imagination. All artwork submitted must be created by you and not involving any use of AI-generative imagery, artificial intelligence (AI), or text-to-image tools (e.g. DALL-E, Midjourney, etc.).

Applicants who submit items in a manner inconsistent with the principles of academic integrity, will not be granted admission to the College. Any breach of this will result in a zero grade on your portfolio and will be disqualified. Violations are subject to disciplinary action.

By submitting the below requirements to Sheridan College, you acknowledge that you completed them independently, they were not created by another person or advanced automated tools, and you did not use anyone else's work.

Honours Bachelor of Animation Selection Process:

We look for applicants who can **demonstrate the ability to draw people and environments from real life.** We also want to see your ability in creating and telling a story visually. We want to see how you approach designing a character and what your current skills are in demonstrating movement in animation. Focus on line quality, not shading or detail.

When considering your choices for your original character design, please know that the program does not accept any existing cartoon characters in any part of your portfolio. This will be considered plagiarism. Do not trace, copy, or rotoscope images from any secondary source (animated or live action).

We want to see your ideas and imagination. All artwork submitted must be created by you and not involving any use of generative artificial intelligence (AI) tools. Any breach of this will result in a zero grade on your portfolio.

Portfolio Submission Tip

- **Submitted work** for most components can be created through traditional or digital techniques. Though we encourage traditional techniques (paper), scoring will not be affected by the choice of technique. ***However***, the observational drawing component must be done traditionally.

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Honours Bachelor of Animation Submission Requirements:

The Submission consists of five components:

A. **Observational/Figure Drawing**
B. **Character Design and Animation**
C. **Storyboarding**
D. **Perspective Line Drawings**
E. **Personal Artwork**

A. Observational / Figure Drawing Requirement (1 part, 4 drawings):

In the Observational Drawing component, demonstrate your knowledge of gesture, structure and form.

A.1 Create four drawings of a human figure, clothed or nude, drawn from life. (Do not draw from photographs or books.)

- **Do not create these draws digitally.** Produce your drawings while observing a nude model or tightly clothed model.
- **Two drawings must be a figure sitting or standing** for a 5 – 20 minute pose. These drawings should prioritize form and structure.
- **Two drawings should be of a figured posed as if they're in motion** (e.g. walking, running). The figure should be gesturing in some way. Those should be a shorter pose of about (1 to 3 minute) drawings of a figure posed as if they are in motion (e.g. walking, running). These drawings capture the pose and gesture.

Drawing Submission Tips

- Focus on line quality, not shading or detail
- Showing your process by leaving in elements of the rough construction is acceptable.

PLEASE NOTE - Nude Models:

Drawing from live nude models is a common practice in art programs like the Honours Bachelor of Animation. If you are accepted into the program, you should expect any courses in life drawing to be based on this approach.

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B. Character Design & Animation Requirement (2 Parts):

In this component, demonstrate your design skills, and how you translate that to motion with clarity and composition.

B.1 Character Rotation Requirement

- **Draw one original character and rotate the design using the views listed below.**
- The sizes and proportions of each view should be consistent throughout. The poses should all turn in one direction (e.g. towards the left) and be displayed on one page. Colour and shading are not required
    - Front View
    - 3/4 Front View
    - Profile View
    - 3/4 Back View

B.2 Short Animation

- **Create one short animation using our character**
- The animation should be in the range of 24 to 72 images, animating on "twos" (12 drawings per second).
- Your animation can be 2D traditional, 2D digital, 3D, or stop motion. If you're working in 3D, your timeline duration should be 2 to 6 seconds.

Short Animation Submission Tips:

- Do not spend time on colouring or shading. Focus on acting and performance.
- **The character must stay on-model** (recognizable) and in proportion throughout the performance.
- If you have animation capable software, consider using it. Software like OpenToonz, an open-source tool, or Procreate will allow you to draw digitally frame by frame. Others include Adobe Animate, Blender, Maya, Toon Boom Harmony, Krita, or stop motion software.
- If you prefer to draw on paper, sheets can be scanned or photographed then combined in any free online gif maker. If you prefer this method, please take care to align images from a consistent position to prevent them from shifting in your final output.
- You can also record your animation as a flip book shooting them in real time with your phone!

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C. Storyboarding Requirement (1 part)

The storyboarding component enables you to demonstrate your capacity for linear visual storytelling.

C.1 Storyboarding Requirement

- **Using the provided character**, tell a simple visual story in 10 to 12 panels, based on your **interpretation of the theme**:
  "When you enjoy the process, your goal becomes a milestone not a finish line."
- You can copy the sheet and draw on the panels traditionally (pen or pencil) or import the sheet into a digital platform for digital drawing.
- Export your work as a PDF.

Storyboard Submission Tips

- **Dialogue is optional.**
- If you need to use text, (action description and/or dialogue), print clearly in ALL CAPS in the space below each panel.
- Your story should be told visually with a clear beginning, middle and end (setup, conflict, resolution).
- Draw loosely using dark lines, ensuring we can still identify the character. Include a variety of shots (long, medium, close-up) and camera angles.
- Do not spend time on colour of shading. Focus on keeping the character recognizable, and storytelling.

D. Perspective Line Drawings (1 part, 2 drawings):

Perspective drawing is a critical skill in animation. In this component, we want to see your ability to translate 3D space onto a 2D surface.

D.1 Perspective Line Drawings

- **Create drawings of two different environments**, either from your imagination or observed from real life.
- **One drawing** of an interior setting.
- **One drawing** of an exterior landscape.
- Include one or more characters interacting in your environments. The subject matter can be fantastical or based on a real place.
- Do not draw the same place twice. You can draw these environments using either a cartoony or realistic style.
- Focus on good perspective, composition, and design.
- Draw these in landscape/widescreen format.

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Perspective Line Drawings Tips

- Shading is optional.
- The interior setting should demonstrate your ability to draw built environments in linear perspective with appropriate proportions.
- For the exterior drawing, include a mixture of natural elements such as trees, rocks, or rivers to demonstrate your ability to draw natural environments in linear perspective.
- You may include some human-made objects in the exterior drawing such as a building, a road, or a bridge.
- Showing your process is optional. You may do this by leaving in elements of the rough construction or including thumbnail sketches of earlier drafts.

E. PERSONAL ARTWORK (2 parts):

Now you get to show what you can do on your own terms.
The personal artwork component is a big part of our application portfolio because it helps to demonstrate your passion as well as your ability.
Having trouble deciding what to include? Use our guidelines below.

E.1 Sketchbook

- **Select 15 consecutive pages from your personal sketchbook.**
- Capture these in a single PDF file.
- Do not create a sketchbook specifically for this portfolio submission. **We want to see your current, raw sketchbook**

Sketchbook Tips

- Unedited sketchbook work is preferred: raw, rough, not cleaned up
- Do not erase/hide drawings or lines. Show your raw sketchbook drawings, not what you think we want to see.
- Professors are artists! They have their own sketchbooks and enjoy seeing others'. They like to see your progress work, your experimentation, your progression. Show your raw sketchbook drawings, not what you think they want to see.

E.2 Personal Artwork

- **Select 5 to 7 other types of personal artwork from the list below.**
- Each "type of work" represents ONE of the 5 to 7 required, so please pay attention to the quantity required for each.
- Include a variety of works that best demonstrate the range of your artistic abilities and sensibility. For example paintings, caricatures, animations, cartoons etc. Do not include school assignments. **Show us the work you create for yourself**, not for teachers.

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Types of work	Quantity if you choose to include this type	Tips	Save as
Three- dimensional physical art (sculpture, art installation, etc.)	Maximum one.	Photograph the work	JPG, PNG, or PDF
Human hand drawings	Three poses in a sequential action on a single page.		JPG, PNG, or PDF
Graphic design	Maximum three. Each graphic design should be on one page and counts towards the total number of pieces.		A single file. JPG, PNG, or PDF
Character designs	Ten poses of a single character on a single page.	Show movement and/or tension Show expressions Does not need to be coloured of polished, rough work is ok	JPG, PNG, or PDF
Animation Include a title card with credits if this was made with a group. If you are the sole creator, no need to document your contribution.	Any.	Any type of animation. Will be assessed on performance, and not colour, editing, compositing, or finished scenes. Experiment with the 12 principles of animation. Ideally, animate a character performing a task. Rough animation is welcome. Recommended software: Procreate, Adobe Animate, Blender/Maya, OpenToonz (free), Toonboom, Harmony, Krita, other tools are also welcome.	gif, .avi, .mpg, .mp4, or QuickTime (mov)
Film *High school or postsecondary projects are accepted for this type of work Include a title card with credits if this was made with a group. If you are the sole creator, no need to document your contribution.	Maximum one file, less than five minutes in duration.		gif, .avi, .mpg, .mp4, or QuickTime
Comic book or graphic novel pages	One to five pages in a single file.	Remember these must be your designs, not fan art.	JPG, PNG, or PDF
Demo reel	Maximum one file, 1 to 2 minutes in duration.	A variety of moving image work that can include animation, film, or other work	gif, .avi, .mpg, .mp4, or QuickTime
Paintings, photography, or any other still visual art	Maximum three.		JPG, PNG, or PDF

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