

## BFA Undergraduate Portfolio Requirements | 2026 Admission

For submission into a BFA program within the School of Art, School of Design, and School of Film and Animation, a portfolio of 7 – 10 examples of your best artwork is required.

Programs that do not require a portfolio as a part of the application process are BFA in Photographic and Imaging Arts, BFA in New Media Design, and BS in Photographic Sciences, and BS in Motion Picture Science.

Within every portfolio submission:

<p style="text-align: center;"><b>7-10</b> <b>Examples of Best Work</b></p>	<ul style="list-style-type: none"> <li>&gt; Submit your strongest work, in any form or format.</li> <li>&gt; Your portfolio could include, but is not limited to, examples of drawings, paintings, sculptures, sketchbook pages, design examples, mixed media, animation, and/or time-based media.</li> <li>&gt; All work submitted must be original (not AI-generated) and demonstrate creativity through innovative ideas and content, interesting composition, and proficient use of materials.</li> <li>&gt; Do not include mood boards or screenshots from the internet.</li> </ul>
<p style="text-align: center;"><b>Drawings from Direct Observation</b></p>	<ul style="list-style-type: none"> <li>&gt; Since drawing is the foundation of many disciplines within the College of Art and Design, some of our undergraduate programs strongly recommend including drawings from direct observation and the use of traditional materials (pencil, graphite, charcoal, ink) in those drawings.</li> <li>&gt; Do not include drawings copied from photographs, comics, fantasy, movies, or pop culture.</li> </ul>

## Submitting Portfolio Files

- > All submitted work **MUST** be clearly labeled using the **Description** feature in the applicant portal.
- > Add details such as title, medium, and description for all uploaded examples.
- > For descriptions, include details such as assignment or theme (if any), thought process, role(s) such as director, writer, editor, and any exhibition/award notations.

PDF Files	Digital Video
<p>For all drawings, paintings, digital art, photos, etc., <b>each</b> example of work must be submitted as a <b>single PDF</b> in <b>RGB</b> color mode.</p>	<p>All video files must be submitted in either <b>M4V, MOV, MP4, or WMV</b> format. Audio file formats such as <b>MP3, AIFF, or WAV</b> are not accepted.</p>
<p style="text-align: center;"><b>20 MB</b> <b>(or less)</b> in size per PDF.</p>	<p style="text-align: center;"><b>60 MB</b> <b>(or less)</b> in size per media.</p>
<p>Document sizes should be <b>at least 8.5 x 11 inches</b> with the work sized to fit the page.</p> <p>Each PDF file must be <b>a single example of work</b>.</p> <p>If you have multiple views of a single example, submit a multi-page PDF with a maximum of 3 pages.</p>	<p>Videos should be <b>at least 1280 x 720 pixels</b> for optimal viewing.</p> <p>Do not submit more than <b>3 minutes total</b> of media in your application.</p>

## Portfolio Recommendations for Undergraduate Programs

<p><b>Illustration</b> <b>Medical Illustration</b> <b>Studio Arts</b> (all options) <b>Studio Arts Exploration</b></p>	<p>Examples could include:</p> <ul style="list-style-type: none"> <li>➤ 2D work: paintings, drawings, collages, photographs, digital art, prints</li> <li>➤ sculptures and 3D work made from any materials</li> <li>➤ fiber and mixed media work</li> </ul> <p><b>Illustration, Medical Illustration, Painting and Printmaking (Studio Arts Options) require</b> samples of drawings from direct observation such as:</p> <ul style="list-style-type: none"> <li>➤ figures, hands, feet (drawn from life, not copied from photographs, comics, fantasy, movies, or pop culture)</li> <li>➤ still life drawings including objects from nature</li> <li>➤ perspective drawing: 2-point and 3-point perspective drawings</li> </ul>
<p><b>3D Digital Design</b> (all options) <b>Graphic Design</b> <b>Industrial Design</b> <b>Interior Design</b></p>	<p>Examples could include:</p> <ul style="list-style-type: none"> <li>➤ 2D work: digital art, paintings, drawings, collages, photographs</li> <li>➤ page layout designs</li> <li>➤ design-based artwork</li> <li>➤ two-dimensional designs</li> <li>➤ marker renderings</li> <li>➤ 3D modeling and renderings (both digital and physical)</li> <li>➤ programming/creative coding</li> <li>➤ time-based media</li> </ul>
<p><b>Film and Animation:</b> <b>Animation</b> (option) <b>Production</b> (option)</p>	<p><b>Animation</b> examples could include:</p> <ul style="list-style-type: none"> <li>➤ storyboards</li> <li>➤ figure drawings from direct observation</li> <li>➤ original character designs or sketches</li> <li>➤ 3D modeling and renderings (both digital and physical)</li> <li>➤ photographs</li> <li>➤ puppets</li> <li>➤ graphic novel pages</li> <li>➤ video files of sketchbooks (page-turning)</li> <li>➤ time-based media up to 3 minutes</li> </ul> <p><b>Production</b> examples could include:</p> <ul style="list-style-type: none"> <li>➤ photographs, drawings, paintings</li> <li>➤ original graphic novel pages</li> <li>➤ storyboards</li> <li>➤ complete video, or scene(s) up to 3 minutes total with a coherent beginning, middle, and end. List your role in the video: director, writer, camera operator, editor, etc.</li> </ul>