Visual Arts
Variation Assignment

Intake 2027-2028



CREATING MEANINGFUL EXPERIENCES

Academy for AI, Games, Media

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Breda University
OF APPLIED SCIENCES

Intake Assignment 2027-2028

Visual Arts CMGT 2027-28 Intake Assignment Brief

For your 'Visual Arts 'application assignment, we kindly ask you to prepare a portfolio (in this PowerPoint) of work that evidences your **process, progress** and **final answer** to the ***task*** described below.

Completing this task and creating the below described portfolio, will give you the best opportunity for evidencing the qualities we are looking for in a future student.

TASK: Follow the described process to create an accurate and technically proficient 3D model of a complex, mechanical **'tool'** from first hand observations.

To work from "first hand observations", you must have unlimited physical access to the subject ('tool') to allow you to make the required, precise observations, exacting measurements, and detailed drawings needed.

When using the word 'tool', we are referring to any mechanical product, designed and created by humans to perform a task. It can be part of a bigger 'tool' – i.e. the distributer cap of a car, the electrical engine of a washing machine, the rotary blades of a lawnmower. It can be brand new, or it can be broken/corroded or damaged.

Your 'tool' may be sourced from a kitchen, a garage or garden shed environment etc. It should be complex enough to demonstrate your full range of modelling and drawing skills, as they stand now, as well as challenging enough to prompt you to do research that extends your knowledge a little further; it should be a subject that forces you to learn, and then apply, new skills that you can discuss with us during any subsequent interview. The more 'challenging' the subject you choose the better chance you give yourself to 'stand out.'

Some examples of the type of 'tools' you may select are: a hair dryer, a can opener, a bit & brace, a circular saw, a trumpet, a food processor, pruning shears…

The images you present in this PowerPoint Portfolio should act as a 'journal' of the task's progress. It will contain the following contents in the order shown:

1. **4 (self-taken) reference photographs of the selected 'tool',** showing it from the top, front, and side as well as from ¾ view.
2. **Visual research (drawings) on, no less than 15 'A4' sized pages** (150 DPI in compressed JPG format) of Observation Drawings made using traditional media (pencils, pens, charcoal…) all of which must be

made from life, and **not from photographs, memory**, or the **imagination**. Any suggestion that the drawings are generated by A.I. will result in rejection from the application process. *It therefore is advised that you evidence a drawings 'progress' through a series of 'work in progress' photographs (these are additional to the 15 pages mentioned above).* Optional: colour/surface studies using traditional media (gouache, watercolour, colour pencil…).

3. **At least 5 'work in progress' screen shots of your 3D model**, each one showing a significant moment of change, advancement, learning or completion. The first few should be of early moments in your progress; showing the 'block-out' stages, and later, some progress on changes to details. These screenshots should be grey material with wireframes shown; preferably.
4. **The final 3D Model, presented for review as 3 screenshots of the modelling viewport**, showing your 3D model (including wireframes) in: side view, perspective, and close-up.
5. Optional: UV's, textures and/or renders of your 3D model.
6. Other examples of your best work, study or work history related to art, game development and computer graphics. This can also include examples of animation, rigging, scripting, and technical art.

Observation Drawings:

The drawings you produce should show us how you have striven to understand different aspects of the tool's physicality, for example the form, construction, materials, internal and external structure, proportions, measurements, and physical design logic etc. To do this you are allowed to use a mixture of visual languages and 'traditional' media, but choose carefully, and select the appropriate media and styles you deem necessary to help you record the required information. As well as making complete drawings of the whole tool you may wish to look at details, interiors, and dismantled portions to gain a more complete understanding.

It is acceptable to have more than one drawing on a page, especially if you are working on details, so be sure to fill the pages with observed visual information. Your goal is to show that you know how to learn through deep looking and, as such, the drawings are 'working drawings' whose primary role is to help you identify, analyse, describe and so, understand, specific attributes of the 'tool' in order that you may achieve a higher level of accuracy in your modelling.

3D Model:

The 3D modelling task has been created to prove your observation skills as well as your aptitude for 3D modelling and problem solving. You will do this by paying close attention to proportions and details as you apply the knowledge you gained through drawing, and by resolving any technical limitations you may have with software/hardware.

You can use any 3D software you prefer, keep your model well organized and clean.

Additional Artwork:

Include a Portfolio of Additional Artwork. Be sure to only show your best work, we would rather see quality over quantity.



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