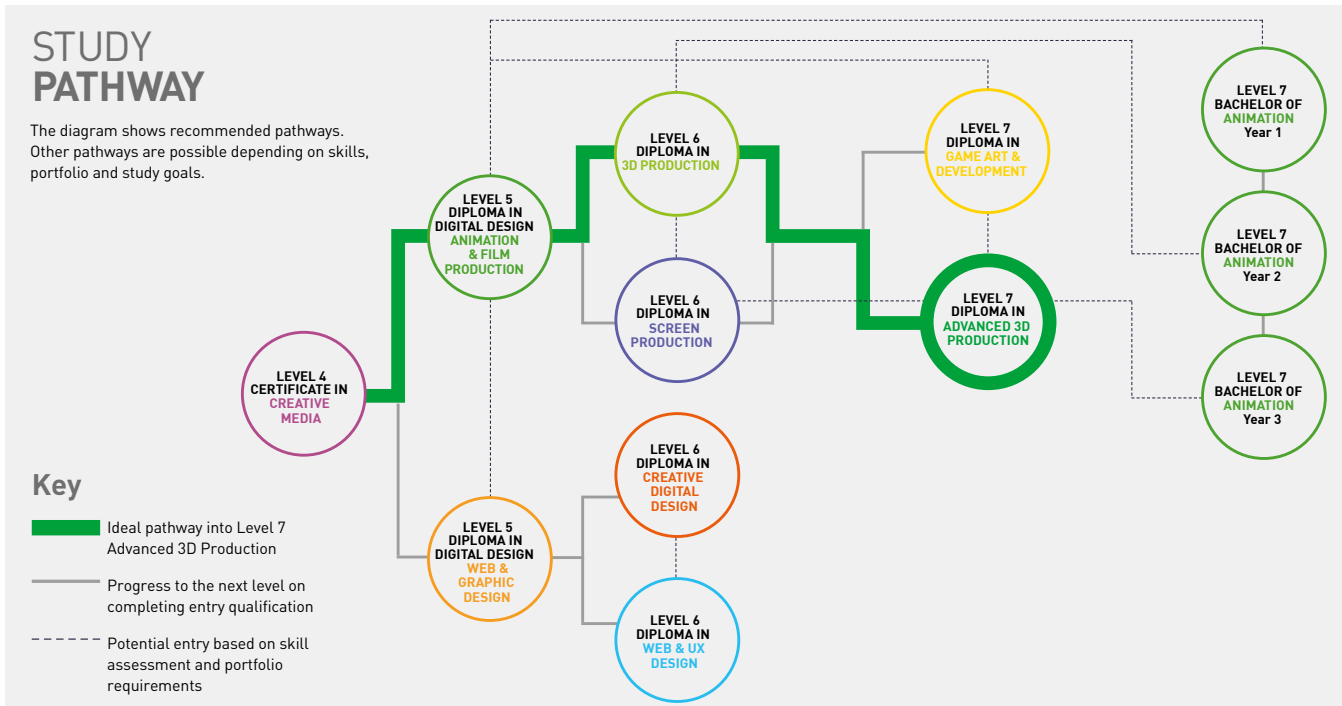


PORTFOLIO REQUIREMENTS

LEVEL 7 DIPLOMA OF ADVANCED 3D PRODUCTION

Your portfolio will be assessed in order to determine if your skills, knowledge and software experience are equivalent to those demonstrated within the ideal Yoobee Pathway Diploma(s).



PORTFOLIO – What to demonstrate

A successful portfolio should demonstrate the following skills and software.

The lists are based on learning that occurs during pathway through the ideal Yoobee Diplomas (as above diagram).

The quality of work is expected to be to a high standard.

* **Indicated** software and skills are essential for entry.

SOFTWARE

- + Maya*
- + Houdini*
- + ZBrush*
- + Substance Painter*
- + Substance Designer
- + Mari
- + Motion Builder
- + Nuke
- + Unreal Engine 4
- + Unity Engine
- + Mudbox
- + Premier Pro
- + After Effects
- + Photoshop
- + Illustrator

SKILLS

- + 3D Modelling - Hard surface*
- + 3D Modelling - Organic*
- + Digital Sculpting*
- + Texturing*
- + Lighting & Rendering*
- + Compositing*
- + Character Rigging (body mechanics)
- + Other Rigging (Mechanical, etc)
- + Character Dynamics (Hair, Fur, Cloth)
- + Character Animation
- + Other 3D Animation
- + Motion Capture (Recording, Clean-up)
- + Animation Principles
- + Particle Simulation
- + Volumetric Simulation
- + Rigid Body Destruction
- + Camera Tracking
- + Coding/Scripting (C#,Python,VEX)

PORTFOLIO REQUIREMENTS

LEVEL 7 DIPLOMA OF ADVANCED 3D PRODUCTION

*Please use the below tasks as a guide for your submission.
Providing all details helps ensure successful enrolment
into the best programme for your skills and goals.*

TASK A – Application Letter

Please provide a brief application letter that includes the following:

- + written in your own words and in English
- + a brief introduction of yourself
- + your academic / work background
- + your reasons for wanting to enrol in this programme
- + your aspirations in the creative industry
- + *list* your software skills

TASK B – Portfolio

Demonstrate an understanding of the fundamentals of 3D Graphics, Animation and VFX.

The Portfolio

- + provide a video format *or* online link
- + include 7-10 examples
- + demonstrate relevant software and skills
- + showing some process / pre-production is helpful

Each piece of work in the portfolio must be clearly labelled with:

- + intention of piece *study project / personal project / client / freelance etc.*
- + year created
- + software / equipment used
- + skills being demonstrated
- + if group work is shown, outline your specific tasks / involvement
- + attribution for any assets used that are not your original creation

TASK C – Exercise

Please complete ONE of the following exercises and supply files.

1. 3D model, light and texture from a reference image.
You must submit Maya files and texture maps.
2. 3D animation using the current audio clip from the 11 Second Club <http://www.11secondclub.com/>
Between 5 -11 seconds.
You must submit Maya files, rigs and audio clip used.
3. VFX piece with a 3D object composited into live footage.
You must submit project files including footage and render passes.
(all files are needed to see the final VFX piece).