

VanArts 2D and 3D Character Animation Programs

Portfolio Submission notes from the VanArts Character Animation Faculty

Setting out to become a character animator means learning about a character's or creature's life, its movements, thoughts, and emotions. It means learning about storytelling because every character pose tells a story, every shot that you animate tells a story, and each shot that you link with another is a new story.

We recommend that you are familiar with Harmony for 2D or Maya for 3D. It is not necessary but will make learning animation workflow easier.

Character animation is a craft. The program is intense. The faculty is with you all day all week, to help you 'Master the fundamentals, there is nothing else.'

* We want to see sketches of characters in motion, expressive poses, and character designs. Send us copies of pages from your sketchbooks, samples of cartoons, location sketches, and life drawings. Show us sketches of characters in subtle and dynamic poses. Character animation is about life, energy, movement, and emotions. Scribble, sketch, tell stories with your drawings and have fun. Analyze drawings and poses from Calvin and Hobbs by Watterson and Zits by Jerry Scott and Jim Borgman. Draw your own characters in those poses.

We do **NOT** want to see Illustrations, paintings, portraits in your portfolio submission.

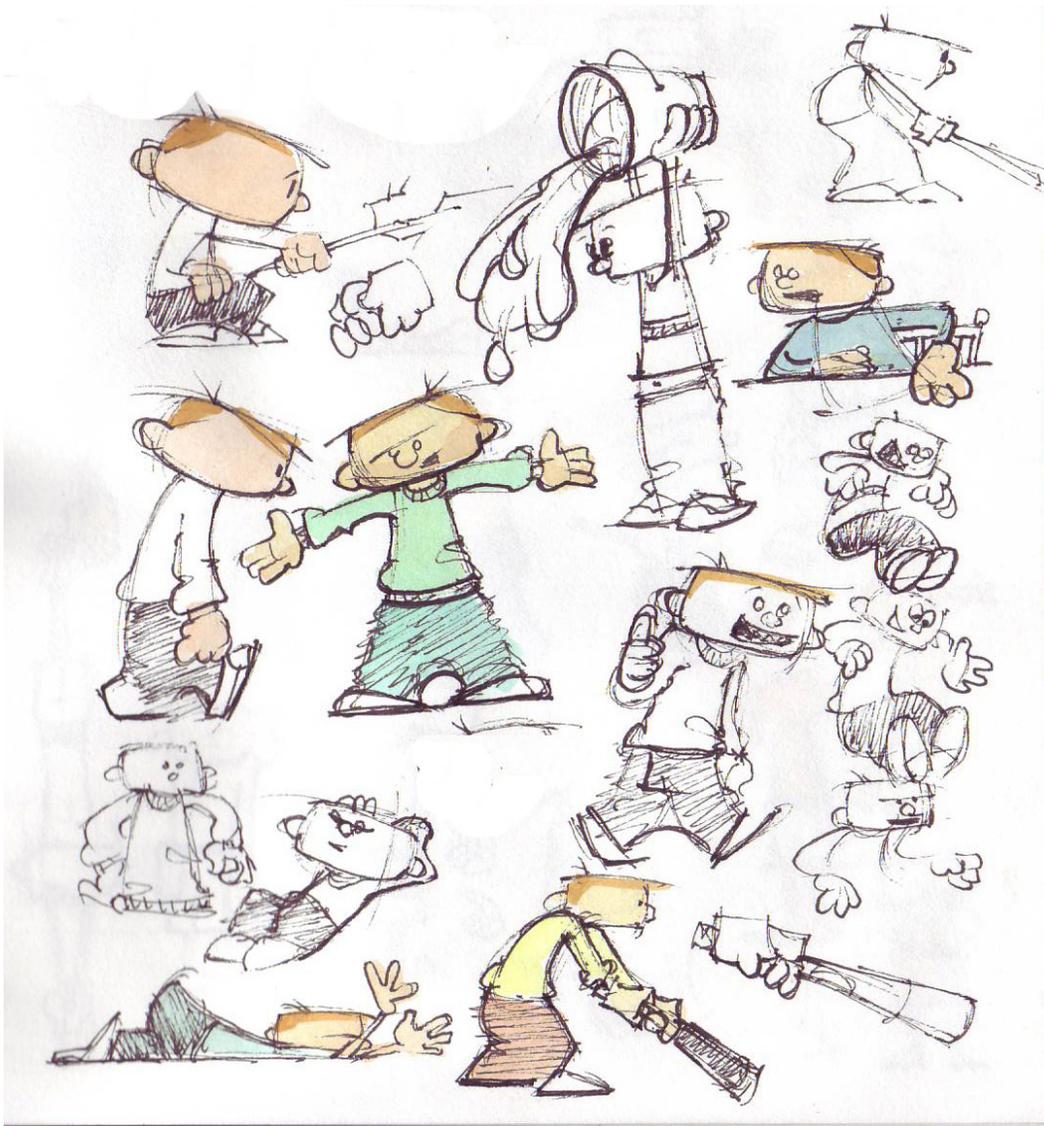
Drawing skills are important for planning animation, storyboarding, and character design. Simple, informative drawings make planning animation fast and allow time for exploring options.



We require a minimum of 12 pieces. A page with six drawings counts as one piece. Send more than 12 if they showcase your skills. If you have animation or films to show us, send links to your work on a website, blog, Youtube, Vimeo, Deviant Art or Flickr pages, or as jpegs or a compressed Zip folder attached to an email:

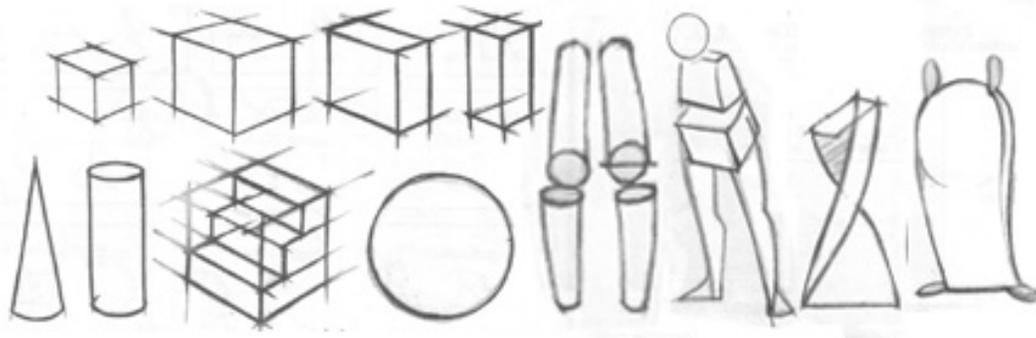
admissions@vanarts.com

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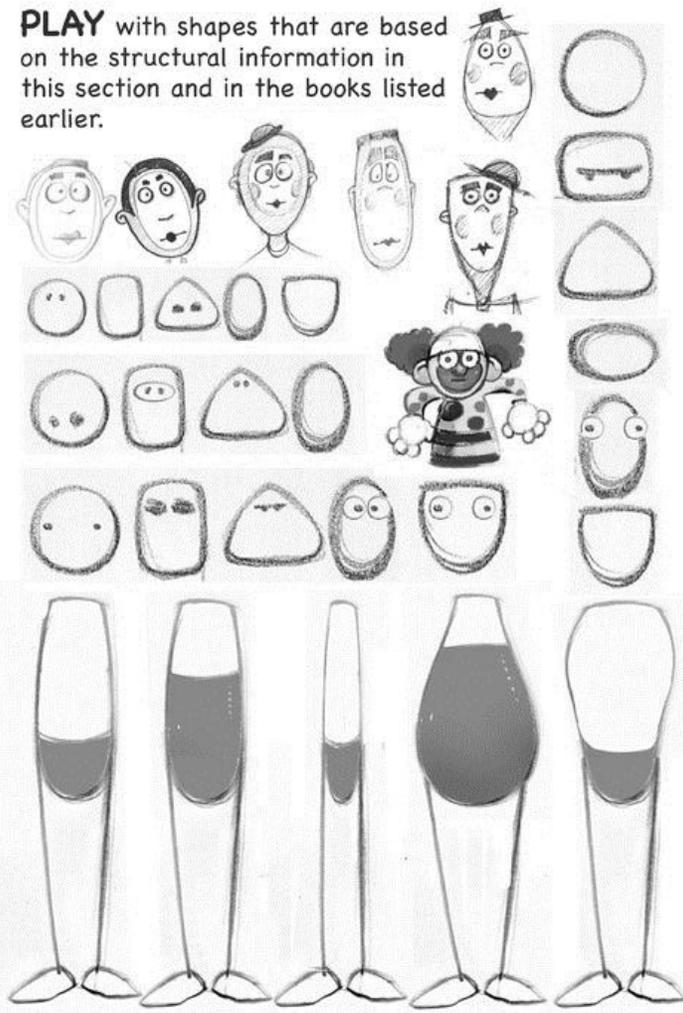


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We want to see that you can draw simple geometric shapes and objects in perspective. You will learn more about drawing in your Animation, Life Drawing, and Story and Visual Language courses at VanArts.

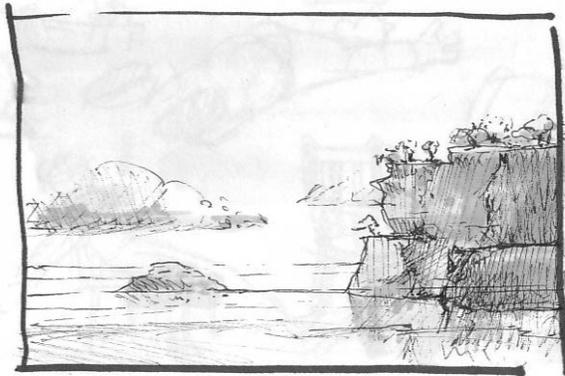
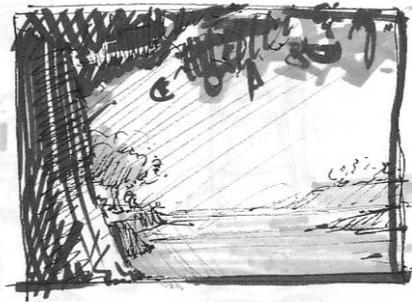
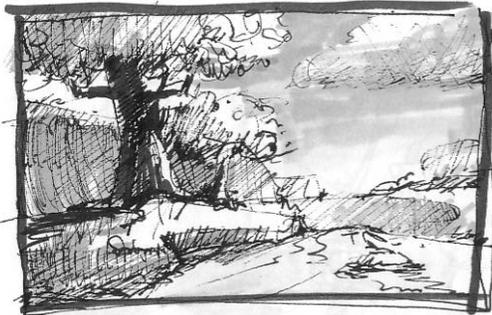
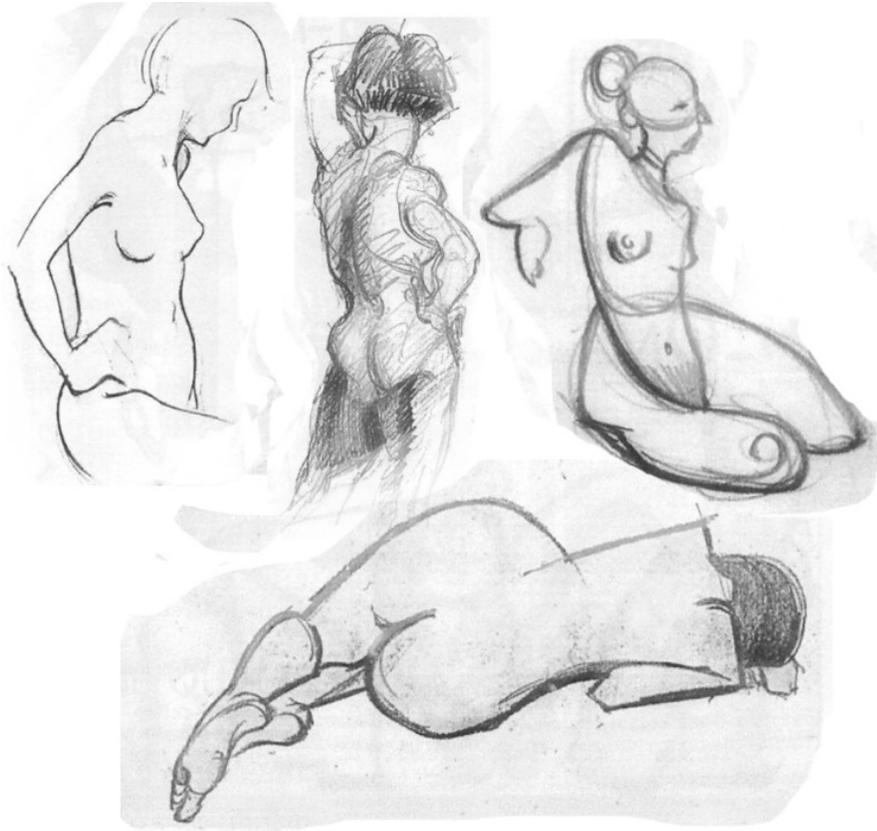


PLAY with shapes that are based on the structural information in this section and in the books listed earlier.



simplified drawing for planning animation www.anamie.com

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