Portfolio Guidance

All Art and Design Pathways and Games Design – All Levels.

When preparing a creative portfolio for your interview, you must remember that this is your opportunity to showcase what you can do. Whether this is digital or physical, your portfolio should resemble work you are proud of and able to talk about confidently when this is being looked through. Below are some useful pieces of advice to help you compile work ready to show.

Be selective:

Try to restrict the number of pieces of work to around 20- this includes final pieces.

Show your ideas through your strongest sketchbook or project folder- select your strongest example.

It is always an idea to bring along a piece of work that you dislike, so that you can talk about it critically and how you'd improve upon it. Showing strong critical thinking at this stage is encouraging.

Present this neatly:

Show that you take care of your work through presenting this clearly. Creased work doesn't fully represent your talent as an artist or designer as it is distracting to the eye.

If your work is digital, please present this in a standard format- slide show, PowerPoint or alternative non-web based format .jpg, .mp3 or .mp4 on a memory stick. We will have computers you can show your work on.

Mount smaller pieces of physical work onto larger paper- preferably white or black- resist the urge to double mount if you can help it.

Order your portfolio with strong pieces at the beginning and the end of it, this will leave an initial and lasting impression on your interviewer.

Show versatility:

Show that you are experimental and comfortable in trying a variety of things. This includes: use of tone, colour, and drawing media (pencil/pen/ pastels etc) and any digital media appropriate to the course that you are applying for.

Select work that shows different ideas or drawing content- not just images of flowers/ animals etc, a good mix of different images shows you're able to adapt.

Don't just stick to work that you have done at school; if you make art or design things outside of your school life, we'd like to see that too.

3D work:

If your work is too cumbersome to carry, don't bring it with you to the interview. Instead, ensure that you have some strong photographs of this work to present instead.

If you wish to bring in any products/ garments etc, please ensure that you have protected your work against the elements to ensure they're safe from any damage during transport.

Technical Skills and knowledge:

Present your strongest technical skills either through digital/ scripting platforms or hands on making, in a way that suits your chosen subject area.

If you are wishing to present custom computer programs (scripts) or work that you have made that requires specific software to run, e.g. small games, websites etc. or other work of a technical nature, please bring a clear video in .mov, .avi or .mp4 format. Where video is not possible, please provide clear, printed screenshots with an explanation of what you are showing and how it works.

Be prepared to discuss how you have arrived at/ made these pieces of work.