

THE PORTFOLIO

The portfolio is your opportunity to demonstrate the skills you have acquired during your formal design education and training. Your images will tell a story about your work and your approach to design. Think carefully about the sequence. It should start with a BANG, have a few interesting things in between, and end with a WOW!

FORMAT

- **Hard Copy:** Three sizes are preferred: 11" x 17", 8½" x 11", or 9"x 12"
- **Digital Copy:** You must have a high enough resolution so it doesn't look grainy on the screen, but should not exceed 6MB

LAYOUT

- Portrait or Landscape with removable page inserts
- The graphic design should be of top quality— white spaces, clearly organized, professional fonts (not ornate or flowery), etc.

PROJECTS

- Present a maximum of 4 strong projects. Presenting as few as 2 projects is fine, as long as they look great. Do not include school assignments like paint swatches from Color Theory or green peppers from Design Communication I or Elements of Design I.
- It's important to have at least 1 project presented from beginning (concept sketches, partis, inspiration imagery, etc.) to completion (construction details, custom millwork, lighting, etc.).
- Do not include endless construction documents or 3D renderings. Rather, show a range of skills, from hand sketching to CAD to rendering to model building.
- Each page or project should have a short title or explanation. Use bullet points, not paragraphs of text.

PORTFOLIO CONTENT

The portfolio should demonstrate your best work in these skill areas:

- Perspective sketches
- Hand-drafted plans
- Floor plans
- Elevations
- CAD drawings
- Reflected ceiling plans
- Renderings
- 3-D models

DESIGN SPECIALTIES TO SHOW

In order of preference:

- Office/corporate
- Residential/kitchen & bath
- Hospitality/restaurant
- Health care
- Education/government

EDITING & FINALIZING

- **Have someone else edit it ruthlessly!**
- Check for grammar, punctuation, and typos
- Consider eliminating entire pages or projects
- "Less is more"