



ACADEMY *of* ART UNIVERSITY

FOUNDED IN SAN FRANCISCO 1929 BY ARTISTS FOR ARTISTS

Master of Arts, Animation and Visual Effects with an Emphasis in 2D Animation Final Portfolio Review Instructions

This Final Review is to assess your knowledge and skills as you near the end of your M.A. program. After reviewing the portfolio your department will be better able to advise you about your career.

YOUR DIPLOMA CANNOT BE PROCESSED WITHOUT A COMPLETED FINAL REVIEW.

REQUIREMENTS:

Upload the Final Portfolio/Demo Reel from GLA 670 Professional Practices

UPLOAD YOUR PORTFOLIO THROUGH LMS

Please view this instructional video to learn more about uploading your Final Review portfolio:

Tutorial: https://live4.academyart.edu/mpr_portfolio/

Please make sure to label each item.

DUE DATE: Check with the department for the due date.

Program Learning Outcomes to be considered:

2D Animation & Stop Motion - Traditional Animation

- Demonstrate strong drawing skills and facility with anatomy, proportion, figure, animals, perspective, color and design, and composition
- Develop visual stories that support comedic or dramatic situations
- Stage stories through effective camera placement choices
- Draw convincing characters, layouts, storyboards, and animatics
- Apply the principles of animation to create animated movement and performances

- Technical Skills - Demonstrate facility with animation technology and software
- Presentation Skills - Clearly discuss work and workflow process with a review committee, using industry terminology
- Presentation Skills - Create visually compelling, professional quality presentation materials
- Professional Readiness - Produce a cohesive portfolio or demo reel tailored to reflect career goals

3D Animation

- Apply the major principles of animation
- Create pieces that showcase expression and emotion
- Stage stories through effective camera placement choices
- Technical Skills - Demonstrate facility with animation technology and software
- Presentation Skills - Create visually compelling, professional quality presentation materials
- Preproduction Skills (Project Development) - Execute projects that demonstrate attention to: research, analytical thinking, detail, flexibility in problem solving, and revision
- Professional Readiness - Produce a cohesive portfolio or demo reel tailored to reflect career goals
- Professional Readiness - Document project workflow

3D Modeling - Modeling

- Convincingly model forms in 3-dimensions that demonstrate a thorough understanding of anatomy and sculptural form
- Display a range of modeling skill sets including hard surfaces and organic
- Create textures that will be applied to the surface of models
- Produce industry-standard turnarounds and wireframes
- Technical Skills - Demonstrate facility with animation technology and software
- Professional Readiness - Produce a cohesive portfolio/demo reel reflecting career goals

Visual Effects

- Design digital effects that meet the needs of the imagery
- Create believable images by combining elements from different sources

- Compose shots for narrative power
- Technical Skills - Demonstrate facility with animation technology and software
- Presentation Skills - Clearly discuss work and workflow process, using industry terminology
- Preproduction Skills (Project Development) - Execute projects that demonstrate attention to: research, analytical thinking, detail, flexibility in problem solving, and revision
- Collaboration - Collaborate effectively to produce creative projects
- Professional Readiness - Produce a cohesive portfolio or demo reel tailored to reflect career goals
- Professional Readiness - Demonstrate accountability for planning complex projects, prioritizing tasks and meeting project milestones
- Professional Readiness - Document project workflow

Academy of Art University Learning Outcomes for ALL degrees: Graduates of the Academy of Art University will demonstrate the ability to:

- Produce a body of work suitable for seeking professional opportunities in their chosen field of art and design.
- Solve creative problems within their field of art and design, including research and synthesis of technical, aesthetic, and conceptual knowledge.
- Communicate their ideas professionally and connect with their intended audience using visual, oral, and written presentation skills relevant to their field.
- Execute technical, aesthetic, and conceptual decisions based on an understanding of art and design principles.
- Evaluate work in their field, including their own work, using professional terminology.
- Recognize the influence of major cultural and aesthetic trends, both historical and contemporary, on art and design products.
- Learn the professional skills and behaviors necessary to compete in the global marketplace for art and design.
- Engage with a variety of communities beyond the classroom through internship opportunities, study abroad programs, athletics, student interest clubs as well as collaborative, civic and pro bono projects.