

**Uploading Images  
&  
Supporting Text**  
**Guidelines for applications to:  
BSc Immersive Systems Design**

# How is my application assessed?

- ▶ **Stage 1:**
- ▶ Admissions staff from the programme you have applied to will view the images you have uploaded and read your Supporting Text and UCAS Personal Statement.
- ▶ The criteria on the following pages is used to assess your application.

# Assessment Criteria

Criteria applied at both portfolio review and interview. Each criteria scored from 1 (Very Poor) to 7 (Excellent)

- ▶ Ability to apply practical skills.
- ▶ Ability to apply analytical and conceptual skills.
- ▶ Ability to communicate about your work and to put it into context.
- ▶ Ability to demonstrate an interest in one or more of the following skills:
  - ▶ Virtual Reality
  - ▶ 3D modelling (software) and visualising in 3D (models, sculpture)
  - ▶ Games development (2D/3D)
  - ▶ Programming
  - ▶ Creativity (computational, other media)

# Ability to apply practical skills

- ▶ We want to see your practical skills and how you explore and use different media and materials: This could be demonstrated in a variety of ways including drawing / painting (analytical / abstract), 2D/3D work, etc.
- ▶ This could be evidenced by uploading photographs of your sketchbooks, development work, preparatory sketches and final pieces. Several small images could be grouped together in one slide.

# Ability to apply analytical and conceptual skills

- ▶ We are interested in the concepts and ideas behind your work and how they progress and develop; from the initial starting point / source of inspiration through to a finished piece of work.
- ▶ This could be evidenced by uploading photographs of sketchbook pages / notebooks / worksheets development sheets and also finished pieces.

- ▶ **At least 5** out of the 10 images uploaded (or PDF) should show development work i.e. sketchbook pages or development sheets. These should be mainly made up of your own work, we do not want to see lots of secondary source material (magazine cut outs, print outs from the internet, photocopies from books).
- ▶ The remaining 5 images should show a range of work and your abilities and interests; these images may include work in progress, sketchbook pages, screen prints or final pieces of work. These images, again, should be mainly made up of your own work, we do not want to see lots of secondary source material.
- ▶ You should also include some independently generated work, i.e. self directed work which you produce outwith your current school /college /other course curriculum which demonstrates your own personal interests.

- ▶ In order to show the development of ideas throughout a project you may wish to show several drawings, screen prints/pieces of work together within one image; you could do this by photographing several pieces of work together at once or by photographing several pieces individually and using Photoshop (or a similar programme) to combine into one image.
- ▶ This can be particularly useful when trying to show work that cannot be photographed at the same time i.e. a series of pages in a sketchbook or steps in the development of a 3D model.

# Ability to communicate about your work and to put it into context

- ▶ We are interested in how you communicate about your work, the projects it resulted from and the ideas and sources of inspiration behind it.
- ▶ Use your **Supporting Text** to tell us about the pieces of work and what inspired you, how your ideas develop throughout the project and elements of the project you consider to be the most successful.
- ▶ *(Please do not use this statement to list the materials and software used)*

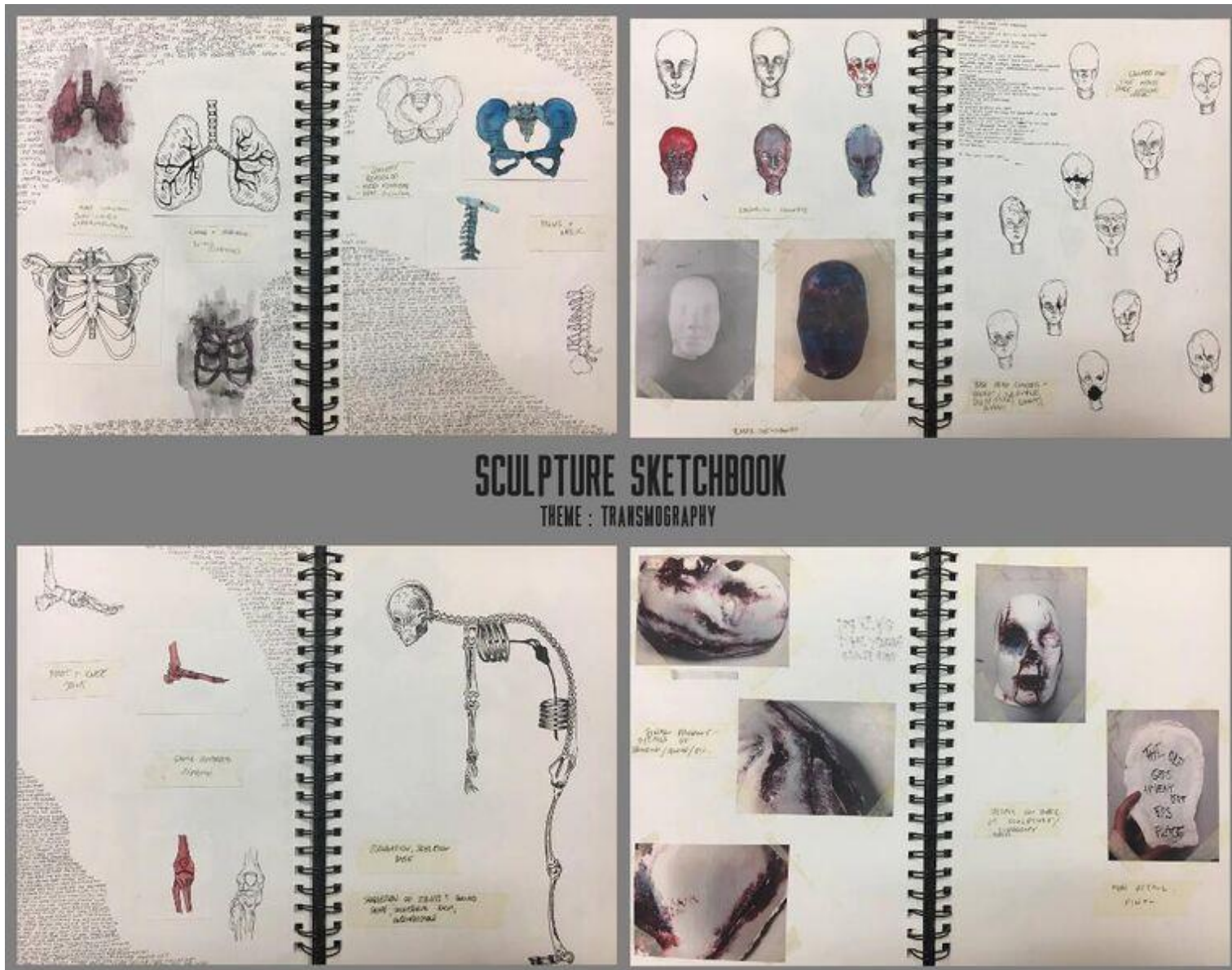


# Portfolio submission examples

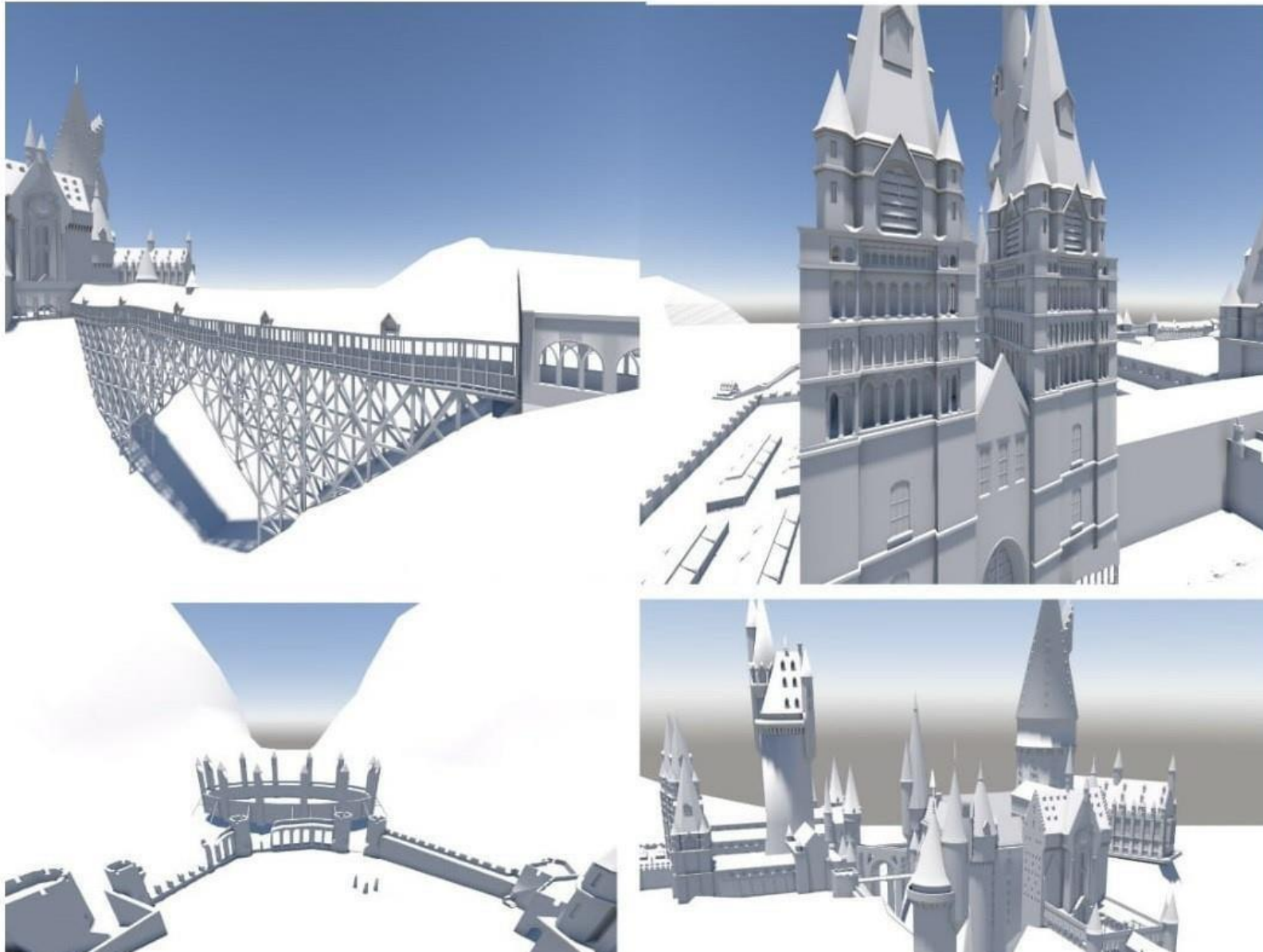
I also love to paint acrylics on canvas. I started teaching myself how to do this in the summer of 2017, I paint all sorts of different subjects, when I see something I'd like to paint I usually do a rough sketch of it on to the canvas with pencil and then block out shapes with a few different shades or colours, it gives me great joy to finish a painting . Ive recently just bought my first set of oil paint, it will be interesting to see how I adapt from acrylic to oils. Here is the painting I'm currently working on and a few of my finished paintings that I like.



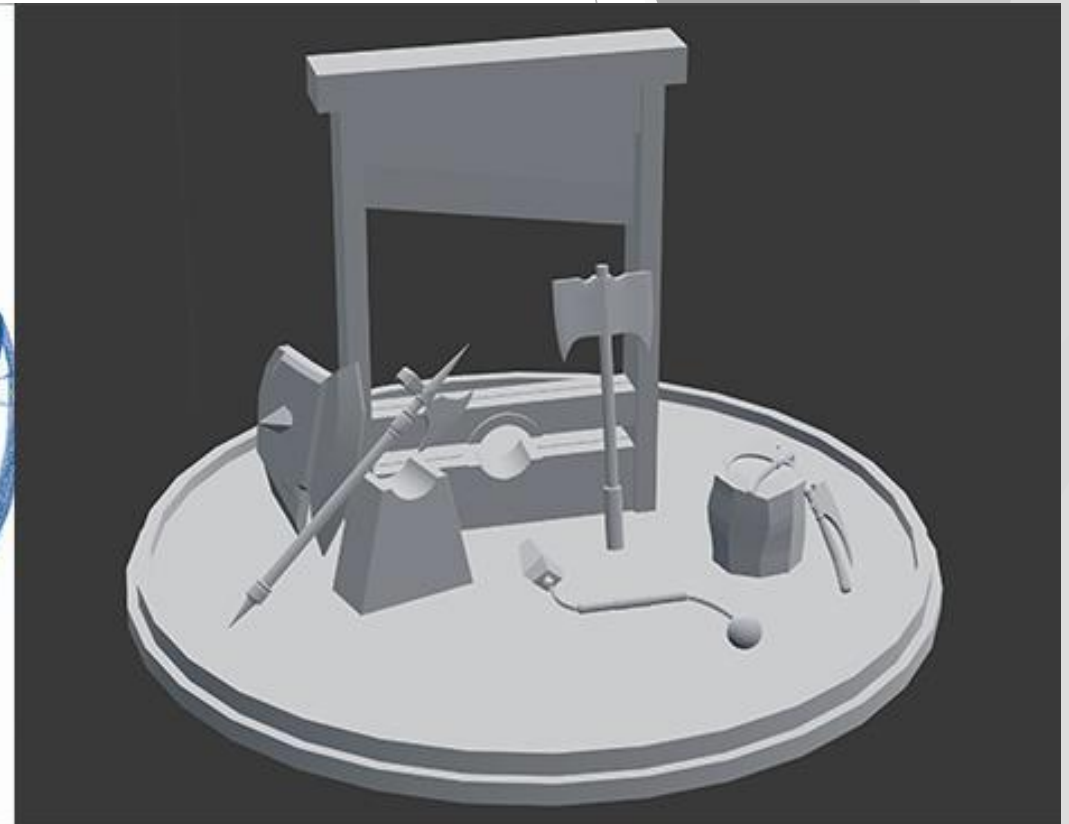
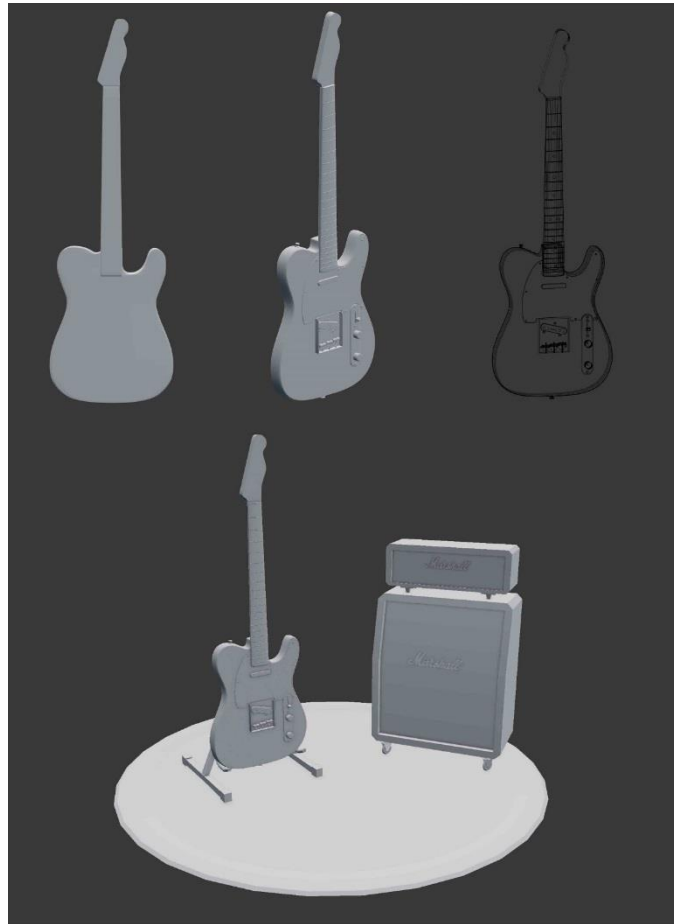
# Portfolio submission examples



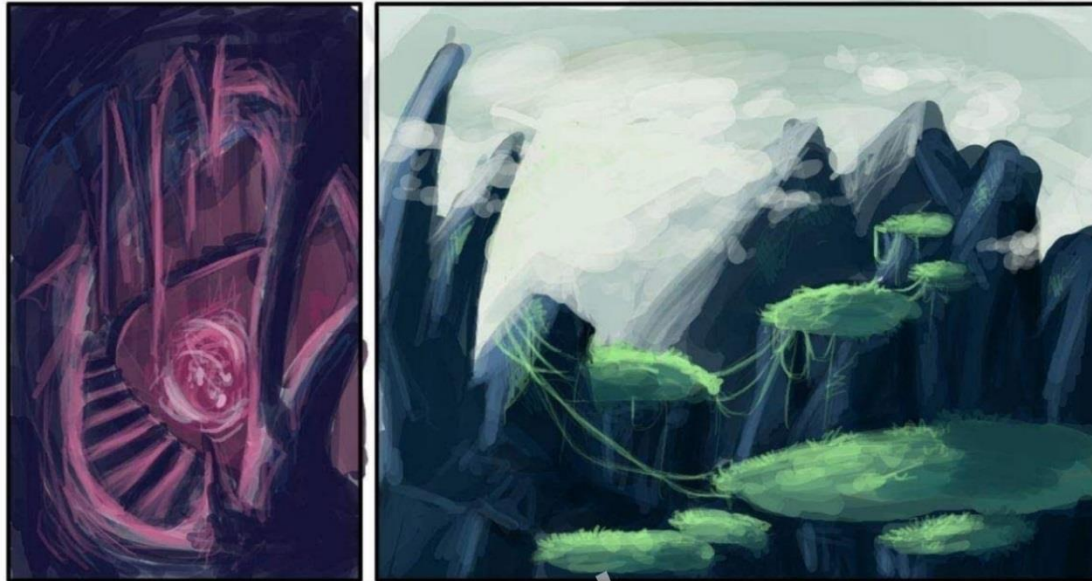
# Portfolio submission examples



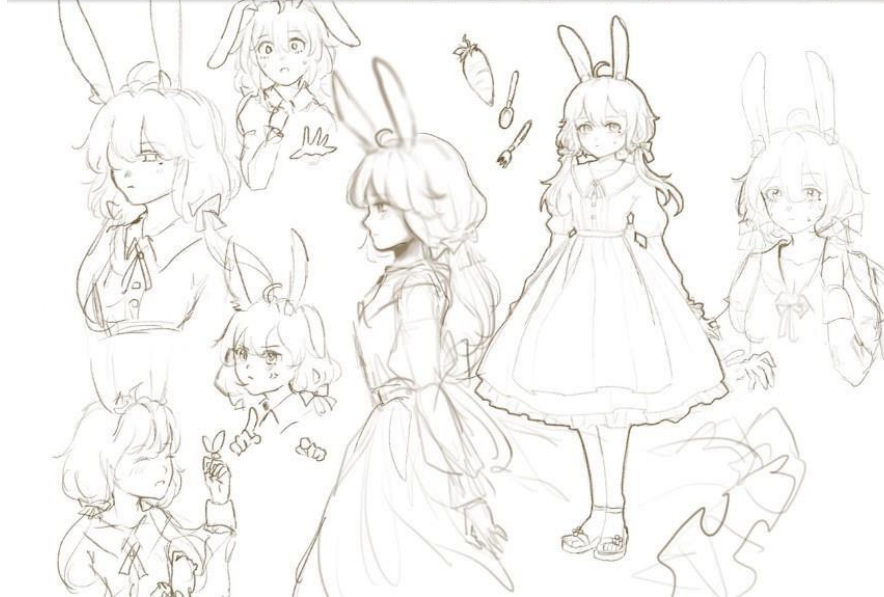
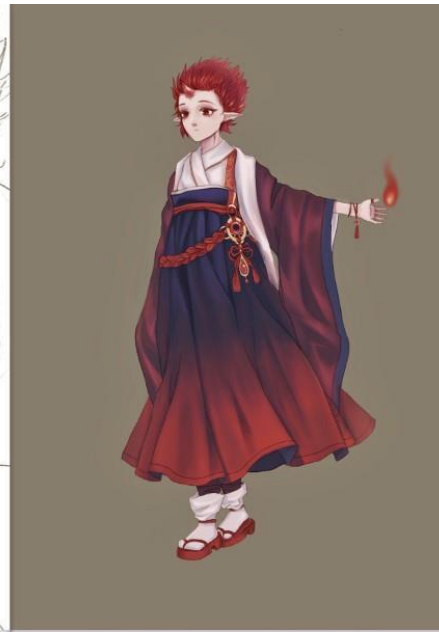
# Portfolio submission examples



# Portfolio submission examples



# Portfolio submission examples



# Portfolio submission examples



REAPER  
Initial design

# Portfolio submission examples





# Portfolio submission examples

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class pianoPlay : MonoBehaviour
6 {
7
8     ProgresTracker trackerScript;
9     public int keysToCompleatRoom;
10
11     AudioSource As;
12     bool hasPlayed;
13
14     void Start()
15     {
16         //Find a refrence to the tracker script
17         trackerScript = GameObject.FindGameObjectWithTag("Tracker").GetComponent<ProgresTracker>();
18         As = GetComponent<AudioSource>();
19
20         hasPlayed = false;
21     }
22
23     void Update()
24     {
25         //Check if enough keys have been pressed
26         if (trackerScript.progressValue >= keysToCompleatRoom && hasPlayed == false)
27         {
28             //Stop any aduio curenly playing
29             As.Stop();
30
31             //Re-start the Audio after a short delay
32             StartCoroutine(playAfterDelay());
33
34             //Close the gate
35             hasPlayed = true;
36         }
37         else if (trackerScript.progressValue == 0)
38         {
39             //reset the played status
40             hasPlayed = false;
41         }
42     }
43
44 }
45
46 //Using an coroutine allows us to run game logic outside of an update loop
47 IEnumerator playAfterDelay()
48 {
49     //Wait for half a second
50     yield return new WaitForSeconds(0.5f);
51 }
```

# Ability to demonstrate an interest in (Virtual Reality, 3D modelling, Games production, Programming, Computational Creativity)

- ▶ We are interested in finding out more about you and the VR, 3D and game artists/designers that you are looking at or are inspired by or experiences you have played. We want to know what or who has motivated or inspired you to apply for the specialist pathway (e.g 3D Modelling, Games and Virtual Reality)
- ▶ You should include your reasons for applying to The Glasgow School of Art and information on what you hope to gain by studying the programme.
- ▶ You should use the **Supporting Text** and your **UCAS personal statement** to address the areas above.

# Supporting Images and Files

- ▶ Each one of the 10 uploaded (or PDF) images should contain examples of different work. If you wish to include different angles of the same piece of work or detailed sections please do so within one image.
- ▶ The uploaded images should show the development process, including sketches and stages in development of final works.
- ▶ Before you finally submit your application, check each image to ensure you are happy with the size and level of detail you can see as this will be what admissions staff viewing your application will also see.

## Interview (Stage 2)

- ▶ Applicants selected for interview may choose bring their portfolio of work to the interview, although this is not required and work uploaded online is sufficient.
- ▶ The portfolio interview is a two-way process: for you to gain a better understanding of the GSA and your chosen programme and for GSA staff to view your portfolio and ask you questions about your work and your interest in your chosen specialism.
- ▶ The portfolio interview will normally last about 20 minutes and will be conducted by 2 members of staff.
- ▶ Interviews will be held by Zoom. Students who can't attend via zoom should get in touch to request an alternative (telephone/ in-person)