

ADM Admission Requirements for 2027

Before applying to study at the School of Art, Design and Media [ADM], please ensure that you satisfy the general entry requirements of NTU. You are also required to submit the following materials for evaluation of admission to the Bachelor of Fine Arts programme.

Step 1: Submit an application under one of the following five groups that corresponds to your high school qualifications (see [Admission Guide](#)).

Step 2: Upon successful submission, an email with the application number will be sent to the email indicated in the application form.

Step 3: Submit the materials online via the link provided in the **Check Status**.

*Current NTU students applying to change programme to ADM will use your Matriculation Number as the Application Number and MUST inform ADM Undergraduate Office (ADM_Undergrad@ntu.edu.sg) once you have submitted your portfolio and materials online.

E.g. if you are an applicant holding a local Polytechnic diploma, the “**Check Status**” will be reflected as follows.

Additional Items for Art, Design and Media	You are required to prepare and submit the ADM portfolio. Click here to submit all materials online. LATE SUBMISSIONS WILL NOT BE REVIEWED.	Eg: 21 Feb 2027 (Poly) 19 March 2027 (A’level & IB) <i>*Always refer to admission guideline for any changes and the application deadline on other qualifications</i> *Important Dates
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ADM admission requirements consists of: 1. Portfolio and 2. ADM assignments that include an introduction video, creative assignments, and an observational drawing.

1. Portfolio

Your portfolio should reflect your personal interests, experiences, and competencies in the arts, design, and media. Portfolio works may represent school assignments or independent projects.

ADM prefers portfolios focused on **ONE** of the following types:

1. Two and three-dimensional works;
2. Time-based works including video, audio, interactive multimedia and/or game or screenplay

You are free to mix any of these medias in your portfolio. Submitting different types does not improve your chances of admission, and it is not necessary to include all media types. Your

artistic ability, interests, and depth of thought are all important and the evaluators assesses quality, not quantity.

Notes:

- While AI has a place in the art and creative world and we are equally excited about it, for this submission we want to see work that hasn't been assisted by A.I.
- All submitted materials should be original works created by the applicant.
- All submitted works for this section must be digital reproductions of your original work. Work copied from other sources such as magazines, film, work of other artists, will not be considered.
- In the case of group or collaborative projects, please specify your role and contribution in the project. (A failure to declare will result in disqualification of the particular work from evaluation.)

Submissions Guidelines

1. Portfolio for two- and three-dimensional works	15-20 pages in a single document in PDF format Your portfolio should contain no more than 20 pages of your best examples of creative works. The portfolio should be combined in one PDF, not including links to webpages or external media files. Drawing, painting, sculpture, design projects, and photographs that explore a consistent theme or idea across a series of images are encouraged. Portfolios should reflect the applicant's conceptual interests as well as his or her understanding of visual elements such as colour, composition, light, form, and space.
2. Portfolio for audio, multimedia, and video submission	Video: 4 minutes maximum duration per entry and up to 3 entries in total. All audio/visual submissions should be accompanied with a short one-sentence description of the work in a single A4 page (.pdf) format. For narrative film and animations this may be a log line or short synopsis. For video, your role(s) must be clearly labelled in a title card at the beginning. Only submit the work if you performed a major role in the production (director, editor, writer, cinematographer, animator, sound designer etc.). If you are the sole creator, please indicate this in the title card. Include full credits of your team (if groupwork) at the end. *Interactive submission could be (but not limited to) performances, interactive media, design projects, interactive objects, multi-modal assemblages, in brief creative works where the machine is a central element in the human experience.

	*Game submission should include screen-captured game highlights in action along with visual development such as drawings, assets development, 3D visualisations, animations, storyboard, space, lighting, character development, game mechanics, novel game engine developments, custom made interfaces, narrative strategies, and game flow. Time based works such as film, video, sound, or performance must be prepared according to the following formats: <table border="1"> <tr> <td>Videos: .mov, .mp4.</td><td>Up to 200 MB</td></tr> <tr> <td>Audio: .mp3 or aac</td><td>Up to 30 MB</td></tr> </table> *We also accept written short screenplays (5-15pages) in screenplay format, to demonstrate narrative storytelling ability. A script should not exceed 15 pages in a single document in PDF format. Please include a log line and short synopsis. If there are co-authors, they must be credited. Choose a script that demonstrates your ability to create dramatic narrative sequences, compelling characters, and settings. You may submit a maximum of 2 samples.	Videos: .mov, .mp4.	Up to 200 MB	Audio: .mp3 or aac	Up to 30 MB
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2. ADM assignments

Introduction Video	Please upload an introduction video of yourself. Your phone camera is suitable quality. -- Between 60 and 120 seconds and no longer. -- Look straight into the camera. -- No edits or filters to be used. -- Try to find a quiet location with good light. In your introduction video: 1. Introduce yourself. 2. Talk about what you would love to create, and why. 3. Tell us why you desire to pursue the creative arts. 4. Talk about one creative achievement you are proud off. This could be a work in your portfolio.
Creative Project	Theme: Self-Portrait Without Showing Yourself Think about how you can represent who you are without including your face or physical appearance. How would you express your identity, personality, experiences, interests, values, or memories through creative means?

	This project invites you to create a self-portrait that reveals something meaningful about yourself without directly depicting yourself. Consider using objects, spaces, sounds, symbols, colours, routines, relationships, or experiences that reflect who you are. There is no single right answer. Be imaginative and focus on originality, personal expression, and your interpretation of the theme. Please choose <u>ONE</u> of the following formats for your submission: <u>Video, Film or Animation</u> Create a video, film, or animation that explores the theme. The final work should be no longer than 1 minute. <u>Photography Series</u> Create a series of 5 to 10 photographs that interpret the theme. <u>Media-Based Work</u> Create a media piece such as a sound work, interactive project, or another experimental format. The final work should be no longer than 1 minute. <u>3D Object or Spatial Work</u> Create a 3D object, installation, or space that responds to the theme and submit 5 images documenting or rendering the work. <u>Illustration</u> Create an illustration, either digital or traditional, that expresses the theme.
Observational Drawing	This submission requires you to draw, from direct observation, a space of your choice. The definition of space may include interior spaces, exterior spaces, a landscape, an urban cityscape, or any observed environment around you. You can "finish" the drawings at whichever level you feel best expresses your careful and creative observations of the space. Please remember that there are many "genres" in drawing, and no particular genre is preferred. The original drawing must be made using non-digital materials. Drawing from photographs or references is strictly prohibited as we would like to gauge your commitment to observation from life. Please upload a clean and clear digital image of your drawing, being careful to avoid any shadows cast by the camera or photographer. More than any particular style, technique, or material, time and effort devoted, ambition, observation, and composition are regarded as key indicators of your commitment to understanding drawing as an essential form of visual communication by the faculty evaluators.