

Honours Bachelor of Animation

Bachelor’s Degree Program
Trafalgar Road Campus

Program Code: **PBAAA**

Please note: This is a sample Supplemental Admission Requirements Information Sheet for reference purposes only. A full copy of the Supplemental Admission Requirements Sheet will only be made available to applicants to **Honours Bachelor of Animation**.

If you require assistance regarding this document, please call 905-845-9430 and select option 4 or go to hub.sheridancollege.ca

If you require this information in an accessible format, or for Accessible Learning at Sheridan go to <https://www.sheridancollege.ca/student-life/student-services/accessible-learning-services>

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Selection Process for Applicants

Thank you for your interest in applying to the Sheridan College Honours Bachelor of Animation program! Every graduate of our program was once where you are now: reading these guidelines for portfolio submission as part of our application process. We want you to succeed, and have prepared this document to be clear on what we look for and how we assess the many portfolios we get for the program.

Here's where we start: 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. Finally, we want to see how you approach designing a character and what your current skills are in demonstrating movement in animation.

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.

More About Academic Integrity

By submitting your Admission Requirements, you agree to Sheridan's Academic Integrity Policy. The Academic Integrity Policy states:

Sheridan College is committed to upholding the highest standards of academic integrity. The International Centre for Academic Integrity (ICAI) defines academic integrity as "a commitment, even in the face of adversity, to six fundamental values: honesty, trust, fairness, respect, responsibility, and courage. From these values flow principles of behavior that enable academic communities to translate ideals into action".

Applicants who are found to have falsified transcripts, cheated on admission tests, or submitted fraudulent documents or who in any other way attempt to circumvent the admissions process in a manner inconsistent with the principles of academic integrity will not be granted admission to Sheridan College. Such an applicant will be ineligible for admission to any Sheridan program for a period of not less than 5 years, after which admission to the College will be reviewed on a case-by-case basis.

For programs where a portfolio submission is required as part of the admission process, portfolio work should represent an applicant's own ideas, writing, projects and creations.

Where others have contributed, applicants will give proper recognition and reference.

Applicants are not permitted to use advanced automated tools (artificial intelligence or machine learning tools such as ChatGPT) for written or visual components of portfolio submissions.

Additional Admission Requirements

After applying to the program, applicants will be required to submit additional admission requirements online and will receive official submission instructions. It's in your best interest to apply as soon as possible.

To move forward with the processing of your application, you are required to submit a portfolio through our online portal. The online portal system will open on or around November 8, 2025. **The deadline for submission of your portfolio is February 19, 2026 11:00am EST.** You will not be able to submit your portfolio after this date. Mailed-in portfolios will not be accepted.

Offers of Admission will begin on February 1, 2026.

All portfolios submitted from applicants who apply by February 1 will be given equal consideration. However, if your portfolio is complete and submitted in advance of February 1, your application may be considered for offers released earlier in the cycle. Such offers are evaluated using the same admissions rubric and do not affect your overall chances of admission—they simply provide an opportunity to receive a decision earlier in the cycle. Offers will continue to be released on a rolling basis, with the cumulative majority anticipated to be issued by mid-March.

Portfolios cannot be changed once submitted.

New this Year

1. Hand drawing requirement is now optional and included in personal artwork component
2. Life drawing requirement is now four drawings
3. Beat boards are no longer required
4. Personal sketchbook selected pages is now a requirement

Portfolio Requirements Summary

There are 5 components in the portfolio:

1. Observational Drawing
2. Character Design and Animation
3. Storyboarding
4. Perspective Line Drawings
5. Personal Artwork

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.

1. Observational Drawing

In the Observational Drawing component, we want to see how you demonstrate your knowledge of gesture, structure and form.

PRO TIPS!

Focus on line quality, not shading or detail.

Showing your process by leaving in elements of the rough construction is acceptable.

1.1. FIGURE DRAWING REQUIREMENT

TASK: Create four drawings of a human figure, clothed or nude, drawn from life. (Do not draw from photographs or books.) Do not create these drawings digitally.

- Two drawings must be of a figure sitting or standing for a 5-20 minute pose. These drawings should prioritize form and structure.
- The other two drawings should be of a figure posed as if they are in motion (e.g. walking, running). The figure should be gesturing in some way. This should be a shorter pose of about 1-3 minutes. Capture the pose and the gesture.

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.

Notes:

2. Character Design and Animation

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

2.1. CHARACTER ROTATION REQUIREMENT

TASK: 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
- $\frac{3}{4}$ Front View
- Profile View
- $\frac{3}{4}$ Back View

Notes:

2.2. SHORT ANIMATION

TASK: Create one short animation using our character, “Hard Drive”. You can find the character design on page 13. The animation should be in the range of 24-72 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 2-6 seconds.

PRO 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!

COMMON QUESTION!

Can I submit previously created original animations?

Yes! You may include these in the PERSONAL ARTWORK portfolio component if the animation is longer than 6 seconds and/or 72 images.

Notes:

3. Storyboarding

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

3.1. STORYBOARDING REQUIREMENT

TASK: Using the provided character on page 14 (Cat), 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.” Using the four-panel widescreen storyboard template found on page 15. 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.

PRO 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 or shading. Focus on keeping the character recognizable, and storytelling.

Notes:

4. Perspective Line 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.

4.1. PERSPECTIVE LINE DRAWINGS REQUIREMENT

TASK: Create drawings of two different environments, either from your imagination or observed from real life. One drawing will be of an interior setting, the other 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.

PRO TIP!

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.

Notes:

5. Personal Artwork

You've made it this far! Nice job! 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.

5.1. SKETCHBOOK REQUIREMENT

TASK: Select 15 pages from your personal sketchbook. Do not create a sketchbook specifically for this portfolio submission. Capture these in a single PDF file.

PRO TIPS!

Unedited sketchbook is preferred: raw, rough, not cleaned up.

Do not erase/hide drawings or lines.

We'll say it again: Your professors are also artists! They have their own sketchbooks and enjoy seeing others' sketchbooks. They like to see your progress work, your progression, your experimentation. Show your raw sketchbook drawings, not what you think they want to see.

5.2. PERSONAL ARTWORK OPTIONS

TASK: Select **four to six** other types of your personal artwork from the list below. Each "type of work" represents **one** of the four to six 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. **Do not include school assignments.** Show us the work you create for yourself, not for teachers.

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, in multiple poses and/or sequential action		JPG, PNG, or PDF
Graphic design	Maximum three		JPG, PNG, or PDF

Character designs	Ten poses of a single character	Show movement and/or tension Show expressions Does not need to be coloured or 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.	gif, .avi, .mpg, .mp4, or QuickTime (mov)
Film High school projects ok for this type 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, less than five minutes in duration		gif, .avi, .mpg, .mp4, or QuickTime
Comic book or graphic novel pages	Any	Remember these must be your designs, not fan art.	JPG, PNG, or PDF
Demo reel	Maximum one, 1-2 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

Additional Information

- Classes for the Fall term begin **Tuesday, September 8, 2026**.
- Candidates to the program will be selected based on their academic achievement (in progress or completed) and the results of their portfolio evaluation. Applicants will receive a score sheet (based on the required portfolio components) indicating the results of their portfolio evaluation – a sample copy is enclosed and should be reviewed in conjunction with the enclosed evaluation rubric.
- Notification of admissions decisions are made through email and the applicant portal. Decisions are not released over the phone.
- As this is a high-demand program, it is suggested that you apply to additional programs (e.g. Art Fundamentals) in the event that your score is not high enough to gain admission to the program.
- Sheridan's Honours Bachelor of Animation program has computer systems and software for students to use. A home computer and a drawing tablet would also be beneficial when working on homework.
 - A recommended computer system would be a machine that can run the Adobe Creative Suite (specifically [Adobe After Effects](#)) and Toon Boom Harmony. If your budget allows, a computer that runs [Autodesk Maya](#) would be an asset.
 - A recommended tablet would be a Wacom Intuos. If your budget allows, a Wacom Cintiq is ideal.
- If you have any additional questions, please visit our [Service Hub Customer Service Portal](#) — your one-stop destination for getting help, finding answers, and staying connected. Alternatively, most questions can be answered by consulting with our [chatbot](#).

PLEASE NOTE: THE FINAL DATE FOR ONLINE SUBMISSION IS FEBRUARY 19, 2026 (11:00 AM EASTERN STANDARD TIME). YOU WILL NOT BE ABLE TO SUBMIT YOUR MATERIAL AFTER THIS DATE. MAILED-IN PORTFOLIOS WILL NOT BE ACCEPTED.