The Portfolio Guide

How to create a college entrance portfolio
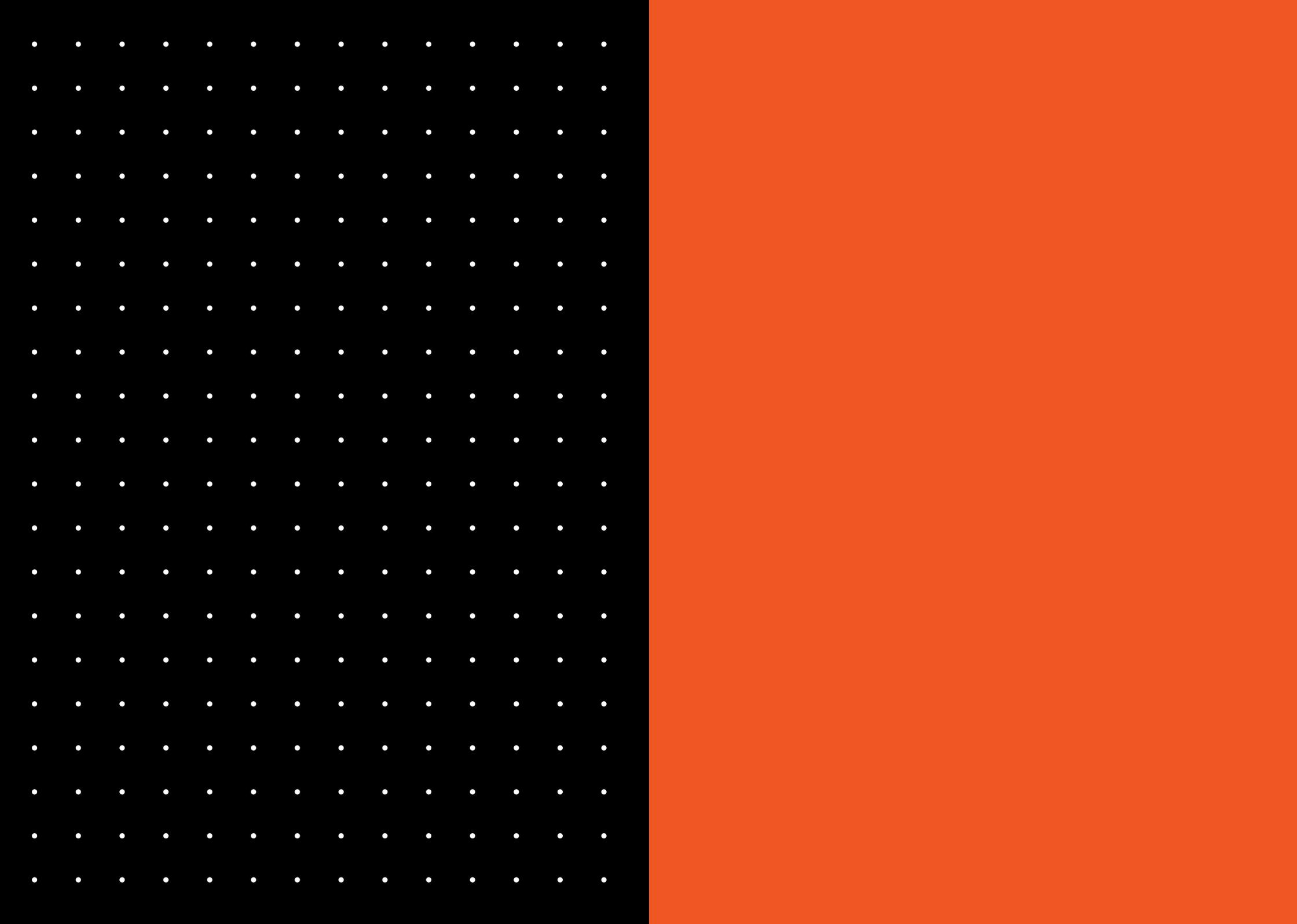
Introduction

Creating a portfolio for a creative course can feel overwhelming, especially if you haven't attended a portfolio preparation class. Starting from scratch might seem confusing, but this guide is here to simplify the process. It offers clear, step-by-step instructions to help you feel confident and inspired as you build your own portfolio.
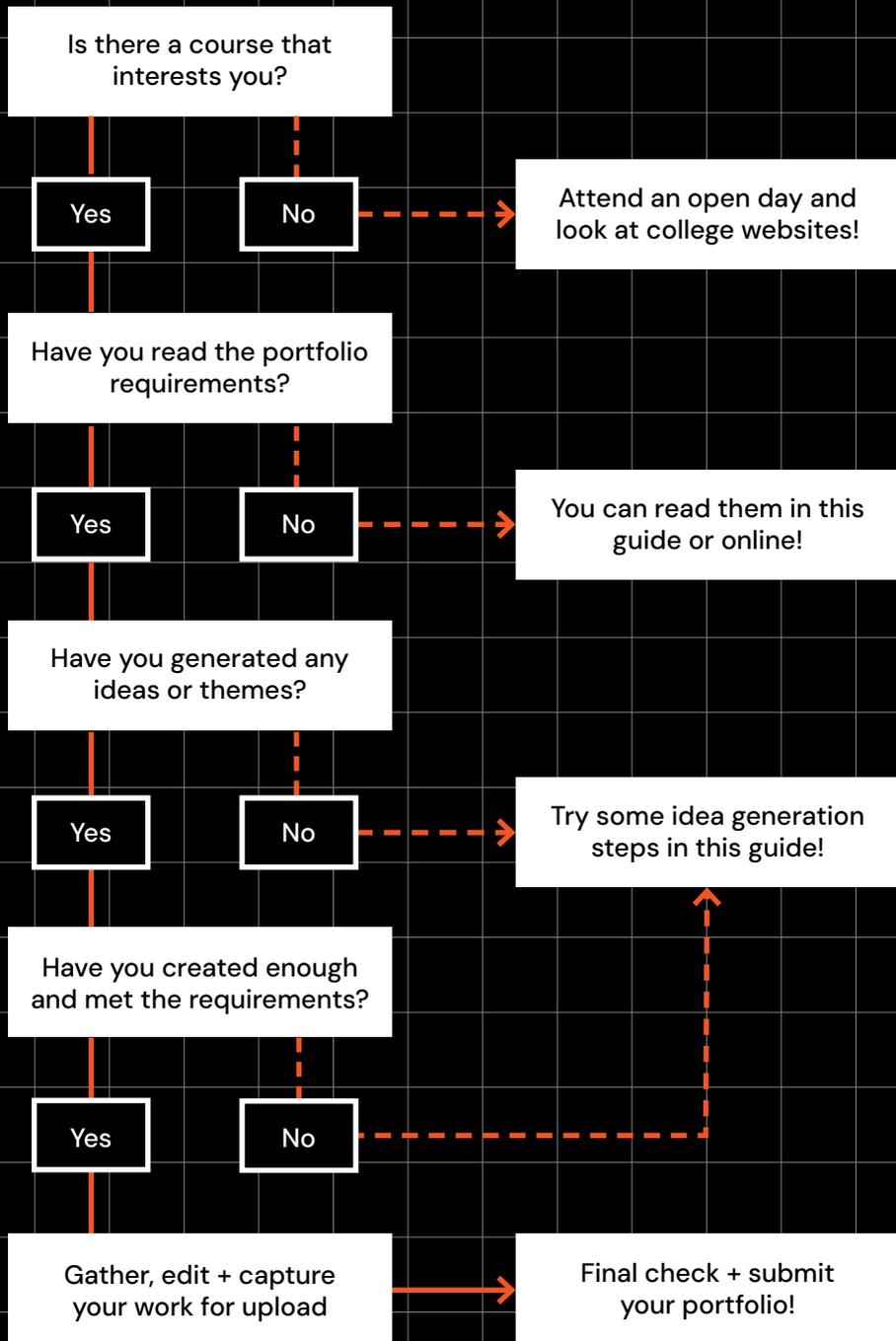
Whether you're a student unsure where to begin or a teacher helping someone through the process, this guide provides a road map to make everything easy to follow. We're here to support you every step of the way:

- **From the very beginning** when you're first thinking about creating a portfolio, deciding where and how to start.

- **During the creation process** offering tips on idea generation, using sketchbooks and notebooks, exploring different mediums.

- **To completion** where you'll learn how to select your best work and navigate the process of capturing and submitting it.

> We have left the margins wide for you to write your own notes, underline, highlight and scribble down ideas. This is your guide!

IADT BA Courses (that require a portfolio)

DL827	Art
DL845	Design for Film
DL826	Graphic Design
DL832	Animation
DL847	3D Animation
DL838	Creative Music Production
DL844	Television
DL843	Film
DL857	Film: Pathfinder Joint International Programme [Ireland]
DL858	Film: Pathfinder Joint International Programme [Belgium]
DL859	Film: Pathfinder Joint International Programme [Portugal]
DL860	Film: Pathfinder Joint International Programme [Bulgaria]
DL833	Photography + Visual Media
DL850	Immersive Media Production

Is there a course that interests you?

Yes | No → Attend an open day and look at college websites!

Have you read the portfolio requirements?

Yes | No → You can read them in this guide or online!

Have you generated any ideas or themes?

Yes | No → Try some idea generation steps in this guide!

Have you created enough and met the requirements?

Yes | No →

Gather, edit + capture your work for upload → Final check + submit your portfolio!

Contents

Step 1

Understanding Portfolio Requirements

What a portfolio should show
Your portfolio is a chance to show off your creativity and how you see the world. It should be personal and unique, showing how you think, explore ideas, and experiment in different ways.

Who needs a portfolio and why
If you're applying for a course that requires a portfolio, it helps show your abilities and interests. Colleges use it to understand how you work. If applying through the CAO, your portfolio points are added to your Leaving Cert points. For example, if you get 300 points in your Leaving Cert and 400 for your portfolio, your total score is 700. Some courses may also have specific Leaving Cert grade entry requirements and may invite you to interview — you can check out these reqirements on the webpage for each course.

Picking a course
Choosing a course can feel overwhelming, but you can make it easier by visiting college open days, talking to students and teachers, and thinking about what subjects you enjoy. College websites also have useful details like course topics, required points, and staff contacts for more information.

> You may find yourself stuck between a few different courses and that's okay! You can apply to as many as you want, but make sure you check the portfolio requirements for each one and adjust your work to fit. Always list your top choice first.

Identifying course–specific requirements
Different courses may have specific things they want to see in your portfolio. These requirements can vary between courses and colleges. You can find more details about them in the next few pages. →

Art

The Art course can help you make and think about artwork in new and interesting ways. You can explore themes and ideas through a range of core art skills, as well as looking at different techniques and materials to make things with. As you will see in art museums and exhibitions, artists today use so many different methods in their work, and we encourage you to do the same. Instead of seeing yourself as only a painter or sculptor we would like you to think of yourself as an artist who can explore lots of ways of making work.

Advice from lecturers:

"Be brave, show the preliminary work, warts and all."

"We are not looking for people who can already do everything; we're looking for people who appear to have a clear interest in Art."

"Even if you're not a strong drawer but can show core skills and interests through other media, that's quite alright."

Portfolio Requirements:

- 12–15 of your strongest pieces of work

- Notebooks, sketchbooks/worksheets or other preliminary work

Try to include:

- Various types of drawing and include drawings from observation where possible.

- Work in a variety of media. You don't need to be excellent in them, but to be willing to explore and upskill in new areas shows an ability to broaden creative horizons and awareness.

- Lots of notebooks and preliminary work provide a great insight into your visual thought process. They can often express your enthusiasm for art even more effectively than finished work.

Design for Film

Do you love storytelling and design? Are you interested in creating characters, making costumes, building props and miniatures or desiging sets for film, TV, or theatre? If so, Design for Film could be for you.

This four-year course teaches you how to design and make objects, characters and environments for film, television, and the performing arts. You will specialise in one of four areas: **Character Make-Up Design**, **Costume Design**, **Model Making**, and **Production Design**.

Throughout the course, you will work on individual, group, and self-directed projects to help you develop both broad and specialised skills. When you graduate, you will be ready to work on-set or in-studio for film and television productions of all sizes and in a range of roles across the creative and cultural industries.

Advice from lecturers:

"Show us that you enjoy encountering and exploring new ideas through your favourite creative materials, tools and techniques."

"We're always excited to see portfolios that contain creative and adventurous projects. Try to experiment with materials and techniques and show us that you can solve problems in creative ways. Get your hands dirty, don't be afraid to make mistakes and show us what you learned from your journey."

"As well as film, many of our design students are often interested in architecture, interior design, theatre, history and literature. They may also be interested in 3D Design and sculpture and their portfolios may explore people and places – try to include this kind of work in your sketchbooks."

Portfolio Requirements:

- Work in different media, showing representations of colour, texture, light and form with different media like paint, pencil, pastel, clay, textiles, etc...

- Physical 3D work (e.g. sculpture, costumes, miniatures etc..)

- A variety of observational drawings of items/ people/places etc..

- A selection of your notebooks or evidence of work in progress and visual research

Try to include:

- Show us you are interested in history, art, literature and ideas that are important to you.

- Tell us stories, maybe through the use of storyboards, photography or sketching.

- Character creation, tell us about the character, what world they live in and why they look the way they do.

- Show us work in digital formats, you don't have to use any specific software, but if you have original digital work include a selection of it.

- Show us how you explore ideas through your notebooks and your portfolio pieces, we love to see where your pieces come from and the ideas you haven't fully developed yet.

Graphic Design

Graphic Design is an internationally recognised course that explores how design communicates across culture, society, and technology. Students learn to craft text and image into powerful stories, systems, and experiences across printed materials, screens, and other emerging media. With a strong focus on real–world challenges, the course mixes traditional and digital design skills, helping you become a confident and flexible designer. You'll work on fun and challenging interdisciplinary (a combination of multiple disciplines) projects, learn from expert teachers, and have chances to do work placements or study abroad.

Advice from lecturers:

"Look at one object in as many different ways as you can."

"Embrace experimentation – try different media, techniques, and approaches rather than sticking to what feels safe."

"Make sure to include your process work, including the unfinished bits. Take risks and show dead ends and most importantly, be curious."

"You don't need to know the software; we teach all of that."

"We want motivated curious people with lots of notebooks!"

Portfolio Requirements:

• A mix of your best creative work showing your ideas and interests

• Observational drawings which could be people, places, objects

• Photos of any 3D work you've made (like sculptures or models)

• Digital work, 2D or 3D, made using software

• Sketchbooks or notebooks that show your creative process and work in progress

Try to include:

• Work that shows how you solve problems in creative ways

• Projects where you explored a topic or idea

• Rough work, experiments, and notes that show your thinking

• Evidence that you're curious, playful, and willing to try new things

Animation

Want to be an animator? Want to tell stories onscreen? Want to bring your characters and new worlds to life? Animation is the course for you! In IADT Animation, you'll learn the whole creative process, from thinking of original ideas, designing characters and the worlds they'll live in. You'll bring your characters to life onscreen, learn drawing for animation, animation principles and all sorts of art, design and film making skills! You'll have the chance to work on your own projects and you'll also work with other students. You'll meet lots of people already working in animation!

Advice from lecturers:

"Show us your best work! Show us who you are – tell us about your interests! Tell us why you want to do animation in IADT!"

"All of our students are REALLY interested in animation and in filmmaking! Show us how you're interested."

"We don't need you to know any software in advance – we can teach you when you start with us."

"You don't need to show us any animation. If you've DONE some animation, then show it – it tells us that you're interested!"

"If you've done any portfolio courses, animation workshops, work placements in studios, then TELL us – that also shows us you're interested in animation."

Portfolio Requirements:

• Quick drawing – especially of people and animals.

• Notebooks – show us that you're drawing every day! Not one big drawing on each page – many small, quick drawings on each page!

• Simple storyboards – storyboards show us that you're interested in animation! They also show us that you're trying to learn to tell stories onscreen!

• Find a short (5 minute) animation film online. In a PDF, tell us the **name** of the short film, **who** directed it and the **date** it was made (also paste in an URL/LINK to the film). Write **one page** about the characters in the film, about the world of the film and about the animation style.
    • Why does the film interest you?
    • What works really well in the film?
    • What would you have done differently if you'd made that film? You can include some images from the film, or your own drawings from the film if you wish!

Try to include:

• If you have character designs, scripts, colour work, show it to us!

3D Animation

The BA (Hons) in 3D Animation develops both artistic and technical skills, allowing students to create worlds, bring characters to life, and tell stories using 3D animation technologies. You'll learn how to design and animate in virtual environments while developing critical thinking and your unique artistic perspective.

The course covers the full 3D animation production process and advanced filmmaking technologies. You'll collaborate with students across games, TV, film, and other creative programmes, as well as students from partner institutes across Europe and beyond.

When you graudate, you will have the skills for careers in animation, film & TV, games, motion graphics, visual effects, immersive technologies, or further postgraduate study.

Portfolio Requirements:

- Strong drawing and design skills

- Notebooks and developmental work

- Use of colour and strong composition in environmental studies

Try to include:

- Work that reflects your personality

- Experimentation and exploration

- Storyboards

Advice from lecturers:

"Don't worry if you don't have any digital work in your portfolio... we will teach you that. If you do that's great! But include a description of what software you used and any tutorials you followed to create the image."

"It's important you express yourself through your work– what are you interested in and what influences your work."

"Don't copy others work. Include 'Fan' art if you like but make sure its an original interpretation."

Creative Music Production

Creative Music Production is the perfect course for anyone passionate about music, sound, and technology. Whether you dream of producing hit tracks, designing epic game soundscapes, or performing on stage, this course helps turn your creativity into a career.

Taught by industry professionals at IADT and the Sound Training College (STC), you'll work in real studios using the same high-end equipment as the pros. In your first year, you'll explore all aspects of music production and practice before choosing a path that best suits you:

Production – Learn studio techniques, sound engineering, and music production for games and media.
Practice – Develop as a musician, refine performance skills, collaborate with other artists.

Graduates have worked in careers like sound design, music production, and performance. If you're serious about music, this course is for you!

Advice from lecturers:

"Express your passion: whether you're creating, performing, or writing about music, let your unique voice and enthusiasm shine through.

"Be curious and experimental. Don't worry about perfection — show your willingness to experiment with different styles, tools, and ideas."

"Take ownership. Be confident in your work, whether it's a piece of music, performance or a written essay – demonstrate your personal connection and critical thinking."

Portfolio Requirements:

There are two types of portfolio options for this programme. This is also an option for an audition.

- **Production option 1:** submit two pieces of music— they don't have to be original! Along with them, write a detailed statement explaining your role in the creation. Tell us how the tracks were recorded, what you might change or improve, and give a critical analysis of the work.

- **Production option 2:** Write a short essay about a music genre, artist, or event that inspires you. We want your personal feelings—your unique voice—rather than just facts. If you review a concert, discuss aspects like song arrangements, sound, lighting, and how the artist connects with the crowd. Let your passion shine!

- **Practice:** For the Creative Music Practice pathway, you'll audition in person on your primary instrument. Your performance should be no longer than 3 minutes. You don't need to perform an original composition—any genre is welcome.

Television

This course is for people who want to tell real stories in creative ways. You'll learn how to make documentaries, factual programmes, and other non-fiction TV content. You'll get hands-on experience with cameras, sound, editing, directing, and producing across many different formats – from traditional TV to online content. You'll also learn in professional TV studios, guided by award-winning lecturers. Graduates go on to work in TV, media, and content creation, both in Ireland and internationally.

Advice from lecturers:

"Your portfolio should reflect not only who you are, but what you are passionate about—what makes you curious enough to create a film or a piece of art?"

"Include artworks that reflect how you see the world, and what interests you most about the world around you"

"Show us your work, but also show us the steps you took to make that work—what went right, and importantly, what went wrong."

Portfolio Requirements:

• At least one non-fiction video (documentary, factual, or entertainment)

• Show your role in each project

• Add a short written reflection on each piece (what worked, what didn't)

• Include a contents page

Try to include:

• TV ideas or programme pitches

• Short reviews or journalism-style writing

• Creative writing or scripts

• Audio or sound work (e.g. podcasts, music, soundscapes)

• Storyboards, planning documents, or visual research

• Photography or other visual material

• A showreel (optional)

Film

Do you love telling stories and bringing ideas to life through film? This course is all about learning how to make films — from writing scripts to shooting and editing your own films. Over four years, you'll explore drama, documentary, and experimental film. You'll get hands-on experience and work with others to make your own projects. The course is part of the National Film School at IADT, which has helped students go on to win awards at major film festivals. You'll learn everything from storytelling and camera work to editing and sound, and in later years, you'll get to specialise in the areas you enjoy most.

Advice from lecturers:

"Quality over Quantity!"

"This is your chance to show us who you are as a filmmaker. Think of your voice, what stories do you want to tell, who are the characters? What is the plot? Where is it set?"

"We love watching films in any language – but we recommend adding English subtitles."

Portfolio Requirements:

• At least one finished film – this can be drama, documentary or experimental

• Show your role in each project

• Add a short written reflection on each piece (what worked, what didn't)

• Include a contents page

Try to include:

• Short scripts or creative writing (with a summary and scene suggestions)

• Sound work such as music, radio plays, or sound design

• Storyboards or design sketches

• Production notes like shot lists, casting plans, or schedules

• A small selection of your best photography

• A short showreel (clearly label your role in each clip)

Film: Pathfinder Joint International Programme

Love filmmaking? Love adventure? The Pathfinder Joint International BA in Film is all about telling stories while exploring new places. This hands-on course takes you across Europe, working with students and lecturers from different cultures. You'll shoot films in new environments, adapt to different production styles, and bring fresh stories to life. Through a mix of practical projects, workshops, and hybrid learning, you'll build the skills needed for a career in film. By the time you finish, you'll have a film and media portfolio packed with work that shows off your creativity, technical ability, and experience working in international teams.

Advice from lecturers:

"Quality over Quantity!"

"This is your chance to show us who you are as a filmmaker. Think of your voice, what stories do you want to tell, who are the characters? What is the plot? Where is it set?"

"We love watching films in any language – but we recommend adding English subtitles."

Portfolio Requirements:

• A selection of your best work that captures your storytelling and filmmaking skills

• Short Films – Fiction/Documentary/VR/AR/ Experimental – your choice

• A short explanation of each piece, including your role and what you learned

• A clear and well-structured layout

• Think about showcasing who you are as a filmmaker – do you want to include Photographs/Scripts / Storyboards – its up to you.

Try to include:

• Films or projects shot in different locations that show how you adapt to new environments

• A mix of work that highlights your skills in cinematography, editing, directing, or sound

• Creative projects that show your unique perspective and storytelling voice

Photography + Visual Media

Photography and Visual Media is a creative, popular and exciting course where students are encouraged to explore the artistic, technical and critical skills needed to make and understand photography, film and visual media as well as the world we live in.

We combine various types of photography from street to studio, using digital and experimental techniques as well as analogue cameras and processes. Our graduates are multi-skilled, and with their wide-ranging abilities go on to work in many areas within photography; from fine-art and fashion, to commercial and editorial photography, often setting up their own photography businesses. Graduates also work in design, film, fine-arts practices and curation. We encourage collaboration with other courses to help students gain experience and develop connections across the many disciplines and fantastic facilities which IADT offers. We also offer dynamic work placement and Erasmus options. Our highly experienced team of supportive lecturers come from varied backgrounds and help each student to find their own path that reflects their strengths and interests as an individual photographer.

Advice from lecturers:

"Single images can be gorgeous, but showing your work in a series adds impact and helps us to get a better sense of your work."

"We love to see work that shows your understanding of composition, light, texture and form when creating photos."

"Keep a camera on you, this way you will never miss an opportunity and will help to you develop your eye and style."

"Do workshops in photography galleries and analogue practices. Go to exhibitions, they are a great way to discover what you like and you never know what might inspire you."

Portfolio Requirements:

• 20-25 Pieces of Work – Mostly photography (colour and black & white, digital & analogue), arranged in series around a theme. Some brief examples other artistic works are welcome.

• Links to film or moving image work you have made. Check all links are accessible before submission.

• Research Journal –This is where you show your process, ideas, and inspiration. How you get to make your work is important. What photographers and photographs that you like? Seen amazing pictures in an exhibition or magazine? Jot a few lines beside the images to tell you us why you liked them. Where did your ideas come from? Did you use an analogue process or digitally edit your photos a certain way?

Try to include:

• Group Your Photos in Series - Photos work best in a series, so include selections that fit a theme, such as Portraits, Landscapes, Street Scenes, or Still Life. A theme helps structure your work.

• Published Work – This could be a band that uses your photos, a nightclub you take pictures for, a school or local magazine, have you won awards? Make sure we know about it!

• Include work that shows your interests, if you are in a theatre group, make portraits of your cast-mates. If you do a sport, how do magazines show the famous players? Use that as inspiration. Is it straightforward or quirky or different? Show us what you found in your research journal and how you used that to develop a series of images in the portfolio.

Immersive Media Production

The Immersive Media Production course teaches students to create with cutting-edge technologies like virtual reality (VR), augmented reality (AR), mixed reality (MR), 360-degree video, and virtual production. Students blend creativity with technical skills to design immersive experiences, gaining hands-on experience in storytelling, video and audio production, 3D modeling, coding, and virtual production.

With a focus on practical skills, students build interactive media using industry-standard tools. They explore applications in entertainment, education, marketing, and training while developing content that engages audiences.

By the end of the course, graduates will have a strong understanding of immersive media and the skills to produce high-quality experiences. Ideal for those passionate about technology and storytelling, the course prepares students for careers in this fast-growing industry.

Portfolio Requirements:

• 5 of your favourite pieces of work

• Short document explaining how each piece was created (max. 300 words per piece)

• Applicants may be called for interview if additional information is required to make an assessment

Try to include:

• Pieces of work could include: a script, photography, drawing, montage, video, animation, game, 3D renders, audio, or any other creative work

• Work which shows your interests and enthusiasms

Advice from lecturers:

"We don't expect you to be an expert in immersive media, but show us that you have an interest in, and a capacity for, the discipline."

"Show us different stuff!"

"We are interested in your process, not just 'perfect' finished work, so show us how you work as well as what you make."

Idea Generation

Sitting down to create a portfolio
Beginning to create a portfolio can be a daunting task.
It can seem complex and overwhelming. However, starting
small and creating freely can help to get ideas flowing.

Picking a topic or route
There is no requirement to pick a topic or theme for
your portfolio. However, this can be a useful tool for
some people to help narrow down their focus and can
make the process more manageable.

Anything can be a topic, theme or focus for your work.
It could be something that inspires you, something that
you noticed recently or what you ate for lunch. It can be
objects, people, animals or concepts — it's up to you!
We have included some techniques for producing ideas
here to help you get started. →

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Top tip:

Be yourself! Don't create
what you think colleges
want, show what excites
you! Your unique ideas and
interests will make you
stand out. Inspiration can
come from anywhere, so enjoy
exploring and experimenting!
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Coming up with creative ideas

Creative ideas start by exploring what interests you and trying different approaches. Try brainstorming, mind-mapping, or making quick sketches to develop your ideas. Don't be afraid to experiment—great ideas often come from trying something new! Use these pages to jot down any thoughts, big or small—they might turn into something amazing!

Write down the following:

Things you are interested in

Places you like

Objects around your home

What do you see out the window

What have you eaten recently

Other ideas

Now pick one or two things from your lists and using the prompts below, sketch some ideas. For this exercise, it can be useful to use a different sheet of paper for each idea.

This is meant to be rough and messy! Quick sketches of the most unexpected ideas can be really interesting so sketch and scribble as much as you can keeping it fast and rough.

Try picking two very different objects or things, for example, man-made and natural.

Mix two random things together

Try it backwards

Old and new

Break it down, then put it back together

Change perspective

Combining and separating

Shrink it to the simplest form

Imagine it 10 times bigger or smaller

Adding and subtracting

What would this look like in the future? In 5 minutes? 50 years?

Turn it into a story

Top tip: If you are feeling stuck, why not go for a walk in a park or sit in a coffee shop. Bring this guide and use what you see around you as inspiration to get sketching!

Using different media

Using different materials is a great way to bring your ideas to life. There are so many options to explore! Here are a few examples, but feel free to add your own ideas too!

Crayon

Textiles

Sculpture

Pastel

Paint

Pencil/ pen

Found objects

Paper

Digital

Watercolours

Collage

Photography

Ink + print

Videography

Charcoal

Marker
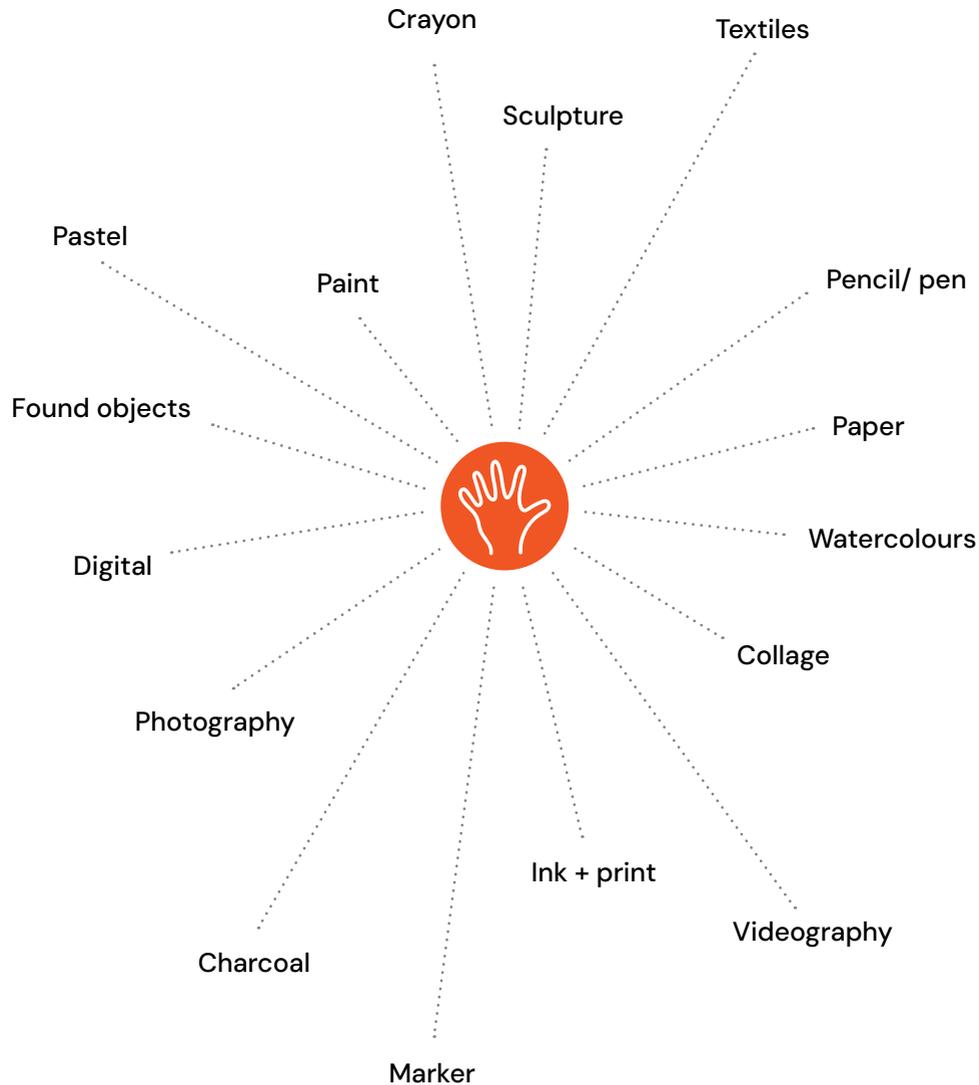
Starting notebooks

A notebook is a great way to track your ideas and creative process. You can use it for sketches, notes, and experiments. It shows your curiosity and interest in the world around you. Your notebook doesn't have to be neat – it can be messy, filled with experiments that inspire you and help you create.

Try keeping a notebook with you to quickly jot down things you see, hear, or think about. Many great ideas start this way, and lecturers love seeing how you explore and develop your thoughts!
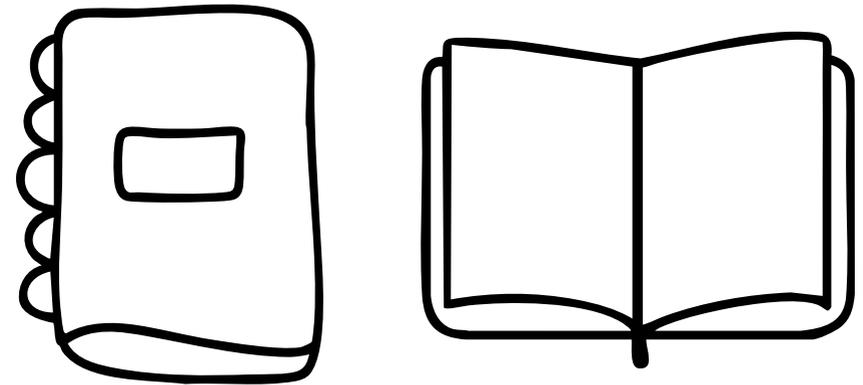
Notebooks can be a mixture of words and images. Write short notes beside your work so the lecturers who look through it can understand your ideas!

Gathering and Editing

Organising Your Work
Now that you've created lots of work, it's time to present it clearly. Keep it neat and organised to make a big impact. Group similar pieces of work together or arrange them in a PDF. Adding notes (annotations) helps explain your ideas and process.

If uploading separate images, think about their order. For PDFs, you can set it up like a slideshow with notes on each page.

Choose your best work — lecturers want to see your favorite pieces!

Ask a friend, family member, or teacher to review your portfolio and see if they understand your message. Feedback can help you improve and spot things you might miss.

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Important!

Self-expression is
encouraged but please don't
include highly graphic or
inappropriate material — be
mindful of your assessors
and those who will be
viewing your portfolio!
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Layouts to photograph

If you prefer to lay it out on paper, that's fine! Below are some examples of image and text layout you can use and then photograph. If you are including text annotations like the examples on the right, make sure they are clearly legible in the photos.
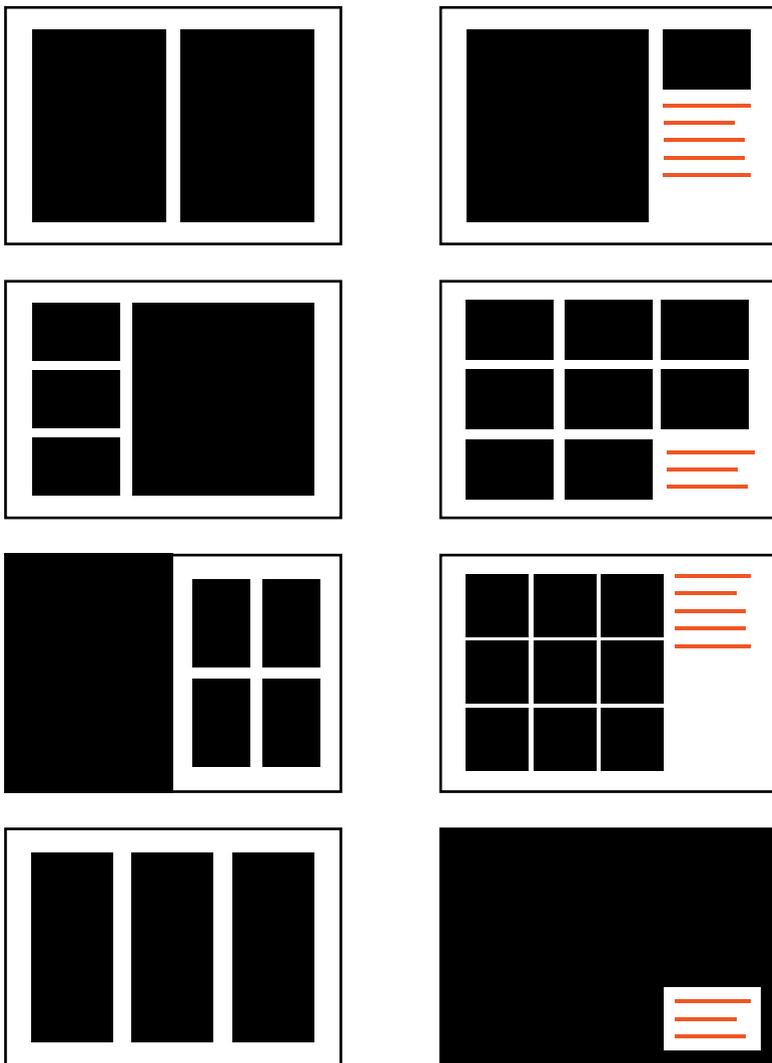
Digital Layouts

You may prefer to lay it out digitally and that's fine too! Many of the physical layouts can be recreated in tools such as PowerPoint, Google Slides and Canva just make sure to remember:
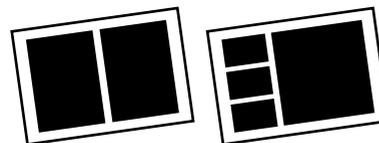
Keep it simple
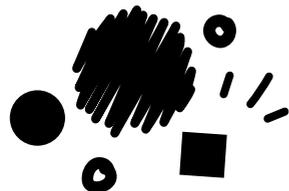
Keep the design simple to let your work show off. Plain backgrounds only please.

Avoid fancy fonts

Simple fonts that are easy to read are best and make it easier for lecturers to read.

Play around with layouts

You may test different layouts to see what works best. You may also have different files for different projects.

Export as PDF
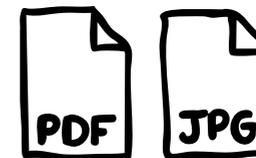
Once you are happy with the layouts and order, export your files to PDF or JPGs. You may export and submit multiple different PDFs.

Step 4

Uploading your portfolio

Get ready to upload

Now that you have your work laid out and organised, it is time to get it ready to upload. This is an important step as it is your chance to make your work look the best it can.

On the next pages, we have included some tips on photographing your work if you laid it out on paper followed by how to upload your work to the Digital Portfolio Platform. →
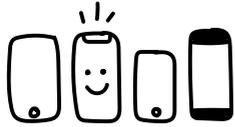
You can find the most up to date information at: www.iadt.ie/study/portfolio-guidelines/

Top tip:

Try going to college open days and events and talk to staff and students for their advice!

Don't be afraid to bring along what you've already created and have a chat about what to do next. They're there to help you!
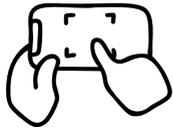
1. Choose a device

You can use either a camera or a smartphone. If you are using a smartphone, use the best available to you. Also make sure you have enough memory <u>before</u> you start!

2. Light!
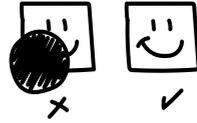
Pick a space with lots of natural light to show the artwork details. The more light, the better! Shade on a sunny day provides bright, even light without harsh shadows.

3. Setup

Take your artwork out of any folders or plastic sleeves. Use a plain background. Fill the screen with your artwork, tap to focus, and adjust the brightness if needed. For 3D pieces, take photos from different angles.

4. Videos

You could make a short video instead of taking photos of your notebooks. Ask a friend to help turn the pages while you keep the camera still and in the same spot.

5. Review

Check your photos to make sure they're clear and not blurry or distorted. Save your photos as image files (JPG, TIF, PNG) or PDFs. You can upload video or animation files. For larger files, upload to YouTube or Vimeo and share the link. Remember to back up everything on a couple of devices to avoid losing your work!

Important!

Do not share Google Drive links as assessors <u>will not</u> open them!

Instead, upload all images, PDFs and video files to the portfolio platform directly (links to YouTube or Vimeo should be public!)

Uploading to the platform

With your work captured, it is time to start uploading it to the submission platform. Here are some pointers to help you navigate through it easily using the 4 stages.

Details | **CV**

Here you will fill in information about yourself. You should include the following in your CV:

- Education and training
- Creative experience
- Technical skills
- Extracurricular activities
- Personal qualities

Personal statement

You are asked to write a short personal statement using the following prompts:

- Why have you applied for this course?
- What do you enjoy about this discipline?
- Who are the creative people that inspire you?
- Why do you want to be a creative person?

Portfolio Submission Upload

Here you can upload your work. Your files can be PDFs with multiple pages or individual image or video files. You should include notebook recordings here also.

- If you have multiple files, you can choose the order they are displayed by numbering them here (put 1 here for the file you want to appear first and so on).

- You can include notes about the file here so lecturers can understand what the theme, focus or idea is.

Step 5

Final Checklist

Have you:

- [ ] Considered and met the specific course requirements
- [ ] Edited and chose your favourite pieces of work
- [ ] Captured your work as best you can
- [ ] Labeled, annotated and ordered your images
- [ ] Tested all links to check they work
- [ ] Filled out your details, and uploaded your CV and personal statement in the platform
- [ ] Submit your portfolio!

Top tip:

You've put in the hard work, and your portfolio is ready — you're in a great position to apply! Remember, even if things don't go as planned, don't be discouraged. Keep going and keep creating!

"My advice to future applicants is to make, make, make! It's better to make plenty and then curate later down the line. Research is important, sketch what's around you, photograph what inspires you, write what you see, think, feel and wonder. Fill up sketchbooks with experiments!"

"Really push all of your ideas as far as they can go, even if it's wacky, and really research. Get a sense of the course you're applying to and tailor your portfolio to that. Let your ideas and creative thinking take centre stage and build your skills and artwork around that."

"Creating a portfolio should be an opportunity to showcase your passion and creativity. While it's important to follow the brief, focus on expressing your interpretation, not just what you think others expect from you."

"Dont be overly ambitious and critical of yourself, just have fun with a bit of discipline and things will fit into place."

"Remember that sometimes taking the year off after school and focusing on art really opens your eyes to new people and experiences before entering college."

"Create based on what interests you. There's no point following a theme or narrative that doesn't appeal to your interest as it's a lengthy process to be working on something you struggle to relate to!"

"My advice to future applicants is to make, make, make! It's better to make plenty and then curate later down the line. Research is important, sketch what's around you, photograph what inspires you, write what you see, think, feel and wonder. Fill up sketchbooks with experiments!"

"I think being able to see your creative process is majorly important and recognised. Even if you feel like you aren't prepared for the course your applying to, having the ability to think creatively is more important as they can teach the required skills on the course."

"Just make a bunch of stuff, don't stress about it."

"Let your brain wander. Don't set out a clear roadmap for the portfolio, this limits your ability to create. By being open to exploration through creative means you're allowing all of your skills, abilities and ways of working shine through. Interrogate your objects/area of study at every possible angle."

"You've got this! Take your time, enjoy exploring and creating and inlcude all of your sketches and experiments in your notebooks!"

Notes + Sketches

Notes + Sketches

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Credits + Acknowledgements

We would like to thank all of the staff and graduates who helped with this guide.

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