

## Film VFX Variation Assignment - Intake 2025-2026

Please include the following materials listed below (any missing documents, lack of clarity about authorship of work, missing deadlines or plagiarism will automatically disqualify you from the application process.)

Fill in the following sections of the PowerPoint template from 'My Oline Application.'

### Section B: **Motivation Letter**

Write a maximum of one page motivation letter explaining why you would wish to work in the film postproduction industry, how it relates to your previous education and why did you decide for our program.

### Section C: **Curriculum Vitae (CV)**

A concise CV highlighting your educational and/or working experience. Feel free to list other interests, sports, culture, travel etc.

### Section D: **Portfolio (reel)**

Please submit a digital portfolio containing observational artwork an analogue or digital media

The **portfolio (reel)** can focus on life drawing, portraits, still life, anatomy studies, high-quality (observational) digital painting, and well executed 3D renders of photo-realistic CG assets. Work can be still images, 2D, 2.5 D, 3D, or movie clip and/or film or film clips and/or animation examples on any public HD platform like YouTube, Vimeo etc. (audio: stereo or silent) or other graphic/drawing works (e.g., concept art) in JPG folder on your team's repository.

Avoid abstract or stylized work, it can be included as supplementary material showcasing your artistic sensibility, but the majority of submitted materials should focus on highly realistic film work.

Submit a minimum of 10 and a maximum of 30 examples of your highest quality work examples. Label it clearly your role, software used, and type of project: client, school, or personal.

**Please state and describe in detail your contribution to the work sample, including in the case of showreels and compilations.**

Data volume: Please make sure that the work samples you submit do not exceed 500mb of data under any circumstances! Embed all the content to provided PowerPoint with your name. We can't review content hosted elsewhere. Compress videos and zip larger files for optimization.

Successful applicants will be invited to the second stage of the selection process; an intake interview. You will receive further communication from us within 2 weeks after submitting stage 1 of the selection process. After successfully passing the interview, successful applicants will be invited to the third stage of the selection process; project assignment.

Visual Effects is all about producing photo-real objects and environments, therefore demonstrating strong observational skills and photo-realism is essential. Applicants should demonstrate a keen interest in areas of moving image/animation/visual effects.

Your portfolio will be reviewed by our staff. We are looking for applicants who can:

Demonstrate both an intelligent and creative approach to work

Have a passion for the discipline of visual effects

Show an understanding of the animation, visual effects or games industry

Have a strong creative or technical background

Demonstrate good written and oral communication skills

You must possess either good mathematical or artistic ability, demonstrated in your portfolio and show a keen interest in the world of animation, visual effects and/or computer games production. You should have an understanding of how the industry works and the job roles within it. Most of all you must be a passionate, creative innovator with a strong imagination. You should also have an understanding of computers; some students may already have basic programming skills; however, this is not an essential requirement.

We wish you all the success with application process.