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## Drawing Test Requirements for the Animation - 2D/3D Program

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Please complete and return the following drawing test with your name and student number to St. Clair College as soon as you have completed it, but no later than **March 1st, 2021** for equal consideration. Drawing tests may be submitted after this date and will be reviewed in the order that they are received.

### How to Submit:

Work must be submitted via email at: Animation\_Test@stclaircollege.ca or cwasylowich@stclaircollege.ca  
(please send images in JPEG format and no larger than 300kb per image.)

### Drawing Test Requirements:

- Two drawings of your own hand from interesting angles.
- Two drawings of the same room from two different interesting angles (e.g. Your bedroom, bathroom or kitchen).
- Draw a given character in four given emotional states.

*Optional: You may also include up to 5 additional pieces of artwork, of your choice, that illustrate your talents. These may include pages from a sketchbook, digital painting or 3D renderings, photography, paintings, animation or whatever you like. These must be submitted as 8.5 x11 copies of the originals. Please send any examples of animation on CD or DVD and any examples of sculpture may be shown in photographs.*

### Drawing Test Tips

The evaluation of the Drawing Test is based on the following criteria:

- Your ability to create depth in the drawings (create a 3D environment or object from a 2D drawing).
- Your ability to understand the structure of what you are drawing (showing that you can construct from simple 3D shapes).
- Your ability to create visual appeal.

**Depth in a drawing:** Depth can be created using the three simple techniques. The first is accurate perspective. Use a one point, two point or three point perspective with horizon lines and vanishing points to create the illusion of things getting smaller as they get away from the viewer. The second is line quality. Make the line work of objects closer to the viewer thicker and darker while the objects farther away have thinner and lighter line work. The last thing is proportion. Make sure that all the objects in a drawing are correct in their relative sizes. An example is in your room drawings ,if you have a doorway in the room then the audience knows roughly how big a human would be in the room and so you must be careful to keep the sizes of all other objects in that room relative to that door. To put it simply, if you are drawing a

bathroom, you can't have a toilet that is twice as big as the bathtub or when drawing the character make sure that it doesn't have two different sized legs.

**Showing and understanding structure of what you are drawing:** Construct your room, character or hand from simple three dimensional objects first (spheres, boxes, pyramids, cones and cylinders) before you put any detail into the drawing. This will help keep your perspective and proportions accurate as well.

**Creating visual appeal:** This is the tricky one. A drawing can have fantastic technical merit but still not be that much fun to look at. To create visual interest you must start with composition. This is making sure that the drawing has a spot that the eye will be drawn to and making sure that there are elements in the drawing (interesting curves and lines) that will lead the eye there. Finishing the drawing with a nice line will also create more appeal. Do not use a hacked out light line and leave it because it describes the shape. Finish the drawing with a weighted (thick and thin) clean line that will add to the depth of the drawing and create more visual interest

If you do not understand any of the terms or concepts described above you should buy some drawing books, look them up online or contact [cwasylowich@stclaircollege.ca](mailto:cwasylowich@stclaircollege.ca) for additional advice on what is looked for in the drawing test or to give you a critique on what you are thinking of submitting.

Complete all 4 questions of test below.

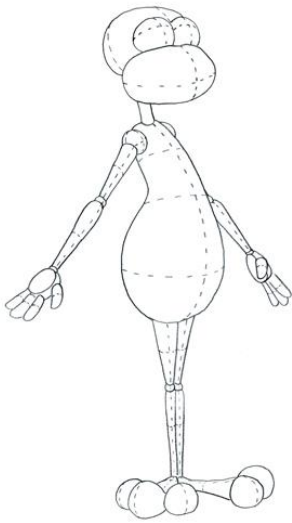
Animation - 2D/3D Drawing Test (complete all 4 questions)

1) Draw your hand from two different interesting angles:

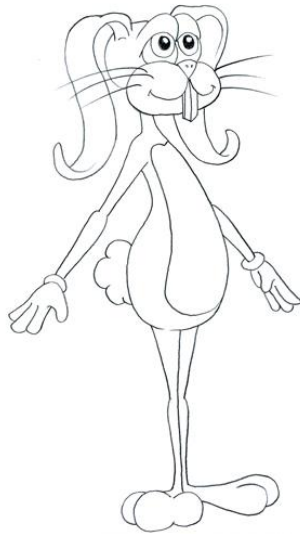
2) Draw a room from an interesting angle (the second room drawing is done on the next sheet):

3) Draw the same room from a different interesting angle:

4) Draw the given character in the following emotions: Elated, Enraged, Sad, Scared



Elated



Enraged



Sad

Scared