



ACADEMY *of* ART UNIVERSITY

FOUNDED IN SAN FRANCISCO 1929 BY ARTISTS FOR ARTISTS

## Master of Arts, Visual Development 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:**

Students are required to upload a marketing portfolio consisting of their best work from classes and any supplemental work to show a wider range of style, design, and subject matter. The portfolio should showcase your very best work only. All work must be original and wholly the student's creation.

Crediting: Collaborative projects must clearly indicate which area the student is responsible and accountable for (e.g. coding, designing, research etc.)"

- Character development from silhouettes to thumbnails/ initial sketches to turnarounds, character lineup, and expression sheets, several action/attitude poses, situational poses to final color (number will vary depending on the number of characters in the story – 4 minimum).
- Two pages of character thumbnails (2.5" tall) in 10 – 15 different poses for one character
- Props and vehicle designs as they relate to your story idea.
- Environmental set design including floor plans/ground plans, architectural exploration, and natural environmental exploration (plants, trees, etc.) as they apply to your story.
- Thumbnail layouts to final Layouts in value showing Key
- Beats/locations/environments in the story (1-2 completed layouts).

- Final color “Cinematic Moments” with characters representing Key Story (minimum 5-7 completed full color illustrations) derived from the finalized Color Script (10-20 thumbnails in Value and Color Roughs).
- Framing should represent film, TV, and/or game aspect ratio at least 16:9. Strong storytelling use of camera should be represented.

## **UPLOAD YOUR PORTFOLIO HERE THROUGH LMS**

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

**Tutorial:** [https://live4.academyart.edu/mpr\\_portfolio/](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:**

#### Artistic Ability

- Demonstrate strong drawing and compositional skills
- Create value studies that demonstrate an understanding of lighting, composition, and space

#### Research and Critical Thinking

- Apply visual research to design solutions

#### Visual Development

- Apply color and design elements consistent with the overall look of the film
- Design elements to support the narrative
- Demonstrate continuity in visual storytelling

#### Presentation Skills

- Create visually compelling, professional-quality presentation materials
- Pitch ideas clearly and professionally

#### Professional Readiness

- Produce a cohesive portfolio tailored to reflect career goals

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.