PORTFOLIO REQUIREMENTS

Please note that you apply for one major of MultiMediaArt. These are computernanimation, audio, mediadesign or film to choose from. Your main courses will be within this major.

**Computeranimation**
Demoreel/Portfolio on Dropbox, Artstation or similar that shows your proficiency in the following:
- Polygon Modelling
- UV-Layout and Texturing
- Shader & Materials
- Rendering & Lighting (VRAY, Arnold, mentalray etc.)
- Animation
- Design Basics & Typography
- Camera Handling

**Audio**
Portfolio including:
- CV
- list of your Audio related works so far ("Creditlist") that applies to ONE of the following sound disciplines at least: Musicproduction, Filmmusic, Filmsound, GameAudio or Art projects (Audio installations, performances etc...)
- list of software- (eg: Ableton, Cubase, Nuendo, Protools, MaxMSP,...) & hardware (Synthesizers, Audio FX, Mixing Consoles) Please only mention the tools you are actually working with!
- Special interests (eg. Filmmusic/Filmsound, Game Audio, Audio-Art Theory, ...) and motivation for studying at MMA - AUDIO
- Please provide a link to your projects (if possible) and/or a link to your music - soundcloud/bandcamp/youtube account or homepage. In case of group collaborations: please specify your position/responsibility!

**MediaDesign**
Professional online art design portfolio consisting of:
- work samples (not older than 3 years; personal work, no team-projects; artistic pieces or images, art narrative, digital or traditional creative work ...)
- including statements/ brief descriptions
- CV
**Film**

Portfolio including:

CV incl. course of studies, artistic and technical background especially design and video-software (Quark, FinalCut, Illustrator, Avid, After Effects, 3D Studio, Maya, ...)

link to videoclip (approx. 3 min) on dropbox or similar