MultiMediaArt

PORTFOLIO REQUIREMENTS

FH Salzburg
MultiMediaArt

Please note that you apply for one major of MultiMediaArt. These are computernanimation, audio, mediadesign or film to choose from. Your main courses will be within this major.

Computeranimation

Demoreel/Portfolio on Dropbox, Artstation or similar that shows your proficiency in the following:

Polygon Modelling

UV-Layout and Texturing

Shader & Materials

Rendering & Lighting (VRAY, Arnold, mentalray etc.)

Animation

Design Basics & Typography

Camera Handling

Audio

Portfolio including:

CV

list of your Audio related works so far ("Creditlist") that applies to ONE of the following sound disciplines at least: Musicproduction, Filmmusic, Filmsound, GameAudio or Art projects (Audio installations, performances etc...)

list of software- (eg: Ableton, Cubase, Nuendo, Protools, MaxMSP,...) & hardware (Synthesizers, Audio FX, Mixing Consoles) Please only mention the tools you are actually working with!

Special interests (eg. Filmmusic/Filmsound, Game Audio, Audio-Art Theory, ...) and motivation for studying at MMA - AUDIO

Please provide a link to your projects (if possible) and/or a link to your music - soundcloud/bandcamp/youtube account or homepage. In case of group collaborations: please specify your position/responsibility!

MediaDesign

Professional online art design portfolio consisting of:

- work samples (not older than 3 years; personal work, no team-projects; artistic pieces or images, art narrative, digital or traditional creative work ...)

- including statements/ brief descriptions

- CV

Film

Portfolio including:

CV incl. course of studies, artistic and technical
background especially design and video-software (Quark, FinalCut,
Illustrator, Avid, After Effects, 3D Studio, Maya, ...)

link to videoclip (approx.3 min) on dropbox or similar