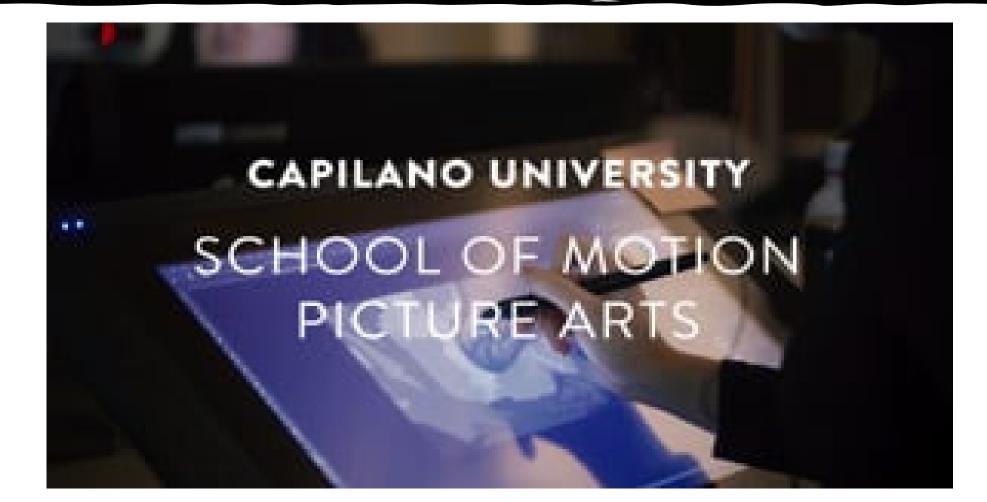
2D Animation Portfolios

Portfolio advice for applicants, Spring 2024



About 2D Animation at Capilanol



2019-2020 BC Outcomes Survey: What our graduates said...

	Summary	
rmer post-secondary students were asked about their educational experiences, subseque	nt employment, and further studies. Here is a summary of the results:	
Gender	Median age	Satisfaction rate
28% were male 72% were female	23	97%
99%		88%
said the quality of instruction was very good, good, or adequa		employed respondents vere working full-time
7%		84%
took further studies		employed respondents job related to their program

Diploma, Capilano University, Arts & Sciences, Program Name: 2D Animation and Visual Development

What makes us different?

- Our history: one of the longest running animation programs in BC (est. 1994) with grads working at the highest levels and even starting their own studios (Klei Entertainment, Doberman Pictures).
- Our reputation among studios for producing the most well-rounded artistic graduates.
- Our facilities: the best equipment and the latest software. *At least* as good as the studios you will work at after grad!
- Your exclusive use of those facilities. Almost all other schools share their computers, Cintiqs and seats. We've always had a student-toworkstation ration of 1:1 because that environment produces the best artists and animators. Days, evenings, weekends.
- Experienced instructors and LAB SUPERVISORS (working industry experts: directors and supervisors) who are available after classes to help you with your homework and give advice).
- Membership in an exclusive family of grads. Cap grads network with each other and we bring them back as guest speakers after they've become successful artists, animators, and directors

How to Apply

• Visit the 2D Animation Program webpage (link): 2D Animation & Visual Development

• <u>Apply for admission</u>

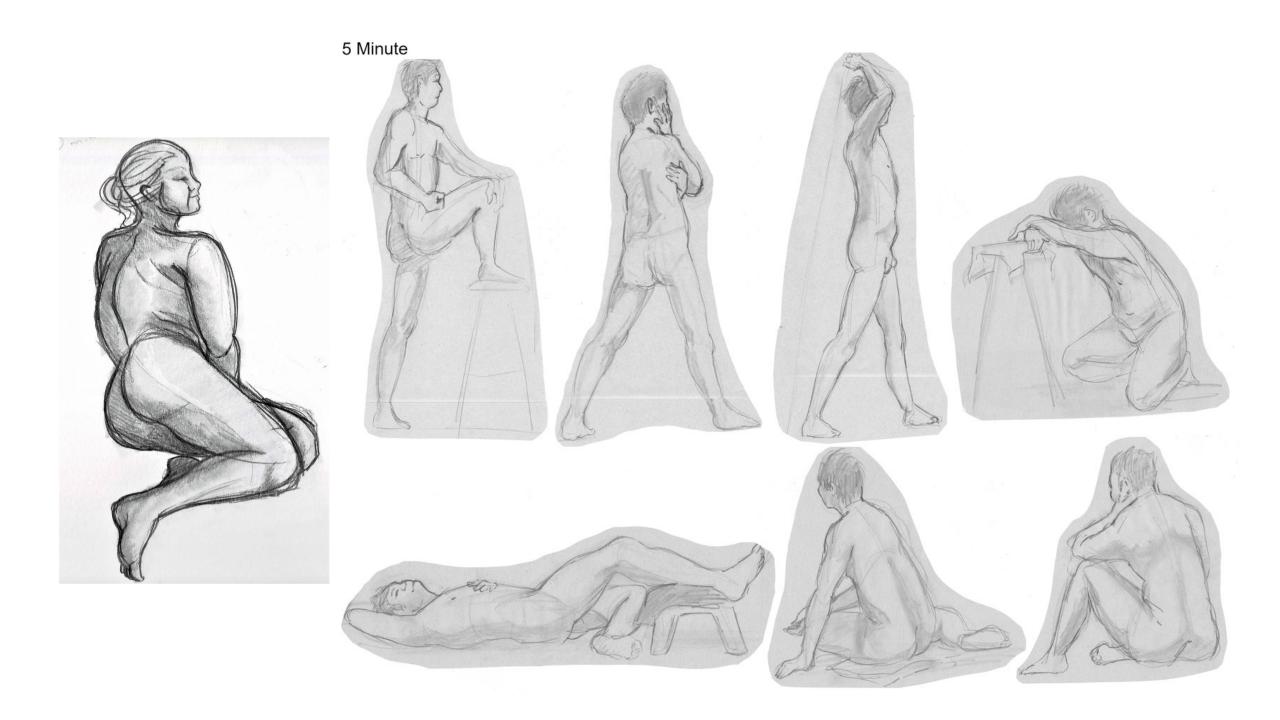
Know what we're looking for and then work on your portfolio.
Upload your portfolio to <u>SlideRoom.com</u> before the deadline (Tuesday, March 12, 2024)

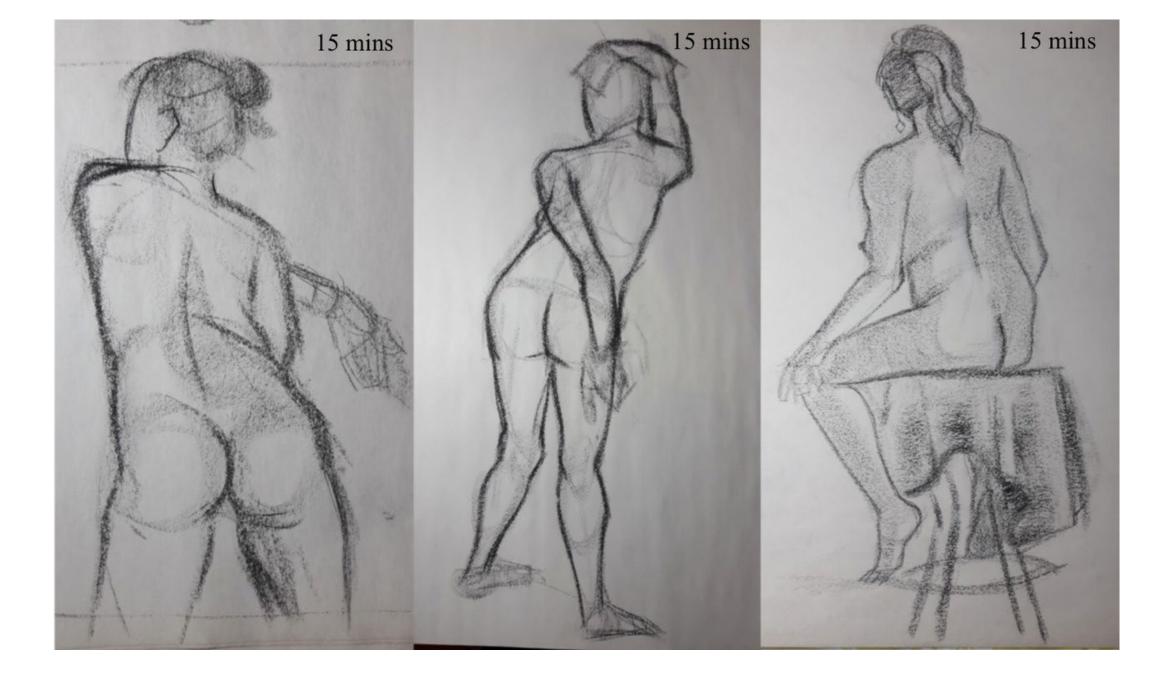
- Life Drawing
- Café sketches
- Drawings of objects from Life
 - Locations from Life
- Drawings of Animals from Life
 - Original Character Design

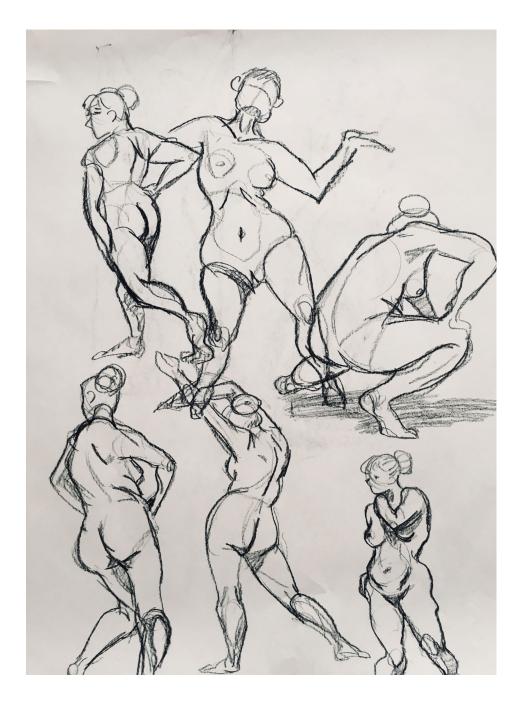
- Basically, we want to see that you are able to draw (on paper) objects, environments, people and animals *from life* and make them accurate in terms of structure, proportion, perspective, light and details.
- Drawing from media such as computer monitors and photographs isn't as helpful for you to learn as these images will already be "flattened" in a 2D space.
 - Drawing from life trains you to see 3D space and transfer it to 2D.

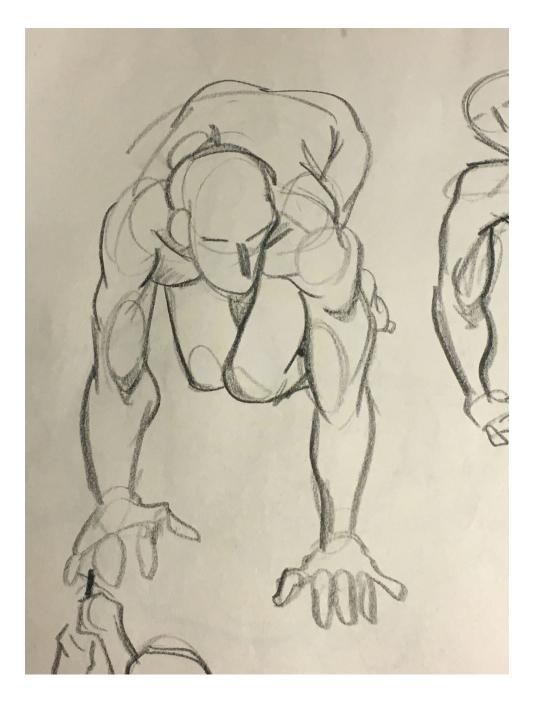


- We like to see drawings of people done in a classroom setting. Community centres, local colleges and clubs may offer life drawing classes and drop-in sessions. You can also draw your own hands and feet.
 - If you can't do life drawing live, do lots of studies of anatomy* and find online life drawing classes.



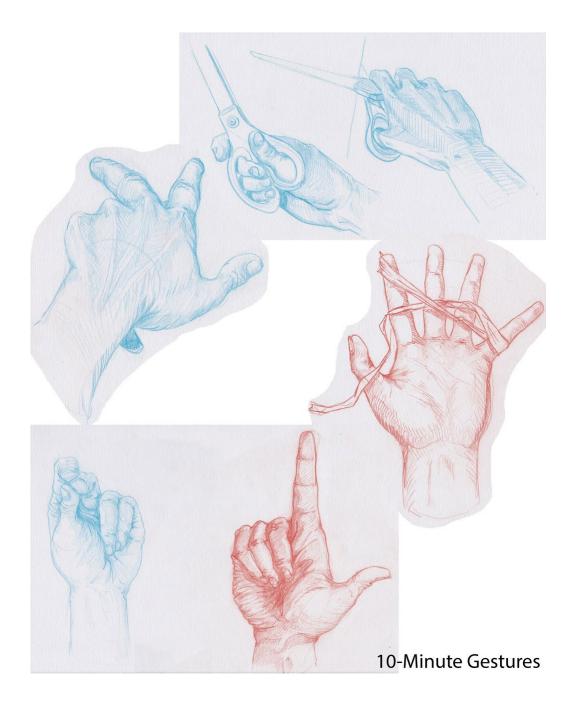


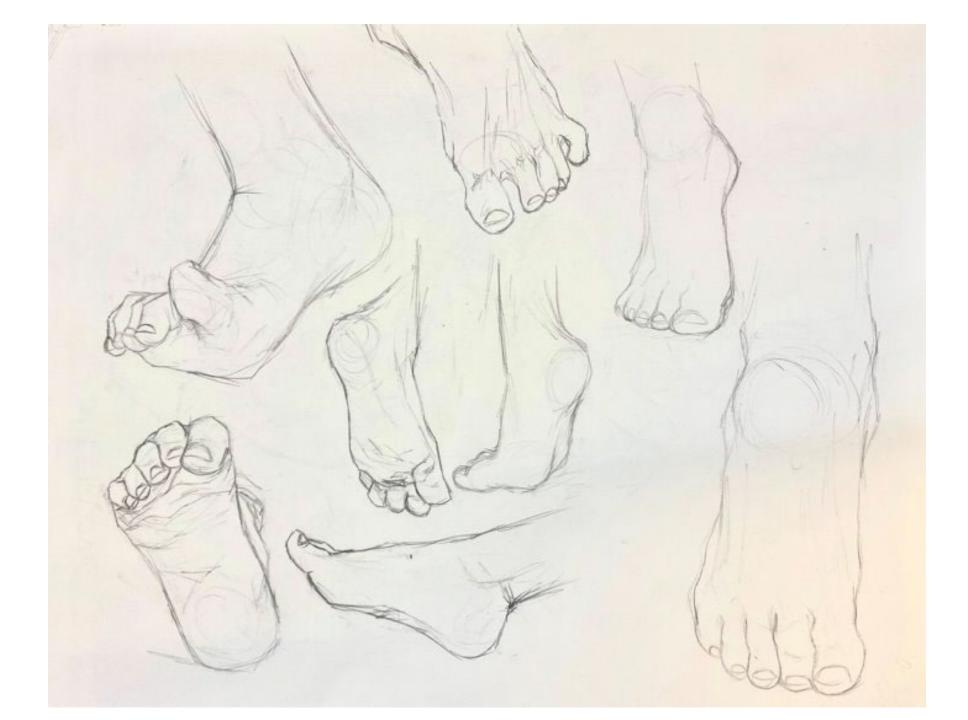












2. Café sketches

• Drawings of people in day-to-day activities. These can be quick gesture drawings and "memory drawings" since people are often moving. A good tool for drawing these is a thin black ink pen.









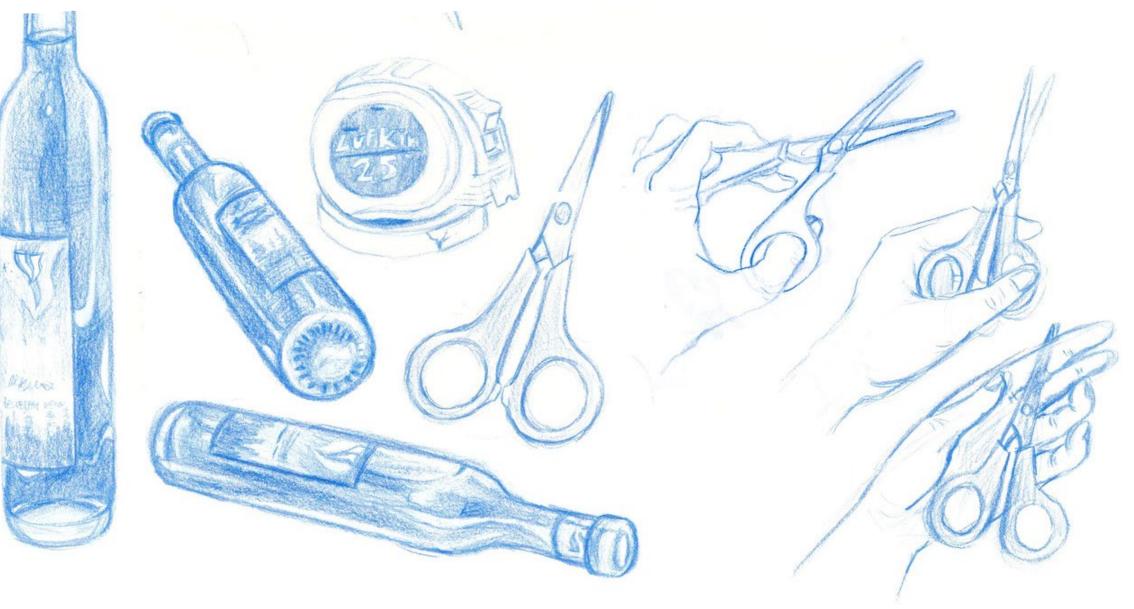


3. Drawings of objects from life

- Set up still life scenes and try to draw them accurately.
 - Add a light source and draw the values created.
- Start with simple objects (apple). As you improve, draw more complex objects (action figures).
- A blue pencil has lots of values from light to dark and it's a good process for building on your mistakes.



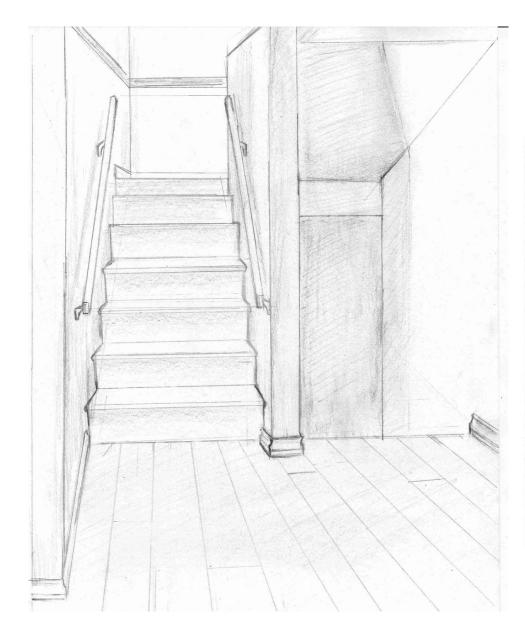
Blue Pencil Technique - A great tool for building your drawings



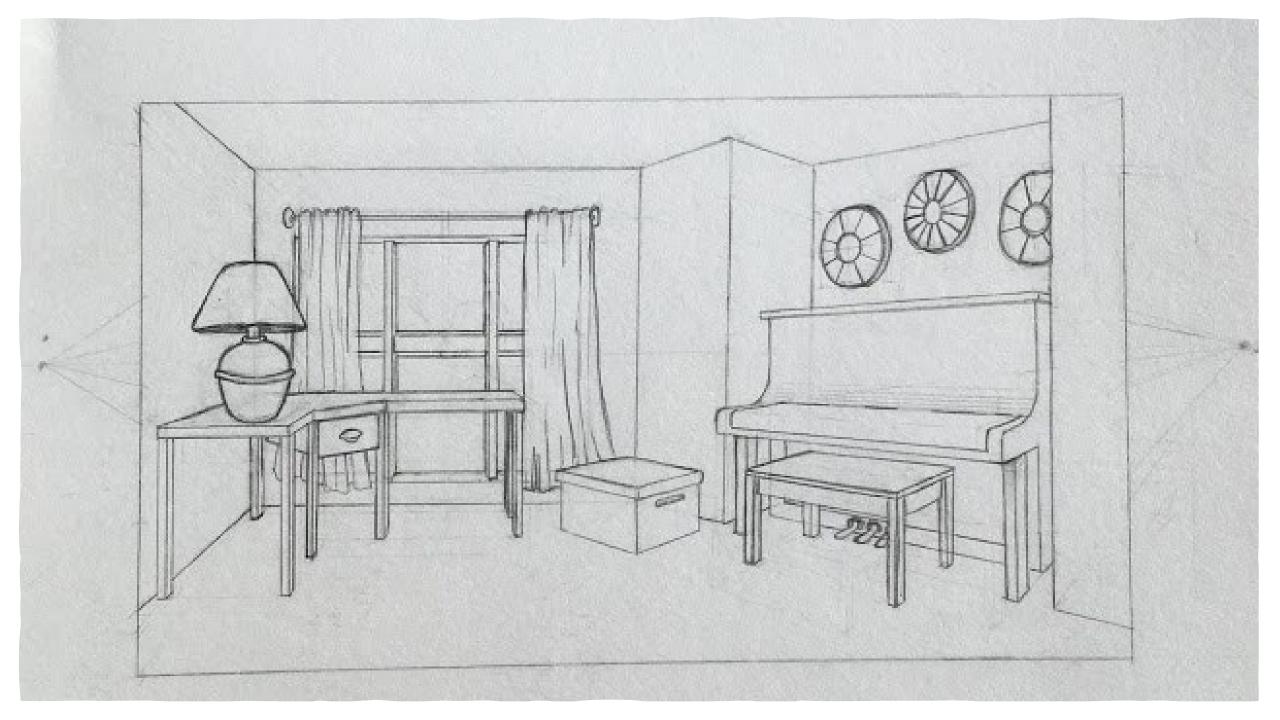
4. Drawings of locations from life

- Go out and draw buildings, streets, parking lots, playgrounds, parks, yards, train stations, etc.
 - Stay in and draw your kitchen, stairs bathroom, attic, etc.
- Try to show that you know perspective. Don't use rulers...just draw what you see. The bluepencil process works well here too as you can sketch the basic shapes and structures and build on that.









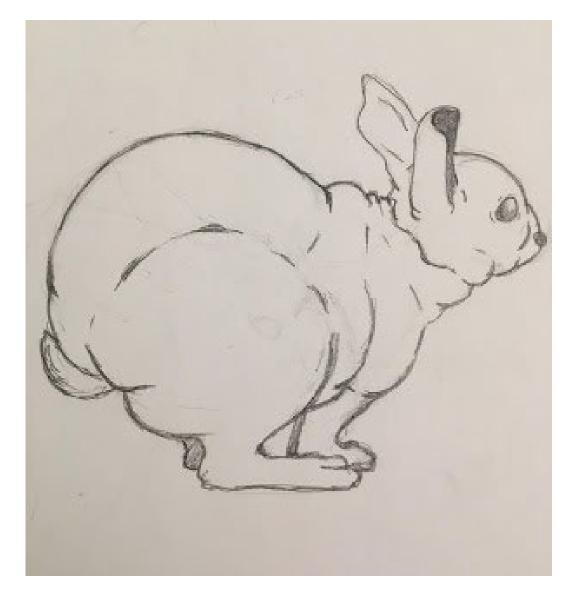


5. Drawings of animals from life

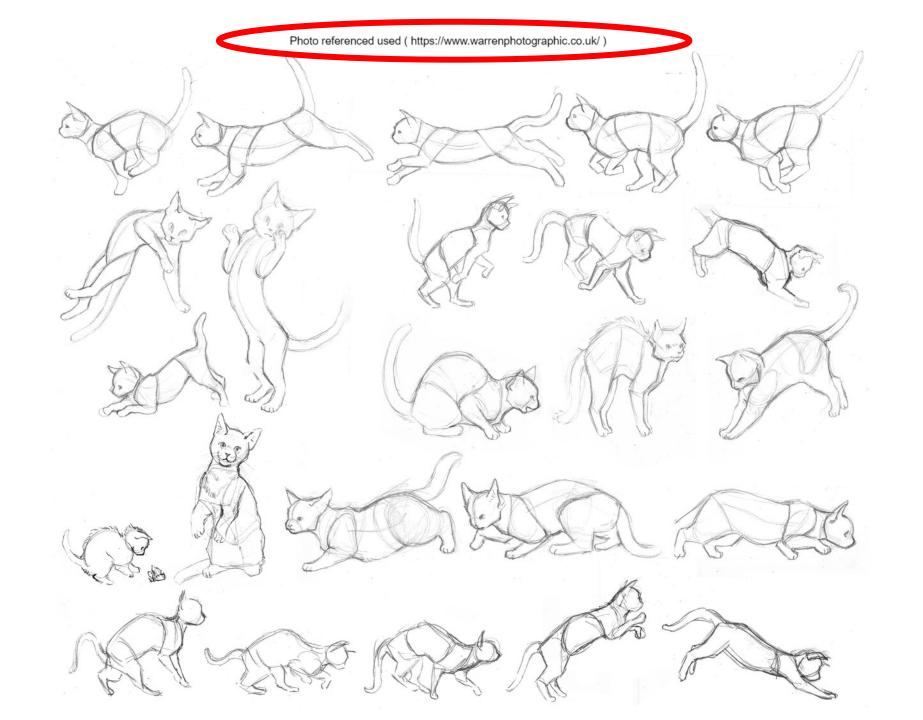
• You don't need to draw dozens of animals...just two or three but REALLY get to know what they look like and how they move. Study their anatomy (bones and muscles) online before you draw them for your portfolio. If you don't have any animals at home, go to a dog park or to a zoo or farm.





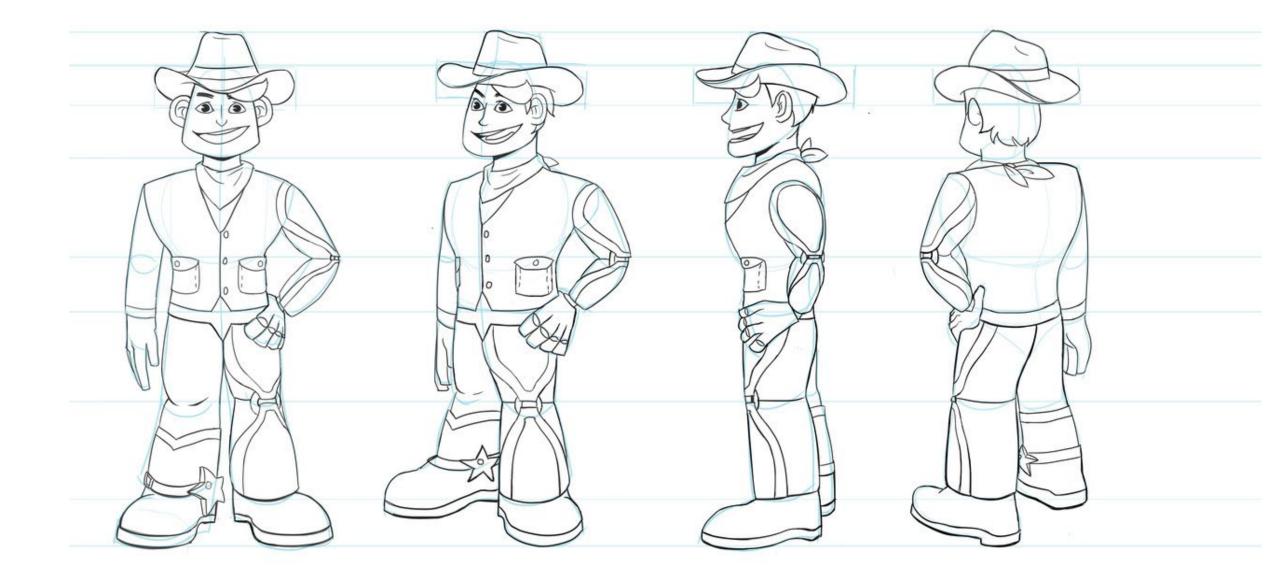


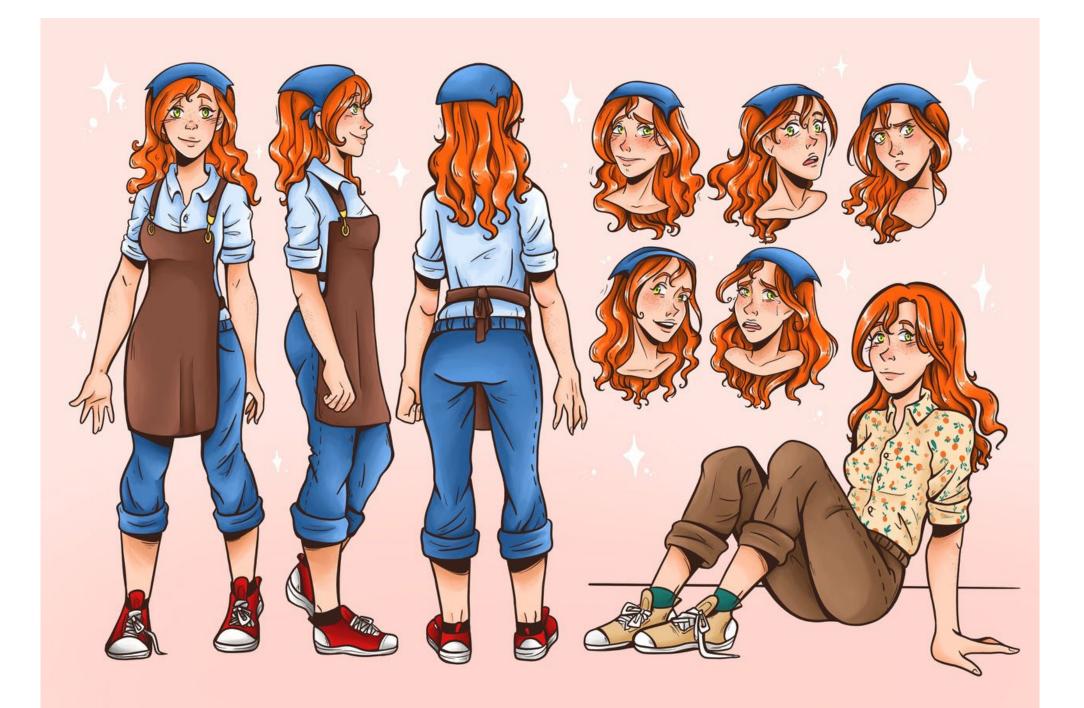




6. Original character designs

- Create your own characters and put them in situations (doing things)
- Think up an idea for a TV show and then create the characters that would populate it. Draw the characters from various angles and with a variety of clothing changes and props such as umbrellas, handbags, bicycles, etc. Try changing your style and creating a variety of character groups from simple iconic to complex human forms.













What about...?

- Animation
- Abstract Art?
 - Sculpture?
- Photography?

We don't really need to see these to see these. *We will teach you animation*, so it's not as important as you being able to draw accurately from life. Of course, we're happy to look at anything you put in your portfolio that you want to show us, but these things aren't as important to us as your *drawings from life* are.

Thanks for visiting us! Hope to see you in September :-)

• Any Questions?

• animation@capilanou.ca

https://www.gradshow.com/

