

# Computer Game Design and Animation Admissions/Audition Information



All students who applied will be scheduled for an audition appointment.

- For CGDA auditions, students only need to bring a **pair of headphones** to their appointed time so they can follow the video instructions and information. If the prospective student prefers to use an iPhone headset, they are responsible for bringing their own adapter. Also, we do not allow Bluetooth headphone connections.
- Students may bring a digital portfolio for additional consideration, but it is not required.
- On audition day prospective students are given a choice between three sections and they must **choose one** to audition. It is important to know that this selected section is only for audition purposes.

Prospective students will be presented with the following three options (choose one):

- 2D/Graphics
- Game Development
- 3D modeling.

Each of the sections have a specific task for the students to complete.

Without giving away too much information:

## **2D/Graphics**

There will be a brief introduction and tutorial on the software, Adobe Animate. They will then be tasked to create a short 2D animation scene (theme and requirements will be revealed at that time) within the allotted time of 3hrs

## **Game Development**

There will be a brief introduction and tutorial on the software, followed by additional directions from a video which includes final instructions and build requirements using Unreal Engine within the allotted time of 3hrs

## **3D**

There will be a brief software instruction session on Autodesk Maya, followed by video directions for a specific 3D task to complete within the allotted time of 3hrs.