

# Graduate School

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Carnegie Mellon (ETC) deadline:1.1

**If you submit a portfolio, note that it can be made up of examples of graphic arts, traditional artwork, music, writing, or any other creative medium. We are open to non-traditional portfolios as well, such as a copy of a grant proposal or business plan, if that is what best represents the talent which you think makes you a good candidate for the ETC.**

NYU(game design MFA) deadline: 1.3

One or two **projects**, which could include digital games, non-digital games, game-related websites, visual designs, writings about games, or other creative projects. While you are welcome to submit more than one project, especially if you'd like to showcase diverse talents, we recommend that you curate your portfolio carefully and show only your best work. **Please upload your pieces individually – zipping your files is heavily discouraged. :**

A maximum of 10 images can be submitted per project.

Utah(game design art track) deadline: 4.1(fall 2023)

his portfolio should contain between 10-15 samples of original artwork by the applicant for review (3-5 samples of drawing from life preferred). The portfolio should demonstrate that the applicant has strong foundational art (demonstrable knowledge of design principles) and observational skills. The portfolio should include drawings directly from live observations. The emphasis should be on representational accuracy rather than on cartooning or heavy stylization. The drawings should clearly communicate the structure and three- dimensional form of the subject. Include your best work regardless of the subject matter or medium. Students accepted into the program without either a traditional 2D design class or digital media experience may be encouraged to take an articulation class before starting their first semester. Work may include but not limited to

the following original traditional and digital artwork: Figure poses/life drawings, artwork that demonstrates design principle knowledge (i.e. composition, design), environmental drawings, animation, graphic design, typography, digital media samples of digital art are strongly encouraged, screenshots from games created, work created in such digital programs as Maya, Photoshop, Illustrator, etc., or samples of painting, sculpture, animation, figure/animal studies, character designs, architectural renderings, and landscape studies may be included.

SMU(art track)

- December 1, 2022 (early)
- February 15, 2023 (regular)
- March 15, 2023 (extended)
- April 15, 2023 (final)

**If you have a portfolio**

of 2D and 3D art, upload it to [our online portfolio site](#)

. It is preferred that your portfolio includes 10-20 examples of your past work. You may upload a link to a digital portfolio, or individual files.

SVA (computer arts major) deadline: 1.15

portfolio requirements: (Applicants must submit one **URL** for their online portfolio.)

- 2–3 minute sample reel
- 1-minute personal introduction video
- 20 high-quality digital images.

i.e., digital images, drawings, paintings, photographs, sculpture, etc.