

## 9<sup>th</sup> Level Review Preparation Guidelines

This quarter, you will be participating in a 9<sup>th</sup> Level Review. The purpose of this review is for a group of your instructors to evaluate your body of work and advise you on how to make the most of your final year of school, so that you can create a demo reel that demonstrates your full potential.

**You are required to create, upload and publish a Professional Portfolio Website with all of the required media on it. This should be your own website, or one hosted by the school, and not . Have a backup of the files on a portable drive with you in case of technical difficulties. Check all files before your presentation day.**

The work that you choose to show may be from in-class projects or work done outside of school. If you are showing work that was produced for a client (such as from freelance or internship experiences), make sure you have permission to show the work.

On your website, you must include and show the following:

1. Your two best examples of traditional still work. This can include drawings, illustrations, paintings, even sculpture. Digital illustration and painting is also acceptable. Note that if you choose to include a sculpture as one of your pieces, the other must be a drawing, illustration, or painting. As you are showing these projects as part of a video presentation, you should use contemporary techniques for showing otherwise still work, such as pan-and-scan and zoom. Consider panning from one focal point to another, zooming in to a focal point from a wide view, etc. (watch documentaries, programs on the History Channel, and so on for ideas).
2. Your two best examples of 3D modeling. They may be organic or inorganic, but it is ideal to show variety between the two models (e.g. don't show two cars). You must show the wireframe-on-shaded version (non-subdivided topology) in addition to a standard render of the model. If the final model is meant to be subdivided/smoothed, make sure it is presented that way in the standard render. You are to present the work professionally, with refined light and shadow, a neutral or otherwise non-competing background, and a moving camera that shows off the best parts of the structure (turnarounds are an arbitrary presentation of your work and are not encouraged).
3. Your two best examples of color and light (rendering). Again, variety is encouraged: a character and an architectural project show greater versatility than two characters, but use what you feel is your best work. As above, show the work professionally, and keep the image moving even if the source material is a still image.
4. Your two best examples of animation. These can be 2D or 3D. They can be character or non-character (including motion graphics, effects animation, etc.). Include sound as appropriate.

A rubric will be used in the assessment of the work, which your instructor will provide prior to the review. Your instructor will notify you as to what day and time (and in what room) you will present your work. The 9<sup>th</sup> Level Review is **not optional**. **Do not be late for your scheduled time slot**. Ask your Advanced 3D Modeling instructor if you have any questions.