

Toronto Film School

GAME DESIGN AND ANIMATION

PORTFOLIO REQUIREMENTS

Statement of Interest Essay

100–300 word essay explaining why you want to create games

Your essay should include: Your personal and career goals in the video game industry. In reviewing your essay, the Admissions Committee will be looking for evidence of your research and your understanding of the video game industry and how you see yourself building a career in gaming. As you write about your goals, you might include these and other details about the industry:

- The location of major video game production companies in Canada
- The different skill sets and functions that comprise the design and development team
- Your goals and ideal starting position upon graduation from the Game Design and Animation program
- The career growth potential in the industry

Submit to your advisor via **email**

Format: **Word file only**

Naming: **StudentName-SubmissionTitle-ExpectedIntake**

CHOOSE ONE OF THE FOLLOWING:

Portfolio Submission

Art Portfolio: minimum 3 and maximum 10 original works (e.g., sketches, drawings, 3D models, digital art, animation, game assets)

Include a **brief description** for each piece

Submission method depends on file type, please use your preferred platform & format

Naming: **StudentName-SubmissionTitle-ExpectedIntake**

Max file size: 100MB | **3D files:** FBX | **Images:** PSD, PDF, PNG, TIFF, JPG

OR

Game Design Document

1–3 page outline of a game concept

Include: premise, core mechanics, art direction, and target audience

Should reflect creativity, clarity, and passion for game development

Submit to your advisor via **email**

Formats: **PDF or Word** (max **20MB**)

Naming: **StudentName-SubmissionTitle-ExpectedIntake**

PORTFOLIO WILL NOT BE RETURNED

TORONTOFILMSCHOOL.CA