

Faculty of Design Portfolio Guidelines

In addition to the general portfolio guidelines indicated [online](#), the following details will help you prepare your portfolio for admission to our Faculty of Design programs.

Advertising: Applicants to our Advertising program should provide 6 -10 examples of work that showcase a diversity of media choices, displaying your creativity, concepts and your thinking. Examples of work to include in your portfolio are writing, photography, motion graphics, coding, 2D/3D design, video/time-based media, etc. Provide a short 50-word statement about each finished piece and its purpose relative to your portfolio for entry to Advertising (use the "additional details" field).

Include a sketchbook/process work as one piece in the portfolio submission. This should demonstrate your process, inspirations, narratives, sources, drawing and should link to several of the finished pieces included in the portfolio (upload as a multiple page PDF or a short video).

Environmental Design, Environmental Design: Interior Design, Industrial Design and Material Art & Design (Textiles, Jewellery/Metalsmithing): Our 3D programs welcome applicants from different disciplines, backgrounds and practices. While we welcome applicants who do not yet have three-dimensional work relating to their chosen program, please explain in your statement of intent your specific interest in the program you are applying to and how it will help you meet your goals. Your portfolio should show how you explore and tackle challenging ideas. Provide 8 to 10 examples of your work, including work that speaks to the program you are applying to. This can include collages, models, drawing, photography, motion, collage, montage. Include at least two, 3D forms (e.g. sculptures, built objects, three-dimensional collages, wearable forms, material experiments, etc.). A short (50 word) explanation linked to the specific making method/process/media, and the purpose of each work is required (use the "additional details" field).

Include process work/sketchbook which links to several of the finished works that you are presenting and includes drawings, photos of development or inspiration, collages, trials in the spatial/site specific context/with users, sketches, models, samples, materials, references and other sources (upload as a multiple page PDF or a short video).

Graphic Design: Provide 10 examples of your finished work with clear identification of the specific media you have used. Include examples of drawing, mark-making, photography, motion, collage, montage, 2D/3D design, coding, etc. Provide a short 50-word explanation of intent for each finished piece linked to specific making method/process/media, and the purpose of each piece (use the "additional details" field).

Include process work/book as one piece in the portfolio submission that clearly links to several of the finished works that you are presenting. This may include drawings, photos of development or inspiration, storyboards, collages, references, and sources (upload as a multiple page PDF or a short video).

Illustration: Applicants to our Illustration program may include 8 - 10 pieces in the portfolio submission with emphasis on two-dimensional work. Demonstrate your creativity, concepts, drawing and painting skills, variety and use of media, colour, tone and composition. Include sketchbook(s) demonstrating a routine of drawing and creative process. You may include more than one sketchbook but must remember that each sketchbook counts as one piece. All applicants should include examples of observational drawing. Drawing from direct observation rather than from photographs is preferred. Life studies, if available, are also helpful in assessing skills. Drawings and paintings referenced from photography should demonstrate a creative departure from the original source image. Provide a short 50-word explanation of intent for each finished piece linked to specific making method/process/media, and the purpose of each piece (use the "additional details" field).

Note: Work executed in an established drawing convention or style (e.g. Disney, Anime, caricature, etc.) is not helpful in assessing skills.