3D Animation and Emerging Technologies

Honours Bachelor's Degree Program   Program Code: **PBCAV**

Trafalgar Road Campus

> **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 the **Bachelor of 3D Animation and Emerging Technologies.**

Contents

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

Selection Process for Applicants

Thank you for applying to the 3DAET Program at Sheridan College! The application process to this program is designed to identify students with appropriate foundational skills who have a passion for 3D and emerging technologies. It involves two key stages:

1. Meeting Academic Prerequisites: Ensuring you have the necessary educational background as set by Sheridan College.
2. Submitting Supplemental Materials: Providing a portfolio of your creative/technical work and written statements for evaluation, which allows you to showcase your unique skills, creativity, and aptitude for this field.

Academic Integrity

By submitting your Admission Requirements, you agree to comply with Sheridan's Academic Integrity Policy. 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, like this one, 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, unless specifically permitted by the program for a particular exercise.

Sheridan | Faculty of Animation, Arts and Design

Additional Admission Requirements

To move forward with the processing of your application and in addition to meeting the academic prerequisites, you are required to submit supplemental materials. These materials allow you to showcase your creativity, technical aptitude, design thinking, and passion for 3D and emerging technologies. The online submission system will open after November 10, 2025. It is recommended that you submit your supplemental materials within 3 weeks of your application date.

Seats are limited in this program and Offers of Admission will be made on a rolling basis. Mailed-in portfolios will not be accepted. Instructions on how to submit the components are found in the next section on page 5.

Both academic and supplemental materials need to be submitted in full prior to consideration for an Offer of Admission. Supplemental materials cannot be edited once submitted.

Supplemental Materials

The supplemental materials consist of two sections:

1. Portfolio of Creative & Technical Work
2. Project Descriptions

Your submission will be evaluated based on the criteria outlined in the rubric below. We encourage you to read all the instructions carefully and present your best work.

1. Portfolio of Creative & Technical Work

Submit 8-10 pieces of your best creative and/or technical work that showcase your skills, interests, and potential in areas relevant to 3D design, emerging technologies, and related fields.

- **Content & Media**: The media and content are open-ended. We encourage a diverse range of submissions that may include, but are not limited to:
    - 3D Modeling, Sculpting, Texturing, Rendering o Architectural Visualization
    - Interactive Media (e.g., web design, app prototypes, VR/AR experiments)
    - Robotics, Physical Computing Projects, Mechatronics
    - Game Prototypes or Levels Generative Art, Creative Coding
    - 2D Design, Visual Communication, Graphic Arts, Photography
    - Video, Motion Graphics, Animation (2D or 3D)
    - Fine Art (e.g., sculpture, installation) demonstrating relevant skills or concepts.

- **Originality**: All work must be your own original creation. If group projects are included, you must clearly state your specific role and contributions in the "Project Descriptions" section.

- **Process Work**: For at least two (2) pieces in your portfolio, you must include evidence of your process work. This could be:

    o Concept sketches, ideation, mind maps.

    o Iterative designs, wireframes, mockups.

    o Storyboards, animatics.

    o Photographs of physical prototypes at various stages.

    o Code snippets (properly commented and attributed if based on external libraries/tutorials).

    o User testing documentation and resulting design changes.

    o A short video showing the progression of a piece. Process work should be integrated into the presentation of the piece or submitted as supplementary material clearly linked to the final piece. It should offer insight into your problem-solving approach, decision-making, and development process

2. Project Descriptions

For each of the 8 to 10 pieces in your portfolio, you need to provide a brief description, about 50-150 words long. Combine all these descriptions into a single PDF document.

Each description should include the Title of the Work and the Year of Completion. You must also list the Media/Tools Used (for example, Blender, Photoshop, or traditional clay) and explain the Project Goal or Concept—what were you trying to achieve? If it was a group project, please specify Your Role and contributions. You can also include a brief note on your process, challenges you faced, or significant learning experiences.