



### **What is the best preparation for a career in the film industry or animation?**

Typical courses for film majors include animation, cinematography, directing, digital editing, screen writing, sound production and studio television production. If students are interested in continuing on this path, they may want to consider enrolling in general education classes in high school which include art, computer and graphic arts, photography, and theatre arts.

Students will be taking courses and earning a degree in a Cinema Art curriculum. Students will have the language and thought-process necessary for their program. Typical Degrees in this field: Bachelor of Arts, Bachelor of Fine Arts, and Master of Fine Arts.

#### Film Production

One type of major is film production. In film production, a student can learn about the technical equipment such as how to operate cameras, the basics of sound and lighting and editing software. They might also learn graphics and photo editing software, writing for film and production planning. Students in this major may also study films and learn the theoretical components that make a classic film great. Most likely students will be making their own short films as part of class, in order to have a portfolio when they graduate.

#### Film Studies

Film studies is another type of major students might want to consider. Film studies can also be known as cinema and media studies. Instead of working with the technical equipment or shooting your own video, cinema and media studies is more an exploration and understanding of classic and iconic films. Students will watch and discuss many famous films and write research papers on their significance including how they resemble and affect society as well as their political or social significance.

*Typical courses in cinema and media studies include acting and directing, film and social issues, film technology, film theory, national cinemas and video art. If you are a high school student interested in pursuing a higher degree in film studies, classes such as art, history, creative writing and theatre arts will help prepare students for their continued education.*

#### Mass Communications

Different from common film majors, mass communication is geared toward news instead of creative storytelling. Mass communication majors will explore how to gather news, the history of news and how it affects society. Students will learn how to write for newspapers, magazines, the web and TV. They can also learn the basics of a camera and studio television production.

Typical classes in mass communication are mass media and society, media law, media ethics, and global perspectives in media. Because of this, *high school students can prepare themselves by taking classes in journalism, speech, theatre, and U.S. history. Students can also prepare by working for the school newspaper or yearbook.*

#### Animation

If you like to draw both the old fashion way or digitally, then animation might be a film major you'd be interested in. Like film production majors, many animation programs teach you the basics of film with classes teaching you skills such as planning, learning technical equipment, editing software, animation computer software, and script writing.

Animation- continued- Typical classes in animation include 3-D modeling and animation, digital character animation, drawing, history of animation, interactive media, introduction to film and video, sound design, and storyboarding. *High school classes that can prepare students in this field include art history, commercial art, computer graphics, creative writing, geometry, and theatre arts. Digital Video Art and Digital Imaging courses at Central prepare students for this career.*

In Digital Video Art, we can prepare students for all three areas. We believe that DVP addresses technical aspects and TV news aspects.

Digital Video ART	Digital Video PRODUCTION
Quarter 1 Mise en Scene- the mechanics of video Kinetics in Motion Graphics in Video Sound Exercises to learn the software	Commercial  Silent movie  PSA
Quarter 2 Writing scripts Collage film Editing effects Identity-experimental film Competition Film-Social Meaning	Music Video  TV show Intro

Freshman Entry Portfolios for these fields: Top Few Programs in U.S.-

- University of Southern California- Degree, B.A., B.F.A., and M.F.A.  
 Two components to their Portfolio  
 One of these:  
 -Video Option: Create a brief narrative video in which you had a major creative role. The video can be either live-action or animation, fiction or documentary, but it should reflect your aesthetic tastes and intellectual and emotional interests. (No longer than five minutes.) Please submit only ONE video. Multiple submissions WILL NOT be reviewed.  
 -Photo Option: Prepare a series of eight photographs you have taken which, when viewed in a specific sequence, portray a unique and original character or which tell a simple narrative story. Also, include a one-page narrative about the character being portrayed in the photos. The images may either be black-and-white or in color. Please upload the photos in order of sequence (1-8). Please upload the required one page narrative into the online application.  
 And,  
 Creative Portfolio List  
 The portfolio list is a written record of the applicant's creative materials. It should include a concise description of each project, the month and year the project was completed, the applicant's creative role and the purpose of the project. The material, **which does not need to be film- or television-related, should give an idea of the range and depth of the applicant's creative ability.** Formal recognition - such as awards, publications, jobs and exhibitions - should be noted. The name of the institution or publication should be included when listing creative materials prepared for a class or publication.
- New York University Tisch School of the Arts- Degree, B.A., B.F.A., and M.F.A.  
 The Tisch application involves two major components: You'll first file the Common Application with the NYU Supplement, then you'll complete an artistic review. The artistic review is required for admission to all Tisch programs, and each department has its own specifications. Depending on your course of study, you may have to submit a portfolio or schedule an audition.

NYU- continued

### Cinema Studies

A two-part creative portfolio is required. Part one is a five to ten page essay on a film, director, or any film-related topic. Part two is a one-page statement addressing three short answer questions.

Have you had any previous cinema-related course work?

What areas of cinema studies are you most interested in exploring (i.e., film genres, directors, theoretical issues, etc.)?

What are some of your career aspirations (i.e., film journalist/critic, film museum or archive worker, film industry professional, screenwriter, filmmaker, etc.)?

### Film and Television

A five-part creative portfolio is required. All portfolios are submitted digitally via [tischfilmandtv.slideroom.com](http://tischfilmandtv.slideroom.com). There is a \$12 submission fee through Slideroom. Please view the Film & Television website for information on how to submit portfolios. Late portfolios will not be accepted.

Your portfolio must include these five clearly labeled components:

- A one-page resume
- Leadership and Collaboration Anecdote
- Personal Story
- Artistic Influences
- Creative Submission

### Game Design

A creative portfolio is required. All portfolios are submitted digitally via [nyugamecenter.slideroom.com](http://nyugamecenter.slideroom.com). There is a \$10 submission fee through Slideroom. Please view the NYU Game Center website for information on how to submit portfolios. Late portfolios will not be accepted.

Your portfolio must include two components:

- 1-2 page personal statement. Please tell us why you want to major in Game Design at NYU.
- 1 creative project OR 1 critical analysis essay. The creative project can be a game you've made, examples of your visual art or design, a computer program you've written, or another creative work. If you are submitting samples of art, design or photography, etc. please limit your submission to 3 examples. OR you may submit a 1-page critical analysis of a game you know deeply. This should be a thoughtful and insightful analysis of one or more aspects of the game.

### Photography and Imaging

A three-part creative portfolio is required. All components of your portfolio must be submitted through [tischphoto.slideroom.com](http://tischphoto.slideroom.com). There is a \$10 submission fee through Slideroom. All creative portfolios must be submitted by the application deadline. The creative portfolio must include these clearly-labeled components:

- A creative submission of 15-20 images, five to seven of these are based on a theme assigned by the department
- Four short essay questions
- Questionnaire

### Part 5: Creative Submission

A creative submission showing visual storytelling and imaginative expression of thought. Choose ONLY ONE of the following:

- . Film or video/ live action, fiction, experimental, documentary or animation. (Up to ten minutes total running time). Video footage of staged plays or theatre performances is not acceptable. Your submission should be a complete work which represents your best effort and one which engages your audience. Please be clear about your specific contributions to the video sample.

b. A portfolio of photos, drawings, paintings, sculpture or set design. Your submission should reflect clearly developed ideas and themes. You may upload up to 10 photographic or scanned images of your work. (Still images and scans uploaded to Slideroom should be a minimum of 72 dpi).

c. A sequence of ten to fifteen still images on any subject, which shows a story. These images can be drawings (in the form of a storyboard), still photos or created through montage. Your images should convey a clear and imaginative visual sense. (Still images and scans uploaded to Slideroom should be a minimum of 72 dpi)

3. UCLA

An applicant should demonstrate a strong liberal arts and humanistic education, exceptional literacy, outstanding communication skills, and unique creative ability. Prior experience in film and television is not required.

-Personal Essay (2 page max).

-Writing Sample- Critical Essay (3 page max) or Creative Writing (5 page max).