

Dear Applicant

BA (Hons) Games Art Portfolio Submission

Thank you for your application to Leeds Beckett University. We would now like to invite you to **submit a portfolio and supporting statement** for consideration for our **BA (Hons) Game Art** course (**UCAS code WG24**) Below you'll find a guide on what to do next, where to upload your portfolio and what it should include.

What should I include?

To make your portfolio stand out, we're looking for evidence of **artistic and creative ability**. Even if you haven't studied Game or Digital Art before, you should still prepare original work to include with your submission. We understand that you may not have studied Game Art production as part of your current or previous studies but you should be prepared to supply us with items of original creative work as part of a portfolio submission.

Your portfolio should be submitted electronically and comprise of **only one submission** and you can choose from **ONE** of the following –

- Digital or 'Hand Drawn' sketchbook work or single image work i.e Painting/Ink or Photography (*Note: can also include original or supporting reference images*)

Please include a short written explanation of your work, which may include initial inspiration of images produced and reference to games/media of interest (100-200 words)

- Original 3D Digital Models, Characters, Props or Environments

Please include a short written explanation of your work, which may include initial inspiration of images produced and reference to games/media of interest (100-200 words)

- A sample of creative writing – no longer than 5 pages. This can be in the form of a short story, fiction extract, game design concept or any other creative writing.
- Game Prototype, Environment or Level Design work. These can be visualised in 'game engine' (i.e Unreal/Unity/other) or as single digital or concept sketches.

Please include a short written explanation of your work, which may include initial inspiration of images produced and reference to games/media of interest (100-200 words)

The portfolio is an important part of how we recruit students onto this course and we cannot offer places to applicants without one.

We will only ever look at **one submission item** of material so please make sure you submit only one of the above pieces of work and make sure that this is your best. If you submit more than one item we will randomly chose to view just one piece of work.

You will have **2 weeks** from the date of request to prepare your work for submission. You must submit it within the requested time period or contact us before the deadline has passed if there are any valid reasons for your lack of submission. We do not consider portfolios submitted after the deadline unless we have already granted you a period of extension.

The submissions should be in digital form (PDF File) for images and written content or in the form of an online link to digital portfolio (i.e link to YouTube/Sketchfab/ArtStation/Instagram).

Any single digital 'asset' submission should not exceed 5Mb of total file size (file sizes limits do not apply to externally linked portfolios or services) .

No hard copies can be accepted by post.

Supporting Information

Along with your digital portfolio you should include **supporting information** that is individual to you and reflects your enthusiasm and interest in Game Art – if you feel the personal statement included with your UCAS application would be suitable then you may submit this. However, you should try to include in your statement **why** you wish to study the subject at degree level, indicate what qualities you feel you will bring to the course and any **achievements, skills, IT Literacy or other experience** that you think are important for us to know about.

To submit your portfolio please follow the link below:

[Submit Game Art Portfolio](#)

You'll be notified by email of the result of your portfolio submission once a decision has been made.

If you have any queries about any of the information in this letter, please contact us at ucasadmissions@leedsbeckett.ac.uk or on 0113 812 3700.

Yours sincerely

A handwritten signature in black ink, appearing to read 'Denise Dixon-Smith'. The signature is fluid and cursive, with the first name 'Denise' being more prominent than the last name 'Dixon-Smith'.

Denise Dixon-Smith
Head of Admissions
Leeds Beckett University