# Portfolio Requirement Guidelines

## Wellington Faculty of Architecture and Design Innovation

1. Your portfolio should include drawings and work that best represent your strengths. These can be technical drawings, design work, sketches, more artistic pieces, photographs, photographs of models etc.

2. Your portfolio should show your research and design process in addition to your final design outputs.

3. Remember quality, not quantity. You should submit a variety of work, preferably no more than approximately 10 pieces.

4. Take care with the layout and presentation of your portfolio – this will demonstrate your creative and organisational skills.

5. If you are sending work you have done for an employer, please state what your role in the project was – eg. design, drawing, project management.

6. We prefer to accept portfolios as follows:

   • Web-link or pdf – international and incoming exchange students,

   • USB, hardcopy or pdf – for students who require assessment for entry into year 2 or above.  A hardbound A3 is a good size if sending a hard copy.

**For the MDT programme only:**
Portfolios need to demonstrate creativity and digital proficiency.  We are interested in time-based media that demonstrates capability in a 3D software package and an interest in storytelling. Examples of types of work: *short narrative films, playthroughs of games or virtual reality experiences, and turntables and animation tests for digital characters and assets.*
We can also evaluate drawings such as concept art, storyboards, and character development, though these should be supported by time-based media work.
Please submit 2-D work as a pdf, and 3-D work as a link to a YouTube, Vimeo, or movie file hosted on a server that can easily be accessed.