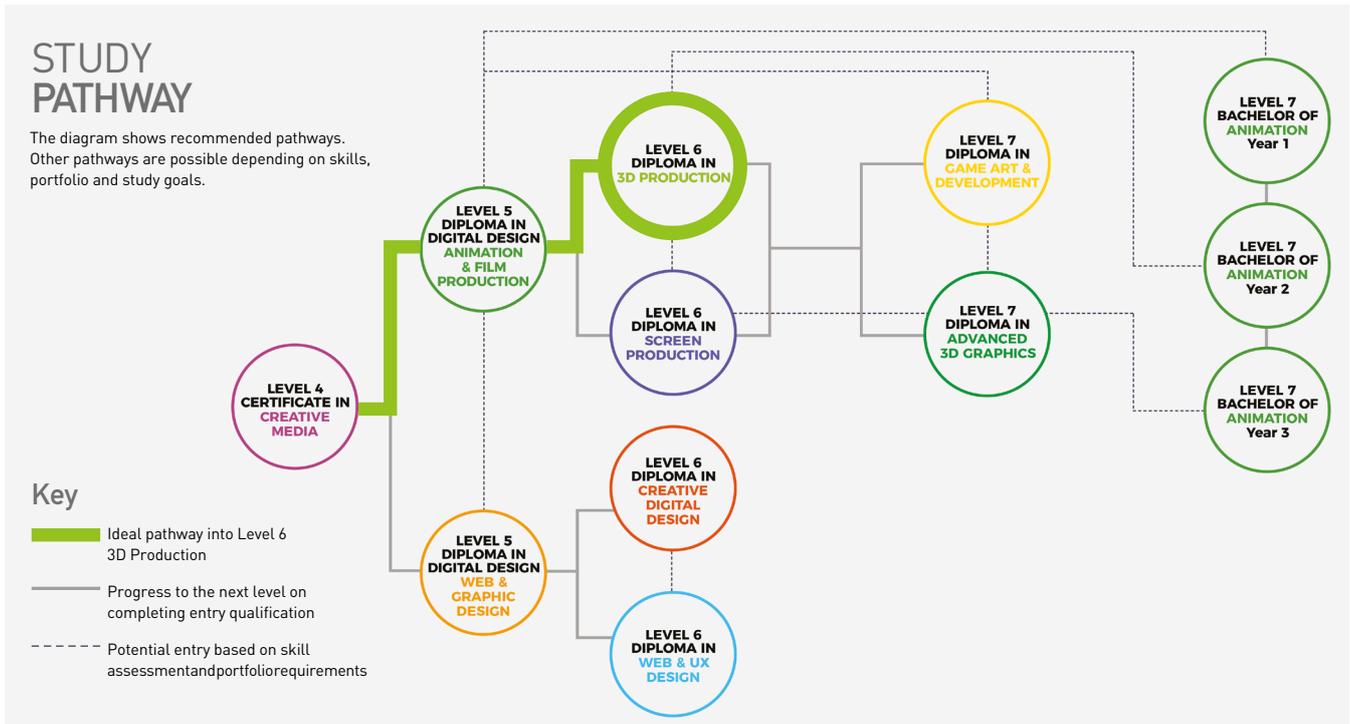


PORTFOLIO REQUIREMENTS

LEVEL 6 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

Essential

- + Maya*
- + Premier Pro*
- + After Effects*
- + Photoshop*
- + Illustrator*

Preferable

- + Houdini
- + Substance Painter or Mari
- + Zbrush

Useful to know

- + Substance Designer
- + Unity Engine
- + Unreal Engine 4
- + Motion Builder
- + InDesign

SKILLS

- + 3D Modelling*
Hard surface and Organic
- + Digital Sculpting*
- + Texturing*
- + Lighting & Rendering*
- + 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
- + Compositing*
- + Camera Tracking*
- + Coding/Scripting (C#,Python,VEX)

PORTFOLIO REQUIREMENTS

LEVEL 6 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 modelling and animation.

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.
You must submit Maya files and texture maps.
2. 3D animation focusing on body mechanics.
You must submit Maya files and rigs used.