

## ADMISSIONS GUIDE

### 2024

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

All programs are taught in french.

**Exception: MSC Game & Creative Strategy is taught in English.**

#### 02 — Admissions Process

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#### 03 — BBA Game & Creative Management MSc Game & Creative Strategy (taught in English)

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#### 04 — Digital Art (1st common year 3D Cinema & Game Art)

#### 05 — 3D Cinema

#### 07 — Game Art

#### 09 — Game Design

#### 10 — Game Programming

#### 11 — Game Design & Programming

#### 12 — Music & Sound Design

#### 14 — Producer

#### 15 — Game Data Analyst



#### 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.isart.com](http://www.isart.com). Sign up to create your account.

2



### CONTACT

The school will contact you by telephone.

3



### TEST PERIOD & RESULTS

Campus Paris / Nice / Montreal :

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.

Nice campus

# ADMISSION BBA Game & Creative Manager

Entry in 1<sup>st</sup> year | Prerequisite : high school diploma or equivalent

## APPLICATION FORM

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



Cover Letter +  
Resume with photo



School reports of the  
last 2 years

## INTERVIEW



45 min.

## Assesment

20%  
Resume /  
Cover Letter

80%  
Interview

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

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 IN ENGLISH



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

## ADMISSIONS 2024

Paris, Nice &amp; Montreal campuses

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.

## 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

## DIGITAL ART'S 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

Digital Art is the 1st year of the 3D Cinema & Game Art programs. For admission to the next year, please refer to :

→3D Cinema (page 05)

→Game Art (page 07)

Paris &amp; Montreal campuses

Possible admission up to 1st  
year of Master's degree

# 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.

**ASSESSMENT****60%**  
**PORTFOLIO**  
Resume / Cover  
Letter**40%**  
**INTERVIEW**  
Pass mark: 8/20

# 2

**APPLICATION FILE**

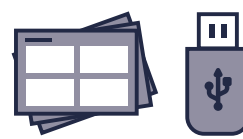
Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



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 2<sup>d</sup> YEAR REQUIRED PORTFOLIO**

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

**3D PROJECTS (SCENES &  
OBJECTS)**

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

**COLOR DESIGNS**

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

**VIDEOS**

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

**SKETCHES**

Characters | Landscapes

**CREATIVE PROCESS****10 MAXIMUM**

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

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

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>RE</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

Paris, Nice, Montreal campuses  
Possible admission up to 1st year  
of Master's degree  
(Paris & Montreal)

## 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

**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).



Resume with photo



Cover Letter



Required portfolio

### CONTENU DU PORTFOLIO



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



Possibles formats



Images in 150 DPI

## BACHELOR'S 2<sup>d</sup> YEAR REQUIRED PORTFOLIO



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

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



### ILLUSTRATED STILL 2D SETTINGS

2 IMAGES MINIMUM  
Vehicle or building in a landscape



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

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



### RECENT CULTURAL SELF-IMPROVEMENT

Examples: visiting exhibitions,  
museums, festivals, etc.



### SKETCHES

5 SKETCHES MINIMUM  
(OR SKETCHBOOK)  
Character posing | Landscapes

### OPTIONAL

#### RENDERED 3D IMAGE

Only exported in .jpg, .png or .tiff formats

#### ANY OTHER FORMS OF CREATION

Photos | Sculptures | Music | Game design | Etc.

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

**ILLUSTRATED STILL 2D SETTINGS**

2 IMAGES MINIMUM  
Vehicle or building in a landscape

**RECENT CULTURAL SELF-IMPROVEMENT**

Examples: visiting exhibitions, museums, festivals, etc.

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

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

**MODELLING WITH WIREFRAME [GRIDS]**

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

**3D RENDERED IMAGES**

1 IMAGE MINIMUM

**SKETCHES**

15 SKETCHES

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

**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 |

MASTER'S 1<sup>st</sup> YEAR REQUIRED PORTFOLIO**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  
Vehicle or building in a landscape

**2D DIGITAL ANIMATION**

3 IMAGES MINIMUM  
Characters (walking, running, attacking)

**SPECIALIZATION**  
**2D GAME ART****MODELLING WITH WIREFRAME [GRID]**

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

OR

**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**  
**3D GAME ART**



## 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  
Pas 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



Optional portfolio

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

Your portfolio **should** contain:



**GAME PROTOTYPE,  
APPLICATION OR WEBSITE  
PROTOTYPE**



**A GAME CONCEPT**



**ALL ACHIEVEMENTS CONSIDERED  
RELEVANT**

Choose videos of your achievements rather than prototypes to play with or programs to test during the interview.



## 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



### A MUSICAL COMPOSITION SYNCED WITH A VIDEO OF YOUR CHOICE

(a film extract, from an animated film, short film or an advert)

- You will justify your choice of video and your composition work at the interview
- You will attach your composition (with the original video): **30s minimum in .mov or .mp4 format**
- Please use the following structure for file titles:  
**SURNAME\_FIRSTNAME\_COMPOSITION\_TEST\_ISART**



### A SONIC POSTCARD

Based on an image or photo of your choice, recreate a sonic atmosphere composed only of sound effects corresponding to the place or event that the image (or photo) represents.

- You will attach the image/photo and your soundtrack, with a length of **30s minimum in .wav format**
- Please use the following structure for file titles:  
**SURNAME\_FIRSTNAME\_POSTCARD\_TEST\_ISART**

**BACHELOR'S 2<sup>d</sup> YEAR REQUIRED PORTFOLIO****MUSICAL COMPOSITION AND SOUND EFFECTS**

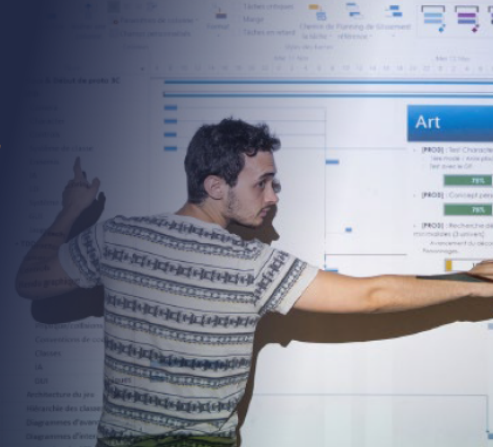
Using a video excerpt from a film, video game or advertisement of your choice (minimum length 1m30s), recreate the total sound atmosphere of the scene (excluding voices), including sound design, ambience and musical composition (different from the original), all of which must be mixed and harmonized.

- You will justify your choice of video and your composition work at the interview
- You will attach your composition (with the original video):  
**1m30s minimum in .mov or .mp4 format**
- Please use the following structure for file titles:  
*SURNAME\_FIRSTNAME\_COMPOSITION\_TEST\_ISART*

**A SONIC POSTCARD**

Based on an image or photo of your choice, recreate a sonic atmosphere composed only of sound effects corresponding to the place or event that the image (or photo) represents.

- You will attach the image/photo and your soundtrack, with a length of **1min30s minimum in .wav format**
- Please use the following structure for file titles:  
*SURNAME\_FIRSTNAME\_POSTCARD\_TEST\_ISART*



## 1 ADMISSION

### INTERVIEW



45 MIN. MAX

The **English interview** will take place with the jury and will last 45 min maximum.

The aim of the interview is to evaluate your motivation, as well as your knowledge of the training offered by ISART and the video game industry. Be prepared to talk about your professional experiences and what you have gained from them.

### ASSESSMENT

**20%**  
Cover Letter /  
Resume

**80%**  
INTERVIEW

Pass mark : 12/20

## 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



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

\*Certificate to be handed in (at the latest)  
at the beginning of the school



Optional portfolio



**ANY OTHER RELEVANT  
ACHIEVEMENTS**

## 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**