

## Visual Arts Variation Assignment - Intake 2025-2026

For your application for the Visual Arts variation we would like you to prepare a portfolio of work that evidences your process and progress in attempting a certain task.

This 'task' is to create an accurate and technically proficient 3D model of a musical instrument - for example, a trumpet, violin, grand piano, or drum kit - from 1st hand observations. To do this you must have unlimited physical access to the instrument to make precise observations, exacting measurements, and detailed drawings. To give yourself a high chance of success you are advised to choose a musical instrument that is complex enough to demonstrate the full range of your modelling and drawing skills.

Completing this task and creating the below described portfolio, will give you the best opportunity for evidencing the qualities we are looking for in a future student.

**The .ppt template for delivering the assignment only becomes available through 'My Online Application' as you follow the application procedure:**

The images you present should act as a 'journal' of the task's progress. Ideally, it will contain the following contents in the order shown:

- 4 (self-taken) reference photographs of the selected instrument, showing it from the top, front, and side as well as from  $\frac{3}{4}$  view.
- Visual research in the form of no less than 15 'A4' sized pages (150 DPI in compressed JPG format) of Observation Drawings made using traditional media (pencils, pens, charcoal...) all of which must be made from life, and not from photographs, memory, or the imagination.
- Optional: colour/surface studies using traditional media (gouache, watercolour, colour pencil...).
- The final 3D Model, presented for review as 3 screenshots of the modelling viewport, showing your 3D model (including wireframes) in: side view, perspective, and close-up.
- Optional: UV's, textures and/or renders of your 3D model.
- Other examples of your best work, study or work history related to art, game development and computer graphics. This can also include examples of animation, rigging, scripting, and technical art.

### **Observation Drawings:**

The drawings you produce should show us how you have striven to understand different aspects of the instrument's physicality, for example the form, construction, materials, internal and external structure, proportions, measurements, and physical logic etc. To do this you are allowed to use a mixture of visual languages and 'traditional' media but choose carefully and select the 'tools' you deem necessary to help you record the required information. As well as making complete drawings of the whole instrument you may wish to look at details, interiors, and dismantled portions to gain a more complete understanding.

It is acceptable to have more than one drawing on a page, especially if you are working on details, so be sure to fill the pages with observed visual information. Your goal is to show that you know how to learn through deep looking and, as such, the drawings are 'working drawings' whose primary role is to help you identify, analyse, describe and so, understand, specific attributes of the instrument in order that you may achieve a higher level of accuracy in your modelling.

**3D Model:**

The 3D modelling task has been created to prove your observation skills as well as your aptitude for 3D modelling and problem solving. You will do this by paying close attention to proportions and details as you apply the knowledge you gained through drawing, and by resolving any technical limitations you may have with software/hardware.

You can use any 3D software you prefer, keep your model well organized and clean.

Include a Portfolio of Additional Artwork.