



# Body of Work

## ASSIGNMENT

Using all of the work you have generated within the New Media Arts program—and elsewhere—you will be compiling a body of work to demonstrate your capabilities in your career pursuits.

You are looking to showcase 10–15 pieces of your work. Cater your portfolio to your career or educational aspirations.

## OBJECTIVES

- Edit, compile and devise a strategy to focus and market multi-media work in a unified presentation.
- Develop skills and support materials for procurement of employment or college transfer in the field of New Media.
- Apply knowledge of the theory, history, and principles of design and animation in the creation new media art.
- Apply successful problem-solving skills utilizing industry standard applications, technologies, and techniques in the creative and technical production process.
- Communicate effectively, both visually and verbally, by presenting work, defending design decisions, and by participating as an active critic during group critiques.

## FINAL DELIVERABLES

On the project due date, turn in the following:

### • 1 PDF

*submit a high-resolution pdf that contains all of the pages in your physical portfolio.*

*No crop marks, no bleed, spreads if applicable*

*Name your file: **YourName\_Portfolio.pdf***

## TIMELINE

This is an on-going, semester-long project.

## GRADING

Your body of work is worth 25% of your final grade.

*See the project rubric for details.*

You must turn in your final project on time as well as hit all the project milestones. If your final project is late, you will be docked one letter grade. For each additional week late, you will be docked an additional letter grade.