



# ADMISSIONS GUIDE 2024

Montreal campus (Canada)

Nice campus (France)

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

All programs are taught in french.  
Exception: The MSC Game & Creative Strategy is taught in English.

**02** — Admissions Process

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**03** — 3D Film

**06** — Tech Game Art

**09** — Technical Design

**10** — Game Design

**11** — Game Programming

**12** — Game Data Analysis

**13** — MSc Game & Creative Management



## 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

1



### ACCOUNT CREATION

Go to [www.en.isart.ca](http://www.en.isart.ca). Sign up to create your account.

2



### CONTACT

The school will contact you by telephone.

3



### TEST PERIOD & RESULTS

Competition dates are available on the Admission page.

The results will be given maximum 10 days after the exam.

4



### REGISTRATION

The registration form is available in your [my.isart.com](http://my.isart.com) portal.

5



### Final registration

The candidates must return their completed form to ISART, using signed for delivery.

Admission possible up to the 1st year of the master's program

## 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.

### 1<sup>st</sup> YEAR

#### ASSESSMENT

**40%**  
PORTFOLIO  
Resume /  
Cover Letter

**60%**  
INTERVIEW

Pass mark: 8/20

### 3<sup>rd</sup> 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](https://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 1<sup>st</sup> 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<sup>d</sup> 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 3<sup>rd</sup> 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 1<sup>st</sup> 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

Admission possible up to the 1st year of the master's program

## 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 video games industry.

## 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](https://my.isart.com) (your personal application portal).



Resume with photo



Cover Letter



Required portfolio

### 1<sup>st</sup> YEAR

#### ASSESSMENT

**40%**  
PORTFOLIO  
Resume /  
Cover Letter

**60%**  
INTERVIEW  
Pass mark: 8/20

### 3<sup>rd</sup> 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 1<sup>st</sup> 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 2<sup>ND</sup> 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 3<sup>RD</sup> 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

**RECENT CULTURAL  
SELF-IMPROVEMENT**

Examples: visiting exhibitions,  
museums, festivals, etc.

**3D RENDERED IMAGES**

1 IMAGE MINIMUM

**OPTIONAL****LIGHTING / SHADING**

1 IMAGE MINIMUM

**PHOTO EDITING**

1 IMAGE MINIMUM

**ANY OTHER FORMS OF CREATION**

Photo | Sculpture | Music | Game Design |  
Etc.

## MASTER'S 1<sup>ST</sup> 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.



OR

### 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

### 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



## ADMISSIONS 2024

# 1

ADMISSION**INTERVIEW****30 MIN. MAX**

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

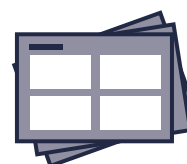
Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover letter



Optional portfolio

**BACHELOR'S 1<sup>ST</sup> YEAR OPTIONAL PORTFOLIO**

Your portfolio **should** contain:

**A GAME, APP OR WEBSITE  
PROTOTYPE****A GAME CONCEPT****ANY RELEVANT CREATION**

## 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 video games industry.

### ASSESSMENT

**40%**

PORTFOLIO

Resume / Cover  
Letter**60%**

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](https://my.isart.com) (your personal application portal).



Resume with photo



Cover Letter



Required portfolio

## BACHELOR'S 1<sup>st</sup> 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



1<sup>st</sup> YEAR

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

#### WRITTEN TESTS



3<sup>rd</sup> YEAR

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

#### 1<sup>st</sup> YEAR

##### ASSESSMENT

40%

SPECIALIZED TESTS

60%

INTERVIEW  
Cover letter /  
Resume

Pass mark : 8/20

#### 3<sup>rd</sup> YEAR

##### ASSESSMENT

40%

SPECIALIZED TESTS

30%

PORTFOLIO  
Cover letter /  
Resume

30%

INTERVIEW

#### INTERVIEW



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 video games industry.

### 2 APPLICATION FILE

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Resume with photo



Cover Letter



School reports of the last 2 years



Portfolio

### BACHELOR'S 1<sup>st</sup> YEAR OPTIONAL PORTFOLIO

10  
0-1

PROGRAMMING PROJECTS



PROGRAMS IN C

### BACHELOR'S 3<sup>rd</sup> YEAR REQUIRED PORTFOLIO

1 minimum 1 of each :

10  
0-1

PROGRAMMING PROJECTS  
(C, C++)



GAME PROJECTS DEVELOPED  
ON UNITY OR UNREAL

## 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 video games industry.

### ASSESSMENT

**20%**Cover Letter /  
Resume**80%****INTERVIEW**PORTFOLIO  
Resume / Cover  
Letter

## 2 APPLICATION FILE

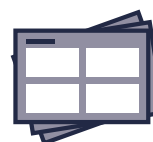
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Resume with photo



Cover Letter



Optional portfolio

## GAME DATA ANALYST OPTIONAL PORTFOLIO

**ANY OTHER RELEVANT  
ACHIEVEMENTS**

Nice campus

# Admission MSc Game & Creative Strategy

Entry in 1<sup>st</sup> year | Prerequisite : Bachelor minimum

## APPLICATION FORM

To upload on  
[my.isart.com](https://my.isart.com)



Resume with photo

Cover Letter

Level B2 min. required  
in English\*  
(TOEIC, TOEFL, IELTS or  
equivalent)

## INTERVIEW



45 min.

## Assesment

20%

Resume / Cover  
Letter

80%

Interview

The results will be given 10 days maximum after the interview.

\* Certificate to be handed in (at the latest) at the beginning of the school / Not required for native English speakers

 **NICE** 63 avenue Simone Veil 06200 Nice FRANCE