

BFA Undergraduate Portfolio Requirements | 2025 Admission

For submission into a BFA program within the School of Art, School of Design, and School of Film and Animation, a portfolio of 7 – 10 examples of your best artwork is required.

Programs that do not require a portfolio as a part of the application process are BFA in Photographic and Imaging Arts, BS in Photographic Sciences, and BS in Motion Picture Science.

Within every portfolio submission:

<p style="text-align: center;">7-10 Examples of Best Work</p>	<ul style="list-style-type: none"> > Submit your strongest work, in any form or format. > Your portfolio could include, but is not limited to, examples of drawings, paintings, sculptures, sketchbook pages, design examples, mixed media, animation, and/or time-based media. > All work submitted must be original (not AI-generated) and demonstrate creativity through innovative ideas and content, interesting composition, and proficient use of materials. > Do not include mood boards or screenshots from the internet.
<p style="text-align: center;">Drawings from Direct Observation</p>	<ul style="list-style-type: none"> > Some undergraduate programs require drawings from direct observation and the use of traditional materials (pencil, graphite, charcoal, ink) in those drawings (see table below). > Drawing from direct observation is drawing what is directly in front of you, not working from photographs or other existing art/images. > Do not include drawings copied from photographs, comics, anime, movies, fan art, pop-culture, or fantasy.

Submitting Portfolio Files

- > All submitted work **MUST** be clearly labeled using the **Description** feature in the applicant portal.
- > Add details such as title, medium, and description for all uploaded examples.
- > For descriptions, include details such as assignment or theme (if any), thought process, role(s) such as director, writer, editor, and any exhibition/award notations.

PDF Files	Digital Video
<p>For all drawings, paintings, digital art, photos, etc., each example of work must be submitted as a single PDF in RGB color mode.</p>	<p>All video files must be submitted in either M4V, MOV, MP4, or WMV format. Audio file formats such as MP3, AIFF, or WAV are not accepted.</p>
<p style="text-align: center;">20 MB (or less) in size per PDF.</p>	<p style="text-align: center;">60 MB (or less) in size per media.</p>
<p>Document sizes should be at least 8.5 x 11 inches with the work sized to fit the page.</p> <p>Each PDF file must be a single example of work.</p> <p>If you have multiple views of a single example, submit a multi-page PDF with a maximum of 3 pages.</p>	<p>Videos should be at least 1280 x 720 pixels for optimal viewing.</p> <p>Do not submit more than 3 minutes total of media in your application.</p>

Portfolio Recommendations for Undergraduate Programs

<p>Illustration Medical Illustration Studio Arts (all options) Studio Arts Exploration</p>	<p>Examples could include:</p> <ul style="list-style-type: none"> ➤ 2D work: paintings, drawings, collages, photographs, digital art, prints ➤ sculptures and 3D work made from any materials ➤ fiber and mixed media work <p>Illustration, Medical Illustration, Painting and Printmaking (Studio Arts Options) require samples of drawings from direct observation such as:</p> <ul style="list-style-type: none"> ➤ figures, hands, feet (drawn from life, not copied from photographs, comics, or anime) ➤ still life drawings including objects from nature ➤ perspective drawing: 2-point and 3-point perspective drawings
<p>3D Digital Design (all options) Graphic Design Industrial Design Interior Design New Media Design</p>	<p>Examples could include:</p> <ul style="list-style-type: none"> ➤ 2D work: digital art, paintings, drawings, collages, photographs ➤ page layout designs ➤ design-based artwork ➤ two-dimensional designs ➤ marker renderings ➤ 3D modeling and renderings (both digital and physical) ➤ programming/creative coding ➤ time-based media
<p>Film and Animation: Animation (option) Production (option)</p>	<p>Animation examples could include:</p> <ul style="list-style-type: none"> ➤ storyboards ➤ figure drawings from direct observation ➤ original character designs or sketches ➤ 3D modeling and renderings (both digital and physical) ➤ photographs ➤ puppets ➤ graphic novel pages ➤ video files of sketchbooks (page-turning) ➤ time-based media up to 3 minutes <p>Production examples could include:</p> <ul style="list-style-type: none"> ➤ photographs, drawings, paintings ➤ original graphic novel pages ➤ storyboards ➤ complete video, or scene(s) up to 3 minutes with a coherent beginning, middle, and end. List your role in the video: director, writer, camera operator, editor, etc.