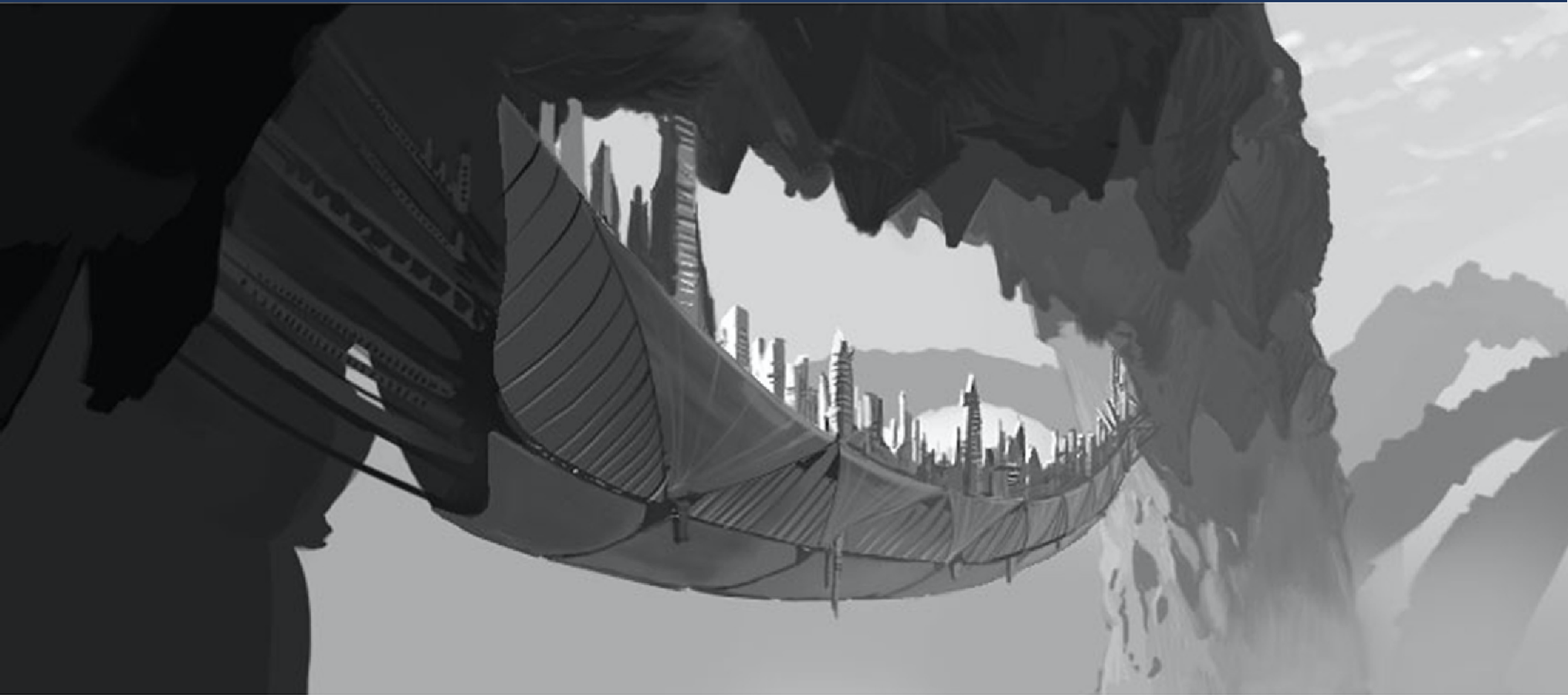


Digital Art & Animation

Admissions Work Sample Guidelines



How to put together your USV Work Sample

You need a minimum 5 works of art. Go through your art class projects, sketchbook, or anything else that you already have. If you have a sketchbook full of drawings, just send us a digital version of that...but you must have at least 3 drawings of real things that you've drawn from observation (not from photographs).

Carefully assemble the work: Make sure your images are in focus, clean, and high resolution. You can use Google Slides or PowerPoint for your presentation.

Please email the attachments or invite to your admissions advisor.



Digital drawings or paintings are fine, but we really want to see your original pencil drawings. Fantasy characters are okay also but don't forget that you must have at least three drawings like the ones in this pamphlet. More than three is great!

To make new drawings, get some paper and a pencil. Regular printer paper is fine. Ideally, use a 3B artist's pencil and a nice white eraser, and you are ready to go.

Relax: we've looked at lots of samples and we just want to see if you can see and think clearly. Don't pre-judge whether you are good enough. Let us do that part.

What do I draw?

Grab a dish, cup, glass, and a bowl from the kitchen and make a little still life. Set up a single, strong light source, like a desk lamp. This makes the shadows easier to see and draw. Draw it more than once, changing the positions of the objects and the light.

Got a houseplant? Draw it! They make great line drawings. What's the view from your window? Show us! Baseballs. Boxes. The vacuum cleaner. The vacuum cleaner next to a box with a baseball on it. You get the idea ...

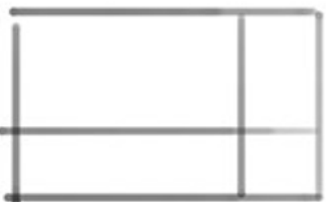
Keep the drawings small; they will be much easier to handle. We've included a drawing in the middle of this pamphlet that is a good minimum size.

Everybody draws with lines, but don't forget to use light and dark areas to help the drawing. On the next page you can see a cup and a plant to help you get the idea.

COMPOSE! We want to like your work, so here's a simple idea about where to put the things in your drawing:



Use a ruler to make a "picture frame" inside the edges of your paper. This should be a rectangle, not a square. Lightly draw a vertical and a horizontal axis, each about 1/3 from any side you choose.



THIS



NOT THIS

You don't have to actually draw each axis if you can "see" them in your mind. Place the main object of your drawing near the intersection of the two axes. This is called "first area read" and it's important!



The plant is sitting right on the "first area read." You can place anything else in the picture as long as you keep things balanced. Here, the flowers balance the shadow of the flowerpot.

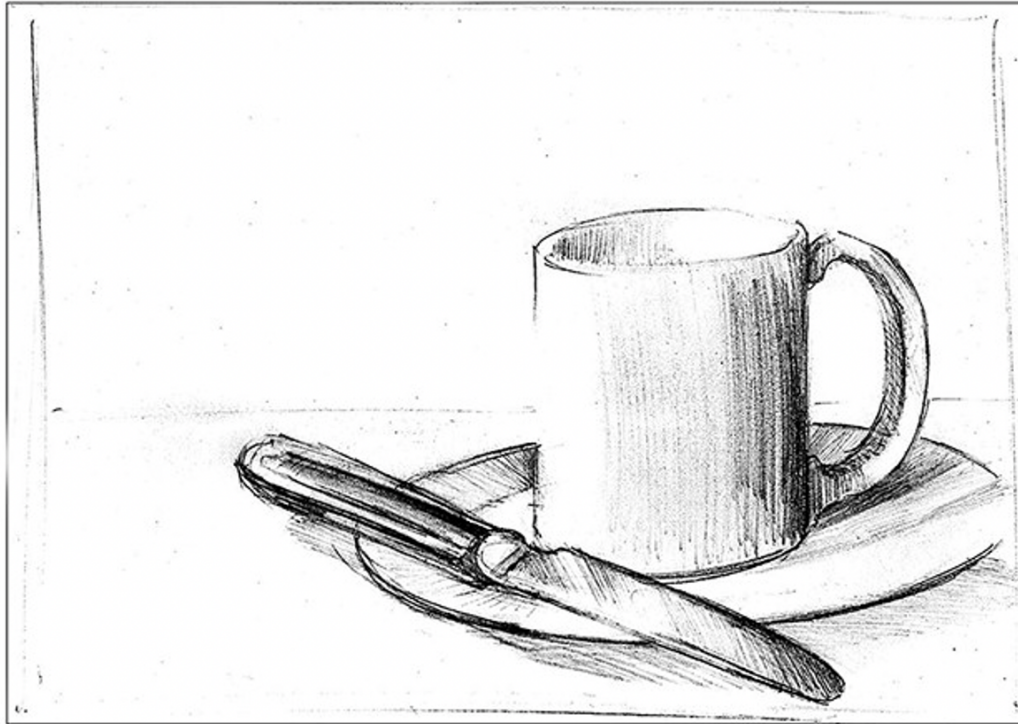
With the flowerpot and the horizon line in the middle, the picture has less visual contrast and just isn't as interesting. You can have as many objects in a picture as you like, just keep everything working along the two axes.

Draw with lines, but don't forget to use light and dark areas to help you out. Here 's a drawing of a cup to show you what we mean.



When you use lines. Try to vary the weight or thickness of the lines, like we did in this little drawing of an orchid. Plants are great for line drawing,

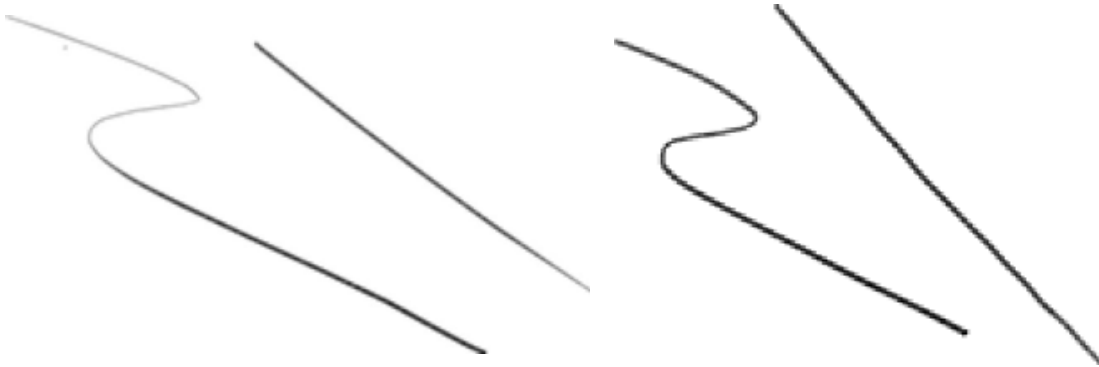
Here's a quick drawing that would be great a sample at exactly this size. The cup and the knife are shiny, but we ignored that and just drew the lights and darks in a very general way. We smudged to get middle tones and erased to get the light parts. Do whatever works and just keep going until you like it!



Don't copy this one. Set up some things you can draw and make your own drawing. We would be very happy to simply get five drawings like this one. A word of advice: when you set up your still life, try to have one single, bright light source so the shadows are simple and easy to see. A desk lamp works great. And try to get the objects closer to your eye level, by putting everything on a box or some books on your drawing table (or kitchen table!) or by setting it up farther away from you when you are drawing. They will be much easier to draw that way.

A few final ideas:

When you draw with lines, vary the weight, or thickness, of the lines, like this:



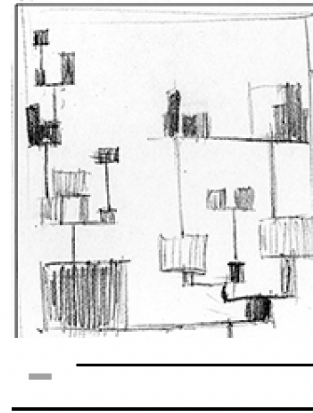
The first two lines look miles better than the other two. Remember, it's better to make a mark with confidence,. even if it isn't quite in the right place. Trust us on this one!

And try to draw nice, fast, long lines instead of slow, scratchy ones ...



You might not get the line right where you want it, but we'll love you for trying.

Think of composition as a balancing act. On the left, below, we had some fun imaging an actual device that had to be balanced with the right size boxes. It was fun and we ended up with a nice abstract composition. On the right, we really just did the same thing, only this time we used a real object, the orchids. Keep the idea of balance in your mind as you play with your drawings.



Remember, we want to see anything that can tell us who you are and how you see the world. If you draw a lot, send us lots of drawings, but make sure that at least three are drawings you made of things that you were looking at.

You don't have to draw big and you don't have to add lots of detail. Your drawings will look best if you draw in a "frame" that is not the edge of your paper. Keep everything clean, and present it as carefully as you can. Ask your Art teacher for help!

If you have questions, just contact us, and we'll have an advisor or professor email you back: admission@usv.edu



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