

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 this information in an accessible format, please contact: registrar@sheridancollege.ca

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Selection Process for Applicants

The Sheridan Honours Bachelor of Animation program looks for applicants who have the ability to draw people and environments from life. Applicants must be able to create and tell a story visually. In addition, applicants must design characters and use them to show an understanding of movement.

The Honours Bachelor of Animation Program does not accept any existing (plagiarized) cartoon characters in any part of the portfolio. Do not trace, copy, or rotoscope images from any secondary source (animated or live action). Any breach will result in a zero grade for the portfolio.

Academic Integrity

By submitting your Admission Requirements, you are agreeing to comply with 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 in any other way attempted to circumvent the admissions process in a manner inconsistent with the principles of academic integrity, will not be granted admission to the College. Those applicants will be ineligible for admission to any Sheridan program or course 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, or non-original ideas have been included, applicants will give proper recognition and reference. Applicants are not allowed 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

To move forward with the processing of your application, you are required to submit a portfolio online. The online submission system will open on October 1, 2023. The deadline for online submission is February 21, 2024, 11:00am EST. You will not be able to submit your portfolio after this date. Mailed-in portfolios will not be accepted.

Portfolio Requirements

Observational Drawings should be done traditionally. All other sections can be digital or traditional, but traditional is preferred.

Observational Drawing

In the Observational Drawing section, demonstrate your knowledge of gestural concerns, structure and form. Shading is not required; line is sufficient. Showing construction is acceptable.

1.1. FIGURE DRAWING

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

- Two drawings must be of a figure sitting or standing and should prioritize form and structure. (a 5-20 minute pose)

1.2. HAND DRAWING

Two freehand line drawings of a human hand performing the following action:

- The first drawing must show the hand holding or gripping a small object (example: a dice, a jack, an acorn). It can be hidden in the fist.

PLEASE NOTE - NUDE MODELS:

Nude models are an essential component in every Life Drawing course within the Honours Bachelor of Animation Program.

2. Character Design and Animation

2.1. CHARACTER ROTATION

Draw an original character and rotate the design using the following views. The sizes and proportions of each view should be consistent with the other views. 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.

2.2. SHORT ANIMATION

Create a short animation of at least 24 images and no more than 48 images. Any medium is acceptable. If you are using drawings, no colour or shading is necessary; lines are enough. You can transfer this design into CG or stop motion, if that is how you want to work.

*Note: If you have previously created animation that is longer than 48 images, feel free to submit it as part of the [personal artwork](#) component.

3. Storyboarding

3.1. STORYBOARDING

Using the provided character, in four panels, tell a simple visual story based upon the premise: **DETAILS PROVIDED IN APPLICATIONS**

- Your story should be told visually with a clear beginning, middle and end. Please stage the intended action clearly. Dialogue is optional.

4. Perspective Line Drawings

4.1. PERSPECTIVE LINE DRAWINGS

Create two drawings of an environment, either from your imagination or observed from real life. Do not draw the same place twice. You can draw these environments using either a cartoony or realistic style with an emphasis on good perspective, composition, and design. The subject matter can be fantastical or based on a real place.

Both drawings are widescreen images that are meant to set the stage for your scene. Include one or more characters interacting with your environment. Shading is optional, and it is ok to show your process by leaving in elements of the rough construction drawing, or by submitting thumbnail sketches or earlier drafts of the design.

5. Personal Artwork

5.1. PERSONAL ARTWORK

Five to seven pieces of your personal artwork.

- These submissions should include a variety of works that best demonstrate the range of your artistic abilities and sensibility. For example, sketchbooks, paintings, caricatures, animations, cartoons, etc. Do not include school assignments. Show us the work you create for yourself, not for teachers. Do not include more than one life drawing.
- If you have three-dimensional art (sculpture, etc.) you may photograph the work and submit it as an example of personal artwork. Three-dimensional work is optional.
- If you have created work that moves (animation or live action) please include a description of your contribution within the submission (add a title card to the video/image describing your role). If you are the sole creator, you do not need to further document your contribution.
 - Each moving work counts as one personal artwork. Moving work is optional.
- Animation – Show Animation Performance in a video
- Demoreel (1-2 minutes) that includes animation (rough or colour)
- Personal film created (can be a highschool project or a personal project). Must be less than 5 minutes.
- Submissions from a sketchbook may be submitted as a PDF file and count as a single piece. Sketchbook submissions are optional.
- You may also use pages of your comic book or graphic novel. This material is also optional.

We look forward to seeing your creativity and originality.

Additional Information

- Classes for the Fall term begin **Tuesday, September 3, 2024**.
- Candidates to the program will be selected based on their academic achievement (in progress or completed) and the results of their portfolio evaluation.
- 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 Toonboom Harmony). If the budget allows, a machine that runs [Autodesk Maya](#) would be ideal.
 - A recommended tablet would be a Wacom Intuos. If the budget allows, a Wacom Cintiq is ideal