OVERVIEW
Your portfolio should be a personal narrative, describing your work and interests by demonstrating the way you think creatively and critically through design. The portfolio:

- serves in helping the School of Architecture to assess your potential within a studio-based curriculum
- allows you to share how you work through and think through creative problems
- demonstrates the tools and media you use (drawings, diagrams, sketches, models, etc.)
- includes a selection of academic or creative work developed on your own
- should represent an arc of your thinking, from idea to final project

WHO SUBMITS PORTFOLIOS
First-year applicants: Strongly recommended
External transfers: Required from applicants to the Bachelor of Science in Architecture program
Internal transfers: Required from applicants to the Bachelor of Science in Architecture program

HOW THE PORTFOLIO IS EVALUATED
For first-year applicants, the portfolio is an opportunity to demonstrate your creative thinking and skills in a variety of media to the School of Architecture faculty. Strong portfolios may elevate the admission decision for a borderline applicant; however, weak portfolios will never have a negative impact on an admission decision.

For transfer applicants to the Bachelor of Science in Architecture program, the portfolio is weighed more heavily in the admission decision-making process. While transfer applicants are not expected to demonstrate formal architectural skills or techniques, your portfolio should communicate your ability to succeed in a studio-based curriculum.

SUBMITTING THE PORTFOLIO
First-year and external transfer applicants submit portfolios through the Common Application via Slideroom. Details for how to submit your portfolio are included on the Office of Undergraduate Admission’s website - https://admission.virginia.edu/admission/instructions

Internal transfer applicants submit portfolios through the link provided on the School of Architecture’s website - https://www.arch.virginia.edu/apply/undergraduate-admissions

WHAT TO INCLUDE
Applicants are not expected to demonstrate architectural skills or techniques. Develop your portfolio featuring a range of work completed for courses or other creative activities such as drawing, painting, graphic design, set design, sculpture, computer graphics, animation, furniture design, industrial design, fiber or textile arts, or other media pertaining to art, design, materiality and craft.

We are interested in how you synthesize ideas through drawing and other media – it is less important to be photorealistic. Works included can be abstract, gestural and/or exploratory.
FORMAT + SUPPORTING TEXT

Consider that the design of the portfolio is in itself your design statement. Let it express your personal aesthetics in a clear, concise and thoughtful layout that is legible.

[FORMAT / SIZE / EXTENTS]

We value the quality of the work over the quantity of the work. Do not attempt to include a totality of your work or too many pieces in your portfolio. Rather, use only your best pieces. A 3-page portfolio of good work is preferable over 10 pages of mediocre work. In addition to limiting the number of projects, avoid attempting to present everything you did on a single project. Instead, be selective in the presenting the strongest aspects of your project that showcase concept, development and refinement.

The portfolio must be:

- No larger than **10 pages**
- Designed and formatted for on-screen viewing; Portfolio will not be printed for review
- PDF format
- Formatted to horizontal (or landscape format)

[CAPTIONS / ANNOTATIONS]

For each project or piece included in your portfolio, include supporting text as follows:

- Title/Name of the work
- Year and/or semester that the project was completed (as applicable)
- Brief project description
- Brief explanatory text caption or description that explains the work’s context and purpose; Explain whether the project was academic (if so, include course number and instructor name), produced as part of a design camp, or was a personal undertaking. Also indicate your contribution to the project (if it is a group, team or collaborative project/effort).

Examples:

- **10-minute sketch for AP Studio Art, Mr. Smith, 11th grade (fall 2018)**
- **Photographic Essay titled “Urban Cinematic Space” completed during personal travel to Hong Kong**
- **Furniture design, completed during ABC design camp (part of 5-person design team, individual designer of chair legs)**

ADDITIONAL RECOMMENDATIONS

- Be mindful of demonstrating creativity as a form of critical thinking and not simply something that appears ‘artistic.’
- Avoid photographs of landscapes and/or travel as examples of your creative work. You may include photography but consider the subject matter as a design statement and show us how you employ the media creatively and experimentally.
- Do not overpack pages with images and text that are too small to read. Control the visual hierarchy on the page for readability. Limit layouts that reduce the readers need to have to scroll excessively across a page.
- Balance 2D graphics with photographs and imagery of models, prototypes or 3-dimensional works (both finished and study/process models) where possible.
- Be succinct and straightforward in your text descriptions.