

What should be in a Portfolio?

Work can come from class, sketchbooks, workshops, pre-college programs, or work “done on your own” outside of school. In addition to subject matter consider technique, concept, creativity, and design/composition of each work.

All artwork must be original.

Copies of published works are unacceptable. Originality and creativity are given primary consideration.



Portfolio Contents

Drawings: It is recommended that at least 3 drawings are from direct observation.

Drawing/painting from observation means working directly from real objects, an environment, or person (not from a photograph, magazine, or copied from a reproduction of another person’s work)

Show a diversity of subject matter and media

What NOT to include in your portfolio?

Old work should not be considered, your most recent work is usually the strongest work.

More is not always better- Think quality over quantity. A weak work can weaken the whole portfolio.

Copies from magazines, comic books, animation, CD covers, or movie posters. Remember work should be your own. Avoid overused, stereotyped or timework imagery- ex. Sunsets, crying teenage faces, fairies, dragons, eyes, mountain views, Anime, etc...

Additional areas that may be included in your portfolio:

Design: any 2-D artwork or graphic design such as logos, cover designs, and posters. Concept takes precedence over craftsmanship

Digital Media: digital imaging, digital video, computer animation, interactive art, net-based projects and digital drawings.

Painting: black and white, color, or digital photography; consider the idea, composition, lighting, along with color or value. What makes the composition creative and unique?

Printmaking: intaglio, lithography, relief printmaking, serigraphy (silkscreen) and monoprints

3-D artwork: Ceramics, glass, fibers, metals, sculpture, and functional objects and furniture.

Know what each school wants for THEIR portfolio- if there are specific assignments- begin early.