



ADMISSIONS GUIDE

Montreal campus 2025

The Admissions Guide will give you useful information to help you prepare for the selection tests

All programs are taught in French.

02 — Admissions Process

03 — 3D Film

06 — Tech Game Art

09 — Technical Design

10 — Game Design

11 — Game Programming

12 — Game Data Analysis








Use of AI

All entries must be the result of the candidate's own creative work.

The use of artificial intelligence is prohibited.

Detection of any other form of cheating will result in elimination from the competition.

ADMISSIONS PROCESS

-  **ACCOUNT CREATION**
Go to www.en.isart.ca. Sign up to create your account.
-  **CONTACT**
The school will contact you by telephone.
-  **TEST PERIOD & RESULTS**
Competition dates are available on the Admission page.
The results will be given maximum 10 days after the exam.
-  **REGISTRATION**
The registration form is available in your my.isart.com portal.
-  **Final registration**
The candidates must return their completed form to ISART, using signed for delivery.

ADMISSIONS 2025

1 ADMISSION

INTERVIEW



30 MIN. MAX

The 30 minute interview will be held in front of a panel, including a 20 minute presentation of your work.

The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the 3D film industry.

1st YEAR

ASSESSMENT

40%
PORTFOLIO
Resume /
Cover Letter

60%
INTERVIEW

Pass mark: 8/20

3rd YEAR

ASSESSMENT

60%
PORTFOLIO
Resume /
Cover Letter

40%
INTERVIEW

Pass mark: 8/20

2 APPLICATION FILE

Your application file must be sent to the school by the day before your appointment, at the latest via my.isart.com (your personal application portal).



**Cover letter +
Resume with photo**



Cover Letter



Required Portfolio

PORTFOLIO CONTENT



For each PDF : date, caption, context
for production, commentary



Possibles formats



Images in 150 DPI

BACHELOR'S 1st YEAR REQUIRED PORTFOLIO

Your portfolio should contain the following elements:



CHARACTERS

3 MINIMUM

Traditional and/or 2D/3D digital techniques



OBJECTS

3 MINIMUM

Traditional and/or 2D/3D digital techniques



DECORS

3 MINIMUM

Traditional and/or 2D or 3D digital techniques



COLOR DESIGNS

3 MINIMUM

Traditional, digital 2D, 3D and/or photography techniques



VIDEOS

3 MAXIMUM

Real shots, motion design, and/or 2D or 3D animation

BACHELOR'S 2^d YEAR REQUIRED PORTFOLIO

Drawing is not a prerequisite for students wishing to go into Special Effects/VFX.

Depending on your skills, your portfolio will be either "3D Animation" or "Special Effects" oriented. It will contain between 20 and 30 pieces of work maximum, under all headings (including 3D).



OBSERVATIONAL & IMAGINATION DRAWING

Decor | Objects | Vehicles | Characters | Animals | Research and final rendering | Narratives illustrations



COLOR DESIGNS

Narrative illustrations | Storyboard | Edited pictures | Matte painting | Etc.



SKETCHES

Characters | Landscapes



3D PROJECTS (SCENES & OBJECTS)

Modeling | Texturing | Materials | Lighting | Rendering | Dynamic simulations | Etc.



VIDEOS

Live action | Stop motion | Motion design | 2D Animation | 3D Animation | Turn | Breakdown | Etc.



CREATIVE PROCESS

10 MAXIMUM

Any intermediate steps to help to understand your work: references used (photos, tables...), wireframes for modeling, blocking for animation...

BACHELOR'S 3rd YEAR REQUIRED PORTFOLIO**PERSONAL PROJECTS (DECORS & OBJECTS IN 3D FINALIZED)**

3 PROJECTS DECOR - 3 PROJECTS OBJECTS

ON MAYA Modeling | Texturing | Materials | Lighting | Rendering**CREATIVE PROCESS**

10 MAXIMUM

Any intermediate steps to help to understand your work: references used (photos, tables...), wireframes for modeling, blocking for animation...

**VIDEOS**

5 MAXIMUM

Live motion | Stop motion | Motion design | 2D Animation

5 MAXIMUM

3D animation tests (maya or other)

Depending on your skills, your portfolio **may also contain** a maximum of 15 items from among the headings below:**OBSERVATIONAL DRAWING**

Decors | Objects | Characters | Animals | Morphology

**IMAGINATION DRAWING**

Decors | Vehicles | Objects | Characters | Narrative illustrations

**SKETCHES**

Characters | Landscapes

**DIGITAL COLOR WORK**

Illustrations | Edited pictures | Matte painting | Etc.

**FILM PRE PRODUCTION**

Storyboards | Colorboards | 2D/3D animatics | Previews | Pre-shoots | Etc.

**VOLUME**

Model | Modeling | Costume | Make-up VFX... (photo, video)

MASTER'S 1st YEAR REQUIRED PORTFOLIO**3D PERSONAL PROJECTS FINALIZED**10 PROJECTS MAXIMUM **ON MAYA** Modeling | Texturing | Materials | Lighting | Rendering | Rigging | Animation**PERSONAL COMPOSITING PROJECTS FINALIZED**5 PROJECTS MAXIMUM **ON NUKE** 3D passes | Rotoscopies | Keying | Color matching | Etc.**VIDEOS**

5 MAXIMUM

Live shooting or Stop motion or Motion design or 2D Animation or 3D Animation

Depending on your skills, your portfolio **may also contain** a maximum of 15 items from among the headings below:**IMAGINATION DRAWING**

12 MAXIMUM

Decor | Vehicles | Objects | Characters | Narrative illustrations

**SKETCHES**

10 SKETCHES MAXIMUM

Characters | Landscapes

**DIGITAL WORK COLOR**

10 WORKS MAXIMUM

Digital illustrations | Edited pictures | Matte painting | Etc.

**FILM PRE-PRODUCTION**

2 PROJECTS MAXIMUM

Characters | Sets | Storyboards | Colorboards | 2D/3D Animated | Previs | Pre-shoots

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2 APPLICATION FILE

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Resume with photo



Cover Letter



Required portfolio

1st YEAR

ASSESSMENT

40%
PORTFOLIO
Resume /
Cover Letter

60%
INTERVIEW

Pass mark: 8/20

3rd YEAR

ASSESSMENT

60%
PORTFOLIO
Resume /
Cover Letter

40%
INTERVIEW

Pass mark: 8/20

PORTFOLIO CONTENT



For each PDF : date, caption, context
for production, commentary



Possibles formats



Images in 150 DPI

BACHELOR'S 1st YEAR REQUIRED PORTFOLIO

Your portfolio **should** contain the following elements:



CHARACTERS

3 IMAGES MINIMUM
Traditional and/or 2D/3D
digital techniques



DECORS

3 IMAGES MINIMUM
Traditional techniques
and/or 2D or 3D digital
techniques



OBJECTS

3 IMAGES MINIMUM
Traditional and/or 2D/3D
digital techniques



VIDEOS

3 VIDEOS MAXIMUM
Real shots, motion design,
and/or 2D or 3D animation
techniques



COLOR DESIGNS

3 IMAGES MINIMUM
Traditional, digital 2D,
3D and/or photography
techniques

BACHELOR'S 2ND YEAR BACHELOR'S REQUIRED PORTFOLIO

Your portfolio **should** contain items from at least 3 categories below:

**OBSERVATIONAL DRAWINGS
[DIGITAL AND/OR TRADITIONAL]**

AROUND 20 IMAGES
(IN BLACK & WHITE AND/OR COLOR)
Environments | Objects | Characters
(live models) | Animal drawings | Etc.

**IMAGINATION DRAWINGS
[DIGITAL AND/OR TRADITIONAL]**

AROUND 10 WORKS
Characters within an environment |
Characters interacting (poses in action)

**SKETCHES**

5 SKETCHES MINIMUM
(OR SKETCHBOOK)
Character posing | Landscapes

**ILLUSTRATED STILL 2D SETTINGS**

2 IMAGES MINIMUM
Vehicle or building in a landscape

**RECENT CULTURAL
SELF-IMPROVEMENT**

Examples: visiting exhibitions,
museums, festivals, etc.

OPTIONAL

RENDERED 3D IMAGE

1 IMAGE MINIMUM
Rendered images only exported in .jpg or
.png or .tiff formats

ANY OTHER FORMS OF CREATION

Photos | Sculptures | Music | Game design |
Etc.

BACHELOR'S 3RD YEAR REQUIRED PORTFOLIO

Your portfolio **should** contain the following elements:

**OBSERVATIONAL DRAWINGS
[DIGITAL AND/OR TRADITIONAL]**

AROUND 20 IMAGES
(IN BLACK & WHITE AND/OR COLOR)
Environments | Objects (buildings, cars,
furniture, accessories, etc.) | Characters
(live models) | Animals

**IMAGINATION DRAWINGS
[DIGITAL AND/OR TRADITIONAL]**

10 WORKS MAXIMUM /
MINIMUM 3 PER CATEGORY
Characters with settings | Characters
interacting (action poses) | Robots,
vehicles, creatures

**SKETCHES**

15 SKETCHES
Character poses | Landscapes |
Anatomical studies (hands, feet, etc.)

**ILLUSTRATED STILL 2D SETTINGS**

2 IMAGES MINIMUM
Vehicle or building in a landscape

**MODELLING WITH WIREFRAME
[GRIDS]**

4 IMAGES MINIMUM UNDER **MAYA,**
3DS MAX OR OTHER
Simple objects

**2D ANIMATIONS**

Your choice of software and techniques

OPTIONAL

LIGHTING / SHADING

1 IMAGE MINIMUM

PHOTO EDITING

1 IMAGE MINIMUM

ANY OTHER FORMS OF CREATION

Photo | Sculpture | Music | Game Design |
Etc.

**RECENT CULTURAL
SELF-IMPROVEMENT**

Examples: visiting exhibitions,
museums, festivals, etc.

**3D RENDERED IMAGES**

1 IMAGE MINIMUM

MASTER'S 1ST YEAR REQUIRED PORTFOLIO

Your portfolio **should** contain the following elements:



**OBSERVATIONAL DRAWINGS
[DIGITAL AND/OR TRADITIONAL]**

AROUND 20 IMAGES
(IN BLACK & WHITE AND/OR COLOR)
Environments | Objects (buildings, cars,
furniture, accessories, etc.) | Characters
(live models) | Animals



SKETCHES

15 SKETCHES MAXIMUM /
MINIMUM 5 PER CATEGORY
Character poses | Landscapes |
Anatomical studies (hands, feet, etc.) |
Animals, Creatures



MATTE PAINTING (PHOTO BASHING)
1 IMAGE MINIMUM

OPTIONAL

ANY OTHER FORMS OF CREATION
Photo | Sculpture | Music | Game Design |
Etc.



**IMAGINATION DRAWINGS
[DIGITAL AND/OR TRADITIONAL]**
AROUND 10 WORKS
Characters with settings | Characters interacting (action
poses) | Speed Paint, Color studies | Robots, Vehicles |
Accessories, Props (weapons, plants, furniture, etc.)

ILLUSTRATED 2D SETTINGS
5 IMAGES MINIMUM
Vehicule or building in a landscape

2D DIGITAL ANIMATION
3 IMAGES MINIMUM
Characters (walking, running, attacking)

**SPECIALIZATION
GAME ART 2D**

OR

**MODELLING WITH
WIREFRAME [GRID]**
4 IMAGES MINIMUM UNDER
MAYA, 3DSMAX OR OTHER
Simple objects

**3D RENDERED IMAGES [SCREENSHOTS IN YOUR
CHOICE OF GAME ENGINE E.G. UNITY]**
5 IMAGES MINIMUM

LIGHTING / SHADING
3 IMAGES MINIMUM

RECENT CULTURAL SELF-IMPROVEMENT
Examples: visiting exhibitions, museums, festivals, etc.

**SPECIALIZATION
GAME ART 3D**

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The interview will take place with the jury and will last 30 min maximum. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video game industry.

ASSESSMENT

20%
Cover Letter /
Resume

80%
INTERVIEW
PORTFOLIO
Resume / Cover
Letter

2 APPLICATION FILE

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Resume with photo



Cover letter



Optional portfolio

BACHELOR'S 1ST YEAR OPTIONAL PORTFOLIO

Your portfolio **should** contain:



**A GAME, APP OR WEBSITE
PROTOTYPE**

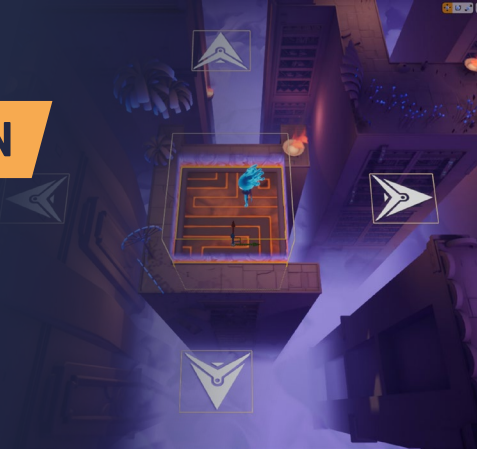


A GAME CONCEPT



ANY RELEVANT CREATION

ADMISSIONS 2025



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60%
INTERVIEW
Pass mark: 8/20

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Required portfolio

BACHELOR'S 1st YEAR REQUIRED PORTFOLIO



AT LEAST ONE DOCUMENT DESCRIBING THE GAMEPLAY OF AN INNOVATIVE PROJECT
1 DOCUMENT MINIMUM

Explain your ideas using images and diagrams. Concentrate on the gameplay: don't focus on the game world, the storyline, technique or design



A GAME PROTOTYPE
YOUR CHOICE OF MEDIUM: VIDEO GAME, CARD OR DICE GAME

A prototype can be simple, in very early stages, and very schematic, as long as it at least partly shows what is interesting about the gameplay



IF POSSIBLE, OTHER FORMS OF ANALYTICAL OR CREATIVE WORKS

Maps | Levels | Campaigns | Mods | Strategic guides | Gameplay analysis of a game | Etc.

1 ADMISSION

WRITTEN TESTS



1st YEAR

Specialized tests (2h30) : Mathematics, Logic, Algorithmic

WRITTEN TESTS



3rd YEAR

Specialized tests (5h30) : Mathematics & Physics / Programming [Unity or Unreal Engine as desired]

INTERVIEW



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40%
SPECIALIZED TESTS

60%
INTERVIEW
Cover letter /
Resume

Pass mark : 8/20

3rd YEAR ASSESSMENT

40%
SPECIALIZED TESTS

30%
PORTFOLIO
Cover letter /
Resume

30%
INTERVIEW

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Resume with photo



Cover Letter



School reports of the last 2 years



Portfolio



BACHELOR'S 1st YEAR OPTIONAL PORTFOLIO

0-1

PROGRAMMING PROJECTS



PROGRAMS IN C

BACHELOR'S 3rd YEAR REQUIRED PORTFOLIO

1 minimum 1 of each :

0-1

PROGRAMMING PROJECTS
(C, C++)



GAME PROJECTS DEVELOPED
ON UNITY OR UNREAL

1 ADMISSION

INTERVIEW

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Resume with photo



Cover Letter



Optional portfolio

GAME DATA ANALYST OPTIONAL PORTFOLIO



**ANY OTHER RELEVANT
ACHIEVEMENTS**