

# **ENTERTAINMENT DESIGN BFA**

Application Instructions & Forms (Rev. 2/15/2023)

### 1. VERIFICATION

Please verify that you have completed the following (11) required courses **with a grade of C- or better** in order to be eligible to apply for the Entertainment Design BFA:

- ART 1120 2D Design
- ART 1210 Observational Drawing
- ART 1220 Perspective Drawing
- ART 1400 Graphic Computer Applications
- ART 2220 Imagination and Visual Literacy
- ART 2240 Illustrative Media and Techniques II
- ART 2250 Gestural Drawing
- ART 2270 Figure Drawing I
- ART 2260 Digital Painting I
- ART 2280 3D Modeling
- ART 2440 Motion Graphics I

**Note**: Some classes may be in progress at the time of application. However, more complete portfolios will receive higher evaluations. Good grades do not guarantee acceptance into the Entertainment Design BFA.

### 2. APPLICATION

Please compile the following application materials formatted to a document size of 8.5 "x 11" in the **first of two PDFs** named **Lastname\_BFA\_Application.pdf**:

- A completed **Entertainment Design BFA Application Form**. (see p. 3)
- **Student transcript** with each required course clearly highlighted. (Unofficial transcripts)

### 3. PORTFOLIO

Please compile a digital portfolio in the **second of two PDFs** named *Lastname\_BFA\_* **Portfolio.pdf** 

- Your portfolio should consist of **10–20 pieces of your strongest work in a variety of media** carefully selected from the courses listed above. You must include examples from: **Figure Drawing I, Digital Painting I, 3D Modeling,** and **Motion Graphics I**.
- Transfer students may include work completed at their former school(s).
- Do NOT include professional, team, or internship projects.
- All portfolio work should be nicely edited and formatted in a well designed presentation. Please label each piece with the class / date / medium.

### 4. SUBMISSION

Email your application materials and digital portfolio to the Entertainment Design BFA email address (**ENT\_BFA@uvu.edu**) before 11:59 p.m. on the first Monday in March (spring semester). The application materials and portfolio PDFs **must not exceed a total of 50 MB.** 

# **PORTFOLIO EVALUATION CRITERIA**

Faculty members in the Entertainment Design Area (BFA Entertainment Design Portfolio Review Committee) will evaluate submitted portfolios based on the five criteria shown below. For each of the criteria, each committee member will award a score of either 1 (weak), 2 (average), or 3 (strong). As such, the maximum total score that can be awarded by each committee member for any given portfolio is 15. As mentioned in section 3 on the previous page, the inclusion of professional, team or internship projects is discouraged and **may result in a reduction of the total score.** 

**Image**—Effective selection, creation, and technical implementation of high-quality images both traditional and digital.

**Design**—Effective use of hierarchy, space, scale, sequence, and graphic elements such as line, shape, and color.

**Drawing**—Effective human figure drawing anatomy; dynamics, posing and motion. Especially foreshortening, perspective and gestural drawing.

**Concept**—Effective concept development and communication of story.

**Presentation**—Skillfully-crafted portfolio featuring work from a variety of media.

# **REVIEW PROCESS**

After application materials have been received and reviewed, students who **do not** meet the basic application requirements will be notified and will be provided with information on why their application was disqualified.

Students who **do** meet the application requirements and are included in the BFA Portfolio Review can expect the following at the conclusion of the review process:

- An email will be sent to each student indicating whether or not they have been accepted into the BFA program.
- For students who **are** accepted into the BFA program, registration blocks will be removed and they will be able to register for BFA-only courses.
- Students who are **not** accepted into the BFA program may:
  - Reapply during a subsequent application period. Students are limited to applying to the Entertainment Design BFA program a total of two (2) times.
  - Pursue a Bachelor of Science (BS) degree or a Bachelor of Arts (BA) degree program in the A&D Department.

# APPLICATION STATUS (Complete only one of the following two lines): o Original Application (First Attempt) o Semester \_\_\_\_\_\_ Year: \_\_\_\_\_\_ o Reapplication (Second Attempt) o Semester \_\_\_\_\_\_ Year: \_\_\_\_\_ Student Name: \_\_\_\_\_\_ Student ID Number: \_\_\_\_\_\_ Permanent Contact Address: \_\_\_\_\_\_

## APPLICATION CHECKLIST

- o Completed the eleven (11) required courses in order to be eligible to apply. (Some classes may be in progress at the time of application. However, more complete portfolios will receive higher evaluations.)
- o Compiled the first of two PDF file attachments entitled Lastname\_BFA\_Application.pdf that includes:
  - o Completed Entertainment Design BFA Application Form (include this form with your application).
  - o **Student transcript** (highlight required courses).
- Created the second of two PDF file attachments entitled *Lastname\_BFA\_Portfolio.pdf* that includes a
  digital portfolio of coursework examples and specifically from the required courses: Figure Drawing, Digital
  Painting I, 3D Modeling, and Motion Graphics I.