

ESCAPE  
STUDIOS  
— LONDON —



POSTGRADUATE  
**PORTFOLIO**  
GUIDE

**CREATE  
SOMETHING  
SPECTACULAR**



# A NOTE FROM PROFESSOR IAN PALMER

PRINCIPAL OF ESCAPE STUDIOS

Our postgraduate masters degrees have been designed with industry for students to take their skills to the highest level. For most of our programmes, we ask suitable applicants to submit a portfolio of your work as part of your application.

Your creative portfolio is an artistic expression of who you are and what you enjoy doing. This can take many different forms, including painting, digital art, models, showreels... anything that showcases your creative or technical skills! But regardless of the output, your portfolio should be a reflection of your creative interests and passions. We are looking for interest in your desired discipline and the creative talent to succeed. We will show you the rest.



# PRACTICAL CONSIDERATIONS

## WHERE TO PUT YOUR PORTFOLIO

After you apply and are invited to submit an online portfolio, you will need to provide a URL to your portfolio of work that's hosted on an external platform.

This could be for example:

- ▶ Google Drive/OneDrive
- ▶ ArtStation
- ▶ Dropbox
- ▶ Your own website
- ▶ Vimeo/YouTube for a video reel
- ▶ Canva
- ▶ Behance

### HELPFUL TIP!

To avoid delays in your application, make sure your link is not password protected or due to expire, so our tutors can access your work!

## TYPES OF WORK YOU COULD INCLUDE

Some types of work are more relevant to certain courses. See course guidance later in this guide for specific examples.

3D WORK	ANIMATIONS	BLOGS	STORYBOARDS
PAINTINGS	DIGITAL ART	MODELS	SHOWREELS
SCULPTURES	SKETCHES/ DRAWINGS	VIDEOS	PHOTOGRAPHY
CODING TOOLS	PROGRAMMING	STOP MOTION	LIFE DRAWING

# GENERAL TOP TIPS



## PUT YOUR BEST WORK FIRST

Let your best work make the first impression and remember quality is more important than quantity!



## MAKE SURE YOUR WORK IS ORIGINAL

We are assessing your suitability for studying with us. If there's work you collaborated with someone on, be clear about your contributions.



## TAKE PRIDE IN YOUR WORK

Arrange your work in a way that's easy for us to access, and provide a variety of work if you can. Show us you care!



## SHOW DEVELOPMENT

Not everything needs to be 'finished'. We want to see how you develop your ideas (including any notes or scribbles).



## BRUSH UP ON YOUR TECHNICAL SKILLS

At postgraduate level, the pace can require some technical know-how. Have a go at some free software and include it in your portfolio.



## LET YOUR CREATIVITY SHINE

Make sure you demonstrate your creative skills in whatever form they come in, as well as focusing on pieces related to the subject you're applying for.

# YOUR SUPPORTING STATEMENT

Alongside your portfolio, you can submit an optional supporting statement. If you do, this will be reviewed by our tutors with your portfolio of work.

Your supporting statement can be:

**WRITTEN**  
(NO MORE THAN  
500 WORDS)

**A VIDEO**  
(NO LONGER  
THAN 2 MINUTES)

**AN AUDIO  
RECORDING**  
(NO LONGER  
THAN 2 MINUTES)

## WHAT SHOULD I SAY?

If you decide to include a supporting statement, this can be a good place to include the following information for our tutors to consider.

### CONTEXT

Was the piece part of your studies, a personal or professional project? Did it turn out the way you imagined?

### HOW YOU MADE DECISIONS

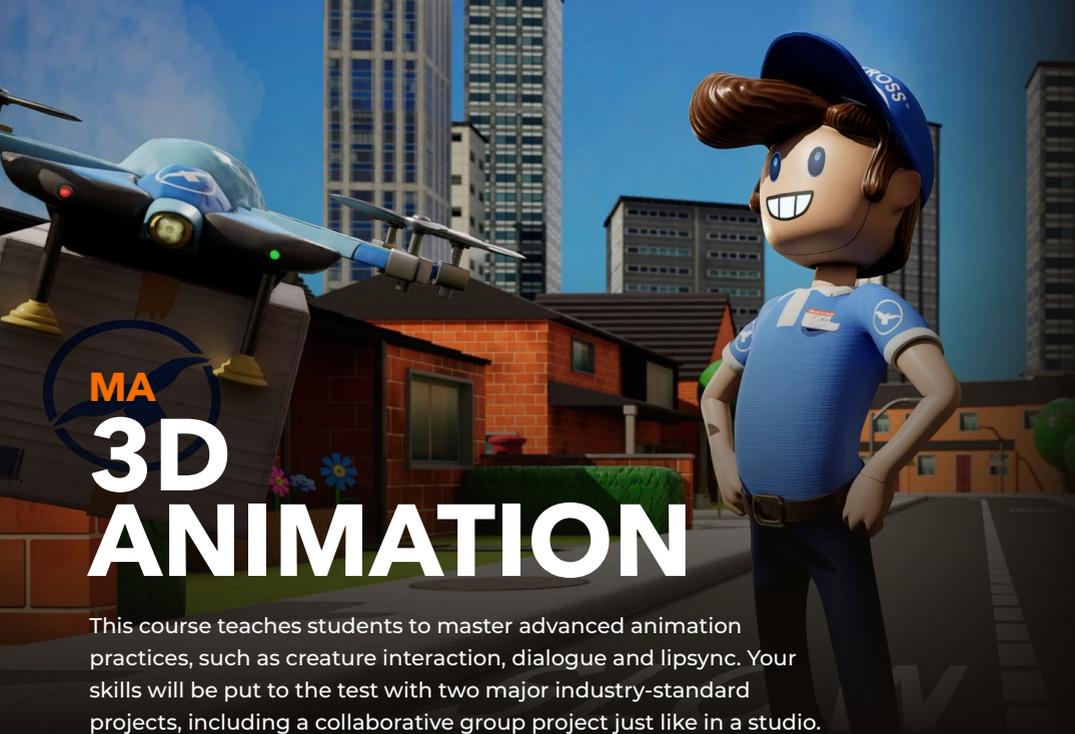
What was the inspiration and how did it develop? What would you change next time?

### INDIVIDUAL VS GROUP WORK

It's important for us to know if any of the work you submit was collaborative.

### YOUR BACKGROUND

Are you more creative or technically minded? Have you studied or worked in this discipline before?



## MA 3D ANIMATION

This course teaches students to master advanced animation practices, such as creature interaction, dialogue and lipsync. Your skills will be put to the test with two major industry-standard projects, including a collaborative group project just like in a studio.

### DRAWINGS

Include final pieces, along with any sketches that led to the creation or design of your finished piece.

### ANIMATION

Try out stop motion, or CG work. It's not essential to have CG work, but it may be beneficial to try doing it.

### A WORD OF ADVICE FROM LEE CALLER, ANIMATION TUTOR:



A creative portfolio doesn't have to tick every possible box, but ideally shows a variety of creative styles (in whatever format you choose) backed up by technical and artistic skills - and above all demonstrates passion and personality.

### DIGITAL WORK

Try your hand at a free software like Blender, or other 2D drawing tools.

### STORYBOARDING

Include any storyboards you made alongside a completed animation to show your development.

# MA CHARACTER AND CREATURE CREATION

The role of a Character Creator is to bring characters to life. On this course you will learn how to design, model, texture, rig and animate your own characters. You'll learn hands-on character and creature design skills before applying them to two major projects based on industry briefs.

### LIFE DRAWINGS

Life drawings and anatomy studies show your interest in character and creatures.

### MODELS

Any character models or rigs you've had a go at creating, we'd love to see.

### ANIMATIONS

Short animations on programs like Maya or Blender can be beneficial.

### SCULPTING

As well as digital sculpting, you can show us any traditional clay sculpting you've tried your hand at.

### A WORD OF ADVICE FROM MICHAEL DAVIES, HEAD OF CREATIVE TECHNOLOGY:



Start collecting ideas and references of the kinds of characters or creatures that you would like to be able to create. Starting the course with a plan of what to create is a great motivator but is also an amazing feeling when you achieve it!

# MA GAME ART

You'll learn the principles behind game art on this course and gain a full understanding of the games production pipeline with techniques such as interactivity with 3D and animation workflows. It then takes you to the next level, with two major projects that will allow you to put everything you've learned into practice to create a killer portfolio.

## SKETCHES

Any drawings or sketches in traditional media are great ways to show your observational skills.

## 3D WORK

Any examples of 3D work you've done will be really useful to show off your technical as well as creative skills.

## UNREAL ENGINE

Send us any games you've built in Unreal Engine, but make sure we can easily view and navigate it.

## DIGITAL ARTWORK

Why not try recreating traditional sketches in something like Photoshop to show your technical skills?

# MA VISUAL EFFECTS

Our industry-active tutors will teach you 3D skills through hands-on intensive training, exploring techniques such as particle movement, hair and fluids. You'll also learn compositing skills, including how to combine elements in such a way that they seem like they have been filmed in one pass by a camera. You'll also complete two major projects; collaborative and individual, where you'll apply the skills you've learned to an industry-relevant brief with help from your tutors and industry guests.

## FINE ART

Show us how you're able to reproduce or replicate the physical world into an image.

## OBSERVATIONAL SKILLS

Show us how you observe the physical world in detail and depth, paying attention to natural phenomenon.

## VIRTUAL PRODUCTION

Use your digital skills to show how you can recreate the real world digitally.

## ANALYSE

Break down natural phenomenon into technical factors such as composition, depth and motion.

### A WORD OF ADVICE FROM CHRISTIAN AVIGNI, GAME ART TUTOR:



A good portfolio should include examples of technical and creative skills. And if you really want to stand out, anything created in Unreal Engine is a huge bonus!

### A WORD OF ADVICE FROM CLEMENT GHARINI, HEAD OF VFX:



Your portfolio reflects your professional personality. Make it something you're proud of, unique and outstanding!

# MA MOTION GRAPHICS

Our MA Motion Graphics degree encompasses not only theory but technical and artistic approaches. Motion Graphics is multifaceted, and the course will allow you to explore different areas and skillsets so you can find your niche.

## TRADITIONAL ART

Traditional skills feed into Motion Graphics, so show us any of your traditional sketches or artworks.

## MOTION GRAPHICS SOFTWARE

Adobe After Effects and Cinema 4D are commonly used in Motion Graphics and both offer a free trial.

## DIGITAL ART

Show us any of your digital paintings or sketches - this all feeds into Motion Graphics.

## COMPUTER SKILLS

Most of the work will be produced on a computer, so it's essential that you can demonstrate familiarity with computers and software.

## A WORD OF ADVICE FROM DANIEL AMOR, MOTION GRAPHICS TUTOR:



A Motion Graphics portfolio doesn't need to cover every style or technique, but it should highlight a variety of visual storytelling approaches, with a strong emphasis on creative solutions for complex animations. It should demonstrate your ability to tackle challenging projects in innovative ways that make your potential clients or employers wonder, "How did they do that?" Above all, it should reflect your unique artistic vision, technical skill, and passion for bringing stories to life through motion.

## A WORD OF ADVICE FROM SIMON FENTON, DEPUTY PRINCIPAL:



Really the most important thing we're looking for is the ability to draw. You could show life drawing, portraits, still life... we would expect to see applicants who are passionate about drawing.

## MA

# CONCEPT ART AND EXPERIENCE DESIGN

As well as games and film design, you'll learn design methodologies and artistic practice from the fields of industrial design, concept art for characters, props and environment design as well as experiential design for real-world immersive experiences such as theme parks and museums. You'll learn both 2D and 3D visualisation and able to use the latest tools and design methodologies in a range of exciting and developing sectors.

## SKETCHES

Show us sketches (can be annotated) to display your thought processes and drawing skills.

## CREATIVE PROBLEM SOLVING

Evidence of your ability to take an idea and develop it into a fleshed out solution.

## ORIGINAL ART

Sketches or artwork of original characters, environments, vehicles or architecture.

## SUPPORTING SKILLS

This could include 3D, digital painting, photo-bashing/matte painting, model making, photography, graphic design, industrial design or any other relevant skills / experience.

MA

# UI/UX FOR GAMES AND INTERACTIVE MEDIA

Our UI/UX for Games and VFX masters degree has been created with our industry partners, including Creative Assembly to be a highly focused digital design course that encompasses not only technical and artistic approaches but the psychology of design and research. You'll learn core design practice through to the application of UI and UX, Motion Graphics and development pipelines.

## DESIGN ELEMENTS

This could include examples of graphic design, typography, 2D or 3D elements, any visual work you can show us.

## USER EXPERIENCE

Can you demonstrate an understanding of user experience design processes? You could provide examples of research, prototyping, development of ideas, anything where you've taken a human-centered approach.

## A WORD OF ADVICE FROM SIMON FENTON, DEPUTY PRINCIPAL:

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This is a visual course, so we are looking to see evidence of some kind of design work in your portfolio, no matter what field it may be in.

## SOFTWARE WORK

This is a digital course that uses Unreal Engine, Figma and Adobe tools, so our tutors would love to see any work you can show us using digital programmes. You don't have to be an expert, and it doesn't matter if you've used different software before to that we teach on this programme. Let us see what you've got!

## NON-ARTISTIC WORK

If you have less artistic experience, we are also interested in seeing work from studies or professional projects in related fields like computer science, product design, or branding.

MSc

# GAME DESIGN

This degree has been created with our industry partners to be a highly focused digital games course that encompasses not only theory but technical and artistic approaches. You'll learn to design video games from concept to implementation, developing gameplay, environments and user experiences to produce engaging play experiences.

## DESIGN DOCUMENTS

Give us your elevator pitch for games you'd love to make!

## ANALYSIS OF GAMES

Critique or review a game to show us your understanding of what makes a good game.

## PLAYABLE GAMES

Show us any games you've created. If you worked in a team, explain your contribution to the project.

## WORK IN GAME ENGINES

Examples of any work you have done with game engines such as Unreal Engine, Unity or Godot.

## A WORD OF ADVICE FROM GLYN FAIRWEATHER, GAME DESIGN TUTOR:

“

Demonstrate creativity, problem-solving, and technical ability. Show things like: games you've made, concept art, level designs, or coding projects. Make it clear that you have passion for making games and a willingness to experiment and learn.



## MSc

# TECHNICAL ART FOR GAMES AND VFX

This cutting-edge programme aims to produce graduates who can create tools, scripts and FX simulations, develop graphics and solve problems for teams in the Games, VFX and Animation sectors.

### TECHNICAL WORK

Show us your problem-solving skills, for example coding, optimisation techniques or hardware-based projects and don't be afraid to include your development process.

### DIGITAL ARTWORK

This could include 3D modelling, digital paintings or digital sketches.

### ANIMATION OR GAMES

Show us games, films or animations you may have created, whether individually or in a group. But be clear about your role and contributions.

### TRADITIONAL ART

Feel free to include traditional sketches, concept art or drawings, but remember most of your work should show your digital skills.

### A WORD OF ADVICE FROM MICHAEL DAVIES, HEAD OF CREATIVE TECHNOLOGY:



**A strong portfolio should showcase problem-solving, technical proficiency and a solid understanding of different workflows. Demonstrate your ability to create tools, optimise assets, or develop procedural solutions. Show clear documentation of your work, including breakdowns of problem-solving processes and technical decision-making. Passion, curiosity, and a structured approach to challenges go a long way in making a portfolio stand out.**

### A WORD OF ADVICE FROM OMAR ZOHDI, PROGRAMMING TUTOR:



**A good programming portfolio shows you can actually code – whether that's through GitHub projects or playable games you've made, from scratch or with game engines. It's also a great chance to show how much you love game dev and how you can bring your ideas to life.**

#### IMPORTANT INFO!

If you have an undergraduate degree in a relevant subject like Computer Science, Programming or Games Design, a portfolio is not required for this course.

## MSc

# PROGRAMMING FOR GAMES AND VFX

This cutting-edge course will enable you to develop and refine your skills, with individual specialisms. By the time you graduate, you will be ready for work with a deep technical knowledge of your chosen specialism and will have the ability to work in teams and collaborate with people in adjacent roles and fields.

### PROGRAMMING LANGUAGES

Show us your skills in programming languages, especially in C++, C# or Python.

### PROGRAMMING ABILITIES

Any examples of code optimisation demonstrate your ability to troubleshoot issues and refine code.

### GAME DESIGN ENGINES

Include any experience you have building games in engines such as Unreal, Unity or Godot.

### EXTRA SKILLS

Writing documentation or creating design documents is useful to show as supporting skills.

## ESCAPE STUDIOS

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